

THE HUNGER IN THE VOID



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A Shadow of the Demon Lord Supplement

THE HUNGER IN THE VOID

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INTRODUCTION

The universe unravels as the Hunger in the Void draws near to Urth, casting a terrible shadow from which untold horrors are spawned. Mortals know this destroyer by many names. He is the One Foretold, the Darkness Without, the Bringer of Endings, and the Old Hatred, and many other epithets, but no matter what name it wears, this being—this Demon Lord—aspire to unmake creation, annihilating everything and everyone in so doing.

The Demon Lord and all its minions come from the Void, an infinite gulf of darkness that fills the gaps between all realities. The natural order of the universes protects those places, preventing these destructive forces from spilling into reality and carrying out their dread mission. But the safeguards set in place by the shapers of reality have begun to fail, the boundaries begun to weaken, and now, through those fissures bleeds the Shadow of the Void, releasing countless terrors to begin the awful work of unmaking.

The Hunger in the Void lays bare the secrets of demons and the darkness in which they dwell. This book is written for Game Masters. It contains new rules for describing demonic influence on the

world, campaign structures for realizing the possible apocalyptic ending of the world, plus a bevy of vile cults, beastmen, demons, and more that make this supplement the definitive resource for using demons in *Shadow of the Demon Lord*.

This book includes content players can use, though it's up to you to decide what options are available and what secrets should be revealed. For example, chapter 2 includes a selection of dark cults and options for characters who want to serve the Demon Lord. Chapter 3 introduces beastmen ancestries. Finally, chapter 5 includes a new ancestry, incarnations—otherworldly creatures that are the principal foes of demons and guardians of reality.

As with all sourcebooks for this game, the material found in these pages is yours to use or disregard as you choose. Many potentially disturbing concepts are explored—unsettling imagery, bizarre magic, and terrifying monstrosities against which the player characters might contend. The appalling nature of this material might not be suitable for all groups, so proceed with discretion.

Finally, you should have a copy of *Demon Lord's Companion* to make the best use of this supplement. Any game element marked with a † appears in *Demon Lord's Companion*, and one marked with a ‡ appears in *Terrible Beauty*.

CHAPTER 1: THE SHADOW DARKENS

Most people have no idea of the doom that hangs over their heads. They live their petty lives, scratching out whatever living they can with whatever wretched work they can find. Slaves to their desires, they pine for things they cannot afford, for love from people who would never spare a thought for them. They cling to all their grievances and complaints, all the while considering themselves to stand at the center of things—their lives and their experiences defining the reality in which they live.

So small, these people are. So insignificant, and yet so puffed up with self-importance. If they only knew how minor, how meaningless, they truly were and they could see the horror that lies just out of reach, they would drop to their knees and grovel, beseeching the empty vessels they call gods for mercy.

In truth, there is no mercy. There are no gods. There are only endings.

This universe is but one of many, each growing like a tumor on the edge of a vast and yawning darkness known as the Void. These universes sprang from the Void long ago, expanding out and away from the darkness but remaining in contact with the emptiness from which they were spawned. Substance pulled from the Void was given form and shape and then used to ignite the stars and spin planets from dust.

Nothing can pass in or out of the Void so long as the boundary that separates it from the darkness stands secure. This boundary is nowhere and everywhere at once, existing at the edge of reality, where it ensures that the hateful, hungry, vicious things on the other side stay where they belong. Yet mortals are foolish and dabble in forces they don't understand—forces that test and sometimes breach the boundary.

The casting of dark magic, the use of horrifying relics, deeds of unspeakable evil: these acts threaten the very fabric of existence. The greater the darkness unleashed in the world, the weaker the boundary becomes until one day, it cracks and releases the Shadow in the Void and all the demons with it. The Shadow blights whatever it touches. It makes monsters of ordinary men and women. It incites violence, driving people to kill, maim, and abuse. It wreaks havoc on reality's rules—the sun might stop in the sky, winter could grip the world in an adamantite grasp, the dead could rise, clouds of vermin could blot out the stars. All these signs point to the coming doom, for they herald the arrival of the great destroyer, the Demon Lord.

WHEN THE VOID INTRUDES

The boundary that keeps the Void and its denizens at bay has stood mostly secure for eons, but sometimes cracks appear and through them, the Shadow flows. These cracks, called Void breaches, have a disastrous effect on the world in the area where they come into being. A Void breach might release demons to rampage across the countryside, warp the landscape, or make monsters of the creatures living there.

Void breaches can occur for a variety of reasons, each of which is discussed below.

RIPPLES IN REALITY

The genies created the world by uttering the words of power. Without those words, reality would return to its natural state—a cosmic soup of undefined matter. Time erodes the power of those spoken words, causing ripples to pass through reality, often manifesting as a brief distortion in light easily passed off as a heat shimmer or a trick of the eye. A severe enough distortion can cause a small tear that becomes a Void breach. These have happened at various times and places all across the cosmos. Fortunately, breaches created by reality ripples are short lived and repair themselves.

FAILED HIDDEN KINGDOMS

The faeries created hidden kingdoms by extending reality into the Void, creating a pocket universe. Such realms are as blisters on the skin of reality, the boundary stretched thin to the point of fragility.

Only through potent wards do the faerie lords and ladies keep safe their secret lands. Nonetheless, the magic that sustains a hidden kingdom can and does fail. Such events are infrequent at best, but when they occur their effects prove traumatic to the world. The borderland of the realm becomes a Void breach as the hidden kingdom crashes back into the mortal world, and the Void's essence vomits through the breach, spewing horrors across the landscape. The collapse of a hidden kingdom creates an enormous wound that only time or powerful magic can repair.

RAMPANT CORRUPTION

Acts capable of staining the soul with darkness run counter to the laws of reality, as set forth by the genies. Corruption reflects a warping of the motive force found in all living creatures, the essential essence that gives each one identity and individuality. In mortals, this essence is the soul. In faeries and trolls,

the essence permeates the creature's entire being. The greater one's Corruption, the more demonic an individual becomes. Although the vile acts of a lone individual pose no serious risk to reality, when people perpetrate such acts in large numbers, they can cause reality to fray.

The greatest example of such an event occurred during the reign of the Witch-King, a time of darkness and evil unlike any other in the annals of history. The actions of the Witch-King and his diabolical servants did great damage to reality and might have hastened the end of all things, had they not been toppled by the conquering Kalasans with aid from the other peoples living on Rûl.

Nowadays, with the rise of the Orc King Drudge to the Alabaster Throne, some worry his reign will usher in a new era of darkness, pointing to the increasing number of Void breaches occurring across the Empire as clear warning signs.

DARK MAGIC

All magic violates the laws of reality. Each spell cast, each bit of power called from a relic, briefly violates the normal order of things so that the user can produce the desired effect. The safeguards embedded in most forms of magic, however, ensure that reality snaps back into place to prevent the unraveling of creation.

Some spells and relics use dark magic, which has no such safeguards. Creatures that call upon its power bear the signs of corruption as a signal that they have become unmoored from reality.

Now, even the most despicable dark magic spells are not likely themselves to tear a hole in reality. The Void influences the world in the instant when the spell is cast, and then the normal laws reassert themselves, leaving the boundary to the Void weakened but intact. Since these spells, being the most despicable and horrific, cause wanton suffering and widespread destruction, existing purely to leave the world worse in a significant way, they can trigger a breach when cast in areas already weakened by rampant magic use.

Breaches created by the use of dark magic can be short-lived or long, and they might seal themselves shut or require magic to do so.

A BLIGHT ON THE WORLD

The effects of a Void breach are dramatic. They leave the world in their vicinity stained, blighted, and tortured. It is as if someone stabbed the world at the site of the breach, and the world's suffering becomes palpable to anyone who stumbles upon it. From the breach, a gloaming spreads out, turning light to shadows and shadows to darkness, and horrors unimagined often come tumbling forth.

You decide when a breach occurs, and it's best if one comes into being in response to developments in the story. You can choose exactly what form the breach takes or let the dice decide. Use the following tables for guidance either way.

When a breach occurs, it has several qualities. The breach has a duration, which tells you how long it lasts. The breach's area of influence describes how far the gloaming spreads from the point of origin. Light in the area becomes shadows and shadows become darkness. And a breach often looses creatures, which could be demons, shadows, or void larvae. Roll once on the Creatures table when the breach opens and again every 1d6 minutes until the breach closes. Creatures coming from the Void can act during the round when they appear, and usually attack the nearest living creature.

DURATION

3d6	Duration
3	1 round
4-5	1d6 rounds
6-8	1d6 minutes
9-12	1d6 hours
13-15	1d6 days
16-17	1d6 months
18	1d6 years

AREA OF INFLUENCE

3d6	Radius of sphere centered on point in breach
3	1d6 miles
4-5	1d6 × 100 yards
6-8	1d6 × 10 yards
9-12	2d6 yards
13-15	2d6 × 10 yards
16-17	2d6 × 100 yards
18	2d6 × 10 miles

CREATURES

3d6	Creatures
3	1d6 shadows move into the area of influence.
4-5	1d6 void larvae mobs slither into the area of influence.
6-8	1d6 void larvae slither into the area of influence.
9-12	Nothing.
13-15	2d6 tiny demons or 1d6 small demons enter the area of influence.
16-17	1d6 medium demons or 1d3 large demons enter the area of influence.
18	1 huge demon enters the area of influence.



VOID LARVAE

When demonic influence reaches out from the Void, it interacts with reality's substance, causing it to change in marked ways. Sometimes the changes produce bizarre creatures called Void larvae—strange, grub-like worms with thick, pink hides and drooling maws lined with sharp teeth. Void larvae constantly hunger, and when they appear, they slither toward the nearest thing they can devour. In a way, they are reality's parasites, their existence weakening the world and everything in it.

Void larvae are described in *Shadow of the Demon Lord*. When they appear in large numbers, they sometimes collect into hideous mobs, which are described below.

VOID LARVAE MOB

DIFFICULTY 10

Size 3 frightening demon

Perception 5 (–5); sightless

Defense 8; **Health** 44

Strength 11 (+1), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 5 (–5)

Speed 6

Immune blinded

Mob The void larva mob takes half damage from attacks that target individual creatures and double damage from attacks that affect areas. The mob acts as a single creature but counts as ten creatures for choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through the mob's space, but its area is difficult terrain. The mob can squeeze through openings large enough to permit the passage of a Size 1/4 creature and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates, and 1d6 void larvae that made up the mob appear in open spaces within the space it formerly occupied. The void larvae can act on the next available turn.

ATTACK OPTIONS

Dripping Teeth (melee) +1 with 4 boons (2d6 plus 2d6 from acid, or 1d6 plus 1d6 from acid if the mob is injured)

SPECIAL ATTACKS

Spit Acid The void larva mob spits corrosive slime at one creature or object within short range, making an Agility attack roll against the target's Agility. On a success, the slime hits, and the target takes 1d6 + 2 damage.

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must get a success on an Agility challenge roll or take 2d6 damage.

VOID STAIN: WHAT'S LEFT BEHIND

After a breach closes, the demonic essence that was loosed leaves an indelible stain inside the breach's area of influence. These Void stains can fade after a few days or might last indefinitely. Even after the taint disappears, the land remains blighted and weird,

warped by the Shadow. A Void stain can have any one of the following characteristics you choose, or you can determine the characteristic randomly by rolling on the following table.

VOID STAIN

d6	Characteristic
1	Darkness
2	Diminished magic
3	Enhanced magic
4	Void tar
5	Warped reality
6	Whispers from the Void

DARKNESS

Light dies in the Void, so when a breach occurs, shadows darken the breach's former area of influence. Even after the breach closes, the gloaming might linger, turning light in the area of influence to shadows and shadows to darkness.

DIMINISHED MAGIC

Sometimes, after a Void breach closes, the retreating demonic influence strips away some of the magic that normally pervades the world. In the breach's former area of influence, spells become harder to cast and have a reduced effect. All of the following effects apply to each creature in the area for as long as the creature remains in the area.

- Each creature takes a –2 penalty to Power (minimum 0).
- Each creature makes attack rolls to cast attack spells with 3 banes.
- Each creature makes challenge rolls to resist spells with 3 boons.
- Any spell cast in the area that has a duration longer than instantaneous has its duration reduced to instantaneous.
- Creatures and objects take half damage from spells, enchanted objects, relics, and similar items of magical power.
- Any ongoing spell effects affecting creatures or objects end immediately.
- Creatures of an obvious magical nature, such as undead and constructs, take a –5 penalty to Health and make attack rolls and challenge rolls with 1 bane, which is in addition to other boons granted and banes imposed by this effect.

ENHANCED MAGIC

A Void stain might amplify magic in the breach's former area of influence, such that users of magic wield greater power and cast spells to greater effect. All of the following effects apply to each creature in the area for as long as the creature remains in the area.

- Each creature gains a +2 bonus to Power; casters expend castings gained from the increase before they expend their normal allotment of castings.
- Each creature makes attack rolls to cast attack spells with 3 boons.
- Each creature makes challenge rolls to resist attack spells with 3 banes.
- Any spell cast in the area that has a duration longer than instantaneous has its maximum duration tripled.
- Creatures and objects take double damage from spells, enchanted objects, relics, and similar items of magical power.
- Each round that a creature or an object has an ongoing magical effect on it counts as 1/3 round for the purpose of tracking the duration of the effect.
- Creatures of an obvious magical nature, such as undead and constructs, gain a +5 bonus to Health and make attack rolls and challenge rolls with 1 boon, which is in addition to other boons granted and banes imposed by this effect.

VOID TAR

Once a Void breach closes, the released demonic essence sometimes congeals into a thick, viscid substance that covers the ground throughout the former area of influence. This stuff, called Void tar, works like the *Eitr* found in the frozen wastes (see *A Glorious Death*), in that it occasionally coalesces into living, breathing creatures of hideous aspect.

Once each hour the group explores the area of influence, roll a d6. On a 1, you need not make this roll again until the group completes a rest. On a 2–5, nothing happens. On a 6, the substance spawns one or more monsters.

A square yard of ground covered in Void tar can be cleared away using Celestial or Fire attack spells. Each square yard of Void tar has Health 20 and is immune to damage from all other sources.

SPAWNED HORRORS

3d6	Monsters Spawned
3	1 large demon spawn monster
4–5	1d3 medium demon spawn monsters
6–8	1d6 small demon spawn monsters
9–12	2d6 tiny demon spawn monsters
13–15	1d6 medium demon spawn monsters
16–17	1d3 large demon spawn monsters
18	1 huge demon spawn monster

DEMON SPAWN

When the Demon Lord's shadow falls across the world, it sometimes leaves mortal creatures changed. Their bodies and minds warp until they become slaves to the Hunger's will. Like demons, demon spawn assume their forms using whatever materials might be available in the area where they appear. Some combine animal parts and chunks of rock, others might have serpents for limbs and heads that look like sucking, fleshy vortices. No matter what form they take, demon spawn are awful to behold.

You can turn any living creature into a demon spawn by applying the following changes to its statistics box.

DEMON SPAWN DIFFICULTY INCREASE BY TWO STEPS

Gain horrifying and change descriptor to monster

Perception +2; gain darksight if it doesn't have it already

Defense +2; **Health** 1.5

Strength +1, **Agility** +1, **Intellect** -3, **Will** -3

Speed +2

Immune gaining Insanity

Spell Defense A demon spawn takes half damage from spells and makes challenge rolls to resist attack spells with 1 boon. A creature attacking the demon spawn with a spell makes the attack roll with 1 bane.

ATTACK OPTIONS

Natural Weapons A base creature that has natural weapons makes attack rolls with 1 boon and deals 1d6 extra damage on any attack it makes using them. Otherwise, the base creature gains natural weapons—teeth, horns, claws, stingers, or something else—and makes attack rolls with them as if they were finesse weapons and with 1 boon. The attack deals damage depending on the creature's Size:

Size 1/4 or smaller	1d6
Size 1/2	2d6
Size 1	3d6
Size 2	4d6
Size 3 or larger	5d6

WARPED REALITY

Sometimes, a Void stain just mucks up reality. Something that normally works in the world either doesn't work in the area of influence or works in a weird way. The possibilities are endless, but here are a few ideas.

Weakened Gravity: Gravity is weak throughout the area of influence. Creatures can jump double the normal distance, and creatures take half damage from landing after a fall.

No Combustion: Fire doesn't function in the area of influence. Flames brought into the area gutter out. Neither pistols nor rifles work, nor does any device that catches fire or burns. Finally, Fire spells cast in the area have no effect.

Strong Gravity: The gravity is so strong that the entire area counts as difficult terrain. Creatures jump half the normal distance, and creatures that fall take double damage on landing.

No Air: The closing of the breach sucked all the air from the area of influence, and the stain prevents air from rushing back in to fill the area. Creatures in the area are subject to suffocation, and Air spells cast in it have no effect.

Time Distortion: Time either speeds up or slows down in the area of influence, with an even chance of either. If it speeds up, for each minute that passes inside the area, 1 round of time passes outside it. If it slows down, for each round that passes inside the area, 1 minute of time passes outside it.

WHISPERS FROM THE VOID

The boundary has grown so thin in the area of influence that creatures exploring it can hear the demons' shrieks and cries. At the end of each round, each creature in the area that is not a demon must make a Will challenge roll. A creature gains 1 Insanity on a failure; on a success it becomes immune to this effect for 1 hour.

SHADOWS OF THE DEMON LORD

The Shadows of the Demon Lord presented in the main rulebook work a lot like Void breaches and stains, but on a continental or even global scale. Although this material is optional—you can enjoy the game without it—it was always designed as a narrative tool for describing the manner in which the world of Urth might end.

Each entry in this section provides tips for making a change to the essential nature of the game setting. The material in the rulebook, painted in broad strokes, leaves much to your imagination in terms of how you might implement these changes and the

effects they can have as the campaign progresses. The entries that follow expand on the original material.

Each entry builds on what is described in the main rulebook, revealing what could happen to the world under the influence of one of the major Shadows. Some entries suggest that the events unfold in the background, while others present the information as if the happenings were the central focus of the campaign's plot. The entries for some Shadows suggest possible "cures," while others offer none, either leaving it up to you to create them or guaranteeing that the world dies by the time the campaign comes to an end.

BLACK SUN

When the Demon Lord's shadow falls over the sun, it turns the disk black and plunges the world into an unending penumbra. The demonic radiance that shines through the haze warms Urth, causing each day to grow hotter than the last until the world becomes a lifeless cinder.

The Shadow on the Sun (Starting): An unexpected eclipse leaves astronomers baffled and filled with worry when it doesn't end. The illumination from the darkened sun casts everything in shadows.

Unnatural Heat (Novice): Not long after the Black Sun appears, temperatures begin to climb. Venturing outside during midday becomes an act of courage. Worse, the strange light blights crops and sickens animals. During the hottest times of the day, characters traveling in the open are subject to the effects of exposure (*Shadow*, page 201).

The World Burns (Expert): Several months of punishing heat have taken their toll. Rivers and lakes dry up. Fields turn brown, and clouds of dust race across the landscape. Smoke from wildfires adds to the inhospitable atmosphere. The risk of exposure starts in the morning and extends until the late afternoon. During the morning and afternoon, characters make challenge rolls to avoid the effects of exposure with 1 bane, and rolls made during midday are made with 2 banes. Any character who takes a penalty to Health from exposure is badly burned and blistered.

Horrid Radiation (Master): The lands become desolate and wasted. Survivors pick through the ruins for anything to help them survive. The nations have collapsed, and the continent is now wild and lawless. Food and water are so scarce that foraging usually turns up nothing. In addition, radiation from the Black Sun causes a weird sickness in the land and its inhabitants. At the start of each adventure, each member of the group must make a Strength challenge roll with 1 bane plus 1 bane for each level the group has attained above 7. A character becomes poisoned on a failure or takes a -1d6 penalty to Health if the character was already poisoned in this way.



BLOOM

Plants respond vigorously to the spreading Shadow of Bloom, growing with astonishing speed to incredible size. Unchecked, nature reclaims the world, crushing civilization in a tightening grip. Once the last nation falls, horrors awaken in the nightmarish wilderness to hasten the end of all things.

Unexpected Bounty (Starting): Farmers across the land wake up to find their fields filled to bursting with grains and produce. Foraging characters automatically find something to eat, and food can be purchased for half the normal price.

Burgeoning Nature (Novice): The growth witnessed in farmlands extends to the wilderness, and within weeks all plants double in size. Paths become overgrown, while roads and highways halve in width.

The time multiplier doubles for groups traveling across forests, hills, plains, and swamps (*Shadow*, page 187). Finally, Nature spells are more powerful: Spells that have durations longer than instantaneous double their duration and cannot be ended by the caster. Creatures that cast Nature attack spells make the attack roll with 1 boon, and creatures make challenge rolls to resist such spells with 1 bane.

Threatening Wilderness (Expert): Despite efforts to slow the encroaching wilderness, recent growth covers all roads. Communities with populations of 1,000 or lower disappear, swallowed up by the lush greenery. Larger communities are nearly buried, with trees sprouting up in the streets, vines squeezing

buildings, and aggressive flora crowding alleys and spilling from abandoned buildings. Deserts shrink to half their size, while rivers and ponds disappear. Large lakes lose about half their size.

The time multiplier triples for groups traveling across forests, hills, plains, and swamps (*Shadow*, page 187). Creatures that cast Nature attack spells make the attack roll with 2 boons, and creatures make challenge rolls to resist such spells with 2 banes.

Nature Awakens (Master): Nothing seems to be able to stop nature's war against civilization. Communities with populations of 5,000 or lower vanish. Great patches of algae cover the oceans and large lakes, suffocating fish and other life. Deserts disappear, and all but the highest mountain peaks become obscured by trees of staggering size.

In addition, strange plant monsters hatch in the depths of the wild, monsters that hunt living creatures and tear them to pieces. Halve the time between checks for encounter threats in the wild, such that you check every half hour for extreme threat level, once every 2 hours for major threat level, and so on. In addition, raise the threat level for all environments by one step, to a maximum of extreme. Creatures encountered in the wild are typically plant monsters, which are monsters (*Shadow*, page 246) with the following changes.

Size varies plant

Immune gaining Insanity; asleep, blinded, dazed, fatigued, frightened, stunned

Fire Vulnerability The monster takes double damage from fire.

Plant Form If the monster does not move, it is indistinguishable from an ordinary plant.

CORRUPTED ORGANIZATION

The Shadow might fall on a powerful organization and corrupt its members, turning them into thralls of the Demon Lord. Any organization could fall prey to the Demon Lord's dread influence, though it's more likely to be one that has influence in the world, such as a religion, a faction within a religion, a guild, or a criminal group. Possibilities include the followers of the Old Faith, the Inquisition, the Black Hand (*Shadow*, page 158), or the Vault (*Shadow*, page 157).

First Stirrings (Starting): The agents of the corrupted organization take the first steps to weaken whatever rivals they might have. Agents of the Black Hand might start killing off assassins, while the Inquisition could step up its work finding heretics and demon worshipers. The Vault's agents could withhold funds to their clients, or the devotees of the Old Faith might start reclaiming temples stolen from them by the New God's cultists.

Bloody Coup (Novice): After a period of intense conflict within the organization, a new leader emerges. This leader promises peace and stability. The charismatic leader gains support from civic and

religious leaders, all of whom are hopeful that the organization will return to its normal operations.

The Mask Slips (Expert): The new leader pushes the organization toward some sinister action. The Vault could use its influence to force nations into war, while the druids of the Old Faith might step up their aggression and wage open war against the cities. The organization can behave in any manner you choose, but its efforts should cause trouble for the group, and its actions should seem suspicious to anyone familiar with the organization, since they have clearly malevolent intentions and sinister consequences.

Corruption Revealed (Master): The organization abandons all pretense and establishes itself as a force of darkness bent on bringing forth the Demon Lord. The Black Hand or the Inquisition might go on a killing spree, eliminating the leaders of every province and nation, along with the heads of the major religions, while their agents scour the lands for a relic or a device to tear a hole in reality. The druids of the Old Faith, having become convinced that civilization will ruin the world, awaken a primal spirit—a mask work by the Hunger in the Void—to eradicate the Empire. The Vault might use its obscene wealth to raise an army of machines and then let them loose to conquer Rûl.

CURSE OF THE BEASTMEN

Legend holds that the Horned King created beastmen from mortals who had displeased him, though in truth the first beastmen entered the world due to another, darker force (see chapter 3). The Curse of the Beastmen might erupt where the Shadow descends, causing ordinary people to turn into savage humanoids.

Enemy Within (Starting): One night, one in a hundred humans suddenly transforms into a beastman. Most become fomors, though a few turn into wargs or other things. Violence results, and the beastmen that escape disappear into the wilderness. Panic spreads.

Second Wave (Novice): Several weeks or months later, the transformation occurs again, this time affecting one in ten humans. The ensuing chaos leads to widespread slaughter. Again, the surviving transformed creatures escape into the wilderness, leading many people to believe that the old gods have taken their anger over the Cult of the New God out on humanity. As a result, these folk return to the groves to beseech the druids and priests for aid.

The Herd Marches (Expert): Several more sporadic bursts of transformations occur over the next few months, though they are not as far ranging or as numerous as the ones that happened before. People on the frontiers flee to the cities, reporting



increased attacks by beastmen. The resulting crowded conditions in the cities cause food shortages and disease, while the Empire fails to find a way to contend with the growing unrest on its borders.

King of Carnage (Master): The source of the troubles is revealed to be a mighty, demon-possessed minotaur, a Void bull (see page 48) known as the King of Carnage. His sorcerers employed dark magic and a potent relic to transform humans into beastmen, and the king has been using the transformed to swell the ranks of his horde. The king's armies march out from the wild places all over Rûl to lay siege to the cities and destroy them. As city after city falls and more humans transform into beastmen, the time for the Demon Lord's arrival is close at hand.

DEMONIC INCURSION

After a series of Void breaches, reality buckles and unravels. Through the cracks of the boundary come demons—at first a trickle, but then a flood. No place is safe from the invaders.

Call to Battle (Starting): An incarnation (see page 72) enters the body of a child and offers prophecies about the end times. Fearful people believe the child to be possessed, while others claim the child is Astrid



the Prophet returned. It turns out that several children all over the continent have issued the same warnings, suggesting that the battle for creation is under way.

The Invasion Begins (Novice): Void breaches open all across the Empire, spilling demons into the lands to engage in orgies of violence. Each time the player characters complete a rest during an adventure, roll a d6. On a 1, the characters are at risk of encountering a Void breach. On a 6, the characters are at risk of facing an incursion (*Shadow*, page 197).

Either result can occur just once per day, and only when the total of a player's attack roll or challenge roll is 0 or lower. If this occurs, either create a Void breach as described earlier in this chapter or roll a d6 and consult the Demonic Incursion table (*Shadow*, page 197).

A Land Beset (Expert): Breaches and incursions are occurring with even greater frequency. The land is awash in horror as demons kill, maim, feed, and rut. Eventually, nations begin to fall, crumbling under the weight of the invaders. Roll 4d6 each time the group completes a rest, counting each die result of 1 as a breach and each 6 as an incursion. These events occur when you choose.

The Stars Die (Master): One by one, the stars begin winking out of existence as the Demon Lord drags the universe into the Void. On Urth, devils and faeries

join the struggle against the invading demons, and almost nothing remains of the land that was—all is ruin, fire, and death. Each time a player gets a total of 0 or lower on an attack roll or challenge roll, either a Void breach or an incursion occurs. In addition, characters face breaches and incursions as described in "A Land Beset."

THE DRAGON AWAKENS

When the Demon Lord's influence falls upon the Great Dragon, that entity stirs and brings doom to the world. You can replace the Great Dragon with any other titanic creature. Or you could use some Lovecraftian-style elder god lurking at the bottom of the Auroral Ocean, roused after having spent an eon dreaming of another reality.

The awakened creature is not something the group should want to or be able to fight. Its power is equal to that of the gods, and it would not even notice attacks from mortals. Rather, the Great Dragon ought to be something spied from afar or whose power can be discerned through the destruction it creates as it makes its way across the continent.

The Dragon Stirs (Starting): The Great Dragon starts to wake up, and as it struggles out of its lair, Urth groans. Earthquakes, volcanic eruptions, and tidal waves occur in response.

The Dragon Appears (Novice): The Great Dragon, now free from its lair, begins its rampage at some place far from the group. Rumors about the creature's activities ought to eventually reach the characters, and they might see signs of nations preparing for attack, shoring up defenses, training soldiers, and stockpiling supplies.

The Dragon Nears (Expert): The Great Dragon carves a path across the continent, leaving a trail of ruin. The group might see the monster in the distance or stumble through the wreckage left by its attacks. The devastation the Great Dragon creates should drive home the power this creature possesses, as the great beast is capable of destroying entire cities that raise its ire.

The Dragon Arrives (Master): The Great Dragon arrives at the heart of the Empire, where it attacks Caecras. The wizards of the Tower Arcane, or some other potent force, resort to a deadly spell to destroy the monster, but in doing so they tear a hole open to the Void, bringing forth a horde of demons and the Demon Lord itself. The characters might head off this disaster by finding some other way to drive off the beast, perhaps with a great incantation or a potent relic. If they can find the solution before the wizards complete their spell, the characters might just save the world.

DREAMS OF THE DEAD GOD

As set forth many times in the main rulebook and other sources, the gods' existence depends on the belief of mortals. Without it, the power of the gods and their identities fade until they cease to exist. The Dreams of the Dead God scenario posits that there once might have lived a god or a being with godlike power who now rests somewhere deep in the earth. In fact, this being could be the power that the gnomes worship (see *Children of the Earth* in *Poisoned Pages*). Whatever its identity, the Demon Lord's shadow touches it, investing it with enough power to cause its dreams to reshape reality and eventually end the world.

Ominous Words (Starting): At the same time all across the world, people stop what they're doing or wake up and begin speaking in a strange voice in an unknown tongue. The voice speaks through these vessels for a few minutes, repeating a single phrase, until the speakers collapse. When they awaken, the speakers do not remember what happened to them. Authorities on magic and the occult determine that the speakers were all people who either possess

psychic abilities or have the potential to develop them. The words, when translated by magic, say "I am coming."

The God Dreams (Novice): Over the months following the utterance of the ominous words, strange happenings occur everywhere. Stones dropped in pools of water create no ripples. Clouds form into monstrous shapes, while flames give off a green or purple light. All these signs and others hint at the existence of some force that affects reality.

The Dreamer Thrashes (Expert): What began as isolated pockets of strangeness intensifies into widespread mayhem. The dead god's dreams have a stronger effect on reality, causing it to react in bizarre ways. Chunks of earth tear free from the ground and rocket into the sky, while clouds become solid as rock and fall to the ground. Water droplets rain upward from lakes, rivers turn to blood, and oceans go completely still.

The God Awakens (Master): The dead god awakens and plunges the world into utter chaos. The landscape changes daily—mountains push up from areas of flatland, while old ranges withdraw into the earth, leaving deep chasms behind. Trees uproot themselves and wander about, sometimes gathering into great herds stampeding toward some distant destination. The sky cycles through a rainbow of colors, temperatures fluctuate wildly, and the weather swings from violent to still many times during each hour.

At this stage, overland travel is nearly impossible. Maps are worthless, and the stars are no guide, for they slide across the night sky, wandering as if lost. Airships, if they can weather the storms, provide the most reliable mode of transport, but there's no telling if a place will still be there when the travelers arrive.

The dead god aims to remake the world. Such a transformation would eliminate most life in the world and might wind up making a place inhospitable to living creatures or with such strange characteristics that life has to begin evolving anew. Then again, it could just tear down the old to make room for the new. Whatever you decide, the dead god returns to its slumber once it finishes its work—until it awakens once again.

FALL OF CIVILIZATION

The Demon Lord's shadow could bring about the collapse of civilization. This manifestation of the Shadow could be anything from a war against an aggressive nation to an uprising of anarchists who reject law and order and strive to tear down everything. The orc uprising that resulted in the emperor's death (as described





in *Shadow of the Demon Lord*) was triggered by the Demon Lord's increased influence. Since taking the throne for himself, the orc king Drudge considers his options for what to do next. Many believe that he casts his gaze beyond the capital to fall upon the riches of the Empire's provinces.

The following description builds on the orc uprising. If you prefer a different catalyst for civilization's collapse, you can use the following for inspiration as you build out the Shadow's effects on your campaign.

The Emperor Dies (Starting): Taking the Empire by surprise, a powerful orc champion named Drudge turns on the tyrannical and probably mad young man who claimed the Alabaster Throne. The orc strangled the emperor and cast the corpse down at his feet. Naming himself king, Drudge declared freedom for orcs throughout the Empire. The orcs, bent on revenge, take their hate out on all around them, causing riots, fires, and countless deaths. The capital city burns, and the Empire shudders in fear at what might happen next.

Divided We Fall (Novice): In response to the emperor's death, the provinces declare their independence one after the other. Each shores up its defenses against the expected invasion, aware that the

orcs have suffered at humanity's hands for generations, and they are bent on revenge. For now, though, the orcs remain in the capital, but fear of the impending attack spreads like cancer throughout the Empire's lands.

The Armies March (Expert): Jotun raiders resume their strikes against the Patchwork Lands and Balgrendia, while undead hordes stumble out from the Desolation to besiege the Crusader States. The orcs fortify the ruins of Caecras, building war machines and arming their soldiers, even as the provinces bolster their defenses. Many speculate that the orcs intend only to hold the capital, but a few displaced nobles believe the orcs have greater conquests in mind. An ill-advised plan to strike at the orcs and assassinate the orc king goes into motion but fails spectacularly, the saboteurs and assassins all caught and executed.

Angered, the orcs march north and fall on the Holy Kingdom. Filled with fury born of centuries of abuse and fueled by the Demon Lord's shadow, the orcs assault the Holy Kingdom, impale the matriarch, and burn Seven Spires to the ground. Declaring the New God dead, the orcs turn west and march against Tear. The fighting rages across the Empire's ruins for months. The orcs find allies in the

jotun and in the death lords of Gog, who have used the instability to emerge from their ancient tombs and fall upon the weakened Northern Reach. The Empire is dead, and a new era of savagery begins.

The End of All Things (Master): The long, bloody war against the orcs leaves the people of Rûl unprepared for the coming darkness. Extensive acts of evil and corruption have unraveled reality's boundaries, resulting in Void breaches all across the continent. Cultists sworn to the Demon Lord move freely to commit atrocities, bring forth demons, and work the foulest magic to hasten the end. It is in this dark and desperate time that the last survivors of the old world must find a way to come together and take a stand, if it is not too late already.

FAMINE AND DROUGHT

The Demon Lord's shadow steals clouds from the skies so no rain will ever fall again. Such an event could result from the Shadow falling upon a powerful follower of the Old Faith or possibly corrupting a potent relic that was fashioned by the genies in times before history. Or, it could just be a warning of the doom to come.

Dry Spell (Starting): Weeks of no rainfall lead to worry that grows into panic as news spreads that the rains have stopped all across the land. The skies are clear blue each day, with no sign of clouds. People turn to the priests of the Old Faith for answers but find they have none; the priests are as puzzled as everyone else.

Any creature that attempts to cast a Water spell must make a Will challenge roll. On a failure, the spell has no effect, and the casting is wasted.

A Parched Land (Novice): It is as if something were stealing water from the world. Rivers and lakes evaporate, but instead of forming into clouds of vapor, they simply disappear. Crops fail, and people hoard what little water and food remain. Temperatures climb to uncomfortable levels.

In addition to the effects of Drought (see **Dry Spell**) Water spells are further diminished. Attack rolls for spells from this tradition are made with 1 bane, while creatures make challenge rolls to resist them with 1 boon. In addition, Water spells with durations of 1 round or longer are shortened, such that a spell with a duration of 1 round becomes instantaneous, a duration in minutes becomes that number of rounds, and hours become minutes.

Famine (Expert): The sea level drops, extending shorelines out for miles. The rotting remnants of fish, other ocean dwellers, and stranded ships speckle the dry sands. What water there is to be found rests deep underground. Most survivors retreat to the depths, fighting each other for control over the world's most precious commodity.

Water spells have no effect when cast.

Desert World (Master): The world becomes a vast desert, a blasted landscape ravaged by dust storms. Nothing survives on the surface; only the dead walk in the open air. Even the stores of water below ground have become so depleted that in a few years they too will be gone, and the world will die.

HERALD OF THE DEMON LORD

The greatest and most powerful demons are the demon princes (see chapter 4). They are the favored servants of the Shadow, and their appearance in the mortal world can tip the scales in the Demon Lord's favor.

A demon prince can gain access to the mortal world in a variety of ways—through a breach, the efforts of deranged cultists, or the misuse of a powerful relic. Luckily, the means to bring one forth are rare and guarded. The appearance of a demon prince could occur early in the campaign, in which case the group must contend with the effects that its presence has on the world, or it could happen later, the entrance of the prince marking the conclusion of a long and harrowing struggle.

Mad Designs (Starting): One of the demonic cults (which are described in chapter 2) tries to find a powerful relic, incantation, or some other device to bring forth a demon prince. Alternatively, the prince might have arrived already and inhabited a mortal body, biding its time until it tears free. The player characters might tussle with the cultists in their first adventure or have to deal with the aftermath of the cult's efforts.

The Demon Comes (Novice): Having achieved their objective, the cultists release the demon prince, which unleashes evil unlike anything the world has ever before seen. What happens when a demon prince arrives on the scene is discussed in chapter 4.

Desperate Measures (Expert): Although the nations of Rûl come together to combat the demon prince and the legions it brings forth from the Void to do its bidding, it becomes clear that the efforts are futile. The player characters or one of their allies might learn about some method of sending the prince back to the Void. If there's to be any hope at all, the characters must discover the method and learn to use it.

Final Confrontation (Master): Assuming the characters discover how to banish the prince, they must contend with the various forces converging on them to prevent their efforts, then fight their way to the demon prince and deploy the magic. Such a force must be powerful in its own right, and its use might have other serious consequences.

INFECTIOUS MADNESS

Rather than moving physically into the mortal world, the Demon Lord invades the dreams of people to afflict them with madness. In time, aberrant and delusional behavior become the norm, while those most deeply affected suffer profound madness. Cleansing the mental sickness, if it can be stopped at all, becomes the objective of the campaign.

Unholy Dreams (Starting): People all across the world experience terrifying, maddening dreams involving creatures of horrifying aspect and nature.

Escalating Insanity (Novice): People begin to exhibit odd behavior as a result of terrifying dreams, such as excessive scratching, twitching, or frequent moaning. Such displays can be seen almost everywhere one goes.

Each time a creature completes a rest, it must get a success on a Will challenge roll or gain 1 Insanity.

Bedlam (Expert): The madness spreads everywhere, and the rule of law starts breaking down. Unhinged people now roam the countryside, acting out their fantasies, while cities become madhouses where any form of deviant activity can be encountered simply by walking down a street. No place is safe, and everyone the characters meet could be a threat.

All creatures make challenge rolls to avoid gaining Insanity with 3 banes. All creatures gain 1 extra Insanity whenever they gain Insanity.

The Demons Come Forth (Master): The cause of the madness is revealed when demons use insane creatures as living portals through which they enter the world. Whenever a creature goes mad, do not roll on the Madness table (*Shadow*, page 35) and apply the following result instead.

Demonic Apotheosis Your soul is destroyed, and your body is used to create a demon of your Size. The demon can take the next available turn.

INFESTATION

All creatures in the world are susceptible to the Demon Lord's influence. Under the shadow of the Infestation, the Void corrupts vermin of all shapes, sizes, and kinds. In the clouds of locusts that strip fields bare, and in the seething carpets of rats that

boil up and out from the depths of the cities, can be seen the force of true and lasting evil, the insatiable hunger of the Demon Lord. Through these swarms the Devourer in the Dark works, and the hunger will not abate until it has consumed everything.

This shadow builds on the one of the same name described in the main rulebook, by expanding the Demon Lord's influence to all ordinary animals.

Strange Behavior (Starting): People notice that animals are becoming oddly aggressive. Even beloved pets turn hostile. The unusual behavior doesn't change much about the world, though animal attacks increase.

Revenge of the Beasts (Novice): Demonic power flows into animals, making even the gentlest beasts dangerous. Animals are hostile to any creature that lacks the animal descriptor. Furthermore, animals make attack rolls with 1 boon, and their attacks deal 1d6 extra damage.

Animal Hordes (Expert):

The hunger afflicting vermin expands to all manner of natural creatures. Swarms and mobs of animals range across the landscape, tearing apart anything they encounter. People flee from the wilderness to take refuge in the cities, only to find packs of dogs, clouds of aggressive birds, and more assaulting them from every direction.

Increase the Size of all swarms by 1d3 and their speed by 4 yards. In addition, all attacks by swarms and mobs of animals deal 2d6 extra damage.

From Beast to Demon

(Master): Demons enter the world through tainted animals of Size 1/4 or larger, transforming them into demon spawn (see page 8).

After conquering the wilderness, the demon beasts move on to devour the last holds of civilization.





INVADERS

The universe that contains Urth is but one of millions, and each stands at risk of drawing the Demon Lord's eye. Sometimes, people in other realms anticipate the ruin to come and pierce the veil of reality in hopes of finding a new world to inhabit. The shadow of the Invaders explores what might happen when an alien force spills into Urth to conquer it. In *Shadow*, the **reen** work best as an alien invader, but any creature could be adapted for this role.

Lights in the Sky (Starting): All across the continent, people see strange lights in the sky. Some are weird blots of colors, while others are ripples (similar to the Aurora Borealis). The lights show up sporadically for a few weeks and then stop.

Landfall (Novice): A pinhole of darkness appears in the sky above a city and then spreads wide, displaying a field of alien stars. Weird skyships drop through the gap, each one bearing the foot soldiers of an invasion force. The invaders crush the defenders and fortify the ruins that are left behind. Unfortunately for the rest of the world, the hole opened in the sky remains open.

War for Urth (Expert): The conquering force spreads like a virus across the continent. Armies of alien creatures protected by impervious armor and wielding strange weapons have little trouble taking territory from the defenders. Refugees flee before the advancing forces. The ones too slow to escape become slaves.

Behind the invaders, the hole remains open, but the edges begin to fray and demons occasionally slither through the gaps.

Enemies to Allies (Master): The trickle of demons escaping from the gate the invaders opened becomes a flood. Now the invaders find themselves set upon by the horrid host. To preserve themselves, the invaders must defeat the demons and close the gate, but they cannot do so without the aid of the most powerful magicians in the land. If the demons would be stopped, enemies and allies must come together to defeat the common foe.

LOOMING STAR

Most manifestations of the Shadow are described as though the Demon Lord invades reality by entering Urth, but the universe holds many other worlds, and any one of them could be the point of invasion. In the scenario of the Looming Star, the Demon Lord appears as a new celestial body in the night sky, a star so bright it snuffs out the light coming from those nearby. As the star draws closer to Urth, its dread influence grows, spawning weird mutations in all living things on which the light falls.

A New Star (Starting): A new star appears in the night sky, bright enough to diminish the view of the stars around it. Astronomers reveal that several stars around where the new star appeared have vanished over the previous centuries. Some believe the new star might have some part to play in the alteration of the celestial order.

The Star Approaches (Novice and Expert): It takes 2d6 months for the looming star to draw close enough to affect the world physically. During that time, a rash of new religions appears all across the Empire, all incorporating the star as an omen of import, either as a sign of hope or one of despair. The Cult of the New God believes it to be the manifestation of all its beliefs, the return of Astrid, or perhaps the manifestation of the New God come to cleanse the world of its evil. The followers of the Old Faith are not so confident and suspect danger.

The Star Arrives (Master): The star looms large in the heavens, acting as a second sun that bathes the world in strange red radiance. The new sun shines at the night but offers no heat and vanishes at dawn. Instead, it transforms living things into freakish and hideous monsters.

When a creature enters an area lit by the looming star, it must make a Strength challenge roll. On a success, the creature is immune to this effect until it completes a rest. On a failure, the creature gains a random mutation and 1d3 Insanity. Roll on the following tables to determine what happens, or use the Mutations table provided in *Shadow*, page 198.

MUTATION SEVERITY

d6	Severity
1	Debilitating
2-5	Cosmetic
6	Useful

DEBILITATING MUTATIONS

d20	Mutation
1	Your facial features melt or warp in some way. You make attack rolls with 1 bane in social situations to befriend, deceive, persuade, or seduce. Each time you gain this mutation, it imposes 1 additional bane.
2	An eye, nose, or ear falls off your head, leaving behind a pink, dripping socket. You make all Perception rolls with 1 bane.
3	You lose 1d6 digits from your hands or feet.
4	One of your arms pulls free from your body in an unexpected act of rebellion.
5	You lose your sex organs.
6	Your legs fuse together to form a weird tail. You can move only by crawling.
7	One of your legs hops away to find its fortune elsewhere. You can move only by crawling or hopping until you get a prosthetic limb.
8	Your blood is luminescent. While you are injured, you emit light in a 5-yard radius. The light grants creatures attacking you 1 boon on their attack rolls.
9	Your mouth seals shut. You cannot talk, and you can eat only by snorting your food.
10	You give off an unholy stench. Whenever a living, breathing creature within 1 yard of you uses an action, it becomes fatigued for 1 round.
11	Your body is soft and spongy. You take a -1 penalty to Defense.
12	Your feet become absurdly large. You take a -2 penalty to Speed, and you make Agility challenge rolls with 1 bane.
13	Your body folds in on itself. Halve your Size, height, and weight.
14	Your eyes become cloudy. Reduce your Perception by 1d3.
15	You hear voices and see things that aren't there. You make challenge rolls to avoid gaining Insanity with 1 bane.
16	You double your body weight. Reduce your Agility by 1.
17	You lose a third of your body weight. Reduce your Strength by 1.
18	A giant tooth grows out from your brain and breaks through your skull. Reduce your Intellect by 1.
19	You become sluggish. You can take only slow turns, and you reduce your Speed by 2.
20	Your bones become brittle. Take a -1d6 penalty to Health.

COSMETIC MUTATIONS

d20	Mutation
1	A crown of teeth grows from your scalp.
2	An extra, functioning face appears somewhere on your body. Though the face cannot talk, it mouths sinister words you can sometimes make out.
3	One of your orifices (GM's choice) seals shut, and you gain a new orifice to replace the sealed one in an unexpected place that otherwise functions normally.
4	One of your arms or legs transforms into a tentacle.
5	Your eyes emerge from your face on stalks.
6	You grow a tail.
7	Your skin takes on a weird color or a pattern of colors.
8	You lose all your body hair or become covered in profuse body hair.
9	Fine scales cover your body.
10	You gain 1d6 extra fingers or toes that might or might not appear on your hands or feet.
11	You give off a pleasing aroma.
12	Strange bumps rise up under your skin to form bizarre patterns.
13	Your eye color becomes something exotic, such as bright purple, metallic, or luminous.
14	You lose all your facial features, though you can see and hear normally. A small slit at the bottom of your head allows you to ingest food and liquid for sustenance.
15	Your eyes migrate to some other place on your body.
16	You gain an extra set of sex organs.
17	You give off no body heat and always feel cool to the touch.
18	You gain 1d6 + 3 multicolored blotches on your skin. Whenever you complete a rest, they migrate to different parts of your body and assume new shapes.
19	Bone spurs sprout all over your body.
20	Dozens of small, nostril-like orifices appear all over your body and make a faint whistling noise when you sleep.

USEFUL MUTATIONS

d20	Mutation
1	You grow an extra eye, nose, or ear. You make all Perception rolls with 1 boon.
2	Gills form under your ribs. You can breathe water as easily as you breathe air.
3	You glow in the dark. You turn darkness within 5 yards of you into shadows.
4	Your head swells to twice its normal size. Increase your Intellect by 1.
5	You become freakishly strong. Increase your Strength by 1.
6	You become quick and nimble. Increase your Agility by 1.
7	Your eyes grow to twice their normal Size. Increase your Perception by 1.
8	Muscles bulge in your legs, helping you move more quickly. Increase your Speed by 2.
9	A thick carapace covers your body. Reduce your Speed by 2, and increase your Defense by 1.
10	Your body toughens up. Gain a +1d6 bonus to Health.
11	You can move by climbing, thanks to the extra fingers and toes on your hands and feet.
12	You can move by swimming, thanks to the webbing that now stretches between your fingers and toes.
13	You have a magical epiphany. Reduce your Strength by 1 and discover one tradition of your choice.
14	Your body now adapts to hostile substances, rendering you immune to damage from poison and the poisoned affliction.
15	Your bones are soft and flexible. When you would move through a narrow space, you count as if you're half your current Size for determining the space through which you can squeeze. If you have an odd-numbered Size greater than 1, subtract one before halving.
16	You heal rapidly. While you are injured, you heal 1 damage at the end of each hour.
17	You gain cold resistance or fire resistance. You take half damage from the chosen damage source.
18	You can use an action to alter your appearance. You gain the changeling's Steal Identity talent. If you already have this talent, ignore this result and roll again.
19	Your nails lengthen into claws that count as basic off-hand weapons with the finesse property. Attacks with your claws deal 1d6 damage.
20	Your bones become hollow, and you sprout wings. You can move by flying, but you have a penalty to Health equal to your group level ÷ 2. If your group level increases, so does the penalty.



PANDEMIC

Rûl is no stranger to plagues. The ravages of ailments such as the shuddering pox and the shrieks still haunt survivors and their descendants. Although the people have managed to withstand the occasional outbreak, not even the vaunted House of Healing is prepared when a demonic pandemic sweeps across the continent.

The source of the Shadow in this manifestation might be a debased group of people working to spread a potent plague, a corrupted member of the House of Healing, or even the effect of a terrible incantation. If this scenario becomes the centerpiece of the campaign, you should ensure that the characters gain some protection against disease early on, so they don't spend most of their time convalescing. For a selection of nasty diseases, check out *Fever Dreams* in the *Poisoned Pages* series.

Outbreak (Starting): Disease strikes a city. The leaders close the gates, but not before a few people escape, carrying with them the plague.

The Disease Spreads (Novice): The plague spreads throughout the province in which the outbreak first occurred. The House of the Healing dispatches red cloaks to tend to the sick. It becomes clear that it is not a single affliction that's attacking the people, but virulent strains of some of the nastiest diseases to have ever struck Rûl.

The Demon Lord's influence causes all diseases to deal 1d6 extra damage, and any disease can be spread through physical contact.

Incurable Plague (Expert): After the red cloaks start falling ill and magic proves ineffective at curing the worst of the plagues, community leaders take drastic steps to control the spread. People are locked in their homes, which are then burned. Entire towns are lost in this way, and still the disease spreads.

All diseases now deal 2d6 extra damage.

Pandemic (Master): In a world weakened by plague and with the death toll climbing each day, it seems all is lost. Unless the source of the sickness can be discovered and destroyed, the disease will wipe out everyone on the continent

RESTLESS DEAD

The souls of the dead sink into the Underworld or descend into Hell, where their former lives are forgotten so they can live again. When the Shadow falls on the gates of the Underworld and Hell, souls cannot make the proper journey and thus remain trapped in their dead and rotting bodies. Worse, the demonic influence infuses the corpses with an unholy hunger for warm flesh and hot blood. Unless they are stopped, the world will drown in undead.

The Dead Walk (Starting): Wherever the campaign starts, the characters witness an accidental death. Minutes later, the corpse stirs, stands up, becomes a zombie, and attacks. This sort of event happens sporadically all across the province.

In this scenario, whenever a living creature with a humanoid body dies, roll a d20. On a 1, the creature rises as a zombie 1d6 minutes later.

Zombie Plague (Novice): The instances of reanimation become more frequent. Any living creature that dies rises up as an undead. While such events are troubling, most communities have managed to keep the problem under control by decapitating and burning the dead.

At this stage, whenever a living creature dies, it rises 1d6 minutes later, either as a zombie if it has a humanoid-shaped body, or as an animated corpse otherwise.

Demonic Dead (Expert): Despite great efforts to contain the threat, undead become even harder to prevent and destroy.

Whenever a living creature dies, it rises 1d6 rounds later and is infused with demonic power. All undead make attack rolls and challenge rolls with 1 boon, and their attacks deal 1d6 extra damage.

Zombie Apocalypse (Master): The situation unravels completely when the buried dead rise up as animated corpses. Graveyards vomit up their rotten residents, which then gather into shuffling mobs. Barrow wights emerge from their tombs, leading grave thralls and other undead horrors to march against the living. And the death lords (*Tombs of the Desolation*, page 27) lead their armies forth from the Desolation, emboldened by the Demon Lord's shadow, to wash over the Crusader States and join their undead brethren in the south.

UNRULY EARTH

When the Shadow falls on Urth, it can turn the ground underfoot into a terrible and destructive enemy. Over the course of the campaign, the landscape shifts and groans, quakes and bursts. The geological instability grows worse and worse until the planet itself cracks in half.

Rumblings (Starting): Minor tremors and small quakes wrack the lands where the campaign begins, a gentle portent of things to come.

The Earth Rebels (Novice): The geological upheaval intensifies. Once each week, a strong earthquake strikes a region of your choice, with force enough to cause widespread destruction in cities and towns throughout the region.

Enemy in the Earth (Expert): Earthquakes strike with more frequency, while the ground heaves and cracks, volcanoes erupt, and the landscape seems intent on remaking itself.

Once each day, roll a d6. On a 6, disaster strikes an area within 1d20 miles of the group. An earthquake could affect an area 2d20 miles across, a volcano might erupt, or a tsunami could wash away the shoreline. Whatever happens, the destruction should be total throughout the area, entire regions despoiled by the shaking in the earth.

Enemy Revealed (Master): Genies, driven mad by the Demon Lord's influence, descend into the depths of the earth to unmake the world. The ground tears itself apart—new mountains burst free and old ones tumble into rubble. New islands spawned from volcanoes rise up in both oceans, while the sky is blackened with soot and cinders. Unless the genies can be stopped—in a manner of your choosing—the world eventually breaks apart, killing everything on it and in it.

WEIRD MAGIC

The genies formed the world by speaking aloud words of power, of which only fragments now survive. These fragments are used in the casting of spells to produce the desired effects. When the Shadow falls on the field of magic that envelops reality, those who study magical power are at risk of being corrupted by it, while the spells they cast have strange and unpredictable effects.

The Vanishing (Starting): All the oracles at one of the Moon Maiden's temples disappear one night, leaving behind empty clothing. Investigation reveals that this has happened to many servants of the goddess all over the continent.

Enhanced Magic (Novice): Not long after the disappearance of the Moon Maiden's oracles, users of magic discover their capabilities have been greatly enhanced. Such creatures make attack rolls to cast attack spells with 1 boon. Each creature makes challenge rolls to resist attack spells with 1 bane. In addition, spells that have a duration longer than instantaneous have their durations doubled.

Magical Mishaps (Expert): The surge of power is revealed to have been a great distortion in the magical field that envelops Urth, and now spells sometimes produce unexpected results due to the Demon Lord's influence. Whenever a creature would cast a spell, it must make a Will challenge roll. On a failure, the spell's effect is replaced with a random effect determined by rolling on the Weird Magic table (*Shadow*, page 199) and the casting is expended. On a success, the creature casts the spell as normal.



Corrupting Magic (Master): Up to now, the Demon Lord's influence on magic has merely made it misbehave. But as the Hunger draws nearer, those who use magic are at risk of corruption. Each creature in the world gains Corruption equal to its Power. In addition, whenever a creature would discover a tradition or learn a spell, it must roll 2d6. If the number rolled is less than its Power, the creature gains 1 Corruption.

The subversion of the world's magicians and priests makes the land particularly vulnerable to the demonic invasion. Many spellcasters—now corrupted—put their efforts toward ripping open portals to the Void to free the demons they serve.

THE WILD HUNT

Although the faeries are aloof from mortal concerns, they are not immune to the Demon Lord's corrupting influence. Centuries of resentment and frustration could make a lord or lady vulnerable to the Demon Lord's temptations, driving that individual to make unspeakable pacts with darkness and gain the power needed to eradicate the scourge of mortality from the world. Of course, when faeries do so, they become warped and changed by their dark devotion, eventually becoming agents of the world's oblivion.

The Fallen Faerie (Starting): One of the faerie lords or ladies falls under the Demon Lord's shadow. The demonic influence intensifies the noble's disdain for mortals, and the ruler promptly issues a decree that calls out mortals as a threat to all faerie. Faeries emerge from the hidden kingdoms to work mischief on any mortals they find.

Warning Signs (Novice): Faeries not within the noble's influence recognize the peril presented by the corrupted ruler and might bring warning to mortal communities. Some people heed the warning, though most, especially those under the influence of the Cult of the New God, ignore the news, and the faerie messengers are driven off. At this point in time, all faeries that are not members of the group are hostile to humans, dwarfs, halflings, and other mortal creatures.

The Wild Hunt Rides (Expert): The faeries' hostility toward mortals spreads to other hidden kingdoms as more of the fey lords and ladies come under the Demon Lord's influence, and the land suffers for it. Children are stolen in greater numbers, their bodies thrown down to feed the fires of Hell, while animals are slain or scattered, houses burned, and people disappeared. Their corruption warps the faeries, causing them to become strange and monstrous. All faeries that are not members of the group gain the frightening trait if they don't have it already.

The War for Urth (Master): Finally, the lords and ladies of the hidden kingdoms lead their armies forth to reclaim the mortal world and cleanse it of the stain of mortal creatures. Having had some time to prepare, the mortal peoples come together to defend their homes. Casualties mount on both sides, but the outnumbered faeries are rapidly dispatched. In a final, desperate act, the dark lord of the faeries casts a cataclysmic spell that ends the war for both sides and leaves the world shattered and inhospitable to any living thing.

WINTER'S GRASP

Old Man Winter is an unpopular god. Brother to Thanatos, Father Death, the Old Man shakes off the shackles of his prison each year to resume his war against the Queen of Summer and crush the land in his icy grip. And each year, the Queen returns and sends him back to his prison. If the Queen were to be herself imprisoned or even slain, Old Man Winter would be free to claim the world for himself. In this vestige of the Demon Lord's shadow, the world groans in the grip of winter, and an ice age begins that might never end.

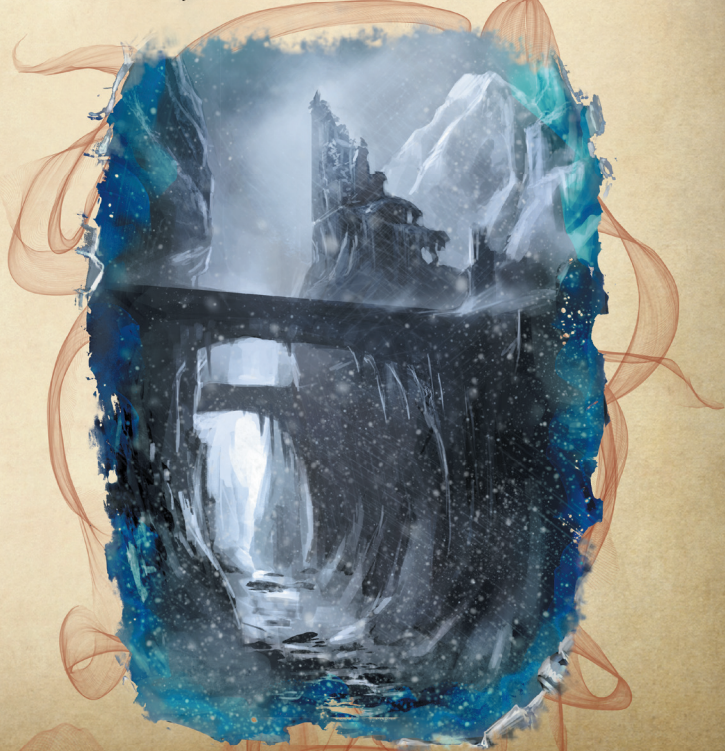
The Shadow on the Sun (Starting): Unseasonable cold washes across the continent, spreading north from the frozen wastes. Since much of the settled lands are in warmer climes, the chill in the wind passes unnoticed for the most part.

Winter's Reach (Novice): Temperatures on the continent continue to grow colder, each week chillier than the last. The climate in the south is as if winter has returned in full force, and snow begins to fall as far north as Caecras. In the middle of the night, characters traveling in the open are subject to the effects of exposure (*Shadow*, page 201).

Winter's Touch (Expert): The weird winter continues for months. Rivers and lakes freeze, while harvests fail. Snow falls all across the continent now, though the flakes still melt before they touch the sands of the Desolation. The risk of exposure starts at dusk and extends until dawn. During the early evening, characters making challenge rolls to avoid the effects of exposure do so with 1 bane, while those rolling during the middle of the night do so with 2 banes. Any character who takes a penalty to Health from exposure becomes frostbitten.

Winter's Grasp (Master): The unrelenting cold has cause snow to blanket the continent, and even the oceans are locked in ice. People have burned almost everything they can to stay warm, and even that isn't enough. Law and order have largely collapsed, and rule falls to the strongest. Food and water have become so scarce that it's impossible to find nourishment by foraging, and the number of ghouls is on the rise. The risk of exposure extends throughout the day, and characters make challenge rolls to resist exposure with 1 bane during the day, 2 banes during the early evening, and 3 banes throughout the night.

Snow and ice make travel difficult and the bad weather and poor conditions double the terrain multipliers for overland travel. Furthermore, when rolling for random weather (*Shadow*, page 187), a result of 6–15 indicates cold and clear conditions.





CHAPTER 2: SERVANTS OF THE VOID

What kind of person would willingly serve the Demon Lord? The very idea of someone not only pledging their heart and soul to something anathema to their existence but also actively working to bring about the end of all things seems ludicrous. Who are these people? What madness impels them? What could have possibly happened to cause them to consign everyone and everything to oblivion?

The answer is that no one would. Not even the most nihilistic bastard would offer himself as an agent of the extinction the Demon Lord promises to bring upon the world.

So, if no one would willingly serve the Shadow, then why does the Demon Lord have followers? No one in the mortal world can ever hope to fully understand the nature of the Void or what forces lurk within its gloomy expanse. To lay eyes upon the Demon Lord is to find one's sanity shattered, and to feel the Hunger's touch is to become its slave. The Demon Lord is not some deity eager to win converts by promising favors, has no interest in mortals other than to feed

its prodigious appetite, and it doesn't hear their spiteful, petty prayers. Instead, people come to the Demon Lord when they organize their beliefs around a malevolent, destructive idea and put their faith into that idea. In ancient times, belief might have created a small god, but with the prolific use of dark magic weakening reality's boundaries, these beliefs draw attention from the Void, and the god or power created becomes yet one of many masks worn by the Hunger in the Void.

The Demon Lord's mask conceals the threat it poses to the world. Cult leaders might eventually grow wise to just what exactly they serve, but by then their souls have been stained by the darkness of the Void and they find themselves consumed by a feverish need to do whatever they interpret to be its commands. Thus, few cultists have a clear understanding of what they serve—and when or if they discover the truth, they are too corrupted, too blighted to change course and escape the doom they have helped to bring about.

A great number of people have been duped into serving the Demon Lord, though such service invariably leads to destruction. The following cults represent the most dangerous and infamous found on Rûl.

BROTHERHOOD OF SHADOWS

A society spoken of in whispers and shrouded in mystery, the Brotherhood of Shadows has spread its tendrils throughout the Empire. Its sordid history is rooted in the old aristocracy of Gog, when those debased nobles threw their support behind the Witch-King. The Brotherhood not only survived the fall of that dark tyranny but also thrived in its aftermath. The cult's reach into the societies of the Empire is deep, and it uses its influence to steer the nation toward catastrophe.

The cult's founders were among the first mortals of Urth to discover the Void and detect the awareness in the darkness beyond. Their brush with demonic forces drove them mad, and their ravings focused on a being they named the Eternal Shadow—the personification of endings and a force that would, inevitably, consume all things. The writings of these unhinged individuals were stored in several tomes, the most famous of which is the *Apolypticon*. Over time, copies of the work have managed to survive the Inquisitors' pyres and break free of the confinements that fail to hold them.

From this book and others, students of the occult, mostly from the ranks of the effete aristocracy, came to believe that this Eternal Shadow would swallow them unless they did something to attract the Shadow's favor. Through service, the devotees might be spared annihilation and live to rule at the Shadow's side.

The Brotherhood of Shadows, or of the Eternal Shadow as it is sometimes called, is a wealthy organization. Its highly placed members can use their influence to divert attention from the cult's activities and acquire all manner of unspeakable objects to aid them in their endeavors. The cultists use their resources to bring about the change they desire in the world, nudging events toward the apocalyptic conclusion that is foretold in their most unholy books.

Despite the cult's reach and its powerful membership, the Brotherhood is anything but united. Rather, the cult has sects by the scores across the Empire, and cooperation between the various sects has not occurred in the members' memory. The members of every sect see other sects as rivals, fearing they might distinguish themselves from the rest and steal the Eternal Shadow's favor for themselves. In their constant battle for supremacy, sects work against each other as often as they work against the forces of the world.

Each sect has a similar hierarchy, with a Father or Mother at the head, supported by a number of Aunts and Uncles. Everyone else is either a brother or a sister. Sects typically have special names, and followers rarely refer to themselves by the cult's true name.

Even though the sects vie and fight against each other, they are all obedient to the Grandfather or Grandmother, who is the highest-ranking member of the Brotherhood (and one who wins the title by murdering his or her predecessor). Most grandparents let the sects squabble so long as none draw too much attention to themselves or the larger organization. If a sect becomes too aggressive, the leaders crack down on the members with brutal force to keep them focused on their larger objectives.

JOINING THE CULT

The Brotherhood recruits members from the ranks of the upper classes. The power, wealth, and influence of such individuals enrich the cult and help to keep eyes averted from their activities.

A potential member is assigned an advocate whose responsibility is to draw the individual slowly into the organization. Most candidates believe they are joining a secret society of elitists free to pursue whatever deviant distractions they might choose. Only after they feed their dark appetites and become corrupted do the cultists initiate them into the organization.

The process of initiation varies from sect to sect, but most involve certain key elements. The cultists gather in a gloomy chamber lit by black candles, with heavy black curtains over the windows. Bones serve as décor, carved or assembled to form chandeliers, goblets, tables, and chairs. The other cultists wear traditional garb for the initiation—hooded black robes and animal masks. Members keep their identity secret from one another to ensure if that one becomes compromised, the rest of the cult can survive.

As part of the initiation requirements, a candidate must perform the following acts, in any order, as well as any other requirement peculiar to a sect. Each act demonstrates devotion to the Eternal Shadow.

- Defecate on a symbol of the gods, preferably the symbol of the New God
- Kiss the anus of the sect's Father or Mother
- Strangle an infant

Upon completing the rites of initiation, the new cult member becomes subservient to the elders and must obey any order given. Sects focus on gathering power for themselves, such as by corrupting community leaders and funding expeditions to recover prized relics, books, and other valuables needed to carry out the Eternal Shadow's will. When they are not undertaking missions, cultists gather to have orgies, sacrifice animals to the Eternal Shadow, and chant the mad phrases from their unholy book.

Service to the Eternal Shadow carries a painful price. Most members sport signs of their devotion—their eyes bloodshot, their skin waxy, and teeth rotting out of their heads. They keep themselves disguised when interacting with outsiders.

CULTISTS OF THE ETERNAL SHADOW

Sometimes cultists take a direct hand in demanding tasks or ones that risk exposing their agenda or allegiance. Typically, brothers and sisters gather for blasphemous rituals in the houses of wealthy members under the leadership of a father or mother.

BROTHER/SISTER OF SHADOW DIFFICULTY 1

Size 1 human

Perception 11 (+1)

Defense 11; **Health** 9; **Insanity** 1d6; **Corruption** 1d3
Strength 9 (-1), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 9 (-1)
Speed 10

Ghastly Visage The cultist gains the frightening trait when it removes its mask.

Beseech the Shadow When the cultist becomes incapacitated, roll a d6. On a 6, shadows spread from a point in its space out to a 5-yard radius for 1 minute.

ATTACK OPTIONS

Short Sword (melee) +1 (1d6, or 2d6 against a creature partially obscured by shadows)

FATHER/MOTHER OF SHADOW DIFFICULTY 10

Size 1 human

Perception 12 (+2)

Defense 11; **Health** 23; **Insanity** 1d6 + 1; **Corruption** 1d6 + 1
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 8 (-2)
Speed 10

Horrid Visage The cult leader gains the horrifying trait when it removes its mask.

ATTACK OPTIONS

Rapier (melee) +1 with 1 boon (1d6 + 1, or 2d6 + 1 against a target partially obscured by shadows)

SPECIAL ACTIONS

Call the Eternal Shadow The cult leader uses an action to call upon the Eternal Shadow, causing shadows to spread from a point he can reach out to a 5-yard radius. The shadows remain for 1 minute, until the leader uses this action again, or until the leader becomes incapacitated.

MAGIC

Power 2

Demonology⁺ *demonic guidance* (3), *favor of the Demon Lord* (2)

Shadow *nightfall blade* (3), *shadow dart* (2), *shadow stride* (1)

APOCALYPTICON

Many inferior copies exist of the dread tome that contains the writings of the first apostles to the Eternal Shadow, composed after they were driven mad by the revelations gained from peering into the Void. None of these copies hold the power of the original.

The original *Apocalypticon* is a great, black book, 3 feet long, 2 feet wide, and 1 foot thick. Heavy iron chains with stout padlocks hold it shut. Iron plates wrapped in human skin serve as the book's cover, and rust bleeds through tiny rents and fissures in the poorly cured flesh. Any key can open the locks, but only after the key is dipped in a virgin's first menstrual blood. Sliding the key into the lock brings forth a terrible scream from the lock (and from the virgin whose blood was harvested, if she still lives, regardless of her distance from the book).

The pages are made of thick vellum of unknown origin, patched and stained in many places by unpleasant substances. The writing is crazily formed, running all over the page and sometimes curling back on itself or around the obscene diagrams and illustrations of things spotted in the Void or called from it. The original *Apocalypticon* has returned to the world many times. It is believed by some to be locked in a vault under Seven Spires, chained to the Dark Lady's belt. Others assert that it was carried off into the Desolation by warlocks fleeing the wrath of the Kalasans.

Demonic Implement If you make the *Apocalypticon* your implement, you gain 1 Corruption. For as long as the book remains your implement, you count as if you had discovered the Demonology⁺ tradition, and you take half damage (minimum 1) from casting Demonology spells.

Demonic Magic The book reveals 1d3 + 1 Demonology spells, chosen by you, when you make it your implement. The spells must be of a rank you can cast. You count as if you had learned these spells, and you can cast them provided the book is open and you can see it.

Demon Inside If you made the book your implement and you later become incapacitated, a demon slithers free from the book and stands up in an open space of the GM's choice nearest to the book. Roll 2d3 to see what kind of demon shows up. The demon will not attack you, but it is not under your control and might attack members of your group as the GM decides.

DEMON INSIDE

2d3	Demon
2	1 tiny demon
3	1 small demon
4	1 medium demon
5	1 large demon
6	1 huge demon

KNIGHTS OF THE ONE TRUE GOD

Not every servant of the Demon Lord appears monstrous or evil. Some wear smiles and white cloaks, presenting themselves as noble, virtuous servants of the highest ideals. Yet behind the pleasantries and apparent good intentions lurk hearts as dark as any sworn to the Hunger in the Void, all the more dangerous for their duplicity.

The Knights of the One True God grew out of the Cult of the New God. A rogue sect disavowed by the matriarch centuries ago, it came about through a combination of intolerance, distorted views on the New God, and a violent streak that caused irreparable fissures between the sect and the larger cult. After a brief but bloody conflict, the knights fled south. They eventually settled in the Patchwork Lands, where they could worship as they saw fit without the heavy hand of the cult guiding them. Over the years, their religious views have become deeply perverted by demonic influence, and now they pose a considerable danger to the Cult of the New God by masquerading as followers and subverting honest people toward their disturbed views on the divine.

Their warped conception of the New God has forever sundered them from the cult to which they once belonged. The knights live under the belief that the New God, whom they call the One True God, craves vengeance. According to their sacred writings, this power created all things, but was then abandoned by mortals who had fallen under the sway of false gods—faeries masquerading as divinities. For centuries, the creator god languished, forgotten, cast out from the universe he had made. The knights recognize Astrid as the founder of their order, but also believe her to have been a failure, because she never moved against the temples of the false gods, and her followers eventually made peace with those religions.

The knights believe that the New God is coming back to the world to destroy it, except for the true believers—those to whom the New God has revealed himself, such as these knights. What the cultists do not realize is that their perverted interpretation stems not from some hidden truth, but from a seed of corruption born of intolerance and hatred, and the power they serve sources from none other than the Demon Lord.



The knights have established a tiny kingdom in the Patchwork Lands called the Kingdom of God. At the center of a patch of scrubby badlands stands an enormous fortress called the Citadel of Truth, where the cult's supreme commander oversees the knights in his service and dispenses justice to the wretched serfs who scratch out farms in the blighted lands all around. The supreme commander has the staunch support of one hundred knights who live within the fortress when not patrolling the kingdom's borders. Knights errant venture out of the realm to carry their beliefs across the Patchwork Lands and north into the Empire.

JOINING THE CULT

The Knights of the One True God see themselves as part of a holy, militant order. They recruit cultists from the ranks of warriors, preferably those who have at least some degree of religious conviction concerning the New God. Knights look for strength at arms first and piety second, since it doesn't really matter what any member believes once the supreme commander names the squire an elect. To be an elect is to be chosen by the New God to fight against the heretics and nonbelievers, to help cleanse Urth in the coming apocalypse.

Candidates are brought to the dungeons below the Citadel of Truth, where they are subjected to torture and deprivation designed to break the spirit. Only then can the knights instill a fanatical belief in their doctrine. A great many die during the rites of initiation, but the ones who survive have unswerving devotion to their vengeful deity and are certain about their beliefs to the point of madness.

The One True God is shown as a bearded man of immense size, stern visage, and, sometimes, with blood on his hands. He's often displayed reclining on a bed of infants who struggle to carry his bulk, many of them flattened under his prodigious weight. Banners showing the bearded god snap from atop the Citadel's battlements or on banners carried into battle against the infidel.

All knights believe that pain and suffering are the paths to salvation. Most scourge their bodies with whips and chains, don cilices to gouge their skin, and restrict their diets to water and simple foods.

CULTISTS OF THE ONE TRUE GOD

Cultists of the One True God gain the title of knight. Normally, they wear sackcloth robes and paint their faces in their own bodily wastes to show that they, like all creatures in the world, are wretched. When called to fight, they don gleaming armor and appear as resplendent figures, eyes burning with zeal, their faith a weapon that cuts down the infidel, heretic, and nonbeliever alike.

KNIGHT OF THE ONE TRUE GOD DIFFICULTY 50

Size 1 human

Perception 9 (-1)

Defense 17 (mail, large shield); **Health** 43; **Insanity** 1d6;

Corruption 1d3

Strength 13 (+3), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 11 (+1)
Speed 10

Immune charmed, frightened

Combat Expertise When a knight uses an action to attack with a weapon, it can either deal 1d6 extra damage or make another attack against a different target at any point before the end of its turn.

Zeal When the knight would make an attack roll or challenge roll, it can use this talent to make the roll with 2 boons. If the roll results in a failure, the knight becomes dazed for 1 round.

ATTACK OPTIONS

Sword (melee) +3 with 2 boons (2d6 + 2)

Large Shield (melee) +3 with 2 boons (1d3 plus 1d6)

SPECIAL ATTACKS

Shield Smash The knight makes an attack with a large shield against one creature it can reach. On a success, the target takes 1d3 plus 1d6 damage and falls prone. The knight can then use a triggered action to attack the target with its sword.

VOWKEEPER

The Knights of the One True God believe that pain and suffering bring clarity to the mind, ridding it of thoughts of lust, hatred, and other base emotions. For this reason, knights abuse their bodies, flaying their backs with scourges, piercing their flesh with nails, or carving prayers into their skin with dull blades. Although many tools are available for use in such sordid activities, the relic known as *Vowkeeper* is the standard against which all others are measured.

Vowkeeper is a leather belt adorned with short metal spikes on one side. It is worn, usually around the thigh, with the spikes against the skin. The end of the belt is pushed through the buckle and drawn tight so the spikes dig into the flesh. Certainly not a unique device, what makes *Vowkeeper* special is its power to clear the wearer's mind so he or she can focus on higher matters.

Clarity from Pain You can use an action to strap the relic to your leg. You take 1d3 damage plus a -3 penalty to Health and a -2 penalty to Speed. Both penalties remain until you remove the relic. While you have these penalties, you cannot be charmed or frightened, and the relic grants you 1 boon on Will challenge rolls made to resist gaining Insanity.

THE MOTHER'S CHILDREN

Many find it hard to believe that the troglodytes were once human, but human they were indeed, before the fall of the Witch-King and before the swords of vengeance carved through Gog. Faced with extinction, Gog's people fled and found refuge wherever they could find it—in the wastes of the Desolation, the far-flung corners of the continent, or the depths of Urth.

The troglodytes descend from those peoples who took haven in the dark, and generations spent in their lightless homes brought about horrid changes to their bodies and minds.

It is from the troglodytes that the Mother of Monsters originates, and their worship of her hastens their descent into horror unlike any the world has known. The Great Matron has extended her shadow beyond the depths, infecting the minds of simple folk living in the Empire's backwaters, where the Old Faith is but a memory and bad belief has distorted their conception of the divine until it has become something monstrous. The Mother of Monsters has even infiltrated the ranks of the Dark Gods worshiped by the jotun, and from her fetid, suppurating womb comes forth all manner of terrible things.

The Great Matron's followers believe her to be the mother of all living things in the world. To honor her is to honor life and living things, even horrid monsters, which they exalt as the highest forms of the goddess's children. In fact, the cultists deem the unblemished to be flawed, lacking the blessed individuality that makes each of their patron's offspring so distinct.

Not everyone who offers prayers to the Great Matron belongs to her cult; many people include her in their prayers, unaware they are in fact sending their prayers to the Void. Most have no idea that her cultists, thoroughly debased individuals all, regularly produce demons from their vile coupling with each other, demons called forth by unspeakable rituals, and demon-stained relics. All cultists are eager to receive the demon seed into their bellies. Such practices come from the stinking cities of troglodytes, but the Mother also whispers her instructions to her servants on the world's surface, driving them mad with need and deadening their minds against the horrors that service to her brings about.

CULTISTS OF THE GREAT MATRON

Outside the troglodyte warrens, people do not willingly join the Mother's Children; there's little that cultists could say or do to entice a reasonable person to enter their vile company. Instead, the cultists prey on the wretched, the sick, and the maimed. They follow their targets for weeks at a time, the prey sometimes glimpsing their warped features and distended bellies, only to see them vanish quickly thereafter. When the cultists are done toying with their victims, they spirit them away, usually to some damp cave hidden in the wilds.

In captivity, the "initiate" is forced to witness the cultists carry out their profane rituals, watching as slippery, malformed bodies shudder and gyrate, grinding against each other, while they issue sighs



of pleasure and groans of pain. For weeks, the initiate subsists on a thin gruel of bodily excretions and spoiled meat, growing sicker and sicker, madder and madder, until he or she finally breaks and embraces the Mother's glory to become one of her children.

The least offensive members of the Mother's Children travel the lands, carrying the message of the Mother wherever they go in hopes of making converts whose prayers will bring their mistress even greater power. The rest gather in the dark in great, sweating heaps, rutting day and night until they are with child. Both male and female cultists can carry children, as the demonic seed finds a way to take root in the mortal host. Carrying such an offspring to term is usually fatal to the cultist who receives the blessing.

Although the World Mother known to much of the world is radically different from the Mother of Monsters, in some remote communities, backward and degenerate people have come to view the figures as one and the same, replacing the benevolent mother of living things with the grotesqueries embodied by the Demon Lord's aspect. Cultists use images of grotesque labia, usually diseased, pocked, and oozing, as a symbol of their faith, either in their own flesh or painted onto wooden tokens, cave walls, or carved into altars.

Most Children of the Mother are cultists, though one in every six or so is a blessed child who has been blessed by the Mother of Monsters and carries a demonic whelp that awaits birth.

BLESSED CHILD

DIFFICULTY 5

Size 1 human

Perception 8 (-2)

Defense 9; **Health** 14; **Insanity** 1d6 + 1; **Corruption** 1d3 + 1

Strength 9 (-1), **Agility** 9 (-1), **Intellect** 8 (-2), **Will** 8 (-2)

Speed 8

Horrid Bulge The blessed child, regardless of gender, appears pregnant. When the blessed child becomes incapacitated, roll a d6.

On a 1-3, the blessed child's belly bursts, releasing a cloud of foul, poisonous vapors to spread out in a 6-yard radius from a point in the child's space. The vapors partially obscure their area and dissipate after 1 round. Each creature in the area when the vapors appear or that enters the area must get a success on a Strength challenge roll or take 1d6 damage, gain 1 Corruption, and become poisoned for 1 hour.

On a 4-5, a 6-yard-long cone of corrosive liquids and gases erupts from a point in the child's space in a direction of the child's choosing. Each creature in the area must make an Agility challenge roll. A creature takes 3d6 damage, gains 1d3 Corruption, and becomes poisoned for 1 hour on a failure, or just takes half the damage on a success.

On a 6, erupting from the child's belly and standing up in an open space of the GM's choice within short range of the child is 1 **tiny demon**. The creature can take the next available turn.

ATTACK OPTIONS

Knife (melee) -1 with 1 bane (1d6)

THE SEED SPIRE

Somewhere deep underground, in a hidden cave sacred to the Great Matron's thralls, stands a four-foot-tall pillar of knobby stone. The cave reeks of sweat, sex, and excrement, and evidence of those activities can be found in the black splotches staining the walls and floor. At certain times of year, the cultists gather to have a great orgy, during which each cultist breaks from the revelers to ease onto the spire. If the cultist has the Great Matron's favor, the knobs on the pillar open like eyelids to reveal blood-red orbs that roll around in the sockets, while the spire shudders as it fills the cultist with demonic seed. The act causes a demon to take root in the cultist's body, and nine months later the cultist dies while giving birth to a tiny demon.

Devotees in the world above sometimes descend into the depths to find the *Seed Spire*, and most instead are torn to pieces by the brutish troglodytes or eaten alive by one of the many beasts roaming the depths. A rare few of these outsiders, for some inscrutable reason, find the troglodytes amenable to their visitation and are escorted to the Seed Spire to commune with the dark goddess.

Pall of the Void The *Seed Spire* emits an aura of dark energy in a 5-yard radius. The aura turns light in its area into shadows and shadows into darkness. In addition, demons in the area make attack rolls and challenge rolls with 1 boon.

NAMELESS

The gods are inventions of the weak and fearful, beings who offer meaning and purpose in a world that is largely random, uncaring, and thoroughly vicious. Religions are the tools of deceivers, corrupt enterprises whose sole purpose is to fleece the common person of wealth for the promise of the chance to live again.

One can hear these words and others like them shouted from the street corners of the Nine Cities, where views on the gods and their religions tend to be more diverse than they are in places that have large followings of the New God. The Nameless despise the whole idea of the gods and have positioned themselves as their enemies.

The Nameless believe that religion is a system of lies perpetrated by people who would profit from the weak and the poor. Religion is a cancer that needs cutting out, and the Nameless have sworn to do it. To show their disdain for the gods, they offer mock prayers to a figure they call the Nameless One and carry out absurd parodies of religious rites to show the ridiculousness in all the mystic nonsense surrounding the various cults and religions. What the Nameless have not realized is that their opposition to religion abets the forces of darkness that are converging on this world. Although the Nameless might be correct that the religions are false constructs of belief, those institutions do have power and stand on the front lines against the coming incursion.

The Nameless have the most success—or find the most tolerance—in the Nine Cities, but have made inroads into the Empire, though the Cult of the New God does not tolerate their blasphemies. A loose organization, the Nameless are led by a charismatic individual who conceives the cult's missions and directs the cultists to where they can do the most damage.

THE CULT OF THE NAMELESS

The Nameless recruit heavily from disaffected and disillusioned youth, finding the bulk of their converts among people who hold the gods in disdain for one reason or another. Candidates might deny the gods' existence, have suffered persecution by their priests, or have been exploited by agents of one cult or another. Initiation is simple: Candidates must deny the existence of the gods and permit the cult leader

to carve a broken circle into their foreheads as a sign of their disloyalty to the New God's cult. As well, they must have the ouroboros, the symbol of the New God, tattooed on the bottoms of their feet so they always trod upon this symbol of belief in the false god.

Cult members proselytize on street corners, where they rail against the gods, protest religious holidays, and harangue the faithful. They might work in secret to discredit priests and expose them of their hypocrisy, or they could take a more direct approach, burning temples and stringing up religious leaders.

When the Nameless gather for a ritual, it is always to mock the beliefs of other religions. They don white robes and animal masks, burn incense, and speak aloud the inverted names of the most notable gods.

NAMELESS

DIFFICULTY 25

Size 1 human

Perception 10 (+0)

Defense 17 (mail, large shield); **Health** 22; **Insanity** 1d6;

Corruption 1d3

Strength 12 (+2), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 13 (+3)

Speed 10

Immune Theurgy spells; frightened

Enemy of Gods Nameless make attack rolls with 1 boon against creatures that wear or display religious symbols.

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (1d6 + 2)

Large Shield (melee) +2 with 1 boon (1d3)

SPECIAL ACTION

Hateful Conviction A Nameless can use an action to heal 5 damage and make an attack with a weapon. Once it uses *Hateful Conviction*, it cannot do so again until it completes a rest.

BANNER OF FAITHLESSNESS

The *Banner of Faithlessness* is a length of black cloth adorned and edged with the warped and twisted symbols of all the major gods. It normally hangs from a crossbar on a long pole, so that all can see it. When placed in the ground, it blights the area with dark magic, denying the influence of the gods in its area completely.

Beckon the Darkness You can use an action to plant the *Banner* into the ground, which causes it to emit a hemispherical field of dark power with a radius of 10 yards. You gain 1 Corruption. Each nonmagical holy symbol, icon, altar, or religious object in the area takes damage equal to its Health. In addition, any area of holy ground (as described in *Uncertain Faith*) loses its power. Finally, each member of your group in the area cannot be frightened and makes attack rolls and challenge rolls with 1 boon. You can retrieve the banner by using an action or a triggered action on your turn.

PHILOSOPHERS OF THE GLISTENING PRINCE

The world is a lie, a grand deception foisted onto mortals by false gods in order to make people into obedient slaves. The senses are complicit in this ruse—what one sees or hears cannot be trusted. Those perceptions reinforce the falsity, leading people to accept their situations and never strive for more. At least, this what the Philosophers of the Glistening Prince say to sway the young and impressionable into becoming servants of the Demon Lord.

It is unclear whether the Glistening Prince is a mask worn by the Demon Lord or one of the dreaded demon princes whose power is exceeded only by the Hunger itself. Whatever the truth about this entity, it scratches against the borders of reality, whispering, calling, reaching out to twist the minds of its victims, leading them to self-destruction. The Glistening Prince plants the lie in its victims' minds, and it blossoms into madness that manifests in most as self-mutilation. A cultist might tear out his tongue, gouge his eyes, or burst his eardrums with hot needles. Another might dig trenches in her flesh, the deep furrows ruining the nerves so they cease to feel anything; others seek out carriers of plague to embrace the ravages it promises to their bodies.

The Philosophers of the Glistening Prince have cells all across the Empire, but they are most active in the Nine Cities, where they can escape the witch hunters' pyres and the judgment of inquisitors, since the cultists become lost in the press of people and the agents of the New God lack the authority they enjoy in the Empire's provinces. In fact, in many confederate cities, the Philosophers move openly, preaching their madness to anyone who will listen, demonstrating their faith by displaying the horrors they have visited on their bodies. Philosophers often have great skill at oratory and are adept at arguing their points in a way that makes even the most ludicrous ideas seem reasonable.

A leader known as a Wisdom stands at the center of each of the cult's cells. Wisdoms are people of great charisma and learning who surround themselves with young followers, especially people from well-off families. Wisdoms use reason and logic to convince others to join the cult, their words pointing the way to self-mutilation and slavery to the Demon Lord. The Wisdoms never command, however, they merely suggest. What their followers do is their choice.

Each established cult has a veritable menagerie of mutilated members sporting self-inflicted, grotesque wounds. The enlightened few who have earned the title of Philosopher by coming fully under demonic influence are invited to participate in the secret rites, during which they use knives to take apart an

innocent or an enemy of their cult before the idol of the Glistening Prince—an enormous, fleshy head, screaming and missing its eyes, nose, and ears.

CULTISTS OF THE GLISTENING PRINCE

Intellectuals, educated, idealists, and doubters: These are the sorts of people the Philosophers attract, for they are the ones to pause long enough to hear what the Wisdoms say and find something worthwhile in their words. Corruption from the Wisdoms' teachings takes time; one does not instantly give over body and soul to the Glistening Prince. Recruitment often occurs in places where students gather, such as in the taverns found around the universities in large cities such as Caecras, the Nine Cities, or in any of the provincial capitals. Wisdoms inspire through discourse, and young, impressionable folk find themselves drawn to these personalities, to learn more and become more.

Cultists ease initiates into knowledge of the cult's true nature and purpose, lest they frighten off potential thralls and be forced to silence them before they can draw attention to the group's activities. As the initiates listen and learn, they come to doubt their previous beliefs. They cast aside their religious predilections and sever ties with friends and family outside the cult. Eventually, after the Wisdom's words have taken root, initiates begin to question what they perceive and seek out ways to free themselves from the prison of lies in which they have lived their lives. In nearly every case, the initiates turn to self-harm to gain the truth they seek and always on their own initiative. Only when an initiate has carved a bit of flesh from its body and burned it in a brass brazier filled with charcoal, incense, and sheep dung is the new cultist shown the truth of the cult's mysteries.

When not recruiting, the cultists gather in dark places and engage in bizarre rituals, using mind-altering substances to see the world in its truest form. Some experience visions of the Void and the horrors it holds, while others catch glimpses of things to come and things that have happened. The ritual concludes with the cultists choosing one of their own for maiming in hopes of freeing their minds to exist on a higher plane of existence.

Philosophers conceal the scars and rents in their flesh when they go out recruiting. As cultists grow older and become more and more damaged, those who survive the longest they eventually reach a point when they can no longer move about in the open, such is the extent of their afflictions. These Philosophers protect the Wisdoms and the cult's treasures, sacrificing themselves as needed to drive off any intruders.

PHILOSOPHER OF THE GLISTENING PRINCE

DIFFICULTY 5

Size 1 frightening human

Perception 13 (+3); truesight

Defense 10; **Health** 15; **Insanity** 1d3 + 3; **Corruption** 1d6

Strength 11 (+1), **Agility** 10 (+0), **Intellect** 13 (+3), **Will** 8 (-2)
Speed 10

Immune blinded

Burgeoning Madness When the philosopher makes an attack roll or a challenge roll, it can choose to make the roll with 1 boon. On a failure, the philosopher gains 1 Insanity.

ATTACK OPTIONS

Club (melee) +1 (1d6 or 2d6 while frightened)

MAGIC

Power 1

Forbidden harm (2), obedience (1)

Illusion disguise (2), thimblerie (1)

INSTRUMENT OF REVELATIONS

A blade carved from a single piece of bone, the *Instrument of Revelations* produces a shrill noise when used to cut living flesh. The knife was carved from the leg bone of a demon that remains trapped somewhere in this world, bound in chains and prevented from returning to the Void. The weapon feels cold to the touch, and a faint odor of excrement wafts from it. The Philosophers of the Glistening Prince consider the *Instrument of Revelations* to be a relic of great importance, and they believe that when it is used in their rites, it reveals hidden truths. The *Instrument* has changed owners several times over the years and is believed to be presently in the hands of a Wisdom named Philotanus, who has amassed a large following in Set, the City of the Gods.

Enchanted Weapon The instrument counts as a long knife. When you attack with it, you make the attack roll with 1 boon.

Demonic Implement If you make the *Instrument of Revelations* your implement, you gain 1 Corruption. For as long as it remains your implement, you count as if you had discovered the Illusion tradition.

Pull Back the Veil When you use the instrument to deal damage to a living creature, an awful, unnerving noise emerges from the blade and lasts for 1 minute. The sound causes the area within 10 yards of you to change and assume a sinister appearance. The effect works like the *mirage* spell from the Illusion tradition, except each creature that can see the area must make a Will challenge roll with 1 bane. On a success, the creature becomes immune to the effects of Pull Back the Veil until it completes a rest. On a failure, the creature gains 1d3 Insanity. Instead of becoming frightened, however, the creature becomes cursed (as if by a rank 5 spell) for as long as it would have been frightened. While cursed in this way, the creature must move into the area by the fastest available route and

remain in the area, though it can act normally while in it. At the end of each round an affected creature remains in the area, it must get a success on a Will challenge roll or gain 1 Corruption.

REAVERS OF THE SKULL KING

The Reavers of the Skull King exploded onto Rûl only a few years ago. A band of bloodthirsty killers, they are the least subtle of the Demon Lord's slaves. The Reavers pledge their souls to the Skull King, an aspect of the Demon Lord that they envision as a giant, muscled humanoid with great black wings, horns, and an engorged phallus crowned with a toothy maw. The Reavers have emerged from the Patchwork Lands to wage war against the unsuspecting people on the borders of the March Lands and Balgrendia. The Reavers outmatch any defenders the provinces can put against them and, now that the Empire burns, the provinces can expect no help from the capital.



The Reavers grew out of a faction of Dark Gods worshipers who came to believe that an apocalyptic event they call the Reckoning was at hand, a time when Grimnir would come to Urth to unravel creation and then return to paradise, taking worthy souls with him. Sensing the time growing near, the Reavers gathered into mobs to prepare the way for their god and master by killing and leveling everything in their path.

In time, the Reavers came to call their lord and master the Skull King, and their beliefs became tainted by demonic influence until the appetite for destruction consumed them fully. Now, their distorted worship of the Dark Gods is but an excuse to satisfy every sickening impulse that bubbles up in their unhinged minds.

If the Reavers have one weakness, it is in their unrelenting thirst for violence. When not rampaging through one of the sleepy towns on the Empire's borders or chopping up livestock for the thrill of killing, Reavers tend to turn against each other, trading strikes with fists and insults until they draw steel and lay into one another. For this reason, Reavers raid all the time, pressing deeper and deeper into the Empire until they finally encounter defenders they cannot overcome. Thus, whenever Reaver bands form, they tend to collapse soon after, met by fierce orc soldiers and dispersed. But the dispersal never lasts for long because Reaver bands always re-form and resume their campaigns. And now that the orcs have gained their Empire, many who have faced these mad killers worry that when they return, there will be no one to stop them.

CULTISTS OF THE SKULL KING

The Skull King attracts violent young men and women, people damaged in some way or other to the point that guilt, shame, and mercy have been torn from their hearts, leaving only blind, unreasoning hatred. The Patchwork Lands are an excellent region for gathering recruits, as the petty nations fighting over worthless patches of land contribute to the growing numbers of embittered and broken people, many of whom blooded their swords fighting for a weak, decadent master. As the Reavers carry out their grisly work inside the Empire, they create more Reavers from the survivors of their attacks, almost as if their bloodlust was infectious.

Only the strong and fearless have a place in the Reavers' ranks. Cultists recognize weakness and kill it, to keep their bands strong. The need for violence makes life in Reaver bands short and brutish, as tempers run hot and minor disagreements can devolve into drawn blades and spilled blood. Among the bands, only the strongest and toughest can claim the mantle of leadership, and once such status is

attained, it is held only through vigilance and swift reprisals against the frequent challenges to the leader's authority.

The cultists are a filthy mob, bodies darkened by splashed gore and blood oozing from their wounds. Scars crisscross their bodies, while crude stitching with leather cords hold more recent injuries closed. A common practice among the Reavers is to pry teeth from the mouths of people they kill and embed them under the skin to create patterns. The most ferocious warriors have scores of teeth tucked in the flesh of their torsos and faces, and down their arms and legs.

REAVER OF THE SKULL KING DIFFICULTY 25

Size 1 frightening human

Perception 8 (-2)

Defense 12; **Health** 44; **Insanity** 1d6 + 1; **Corruption** 1d6

Strength 14 (+4), **Agility** 12 (+2), **Intellect** 8 (-2), **Will** 12 (+2)
Speed 12

Immune frightened

Reaver's Fury Once per round, when a Reaver gets a failure on an attack roll, it can choose to gain 1 Insanity and repeat the attack against the same target, but makes the attack roll with 1 bane.

Reaver Madness When a Reaver goes mad, it makes attack rolls with 1 boon, and its weapon attacks deal 1d6 extra damage. At the end of each round, roll a d6. On a 4-6, the madness ends and the reaver reduces its Insanity total by 1d6 - 2 (minimum 1). On a 1-3, the reaver takes 1d6 damage.

ATTACK OPTIONS

Battleaxe (melee) +4 with 2 boons (2d6 + 2)

SPECIAL ATTACKS

Bloody Trophy The Reaver attacks one defenseless creature it can reach, killing it instantly. It then rips out the creature's heart, tongue, or some other organ, raises it high, and screams. Each Reaver within short range that can see it makes attack rolls and challenge rolls with 1 boon for 1 minute. Each other creature that can see the Reaver must get a success on a Will challenge roll or become frightened for 1 minute. If such a creature was already frightened, the creature gains 1 Insanity.

SKULL HELM

The prize for the Reaver who claims the mantle of leadership is a black iron helmet that features a pale visor made from a human skull that fully covers the face of the person wearing it. The eye sockets enable the wearer to see. While the *Skull Helm* provides great power, it is a fickle gift from the Skull King and can betray its wearer with little warning or justification. The Reavers don't know the relic's history or where it came from, but historians who have researched it believe that the Witch-King of Gog wore it during his reign of terror.

Curse of the Skull King When you don the helmet, you must get a success on a Will challenge roll with 2 banes or gain 1 Corruption and become cursed by the helmet. You cannot remove the helmet while cursed by it, but you benefit from and suffer from all of its properties. You remain cursed until you die or until the curse is lifted. The curse counts as a rank 5 spell for the purpose of an attempt to lift it.

The Skull King's Favor Each time you complete a rest, roll a d6. On a 1, you are out of favor. On a 6, you enjoy the Skull King's favor. On any other result, the Skull King does not notice you this day. If you are out of favor, you make all attack rolls and challenge rolls with 1 bane. If you are in favor, you make all attack rolls and challenge rolls with 1 boon. You cease to be out of favor if you kill a living creature.

Darksight While you wear the *Skull Helm*, you have darksight if you didn't have it already.

Fury of the Skull King Whenever you get a failure on an attack roll, you can choose to gain 1 Corruption to gain Insanity equal to your Will. If you do, you automatically get the Rage result from the Madness table (*Shadow*, page 35).

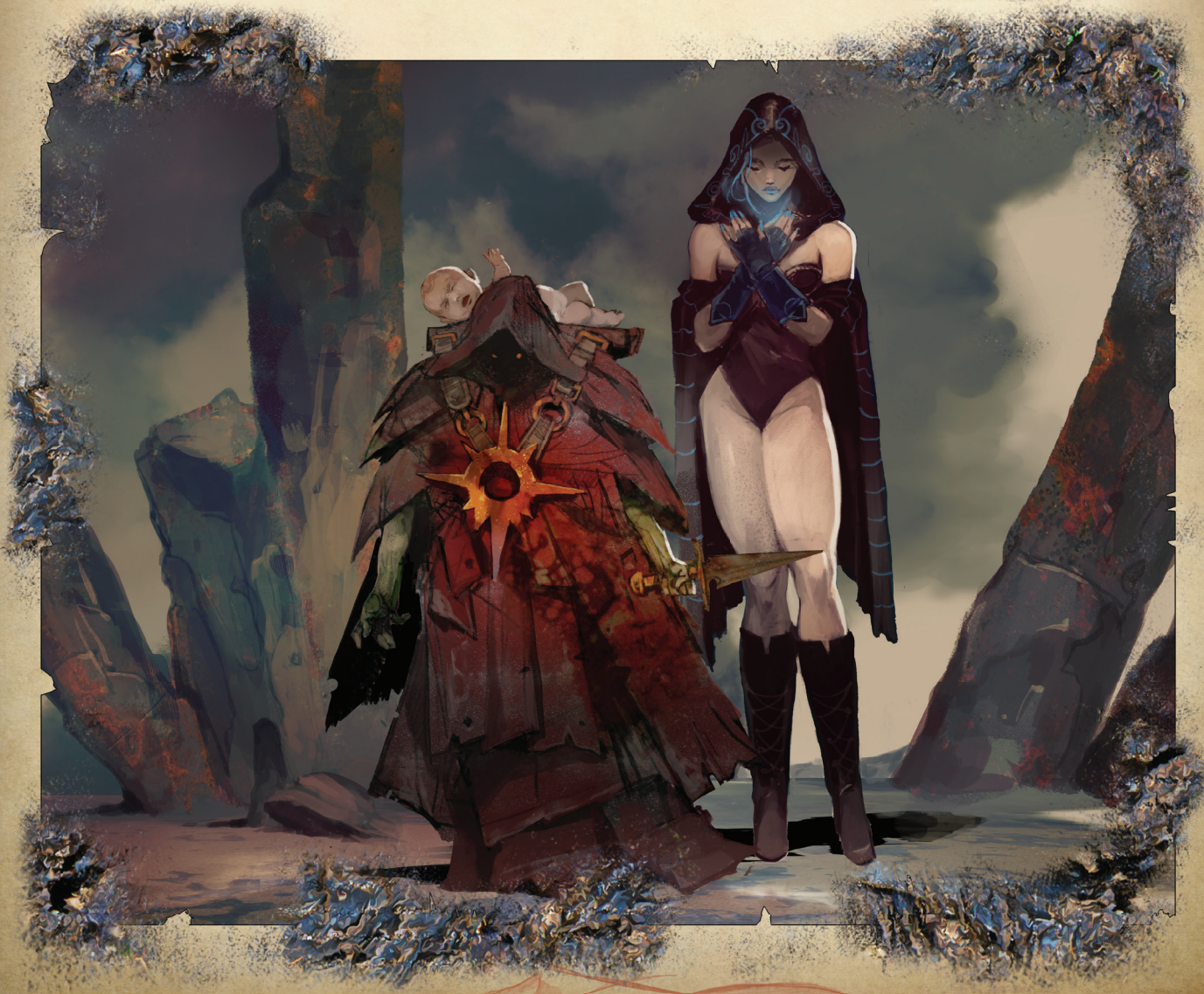
SEEKERS OF THE WANDERING STAR

Once every eighty-eight years, the Wandering Star appears in the heavens and remains there for eight days before fading away. Also called the Sword of Fire, the Doom Star, or the Eye of Grinnir, this blazing red orb has a place in nearly every religion in the world as

a dire omen, a portent of evil things to come.

A source of fascination and fear, the Wandering Star has always had something of a doomsday cult following, but it wasn't until it appeared over the Witch-King's armies that Edene mystics came together to truly puzzle out its meaning. They believed that the star was a lost god that struggled to return to Urth and spirit away the faithful to paradise. Hoping for salvation, the earliest Seekers tried everything to draw the star closer, to save them from the horrors loosed by the Men of Gog onto the lands, until they finally resorted to blood sacrifice. Their efforts were in vain, for the star receded and the Witch-King prevailed.

Unfortunately, their desperate efforts to lure the star closer planted seeds of corruption in their leaders—seeds that would take root and flourish among them and their descendants. While the cultists continued to hold to the belief that the Wandering Star would come for them one day, whisking them from the challenges of the world to the vaunted promised land,



the leadership held a distorted view. They considered the star to be a vehicle of vengeance, a doom that would lay waste to the world and everything in it because of the wickedness let loose by the Men of Gog. Rather than see the star as a savior, they viewed it as a weapon of ultimate destruction, and thus they continued their work in secret to bring the Star closer to Urth.

In truth, the Wandering Star is an enormous, fiery clot of stone that drifts in and out of the Void at the stated time interval. Each time it emerges, it appears larger in the heavens, as if drawing closer, even though the frequency of its appearance has not yet changed. Indeed, the Wandering Star does draw nearer to Urth, each time slipping free from the Void closer and closer until one day its horrid light will bathe the world in blood.

Despite the sinister efforts of the cult's leadership, the Seekers have kept their work secret and have risen to places of prominence in the courts of the Empire and the Nine Cities. Most people see them as astrologers, seers who can see the future in the stars. The veracity of their portents earned them places of great standing in imperial society. Now, it is considered by the elite a sign of great status to have a Seeker in one's court. Even the emperors have kept Seekers on hand to advise them, though the degree to which they pay heed to these stargazers has varied over the years.

CULTISTS OF THE WANDERING STAR

The Seekers of the Wandering Star present themselves as a legitimate institution, one with a storied history and a reputation for being learned and wise. The cultists have to do little to find new recruits, since people regularly seek them out. Admittance into the Seekers' ranks offers status and access to the greatest noble families in the Empire and the Nine Cities, and thus the Seekers have to be selective in admitting candidates into their society and cautious about to whom they reveal their secret ambitions.

The few candidates accepted must spend years studying the heavens and learning the names of the constellations, the movements of the celestial bodies, and how those things relate to life on Urth. They also learn certain mystic rites and rituals whose purpose is kept unclear, so the initiates remain ignorant of the society's true purpose—the annihilation of what they believe is an accursed world. Initiates who become Seekers remain with the larger cult based in Lij, the City of Wonders, until such time their masters can trust them with the truth. At that point they can travel to the courts of the nobility, where they whisper the secrets of the stars to the courtiers and nobles in exchange for a small offering to their order of coin or jewel.

Seekers wear crimson hooded robes and red-copper starbursts on golden chains. They tutor—and corrupt—noble children, call down strange things lurking in the darkness between the stars, and prowl ruins for lost treasures related to the Star.

SEEKER OF THE WANDERING STAR DIFFICULTY 25

Size 1 human

Perception 14 (+4)

Defense 11; **Health** 19; **Insanity** 1d6 + 1; **Corruption** 1d3

Strength 9 (-1), **Agility** 11 (+1), **Intellect** 14 (+4), **Will** 10 (+0)

Speed 10

Ward of the Wandering Star A seeker takes half damage from Celestial spells and Fire spells.

ATTACK OPTIONS

Fiery Staff (melee) +4 with 1 boon (2d6 + 1 plus 1d6 from fire)

SPECIAL ACTIONS

Light of the Wandering Star A seeker can use an action to cause baleful red light to shine from a point it can reach for 1 minute. The light turns shadows and darkness within 5 yards of it to light and darkness within 10 yards of it to shadows. Until the light ends, whenever a creature within 10 yards of the target point takes damage from a Celestial spell or a Fire spell, it takes 1d6 extra damage and gains 1 Insanity.

MAGIC

Power 4

Celestial *burning beam* (5), *rainbow burst* (2), *radiation* (1), *starfall* (1)

Fire *flame missile* (5), *fiery volley* (2), *flaming shroud* (2), *wall of flames* (1)

THE GRAND ORRERY

The *Grand Orrery* stands in the entrance chamber of the tallest tower of Lij, a spire capped with an observatory. The device was designed to demonstrate the movements of the celestial bodies, but its clockwork mechanisms hold a sinister power: It can channel power directly from the Wandering Star to summon demons from the Void.

GRAND ORRERY

Size 5 object

Defense 5; **Health** 100

Space 5 | 5

Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —

Immune afflictions; attack rolls against Intellect, Will, and Perception; effects allowing Intellect, Will, and Perception challenge rolls

Activate A creature that can reach the *Grand Orrery* can use an action to activate it, causing the entire device to move, spheres rotating as they revolve around a central sphere that represents the sun. Once it is activated, the *Grand Orrery* continues in this way until a creature that can reach it uses an action to deactivate it, which causes it to become inert. If the Demonic Light trait is in effect, a creature that can reach the device can attempt to deactivate it by using an action to make an Intellect challenge roll with 3 banes. On a success, the *Grand Orrery* deactivates. On a failure, the creature takes 10d6 damage, flies 2d6 yards away from the relic, lands prone, and becomes stunned for 1 minute.

Demonic Light While the *Grand Orrery* is activated, a creature within short range of it can use an action to expend the casting of a rank 5 or higher Celestial spell or Demonology spell, infusing the machine with dread power that causes it to crackle with red lightning. All light within medium range of the relic becomes shadows. In addition, when the demonic light appears and again at the end of each minute until the machine is deactivated, roll 3d6 and consult the following table to see what happens. Demons released by the *Grand Orrery* do not attack Seekers they can see unless there are no other creatures to attack.

3d6	Result
3	Each creature within the area of shadows created by the relic must get a success on a Will challenge roll with 1 boon or gain 1 Corruption.
4–5	1d3 shadows appear in open spaces nearest to the relic.
6–8	2d6 Void larvae appear in open spaces nearest to the relic.
9–12	Each creature within the area of shadows created by the relic must get a success on a Will challenge roll or gain 1 Corruption.
13–15	1d3 small demons appear in open spaces nearest to the relic.
16–17	1d3 medium demons appear in open spaces nearest to the relic.
18	Each creature within the area of shadows created by the relic must get a success on a Will challenge roll with 1 bane or gain 1 Corruption. Then, 1d3 large demons appear in open spaces nearest to the relic.

SISTERS OF THE BLUE HAND

An ancient and sordid society, the Sisters of the Blue Hand have hidden within the Empire and other lands for centuries. They have survived persecution by the Inquisition, zealous witch hunters, and other enemies through a combination of fabulous wealth and magical power. While they lose members from time to time on the New God's pyres, a Sister lost in no way diminishes their ranks, for they are ubiquitous, working in secret to serve their mistress, the Lady of Sighs—yet another aspect of the Hunger in the Void.

The Sisters take their name from the strange blue stains on their fingertips and lips, which mark them as survivors of the cult's rites of initiation, which involve drinking the Nectar of the Night Maiden (see page 36). The potion is said to awaken the mind to hidden truths by transporting it into the Void, where it witnesses things to come and events that have already transpired, all horrible to behold. The flood of weird knowledge leaves the mind shattered and the soul stained, thus condemning the initiate to a life of slavery to the Demon Lord.

The Sisters of the Blue Hand formed centuries ago after a group of young women, all devotees of the Maiden in the Moon, discovered a grove in which grew strange black flowers that gave off a euphoria-inducing perfume. Plucking the flowers to breathe in their fragrance more deeply, each young woman found her mind forcefully thrust from her body into a dark place where all of them encountered a being they knew as the Lady of Sighs. While the experience awakened intense pleasure, it also eroded their sanity until they believed this being in the darkness to be the Maiden in the Moon, who had been trapped by the other gods to prevent her knowledge from reaching the world.

When their minds returned to their bodies, the Sisters decided they would strive to free their goddess from the dark and restore her to their world. They would not work within their particular faith, however, for the Lady of Sighs had revealed that her cult had been infiltrated and subverted by devotees of other gods. Thus the Sisters would have to work in secret, manipulating events in their favor from the shadows.

Since the cult's founding, the Sisters have pursued the release of their patron in three ways. First, they preserve and protect the black flowers whose nectar reveals their cult's secret truth. The flowers grow in only one place—the grove discovered so long ago—and efforts to transplant them have failed, since the grove is stained by the Void. The flowers growing there, however, have been sufficient to sustain the cult for generations. One cultist, the Keeper of the Garden, lives in the grove and harvests the nectar once a year, never wasting a drop, then stores the fluid in tiny



obsidian bottles for distribution to the cultists hidden all across the continent.

Second, the Sisters work to undermine the Maiden of the Moon's cult. They spread false rumors about it, pit other cults against it, and infiltrate its ranks to sow discord and division. Only after the complete and total ruin of the other cult do they believe they can begin the great work of freeing their mistress from the Void.

Third and last, the Sisters pit themselves against the Empire itself, an effort that began just a few decades ago after the Sisters began to sustain losses at the hands of the New God's cultists and other agents of the Empire. What began as vengeance soon became a coordinated effort to destabilize the government, with Sisters moving in secret to corrupt people of wealth and influence and murder those who resisted their influence. Some believe the Sisters had a hand in the death of the last Emperor and the rise of the Orc King Drudge.

CULTISTS OF THE BLUE HAND

The Sisters permit no men to join their ranks and are selective about the women they invite into their midst. They look for beautiful, young, female humans with the intelligence and ruthlessness required to serve the Lady of Sighs. They might watch a candidate for months, sometimes years, before they bring her into the fold.

Once the cultists identify a suitable candidate, they invite her to sample the Nectar of the Night Maiden, the vile substance that provides the Sisters with their power. The candidate accepts a single drop, which causes her mind to travel into the Void and be subjected to the horrors there until the mind buckles and the soul embraces the darkness that is the Lady of Sighs. Not all survive the experience, for the Void devours the souls of those too weak to endure the experience; these souls might slip back into the world as shadows or linger in the Void forever. The ones who survive and awaken become Sisters for life.

Use of the nectar causes permanent blue stains to appear on the fingers and lips, and all Sisters have these stains. Few people know what they indicate, which lets the Sisters operate freely in the world. Most Sisters move among community leaders, seducing and corrupting the weak of spirit and murdering those who resist their dark temptations. Other Sisters have infiltrated the Maiden of the Moon's cult, where they work to climb the ranks quickly, eliminating and discrediting rivals as they work to bring the temple to its knees. Others still delve into the dark arts in hopes of finding other weapons they might use in their work to free their mistress. It's believed the cult has sixty-six cells embedded everywhere from the Northern Reach to the Patchwork Lands. Some cells have as few as three members, while other have as many as a dozen.

SISTER OF THE BLUE HAND

DIFFICULTY 25

Size 1 human

Perception 13 (+3)

Defense 12; **Health** 18

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 13 (+3), **Will** 9 (-1)

Speed 10

Immune dazed, frightened

ATTACK OPTIONS

Dagger (melee) +2 with 1 boon (1d3)

SPECIAL ATTACKS

Blue Breath of the Lady The Sister uses an action to take 1d6 damage and exhale a cloud of blue mist from a point in her space. The mist spreads out to fill a 6-yard-long cone and then dissipates. Each living creature in the area must get a success on a Will challenge roll with 1 bane or gain 1 Insanity. Rather than becoming frightened from gaining Insanity in this way, the creature becomes dazed. If the dazed creature takes any damage, it becomes impaired instead of dazed until the effect of gaining the Insanity ends.

Weakening Allure A sister can use an action, or a triggered action on her turn, to make an Intellect attack roll against the Intellect of one living creature she can see within short range. On a success, the creature moves up to half its Speed in a direction of the Sister's choosing and becomes impaired for 1 round.

MAGIC

Power 3

Telepathy[†] *sense thoughts* (4), *share thoughts* (4), *mind stab* (2), *read minds* (1), *emotional barrage* (1)

NECTAR OF THE NIGHT MAIDEN

Almost unknown in even the most extensive black markets, this exotic potion sells for 100 gc or more and is stored in a tiny obsidian phial shaped to look like a nude maiden. Each bottle contains six droplets. A creature can use an action to consume a droplet from the bottle. The effects of swallowing the droplet depend on the creature's Corruption score.

If the creature has fewer than 3 Corruption, it gains Insanity equal to its Will plus 1d3 Corruption. Instead of going mad, however, the creature falls prone and becomes unconscious for 1d6 minutes. During this time its soul travels into the Void, where it sees all manner of strange sights and experiences otherworldly pleasure. Each minute the creature remains in the Void, roll a d6. On an odd number, the creature takes damage equal to its healing rate. If the creature survives, its soul returns to its body and it becomes obsessed with the demonic Lady of Sighs and pledges its life to freeing her from the Void. The creature has permanent blue stains on its fingers and lips and discovers one of the following traditions: Demonology[†], Divination, or Telepathy[†]. If the creature dies, the demonic influence corrupts the soul and transforms it into a shadow, which might return to the world at the GM's discretion or simply remain in the Void.

If the creature has more than 3 Corruption, it gains 1 Corruption, and for 1 hour, it can use Blue Breath of the Lady, which is described here.

Blue Breath of the Lady The creature can use an action to take 1d6 damage and then exhale a cloud of blue mist from a point in its space. The mist spreads out to fill a 6-yard-long cone and then dissipates. Each living creature in the area must get a success on a Will challenge roll with 1 bane or gain 1 Insanity. Rather than becoming frightened from gaining Insanity in this way, the creature becomes dazed. If the dazed creature takes any damage, it becomes impaired instead of dazed until the effect of gaining the Insanity ends.

FIGHTING FOR THE DEMON LORD

Since player characters can come from any background, have any occupation, and might hold to a variety of different beliefs, some might fall in with one of the demonic cults described here or one of your creation. Characters in service to the Demon Lord might not be appropriate for all groups, so it's up to you to decide if these options are available to players.

Cultists hide in the Empire and the surrounding lands to avoid witch hunters and inquisitors. Most of them keep out of the public eye, quietly serving their dark master and deriving magical ability from the power of their belief. Most of the Demon Lord's priests stand at the center of their cults, serving as the leaders who keep the cultists in line and focused on their mission.

A few priests of the Demon Lord wander, much in the manner of the itinerant priests of the gods. These individuals are often cast into this lot after their cult cell was uncovered and destroyed or because they became enthralled with the Demon Lord from encountering a demon, from finding a Void-stained relic, or because they're crazy.

If a player creates a character for a group of level 1 or higher, the Indoctrination table can explain how that character became a priest of the Demon Lord.

INDOCTRINATION

d6	Indoctrination
1	You were briefly possessed by a demon and shown mind-shattering wonders.
2	You found a small demonic idol, and you were corrupted when you touched it.
3	A small cult recruited you for your abilities, and you rose in their ranks quickly to become their leader.
4	You sought out demonic power to get revenge, to gain status, or for some other reason.
5	You infiltrated a dangerous cult to rescue a loved one. You later succumbed to the cult's influence and pledged your soul to serve the Demon Lord.
6	You became fascinated with a strange book and eventually became corrupted by it.

CULT TRADITIONS

Cult	Associated Traditions
Brothers of the Eternal Shadow	Demonology [†] , Forbidden, Shadow
Knights of the One True God	Celestial, Demonology [†] , Fire
The Mother's Children	Chaos, Demonology [†] , Forbidden
Nameless	Chaos, Demonology [†] , Destruction
Philosophers of the Glistening Prince	Demonology [†] , Forbidden, Illusion
Reavers of the Skull King	Battle, Demonology [†] , Destruction
Seekers of the Wandering Star	Celestial, Demonology [†] , Fire
Sisters of the Blue Hand	Demonology [†] , Divination, Telepathy [†]

LEVEL 1 PRIEST OF THE DEMON LORD

Attributes Increase two by 1

Characteristics Health +4, Power +1, +1 Corruption, +1 Insanity

Languages and Professions Add cultist or scholar of the occult to your list of professions. If you have both of these professions already, you can instead either read a language you know how to speak or add a language to the list of languages you can speak.

Magic You discover a tradition associated with your cult (see the Cult Traditions table). Then choose one of the following options:

- You discover the other two traditions associated with your cult.
- You discover one of the other traditions associated with your cult and learn one spell.
- You learn two spells.

Mad Recovery You can use a triggered action to heal damage equal to your healing rate and gain 1 Insanity. If you do not go mad from gaining Insanity in this way, you make attack rolls and challenge rolls with 1 boon for 1 round instead of becoming frightened. Once you use this talent, you cannot use it again until you complete a rest.

LEVEL 2 PRIEST OF THE DEMON LORD

Characteristics Health +4

Magic Choose one of the following options:

- You discover two traditions associated with your cult.
- You discover one tradition associated with your cult and learn one spell.
- You learn two spells.

Mad Devotion When you make an attack roll or a challenge roll, you can choose to make the roll with 1 boon. On a failure, you gain 1 Insanity.

LEVEL 5 EXPERT PRIEST OF THE DEMON LORD

Characteristics Health +4, Power +1

Magic You learn one spell.

Demonic Fervor When you use Mad Devotion to make an attack roll, the attack deals 1d6 extra damage on a success.

LEVEL 8 MASTER PRIEST OF THE DEMON LORD

Characteristics Health +4

Magic You learn one spell.

Spread the Madness Whenever you use Mad Devotion, you can choose one creature within short range. The target creature gains the Mad Devotion talent for 1 round.

Improved Mad Recovery You can use Mad Recovery twice.

DEMONIC MAGIC

Although most spells concerning demons and the Void belong to the Demonology tradition, the servants of darkness rely on spells from a wide range of other traditions to aid them in their dark pursuits. Following is a selection of spells to expand those found in the main rulebook and other sources.

ALCHEMY SPELLS†

CREATE FORBIDDEN ITEM

ALCHEMY UTILITY 2

Requirements You must have 1 or more Corruption and an alchemist's kit

Target Special ingredients that you can reach worth half the price of the forbidden item you intend to create

Choose one forbidden item (see chapter 3 in *Demon Lord's Companion* for examples) that is not a living creature, such as the azeen, or whose price does not exceed 5 gc. You must concentrate for 1 hour, during which time you use your alchemist's kit to prepare and assemble the special ingredients to create the item. At the end of this time, you complete work on the item and it gains all its properties.

IRON FLASK

ALCHEMY UTILITY 5

Requirements You must have 3 or more Corruption and an alchemist's kit

Target One bottle made from iron (worth 1 gc) that you can hold in one hand

Each time you cast this spell, choose one of the following effects.

Prepare Bottle You must concentrate for 1 hour, during which time you use your alchemist's kit to work on the bottle. When you finish, you can use the bottle to produce the spell's other effects.

Capture Demon You must have a bottle prepared to produce this effect. Make an Intellect attack roll against the Will of one demon within short range. On a success, the demon sheds its physical form to become a smoky essence that flows into the bottle, where it remains until it's released. As a minor activity, you can release the demon contained in the bottle, causing it to appear in a space of its choice within short range. The bottle can contain just one demon at a time.

Compel Bottled Demon You must have a bottle prepared to produce this effect. Make an Intellect attack roll against the Will of one demon within short range that was contained inside your iron flask at any point since you last completed a rest. On a success, the demon becomes compelled for 1 minute. On a failure, the bottle breaks and the demon is no longer bound to it.

ALTERATION SPELLS

THROWBACK

ALTERATION ATTACK 4

Requirements You must have 1 or more Corruption
Target One creature you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and the target becomes dazed for 1 round. When the affliction ends, the target must make a Strength challenge roll. If it has Health 15 or lower, the result of the roll is an automatic failure. If it has Health 30 or higher, the target makes the roll with 1 boon. On a failure, the target undergoes a horrifying transformation that lasts for 1 minute. Any creature that sees this transformation as well as the target that is transformed must get a success on a Will challenge roll with 1 bane or gain 1 Insanity.

A target transformed by this spell gains a +1d3 bonus to Strength, a +3d6 bonus to Health, and a +2 bonus to Speed. Its Intellect drops to 5, and it can use actions only to attack with a weapon or charge until the spell ends. The target can choose to get a failure on this roll.

BATTLE SPELLS

INVOKE THE SKULL KING

BATTLE ATTACK 1

Requirements You must have the Mad Devotion talent and must belong to the Reavers of the Skull King cult

Triggered You cast this spell using a triggered action when a creature you can see within short range becomes incapacitated. You move up to your Speed and make an attack with a weapon at any point during your movement. You make the attack roll with 1 boon.

Sacrifice You can expend a casting of this spell to cast the *augmented attack* spell from the Battle tradition.

CELESTIAL SPELLS

INVOKE THE WANDERING STAR

CELESTIAL ATTACK 1

Requirements You must have the Mad Devotion talent and must belong to the Seekers of the Wandering Star cult

Area A 3-yard-radius sphere centered on a point within short range

Duration 1 minute

Lurid red light fills the area for the duration. When the light appears and again at the end of each round until the spell ends, each creature in the area must make a Will challenge roll. On a failure, the creature takes 1d3 damage from the burning light and becomes frightened for 1 round.

At the end of each round until the spell ends, roll a d6. On a 1, the sphere moves 1d6 yards toward you. On a 2–5, the sphere moves a number of yards equal to the number rolled in a random direction. On a 6, the sphere moves up to 6 yards in a direction you choose.

CURSE SPELLS

FOMOR DOOM

CURSE ATTACK 3

Target One human you can see within short range

Tendrils of dark power envelop the target. Make an Intellect attack roll against the target's Strength. If the target has Health 15 or lower, you make the attack roll with 1 boon. If the target has Health 30 or higher, you make the attack roll with 1 bane. On a success, the target becomes frightened for as long as you concentrate. While frightened in this way, the target must use an action on each of its turns to attack with a weapon. If you concentrate for 1 minute, the target gains 1d6 Insanity and permanently transforms into a fomor. Apply the following changes to the target's statistics box.

Change descriptor to beastman

Perception +5; shadowsight

Agility +1, **Intellect** -1, **Will** -2

Craven A fomor is frightened while within the reach of two or more creatures that are hostile to it.

Pack Fighting When the fomor attacks a target within the reach of another creature with Pack Fighting that is friendly to the fomor, the attacking fomor makes the attack roll with 1 boon. Otherwise, it makes the attack roll with 1 bane.

Attack Roll 20+ The target transforms immediately.

VISION OF HORROR

CURSE ATTACK 4

Target One creature within medium range that has neither the frightening nor the horrifying trait

Make an Intellect attack roll against the target's Will. If the target has 3 or more Insanity, you make the attack roll with 1 boon. On a success, the target treats all other creatures it can see as having the horrifying trait for 1 minute.

Attack Roll 20+ The curse lasts until you die or until you use an action to lift it while the creature is within medium range.

DEMONOLOGY SPELLS†

BIND DEMON

DEMONOLOGY ATTACK 3

Requirements You must be holding in one hand an object that is worth at least 1 gc

Target One demon you can see within short range

You brandish the object at the target and take 1d6 + 1 damage. Make an Intellect attack roll against the target's Will. If the target is Size 1/2 or smaller, you make the attack roll with 1 boon. For each point of Size the demon is larger than 1, you make the attack roll with 1 bane. On a success, the demon sheds its physical form, which dissolves in the space it occupied, and its essence streams into the object you brandished, where it remains until the object is destroyed.

When the demon's essence enters the object, roll a d6.

On a 1, the object gains a special property, determined by rolling on the Demonic Object Properties table in chapter 4.

On a 2–5, the object gains one randomly determined enchanted object property (*Shadow*, page 208).

On a 6, the object gains 1d3 randomly determined enchanted object properties.

Regardless of the properties the object gains, it is corrupted, and any creature that touches it must get a success on a Will challenge roll or gain 1 Corruption. Once a creature gains Corruption in this way, it is not at risk of gaining further Corruption from the object.

If the object is destroyed, the demon bound to it appears in a new body in an open space of the GM's choice within short range of the object.

Sacrifice You can use an action to expend a casting of this spell to cast the *call lesser demon* spell from the Demonology tradition.

DEMONIC BLESSING

DEMONOLOGY UTILITY 3

Duration 1 minute

Take 1d6 + 1 damage. You gain a random demonic talent (see chapter 4) that remains for the duration. If you choose to gain 1 Corruption when you cast the spell but before you determine the talent, the duration increases to 1 hour.

DRAW FORTH THE SOUL SCREAMING

DEMONOLOGY ATTACK 5

Target One living, mortal creature within short range

Take 2d6 damage. A tendril of magical darkness leaps from the center of your forehead toward the target. Make an Intellect attack roll against the target's Will. If the target has 6 or more Corruption, you make the attack roll with 1 boon. If the target has Health 30 or higher, you make the attack roll with 1 bane. On a success, the target becomes stunned for as long as you concentrate, during which it time it screams. If you concentrate for 1 minute, the target dies and you draw forth its soul, which immediately becomes a **shadow**. If you choose to gain 1 Corruption, the shadow is compelled for 1 hour or until it becomes incapacitated.

Attack Roll 20+ The target dies and you draw forth its soul as described in the effect.

VOID BREACH

DEMONOLOGY UTILITY 9

Target One point you can see within extreme range

Take 10d6 damage and gain Insanity equal to your Will. You punch a hole in reality at the target point to create a Void breach (see chapter 1). Determine randomly the breach's duration, area of influence, and effects.

DESTRUCTION SPELLS

INVOKE THE NAMELESS ONE

DESTRUCTION ATTACK 1

Requirements You must have the Mad Devotion talent and must belong to the Nameless cult

Duration 1 minute

Take 2 damage. A pulse of destructive force rushes out from you when you cast the spell and at the end of each round until the spell ends. The pulse spreads from a point in your space out to a radius of 1d6 yards and deals 1 damage to you and 1d6 damage to everything in the area. A creature can make an Agility roll and takes no damage on a success.





ENCHANTMENT SPELLS

PLEASURE FROM PAIN

ENCHANTMENT ATTACK 3

Requirements You must have 1 or more Corruption
Target One living creature you can see within medium range

You warp the target's senses so that it feels intense pleasure whenever it would feel pain. Make an Intellect attack roll against the target's Will. If the target has 6 or more Insanity, you make the attack roll with 1 boon. On a success, for 1 minute, whenever the target takes damage, it takes 1d6 extra damage and then makes attack rolls and challenge rolls with 1 boon for 1 round. Boons gained this way are cumulative.

Attack Roll 20+ The target is also charmed until the effect ends.

FEY SPELLS‡

SHED THE SKIN

FEY ATTACK 5

Requirements You must have 1 or more Corruption
Target One living creature that has skin all over its body

Make an Intellect attack roll against the target's Strength. If the target has Health 20 or lower, you get an automatic success. If the target has Health 40 or higher, you make the attack roll with 1 bane. On a success, the target's skin sloughs from its body causing it to become a **bloody bones**. The target retains none of its original statistics.

Sacrifice You can expend a casting of this spell to cast the *hallucinations* spell from the Fey tradition.

FIRE SPELLS

INVOKE THE ONE TRUE GOD

FIRE ATTACK 1

Requirements You must have the Mad Devotion talent and must belong to the Knights of the One True God cult

Duration 1 minute

Flames rush out from you, causing each creature and object within 1 yard of you to take 1d6 damage. A creature can make an Agility challenge roll and takes half the damage on a success.

For the duration, a ball of flame burns over your head, shedding light in a 2-yard radius. You can use an action to attack with the ball of flame, hurling it at one creature within short range. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. At the end of the round in which you threw the ball of flame, if the spell has not ended, a new ball of flame appears over your head.

FORBIDDEN SPELLS

INVOKE THE GLISTENING PRINCE

FORBIDDEN UTILITY 1

Requirements You must have the Mad Devotion talent and must belong to the Philosophers of the Glistening Prince cult

Duration 1 minute

You take 1d6 damage from tearing your flesh and then take half damage for the duration. Each time you take damage after the initial damage, you must get a success on a Will challenge roll or gain 1 Insanity.

INVOKE MOTHER OF MONSTERS

FORBIDDEN UTILITY 1

Requirements You must have the Mad Devotion talent and must belong to the Mother's Children cult

Your belly swells and then splits open to give birth to a **small monster** that has the horrifying trait. You take damage equal to your healing rate and become dazed for 1 minute or until the monster you birthed is incapacitated. You control the monster and make all decisions about what it does on each of its turns.

NECROMANCY SPELLS

CREATE ZOMBIE

NECROMANCY UTILITY 2

Target One Size 1/2 or Size 1 dead creature with a humanoid shape that you can reach

You touch the target and imbue it with dark power. If you concentrate for 1 minute, during which time you must maintain contact with it, the target becomes a compelled **zombie**.

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PROTECTION SPELLS

EXACTING CHAINS

PROTECTION ATTACK 5

Requirements You must have 1 or more Corruption
Target One creature you can see within medium range

Chains of glossy black links and manacles spring into existence around the target and attempt to secure it. Make an Intellect attack roll against the target's Agility. If the target is a demon, you make the attack roll with 2 boons. On a success, the target becomes defenseless for as long as you concentrate, up to 1 minute. While the target is defenseless in this way, it is immune to damage from all sources other than you.

Each time you use an action to concentrate on this spell, you can afflict the target with mind-shattering agony. Make an Intellect attack roll against the target's Will. On a success, the target takes 2d6 damage and you can bestow one of the following afflictions on the target: charmed, frightened, or impaired. The affliction lasts for as long as the target is defenseless. If the target was already charmed, it becomes compelled for 1 hour instead. If it was already frightened, the target becomes dazed for 1 hour instead. If the target was already impaired, it becomes blinded for 1 hour instead.

If at any time you get a failure on attack roll against the affected target, the spell ends, and the target can take the next available turn.

SHADOW SPELLS

INVOKE THE ETERNAL SHADOW

SHADOW UTILITY 1

Requirements You must have the Mad Devotion talent and must belong to the Brothers of the Eternal Shadow cult
Duration 1 minute

Slippery black fluid runs out of all your orifices to spread across your body until you are completely sheathed in the stuff. The substance remains for the duration. Until the spell ends, you have darkvision, you make challenge rolls to become hidden with 3 boons, and you are immune to Celestial attack spells. In addition, you can use an action or a triggered action on each of your turns to extinguish one natural light source or a light source created by a rank 0 spell within short range.

SHADOW OF THE VOID

SHADOW UTILITY 4

Requirements You must have 1 or more Corruption
Area A sphere with a 10-yard radius centered on a point within short range
Duration 1 hour

Chilling darkness fills the area, making it totally obscured for the duration. The darkness cancels all light from natural sources as well as sources created by spells of rank 2 or lower. The darkness blocks all nonmagical vision other than truesight.

When the darkness appears and at the end of each round until the spell ends, each creature in the area must get a success on a Will challenge roll or gain 1 Insanity. A creature that goes mad from gaining this Insanity automatically becomes possessed by a demon. Roll a d6 to determine the demon's size: 1, tiny; 2, small; 3, medium; 4, large; 5, huge; 6, titanic.

Finally, at the end of each minute until the spell ends, roll 2d6. On a 12, the spell ends and a Void breach occurs (see chapter 1).

TELEPATHY SPELLS

INVOKE THE LADY OF SIGHS

TELEPATHY ATTACK 1

Requirements You must have the Mad Devotion talent and must belong to the Sisters of the Blue Hand cult
Target One living creature within short range

You flood the target's mind with pleasure until it gasps in ecstasy. Make an Intellect attack roll against the target's Will. On a success, the target becomes dazed for 1 round. While dazed in this way, the target takes half damage. On each of the dazed target's turns, it can make a Will challenge roll with 1 bane. A success removes the affliction.

TELEPORTATION SPELLS

VOID STEP

TELEPORTATION UTILITY 5

Requirements You must have 1 or more Corruption
Duration 1 minute

For the duration, you can use an action, or a triggered action on your turn, to teleport to a space you can see within medium range by moving through the Void. Each time you do, gain 1 Insanity, and then roll a d6. On a 1, the spell ends.

VOID GATE

DEMONOLOGY UTILITY 7

Requirement You must not be in the Void
Area A cube of space, 3 yards on each side, originating from a point within medium range
Duration See the effect

Light bends and twists in the area for as long as you concentrate, up to 1 minute. If you don't concentrate for a full minute, the spell ends. If you spend the full minute concentrating, a black, oval portal appears in the center of the area and remains there for 1 hour plus 1 hour per point of Corruption you have when you cast the spell. The portal is 3 yards tall and 2 yards wide, but it has no thickness and is invisible when viewed from the side. The portal has a front and a back and can have any orientation. Any creature that passes through the portal enters the Void. The portal is visible from the Void, and creatures in the Void can pass through the portal and then move away from the spell's area.

TRANSFORMATION SPELLS

DEMONIC APOTHEOSIS

TRANSFORMATION UTILITY 5

Requirements You must have 4 or more Corruption and you must be a living, mortal creature
Duration 1 hour

You undergo a hideous transformation, calling upon the Corruption in your soul to become as a demon. Each creature within short range that can see you must get a success on a Will challenge roll or gain 1 Insanity.

This spell grants several benefits that last for the duration.

- You make Perception rolls with 1 boon and gain darksight if you don't have it already.
- You gain a +2 bonus to Defense and a +1 bonus to Health.
- You cannot gain Insanity.
- You take half damage from spells. You make challenge rolls to resist attack spells with 1 boon, and creatures attacking you with spells make their attack rolls with 1 bane.
- Your unarmed attacks deal 2d6 extra damage.

When the effect ends, make a Will challenge roll with a number of banes equal to your Corruption. On a failure, you gain 1d3 Insanity and 1 Corruption.



CHAPTER 3: BEASTS OF THE DEMON LORD

Folklore credits the creation of the beastmen to the Horned King, a primal god of the Old Faith who claims dominion over the beasts of land, sea, and sky. Though this is a convenient story for those who would deny the darkness that shrieks and claws at reality's bounds, it is, of course, an invention of the ignorant. The truth is far stranger and more unsettling.

The beastmen appeared in the days following the wars between trolls and faeries. The trolls, by employing terrible, destructive magic to eradicate the hated faeries, drew the Demon Lord's shadow to the world. The demonic influence was not strong enough to alter or corrupt the faeries or the trolls, but it did infect the tribes of humans scattered across the continent, peoples who had lived there long before the migrations of the First People and of whom little is known. The demonic influence warped them into ravening monsters, transforming them, until their heads and bodies gained the characteristics of goats, bears, wolves, rats, and bulls. Although some transformations caused fur to spread across the victims' bodies, tails to sprout from their spines, claws

on their fingers, and more, in all one could still see the traces of their original humanity—the last vestiges of an innocent people made subject to the Demon Lord's dread influence.

The beastmen turned against faeries and trolls alike, complicating the nasty war that had raged between those two peoples. Despite the efforts by both to eradicate the menace, all they managed to do was to drive the beastmen into the most barren places, stretches of land no one else wanted and where the beastmen could live, thrive, and amass greater and greater numbers. Thus they have persevered for thousands of years, as a blight on the land and a dire threat to all.

This chapter expands on the information on beastmen found in *Shadow of the Demon Lord*, offering variant creatures of greater power and ability. In addition, you will find rules for creating unique beastmen characters for all the major strains except the minotaur. If you want to flip the game on its head, players can use these rules to create their own beastmen characters.

MAN AND BEAST

Although considered a single people, the beastmen include many different strains, differentiated from one another by their bodies' animal components. The least of the beastmen are the fomors, a cowardly breed that merges the traits of goats and humans. Wargs and bugbears, more powerful and vicious, have wolf heads and bear heads respectively, while the most powerful beastmen are the minotaurs, whose bull-headed forms tower over their lesser kin.

Beastmen hordes include creatures of many different strains, and individual beastmen hold rank and power based on their kind and their viciousness. Other strains of beastmen exist, but they don't normally mingle with others. For instance, the jackal-headed anubin (see *Tombs of the Desolation*) that haunt the Desolation live apart from other beastmen and even hunt them when making forays into the Northern Reach.

NUMBERS BEYOND COUNTING

In abandoned places all across the continent, from the wilds of the Northern Reach to the foreboding forests of Balgrendia, beastmen gather in small bands. Unless checked by disease or violence, their numbers grow and grow, whelps reaching maturity after just a few years. When the bands reach such numbers that they can no longer feed themselves, the beastmen gather into armies and rampage across the countryside, killing and looting wherever they go. They fight for plunder, food, slaves, and for the love of killing, but also to weed out the weak in their own ranks to bring their numbers down to a more manageable level so they can sustain themselves in the lands they inhabit. A large band might burn itself out after a few weeks or after several months.

Beastmen armies appear and disappear all the time, but a few have managed to survive and even form into nations, of a sort. The Yellow Spears haunt the deep woods of Balgrendia, armed with bronze weapons salvaged from the ruined faerie kingdom. Beastmen in Tear gather under the banner of the Bloody Claw and use knives to cut open orifices in their victims' bodies for the purpose of violation. The Jackals of the Desolation come together every ten years or so to test their mettle against the Crusader States, and they drive undead foot soldiers ahead of them to absorb the brunt of the defenders' attacks.

DRIVEN TO KILL

Beastmen left their humanity behind long ago. Their transformation stripped from them any capacity for goodness, mercy, and empathy, reducing them to wild savages driven by base needs. They delight in violence and do anything to feed their sordid appetites. They are little more than killers.

RULE OF THE STRONG

Strength is the only virtue beastmen respect. The mightiest and most violent beastmen claw their way to the top of the heap and, once there, must fight against challengers until another, more powerful beastman topples them. Strength comes in many forms. The fomors are quite weak and pathetic compared to the mighty minotaurs, but their Void callers lead armies, having secured their positions with demonstrations of awful magical power. Minotaurs, the mightiest beastmen, could lead any group if they weren't distracted by offerings of food, drink, and slaves, and so are kept complacent and obedient to lesser beastmen.

SLAVES TO DARKNESS

Beastmen worship the Demon Lord in the aspect of the Hunger in the Void, whom they believe is one of the Dark Gods who was cast out of the cosmos as punishment for creating them. The basest beastman believes the Hunger will destroy them and so they feed souls to their dark master in the hopes of sparing their own wretched lives. The more intelligent beastmen, such as the Void callers, know what they serve, and they understand that the darkness of the Void will one day get in, eradicating everything. Rather than work to stave off annihilation, they crave it, since it will free them from the horror of their existence.

ENEMIES OF MANKIND

More than any other creatures, beastmen hate humans. In them, beastmen see reflections of what they once were. Even when beastmen are not gathered into rampaging armies, smaller bands roam the countryside, terrorizing farms and isolated towns with their attacks. They butcher most and carry off the rest for sacrifice, eating, and sport. They have no qualms about devouring humans, living or dead.

Beastmen can mate with humans, but the offspring is always a beastman. No sane human would ever deign to breed with these horrid creatures, so such unions are born from tragic violence. Many people living on the edges of the Empire keep knives on their person but not just for self-defense, but also to cut their own throats if they happen to be captured by these monstrous humanoids.

FOMORS

Making up the majority of beastmen armies, fomors are reviled and abused by their kin. Wargs whip these cowardly, weak, and wretched, creatures forward to lead the charge against enemies, expending their lives cheaply. Fomors live short, terror-filled lives, abbreviated either by their enemies or by their own



kind, who torment them, making sport of their pain or just killing and eating them when there is nothing else at hand.

Fomors are the most humanlike of the beastmen. They stand about 5-1/2 feet tall and weigh a bit more than 140 pounds. Fomors have all the physical characteristics of humans except for their goatish heads, complete with horns and bulging eyes. Some have patchy fur across their chests and farther down, covering their navel and genitals. Fomors make the armor they wear by stripping skin from their victims. Such armor tends to be poor and rots away quickly.

Fomors are just as vicious and nasty as other beastmen, capable of acts of indescribable evil. They vent all their hate on the doomed souls that fall into their hands. Fomor rarely get much to eat, so when they catch someone, they make the meal last, keeping their victims alive as they cut off bits and pieces. They mock their victims' whimpers and screams, even as they stuff the flesh into their mouths.

All fomors speak Dark Speech.

FOMOR MOB

DIFFICULTY 10

Size 3 beastman

Perception 10 (+0); shadowsight

Defense 14 (soft leather, small shield); **Health** 40

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 8 (-2), **Will** 7 (-3)
Speed 10

Mob A fomor mob takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for choosing targets. The mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through an opening large enough to accommodate a Size 1 creature and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates and 1d6 fomors that made up the mob appear in open spaces within the space it formerly occupied. The fomors can act on the next available turn.

ATTACK OPTIONS

Spear (melee) +2 with 3 boons (3d6 or 1d6 if the fomor mob is injured)

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the fomor mob's space or within 1 yard of it must get a success on an Agility challenge roll or take 2d6 damage.

FOMOR WARRIOR

DIFFICULTY 10

Size 1 beastman

Perception 10 (+0); shadowsight

Defense 16 (hard leather, small shield); **Health** 20;

Insanity 1d3 + 1; **Corruption** 1d3 **Strength** 11 (+1),

Agility 13 (+3), **Intellect** 8 (-2), **Will** 8 (-2)

Speed 10

Craven A fomor is frightened while within the reach of two or more creatures that are hostile to it.

ATTACK OPTIONS

Spear (melee) +3 with 2 boons (1d6 + 2)

Pack Fighting When the fomor attacks a target within the reach of another creature with Pack Fighting that is friendly to the fomor, the attacking fomor makes the attack roll with 1 boon. Otherwise, the fomor makes the attack roll with 1 bane.

Only the toughest and nastiest of the fomors ever achieve the status of warrior. They lead bands of lesser fomors, inspiring their wretched followers with their viciousness—even though they are among the first to flee when the situation turns against them. Most fomor warriors festoon their bodies with trophies taken from their kills, particularly teeth, fingers, and ears.

FOMOR VOID CALLER

DIFFICULTY 25

Size 1 beastman

Perception 13 (+3); shadowsight
Defense 12; **Health** 21; **Insanity** 1d3; **Corruption** 1d3
Strength 9 (-1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 13 (+3)
Speed 10
Immune frightened
Dread Authority The Void caller grants 1 boon on attack rolls made by beastmen within medium range. Whenever a beastman within this range gets a failure on an attack roll, it takes 1d6 damage.

ATTACK OPTIONS

Skull Staff (melee) +2 with 1 boon (1d6 + 1 plus Agony)
Agony A living creature must get a success on a Strength challenge roll or become impaired for 1 round.

SPECIAL ACTIONS

Shadow Reinforcements The Void caller causes 1d3 + 1 shadowy beastmen of Size 1 to appear in open spaces it chooses within medium range. The shadowy beastmen count as creatures and use the fomor statistics box, but they cannot move or use actions and have Health 1. They make their spaces totally obscured and remain for 1 minute or until destroyed. Once the Void caller uses Shadow Reinforcements, it must wait 1 minute before it can use it again.

MAGIC

Power 3
Curse *hex* (4), *pain* (2), *weakness* (1), *fomor doom* (1)
Fire *flame missile* (4), *fire blast* (2), *fiery volley* (1), *fireball* (1)

END OF THE ROUND

Voice of Authority The Void caller can use a triggered action to make one creature it can see within short range immune to the frightened affliction for 1 round.

Rarely, a fomor emerges that is possessed of qualities unknown to other beastmen. The creatures known as Void callers, which sport long horns on their heads and black fur covering their bodies, appear to have a direct line to the Void. They dress in heavy black robes, stained with old blood or worse, and carry the symbol of their office, a staff topped with a skull that has living eyeballs in the sockets. Void callers take charge of their fellows and direct the other beastmen under their command through the fear their magic inspires and the authority invested in them by demonic entities.

FOMOR TACTICS

Fomors are unreliable troops. If they have numbers on their side, they fight with all the ferocity of other beastmen, but if the tide turns, they break and flee. To maximize the utility of these lowly creatures, Void callers and other beastmen leaders have trained the fomors in a few special fighting techniques.

Take Down: Fomors using this tactic operate in squads of three to five and try to eliminate enemies one at a time. The fomors move in to surround their target and then, in each round, one uses an action to attempt to knock down the target (see *Shadow*, page 52). On a success, the other fomors use their weapons to rip their prone target to pieces.

Break and Run: Fomors flee when a battle turns against them. They don't surrender, either because the thought never occurs to them or they instinctively know they'll find no mercy at their enemies' hands. At the end of each round, if the number of remaining enemies equals or exceeds the number of remaining fomors, the beastmen drop their weapons and use their actions to rush away from the enemies, triggering free attacks if necessary.



CREATING A FOMOR

Unique fomor characters have the following statistics.

Starting Attribute Scores

Strength 1d3 + 8, Agility 1d3 + 10,
Intellect 1d3 + 6, Will 1d3 + 5

Perception equals its Intellect score + 2

Defense equals its Agility score

Health equals its Strength score

Healing Rate equals one-quarter its Health

Size 1, **Speed** 10, **Power** 0

0 Damage, 1d3 **Insanity**, 1d3 **Corruption**

Languages and Professions Fomor speak DarkSpeech.

Craven The fomor is frightened while within the reach of two or more creatures that are hostile to it.

Pack Fighting When the fomor attacks a target within the reach of another creature with Pack Fighting that is friendly to the fomor, it makes the attack roll with 1 boon. Otherwise, the fomor makes the attack roll with 1 bane.

LEVEL 4 FOMOR EXPERT

Characteristics Health +5

Cornered Might While the fomor is frightened, its attacks with weapons deal 1d6 extra damage.



WARGS

Fierce and volatile, wargs act as the driving force behind beastmen armies. They cow the lesser beastmen, drive them forward with barks and threats, and crash down on their enemies, ripping and tearing, making meat from their victims. Wargs think nothing of cutting down beastmen that get in their way or that turn tail to run, and many wargs spend as much time chopping up their allies as they do murdering innocents.

Any shred of humanity that remains inside wargs lies buried under hatred and cruelty. Wargs are little more than wild, rabid animals. They attack without provocation, mutilate their victims' bodies, and then move on to find something else to kill.

Most wargs stand between 6 and 7 feet tall and weigh up to 300 pounds. They have muscled, humanoid bodies covered in patchy fur (usually brown, but gray and black are common as well). They

have the heads of wolves, with pronounced muzzles filled with sharp teeth useful for tearing flesh. Most wear armor they scavenge from their victims, such as mail or hard leather. Since they don't take care of their gear, they spend time after a battle examining their victims' bodies for replacement components.

Wargs speak Dark Speech.

WARG BERSERK

DIFFICULTY 50

Size 1 *beastman*

Perception 11 (+1); shadowsight

Defense 10; **Health** 60; **Insanity** 1d3 + 3; **Corruption** 1d3 + 1
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 10 (+0)
Speed 12

Immune frightened

Demonic Wrath While the warg is injured, it is consumed by demonic wrath, making attack rolls with 1 boon and dealing 1d6 extra damage with its weapon attacks.

ATTACK OPTIONS

Greatsword (melee) +5 with 1 boon (3d6)

SPECIAL ACTIONS

Vicious Bite When a warg takes damage from a creature within its reach, it can use a triggered action to bite the triggering creature. The warg makes a Strength attack roll with 1 boon against the target creature's Defense, dealing 1d6 damage on a success.

Unchecked aggression is a trait of all wargs, but in the wargs known as berserks, the violence is fueled from a dark source. In the heat of battle, a warg berserk loses all reason and restraint, transforming into a brutal killing machine. When not fighting, berserks pass the time cutting themselves up, gouging patterns in their skin using broken bones from slain enemies.

WARG HUNTER

DIFFICULTY 25

Size 1 *beastman*

Perception 13 (+3); shadowsight

Defense 15 (mail); **Health** 30; **Insanity** 1d3 + 1; **Corruption** 1d3

Strength 13 (+3), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10

Manhunter The warg makes attack rolls with 1 boon against halflings and humans.

ATTACK OPTIONS

Spear (melee) +3 with 1 boon (2d6)

Longbow (long range) +2 with 1 boon (2d6 + 1)

SPECIAL ATTACKS

Two Attacks The warg uses an action to attack two different targets with either its spear or its longbow. Attacks with its spear deal 1d6 damage, and attacks with its longbow deal 1d6 + 1 damage.

SPECIAL ACTIONS

Hunter's Mark The warg can use an action, or a triggered action on its turn, to choose one creature it can see within medium range. The target becomes the warg's mark until the warg completes a rest or uses Hunter's Mark again. The warg makes attack rolls against its mark with 1 boon, and its attacks with weapons deal 1d6 extra damage.

Mad Pursuit When a creature designated as the warg's mark moves, the warg can use a triggered action to move up to half its Speed.

Vicious Bite When a warg takes damage from a creature within its reach, it can use a triggered action to bite the triggering creature. The warg makes a Strength attack roll with 1 boon against the target creature's Defense, dealing 1d6 damage on a success.

Warg hunters work as scouts and assassins, prowling the wild places for victims to kill. Like all beastmen, they loathe humans and focus their attacks against them, always singling out human targets in battle.



CREATING A WARG

Unique warg characters have the following statistics.

Starting Attribute Scores

Strength 1d3 + 11, Agility 1d3 + 10,
Intellect 1d3 + 7, Will 1d3 + 8

Perception equals its Intellect score + 2

Defense equals its Agility score

Health equals its Strength score + 2

Healing Rate equals one-quarter its Health

Size 1, **Speed** 12, **Power** 0

0 Damage, 1d3 **Insanity**, 1d3 **Corruption**

Languages and Professions Wargs

understand Dark Speech, but do not speak.

Vicious Bite When a warg takes damage from a creature within its reach, the warg can use a triggered action to bite the triggering creature. The warg makes a Strength attack roll with 1 boon against that creature's Defense, dealing 1d6 damage on a success.

LEVEL 4 EXPERT WARG

Characteristics Health +6

Rending Bite The warg's Vicious Bite deals 1d6 extra damage.



BUGBEAR

Bugbears, sometimes called boogeymen, terrorize people living on the frontiers. Like all beastmen, bugbears feed on humans, but they especially prefer the soft flesh of the young. They creep into towns and villages under the cover of night to snatch children from their beds, dragging them into the dark never to be seen again.

Unlike most beastmen, bugbears tend to be loners. If bugbears join others, they might team up with a few other bugbears or serve as scouts for a larger beastman army, but only for as long as the rampage continues. Bugbears regard other beastmen in their chosen territories as threats and drive them off, killing them if necessary.

Bugbears combine the features of humans and bears. They stand about 7 feet tall, and their muscled, humanoid bodies weigh as much as 300 pounds.

Their bear-like heads boast pronounced snouts and eerily human eyes. Thick fur of black, brown, or dun covers their bestial heads and extends across their shoulders and down their arms, backs and chests, thickening at their groins. Most bugbears wear armor usually scavenged from the dead.

What bugbears don't eat, they either keep as trophies or leave to rot. Most carry large sacks containing bits and pieces of the children they've eaten, and occasionally a couple of living, squirming, and terrified victims too. Like fomors, bugbears decorate their bodies with trophies harvested from the bodies of their victims, such as fingers, toes, ears, hands, and genitals.

Bugbears speak Dark Speech.

BUGBEAR

DIFFICULTY 50

Size 1 beastman

Perception 12 (+2); shadowsight
Defense 15 (hard leather); **Health** 44
Strength 14 (+4), **Agility** 13 (+3), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 10
Sneaky A bugbear makes Agility challenge rolls to hide or sneak with 1 boon.

ATTACK OPTIONS

Sword (melee) +4 with 1 boon, or 2 boons against a grabbed target (3d6 + 2 plus Grab on attack roll 20+)
Longbow (long range) +3 with 1 boon (2d6 + 1)
Grab The bugbear can attempt to grab the target without using an action.

SPECIAL ACTIONS

Iron Grip A bugbear can use a triggered action on its turn to grab a creature it can reach.

BUGBEAR HEADHUNTER

DIFFICULTY 100

Size 1 beastman

Perception 12 (+2); shadowsight
Defense 15 (hard leather); **Health** 55
Strength 15 (+5), **Agility** 13 (+3), **Intellect** 10 (+0), **Will** 12 (+2)
Speed 10
Sneaky A bugbear makes Agility challenge rolls to hide or sneak with 1 boon.

ATTACK OPTIONS

Battleaxe (melee) +5 with 2 boons, or 3 boons against a grabbed target (4d6 + 2 plus Grab on attack roll 20+; a grabbed target takes 2d6 extra damage)
Grab The bugbear can attempt to grab the target without using an action.

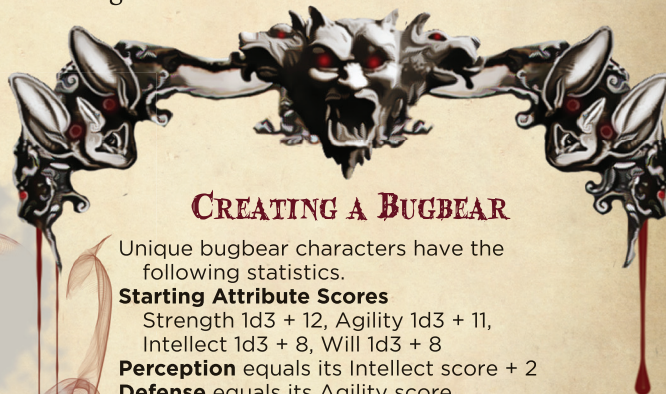
SPECIAL ATTACKS

Behead The bugbear uses an action to make a melee attack against a creature grabbed by it. On a success, the attack deals 2d6 extra damage. If the creature becomes incapacitated by the damage, the bugbear chops off its head, killing it instantly.

SPECIAL ACTIONS

Iron Grip A bugbear can use a triggered action on its turn to grab a creature it can reach.

The most dangerous bugbears are the headhunters, warriors that lop off the heads of their victims, tying them to their belts by their hair. Headhunters often work with beastmen armies, offering their services in exchange for the choicest slaves.



CREATING A BUGBEAR

Unique bugbear characters have the following statistics.

Starting Attribute Scores

Strength 1d3 + 12, **Agility** 1d3 + 11,
Intellect 1d3 + 8, **Will** 1d3 + 8

Perception equals its Intellect score + 2

Defense equals its Agility score

Health equals its Strength score + 10

Healing Rate equals one-quarter its Health

Size 1, **Speed** 10, **Power** 0

0 Damage, 1d3 **Insanity**, 1d3 **Corruption**

Languages and Professions Wargs speak Dark Speech

Quick Grab When the total of the bugbear's attack roll for an attack with a melee weapon is 20 or higher and beats the target number by at least 5, the bugbear can attempt to grab the target without using an action if it has a hand free.

Sneaky The bugbear makes Agility challenge rolls to hide or sneak with 1 boon.

LEVEL 4 BUGBEAR EXPERT

Characteristics Health +7

Iron Grip The bugbear can use a triggered action on its turn to grab a creature it can reach.



MINOTAUR

The mightiest of the beastmen, minotaurs inspire fear in all who behold them. Fierce, brutish, and utterly without mercy, minotaurs have no ambition other than to feed their desires. Beastmen exploit them, strengthening their bands by keeping the minotaurs supplied with fresh meat and drink, as well as slaves on which the minotaurs heap all kinds of unspeakable abuses. The promise of these rewards keeps minotaurs in line long enough to be useful to the other beastmen.

Most minotaurs stand 12 feet tall and weigh 1,000 pounds or more. They have great, hulking bodies, with slabs of thick muscle and coarse hair covering their bull-like heads, necks, and upper torsos. Although they do have humanoid-shaped bodies, their lower legs resemble those of a bull, and most have one or two tails extending out from the base of the spine. Minotaurs carve or burn crude symbols into their hides to mark victories or kills, or to honor the only thing they fear—the dark power that created them.

Minotaurs speak Dark Speech.

VOID BULL

Minotaurs might be strong, tough, and dangerous, but beastmen find them to be easy to control and direct, provided the beastmen can keep up with their appetites.

Not all minotaurs are so pliable, however. Once every few decades, a minotaur tears free from its mother's womb, killing her in the process, and emerges to stake a claim over an entire army.

Called Void bulls, these minotaurs bear the touch of the Demon Lord on their souls, which gives them great power and cunning. Void bulls tower over other minotaurs and have coal-black skin and fur. As they age, fiery runes appear in their flesh, as if the Demon Lord had carved sigils of power into the hides of its favored servants. These markings might be symbols, runes of Dark Speech (usually curses or threats), or the secret names of genies. A

Void bull's great curling black horns sweep

out from the sides of its head and angle toward the front until they almost touch.

Beastmen believe that Void bulls are favored by the Hunger, and thus a newborn bull is fiercely protected until it reaches maturity after a year. Once a Void bull comes of age, it musters a great army and leads the howling throng to crash against the gates of civilization in an orgy of blood and violence.

Void bulls stand 18 feet tall and weigh 6,000 pounds. Aside from their distinctive markings, they resemble other minotaurs.

VOID BULL

DIFFICULTY 250

Size 3 frightening beastman (minotaur)

Perception 15 (+5); truesight

Defense 18; **Health** 160

Strength 16 (+6), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 13 (+3)
Speed 12

Uncanny Accuracy When a minotaur makes an attack roll or a challenge roll with 1 or more banes, it reduces the number of banes by 1.

Immune gaining Insanity; fatigued, frightened, impaired

Spell Defense A Void bull takes half damage from spells. It makes challenge rolls to resist spells with 1 boon, and creatures attacking the Void bull with spells make their attack rolls with 1 bane.

ATTACK OPTIONS

Greataxe (melee) +6 with 2 boons (4d6 + 2)

Horns (melee) +6 with 2 boons (2d6)

SPECIAL ATTACKS

Deadly Sweep The Void bull sweeps its greataxe in a deadly arc around itself. Each creature within 3 yards of the Void bull must get a success on an Agility challenge roll with 2 banes or take 4d6 + 2 damage.

Bull Rush The minotaur moves up to twice its Speed. Once, at any point during or after this movement, it attacks with its horns. On a success, the attack deals 2d6 extra damage and the target falls prone.

SPECIAL ACTIONS

Sweeping Horns When a creature moves into the minotaur's reach, the minotaur can use a triggered action to attack the triggering creature with its horns.





CHAPTER 4: DEMONS

From the fathomless depths of the Void come the demons, ephemeral beings of pure entropy, driven to unmake that which has been made and undo that which has been done. Their hatred for creation in all its many forms and incarnations is an essential part of their being. To demons, the realities of the universes are abominations, perversions that must be destroyed so the demons can restore their master, the Demon Lord, to its proper power and stature. Demons seek entry into the world, and when they find it, they slaughter and ruin anything they find there.

Demons in the Void lack physical forms and flit about as beings of pure motive force in search of bodies to inhabit and destroy. If a bodiless demon could be seen, it would appear as an undulating, amorphous mass, since demons have no natural form and thus are under no compulsion to assume a particular shape or hold onto that shape if they take one.

Demons do, however, take on bodies when they enter realities shaped by the words of power. Even though demons are sentient, unformed substance, the laws of reality impose form on their formlessness,

forcing them to become physical beings. Since they come from outside that reality, however, the appearances they assume have no consistency, causing demons to assume random, usually horrid, forms. Some appear to be made from flesh and bone, while others could look as though they were cobbled together from the parts of different creatures. Others still might have inorganic body parts, seemingly made from stone, glass, or even machine parts.

The longer a demon remains in a physical form, the more intelligent and powerful it becomes. The most powerful demons, called princes, have held onto their forms for eons. As such, they pose almost as great a risk to the worlds they invade as does the Demon Lord itself.

Demons keep their bodies until they are destroyed, at which point the borrowed substance evaporates and the demon's essence flows back to the Void. Demons remember their time in the mortal world and learn from their experiences, growing smarter and more dangerous with each foray, even though each one's form changes each time it returns.

DEMONIC POSSESSION

Demons, like some spirits, can possess the bodies of other creatures, wearing those shells like clothing. When demons enter other creatures' bodies, they shed their physical forms and push aside the souls of their hosts to take control. Possession affords demons many benefits—it lets them hide in plain sight, for a while at least, and move freely in the world to carry out their vile plans. In their stolen bodies, they can recruit henchmen, take over cults, or recover dangerous relics, all for the purpose of bringing more demons into the world.

Unlike spirits, which might enter the body of any creature they encounter, a demon usually possesses a creature's body only after it has driven that creature insane with its horrifying trait. Thus, unless a person is already on the brink of madness, there's little risk of that person becoming possessed from a chance encounter with a demon.

Bringing someone to the brink of madness is something that demons enjoy, and they're good at it. A demon in the world, if given the chance, displays great patience while working to possess a victim. It might keep to the shadows, hiding near a vulnerable host, such as one who is grieving, mentally unstable, or addicted to some substance or behavior. To bring about their victims' mental decline, demons torment their victims to erode their sanity by making their homes and lives appear haunted. Demons might cause blood to dribble down the walls, strange knocks to sound, foul odors to hang in the air, or create cold spots. They might whisper to their victims while they sleep, filling their heads with horrible images and coaxing them to carry out terrible acts of evil.

BEING POSSESSED

When a demon possesses a creature, the demon instantly learns everything the creature knows, including all professions, languages, spells, and talents. The demon retains this knowledge for as long as it remains in the body, though it can make use of the creature's spells and talents only while it is inside the host's body.

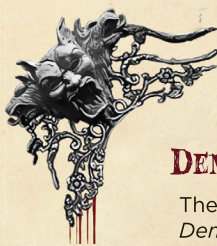
A possessing demon uses its host's statistics box in place of its own for everything except its Intellect and Will scores, its immunity to gaining Insanity, and its immunity to the frightened affliction. The demon controls its host's body while suppressing the host's mind so that the creature has no awareness of what's happening to it.

The demon can, at any time, relinquish control of the body to its host, causing the creature's mind

to awaken and regain awareness, though with no memory of the events that have transpired since it was last in control. The awakening can be a shocking experience, especially since demons use their hosts' bodies to carry out all kinds of unspeakable activities and have no compunction about despoiling and violating their hosts. Some demons allow the host's mind to regain control in the middle of some horrific activity, purely to torment the victim.

Even though a demon might from time to time cede control of the body to its host, it remains inside, hiding deep in the host's mind until it decides to reassert control. People can carry demons inside them for months or even years, without ever knowing they have been possessed.

Demons linger in their host bodies for as long as they wish, though magic and relics might force a demon out. In addition, the demon slips out of the host if the body is killed. As mentioned in *Shadow*, a demon forced out of a body it possesses must make a Will challenge roll. On a success, the demon appears in an open space of its choice within 10 yards of the previous host, in a new and randomly formed body. On a failure, the demon disappears into the Void.



POSSESSION AND DEMON LORD'S COMPANION

The rules covering possession in *Demon Lord's Companion*, both as a story complication and as a side effect of learning Demonology spells, offer a simple mechanism for handling possession that likely occurs in between adventures. The rules in this book build on those described in *Shadow of the Demon Lord* and can be used when a demon successfully possesses a creature in play.



MARKS OF POSSESSION

The presence of a demon inside a host causes disruptions in the flesh, weird changes that reveal the demonic influence at work. Once every 1d6 days while a demon possesses a creature, the creature gains a new mark of possession. Roll a d20 to randomly determine each mark of possession, or choose a result from the following table.

MARK OF POSSESSION

d20	Mark
1	Creature reeks of rotting meat
2	Creature vomits blood and small nails
3	Creature defecates worms, beetles, or centipedes
4	The inverted names of the Old Gods appear on the skin
5	Eyes turn black
6	Tongue becomes forked
7	Boils or open sores erupt on body
8	Nails become talons
9	Nipples weep brown milk
10	Flies or roaches follow the creature everywhere
11	Extra eye, nose, or mouth
12	Body covered with bruises
13	Creature weeps blood
14	Extra digits on each hand and foot
15	Creature engages in self-harm, cutting and scratching
16	Creature speaks with two voices
17	Creature emits unsettling noises
18	Unseemly bulges appear on body
19	Creature has a melted appearance
20	Creature moves unnaturally



SUMMONING DEMONS

Although demons are eager to escape the Void, summoning one into the world is often a perilous proposition. Demons are difficult to control in the best of circumstances, and given the chance, a demon turns on its liberator, either pulling the creature apart or possessing the summoner to turn it into a slave. Most methods for summoning demons are unreliable and dangerous, both to the summoner's body and its mind. Spells that bring forth demons typically belong to the Demonology tradition, and all work by poking holes in reality. The casting of such a spell usually brings forth a demon of a desired size, but not always, and demons summoned by these spells are always hostile to the spell's caster.

Spells do exist for exerting control over the summoned creatures, but demons are naturally resistant to magic, making such spells risky. Furthermore, few casters can manage the casting of two spells at the same time, so a summoned demon often has a chance to savage the caster before protections can be brought to bear. Thus, wise casters seek the assistance of others when they bring forth demons, provided they can trust these helpers not to take the controlled demon and turn it against them. Another effective tactic is to prepare for the demon in advance by casting a Protection spell before releasing the horror from the Void, such as the *diagram* spell

(presented below, from *Exquisite Agony*), which can contain the demon long enough for a caster to use other means to coerce it into service.

DIAGRAM

PROTECTION UTILITY 1

Requirement You must spend 1 minute using a writing kit to draw a diagram on a flat surface you can reach that covers a circular area with a radius of up to 2 yards.

Target An intact circle drawn to meet the spell's requirement within short range

Duration 4 hours; see the effect

You infuse the target circle with magical power that lasts for the duration or until sometime breaks the circle by smudging it, laying something over it, or erasing part of it.

The diagram prevents any creature on it from moving outside the area it covers, attacking creatures outside the area, or affecting anything beyond the area with magic.

Sacrifice You can expend a casting of this spell to extend the duration of a previously cast *diagram* spell by 4 hours.

BINDING DEMONS

The most common method of binding demons is the *bind demon* spell (see chapter 2). In some cases, demons could be bound to objects in the world through other, forgotten means. However it is bound, the demon grants its host object magical power while it remains trapped there.

Most objects that hold demons offer few outward clues about their dark nature, though the creators of those objects might decorate them with all manner

of macabre images, perhaps in hopes that the demon will be more amenable to remaining inside the prison. Demon-bound objects that are made through the *bind demon* spell corrupt those who touch them and thereby reveal their nature.

Once it is bound, the demon cannot leave the object unless the container is destroyed. Such objects use the normal statistics for objects, and depending on the materials from which they're made, might break easily.

Objects that contain bound demons usually have magical properties. You can roll a d6 to determine the property or properties an object has, or just choose results from the following tables. A demon-bound object might reveal its properties readily, but if it does not, a creature that would use it must discover those properties through experimentation, research, or bargaining with fell powers.

MAGICAL PROPERTIES

d6 Qualities

- 1 The object has one demonic property, determined by rolling on the Demonic Object Properties table.
- 2-5 The object has one randomly determined enchanted object property (*Shadow*, page 208).
- 6 The object has 1d3 randomly determined enchanted object properties (*Shadow*, page 208).

DEMONIC OBJECT PROPERTIES

d20 Properties

- 1 A creature that touches the object becomes cursed (as if by a rank 3 spell). The curse is lifted if another creature touches the object. While a creature is cursed in this way, whenever it rolls to see if it would acquire a mark of darkness (*Shadow*, page 36), it rolls twice and uses the lower result. The object grants the creature holding it 1 boon on attack rolls made to resolve the effects of Demonology spells it casts.
- 2 The object grants the creature holding it 1 boon on attack rolls made against mortal creatures. Each time the creature holding the object kills a mortal creature, it must roll a d6. On a 6, it gains 1 Corruption.
- 3 The creature holding the object can use an action to cause the object to warp its features into a monstrous visage for 1d6 minutes. The creature gains 1d3 Insanity and, until the effect ends, it has the horrifying trait (*Shadow*, page 214).
- 4 When the creature carrying the object makes an attack roll, it can choose to deal 1 damage to the object to make the attack roll with 1d3 boons. Damage dealt to the object in this way cannot be removed.
- 5 The object contains one casting of a Demonology spell of the GM's choice. The spell's rank is 1d6 - 1. The object regains its casting when it's immersed in a child's blood.
- 6 When a creature touches the object, the demon inside it automatically possesses the touching creature, and the creature's soul enters the object, where it remains until the object is destroyed. If the object is later destroyed, the creature's soul escapes and returns to its body, if the body is still alive, or descends to the Underworld or to Hell, if it is dead. Once it is used in this way, the object has no other power.
- 7 The creature carrying the object can use an action to force each creature within short range to make a Will challenge roll. On a failure, the target creature gains 1 Corruption. The creature carrying the object then gains 1 Corruption for each point of Corruption it bestowed.
- 8 The creature carrying the object can use an action, or a triggered action on its turn, to teleport to an open space it can see. Roll a d6. On a 1, the creature cannot use the object again until it completes a rest, and then only after the object is smeared with the creature's feces.
- 9 If the object is not a weapon, it becomes a weapon of the GM's choice. The creature carrying the object makes attack rolls with it with 1 boon, and its attacks with it deal 1d6 extra damage. Whenever the creature kills another creature with an attack made using this weapon, roll a d6. On a 6, a medium demon appears in an open space of the GM's choice within short range.
- 10 If a creature touches the object, it becomes cursed (as if by a rank 1d6 + 1 spell). The curse is lifted if another creature touches the object. Whenever a creature cursed in this way would gain Corruption, the object gains it instead, regardless of whether the cursed creature is carrying the object. If the object is destroyed, the creature that last touched it and any previous owner that stored Corruption in the item gain 1d3 Insanity for each point of Corruption that individual stored in it. If the Insanity gain would drive the storing creature mad, it is sucked bodily into the Void and never seen again. The object remains behind.
- 11 At the end of each round, each animal within short range of the creature carrying the object takes 1d6 damage.
- 12 When the creature carrying the object becomes injured, shadows spread out from the object in a 5-yard radius and remain for 1d6 rounds. The shadows extinguish all light, even from magical sources.
- 13 When a creature touches the object, it can choose to become cursed by it (as if by a rank 3 spell), gaining 2d6 Corruption. The creature gains a random demonic talent (see chapter 4) that lasts for as long as it remains cursed in this way.
- 14 The object renders you immune to damage from disease and poison and to the diseased and poisoned afflictions.
- 15 If a creature touches the object, it becomes cursed (as if by a rank 1d6 + 1 spell). While the creature is cursed in this way, no other creature can become cursed by touching the object until the curse on the creature is lifted. The cursed creature gains a +3 bonus to Will, but takes a -20 penalty to Health. If the penalty to Health would kill the creature, its soul is dragged screaming into the Void to be torn apart by demons, leaving behind its body and anything it wore or carried. A creature that has no soul is bodily dragged into the Void, leaving its possessions behind.
- 16 A creature that touches the object becomes cursed (as if by a rank 1d6 + 1 spell). While the creature is cursed in this way, no other creature can become cursed by touching the object until the curse on the creature is lifted. The cursed creature takes half damage from all sources, but derives no benefit from eating, drinking, or sleeping, and is at risk of dying from thirst, starvation, or lack of sleep. Anything the creature consumes rushes out the other end in a stinking mess, and its dreams are filled with horrific nightmares.
- 17 The object renders the creature carrying it immune to the fatigued affliction, but the creature appears hideous. In social situations, it makes attack rolls to deceive or persuade other creatures with 3 banes.

- 18 Each time a creature carrying the object completes a rest, each object and plant within medium range of it takes 1d6 damage.
- 19 The object grants a creature one extra casting of each rank 0 spell it has learned from a dark magic tradition.
- 20 The creature carrying the object takes 1d6 extra damage from attacks, but its attacks deal 1d6 extra damage.

CREATING DEMONS

Demons come in all shapes and sizes. Each demon, upon entering the world, assumes a unique form assembled from random bits of matter, organic or otherwise. The five basic demons in the main rulebook provide you with standard forms that you can describe in any way you choose, and the Demonic Talents table (*Shadow*, page 228) can provide you with further customization options.

The following pages expand on the basic rules, giving you tools to create unique new demons. You can always use the basic demons in a pinch, but if you have time, you can unnerve and possibly disgust the players by confronting them with the horrors created from these tables.

Creating demons using this material takes time, so it's not recommended that you consult these tables in the middle of the game. Instead, create a few unique demons in advance so you'll always have them ready when it's time for one or more to make an appearance.

DEMON BASICS

Demons ignore the effects of deprivation and exposure, as well as any effect that would age them. When a demon becomes incapacitated, its form dissipates and its essence returns to the Void. In addition, demons have certain common traits regardless of their form. Record this information first for any demon before moving on with the creation process.

Horrrifying See *Shadow*, page 214

Truesight See *Shadow*, page 215

Speed 18

Immune damage from disease or poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned

Spell Defense A demon takes half damage from spells. It makes challenge rolls to resist attack spells with 1 boon, and creatures attacking the demon with spells make their attack rolls with 1 bane.

Demonic Shadows Lit areas out to a number of yards equal to 1 + the demon's Size (round down) become shadows.

SPECIAL ATTACKS

Frenzied Attack The demon attacks two different targets with its natural weapon, making each attack roll with 1 bane.

Possession When a creature goes mad as a result of the demon's horrrifying trait, the demon can use a triggered action to make a Will attack roll against the triggering creature's Will. On a success, the demon disappears and the creature becomes the victim of demonic possession (*Shadow*, page 227).

SPECIAL ACTIONS

Void Step The demon uses an action, or a triggered action on its turn, to teleport to a space it can see within medium range. Roll a d6. On a 1, the demon must wait 1 minute before it can use Void Step again.

CHOOSE SIZE

A demon's Size affects many of its statistics, including its Difficulty and Health. Choose a Size from the following table, then roll dice to determine the demon's Health. Note that taking demonic talents reduces a demon's original Health score.

DEMON SIZE

Size	Kind	Difficulty	Health
1/4 or smaller	Tiny	10	2d6 + 3
1/2	Small	25	6d6 + 6
1	Medium	100	12d6 + 40
2	Large	250	12d6 + 100
3-5	Huge	500	12d6 + 160
6 or larger	Titanic	1,000	12d6 + 360

DETERMINE ATTRIBUTES AND CHARACTERISTICS

A demon's attributes are tied to its Size. Roll on the table below or choose scores from within the possible ranges. Then, calculate in the demon's Perception and Defense as indicated after the table. These numbers might change based on demonic talents, if the demon has any.

DEMON ATTRIBUTES

Size	Strength	Agility	Intellect	Will
1/4 or smaller	13 + 1d3	11 + 1d3	8 + 1d3	13 + 1d3
1/2	14 + 1d3	11 + 1d3	9 + 1d3	13 + 1d3
1	15 + 1d3	11 + 1d3	10 + 1d3	14 + 1d3
2	16 + 1d3	12 + 1d3	11 + 1d3	15 + 1d3
3-5	17 + 1d3	13 + 1d3	12 + 1d3	16 + 1d3
6 or larger	17 + 1d3	14 + 1d3	13 + 1d3	17 + 1d3

Perception equals its Intellect score + 2

Defense equals its Agility score + 5

ATTACK OPTIONS

Every demon has a natural weapon attack, the exact nature dictated by the shape the demon assumes when it enters the world. Regardless of the form its natural weapon takes, the demon's Size determines the number of boons it has on attack rolls with the weapon and the damage it deals.

NATURAL WEAPON ATTACKS AND DAMAGE

Size	Boons	Damage
1/4 or smaller	1	1d6
1/2	2	2d6
1	2	3d6
2	3	4d6
3-5	3	6d6
6 or larger	4	8d6

BASIC FORM

The forms that demons assume when they enter the mortal world have an enormous range. A demon might appear as a weird knot of flesh and teeth, a lurching humanoid whose flabby body drips corrosive slime, or a skinless hound bristling with spines. Some demons have no definite shape, while others are reeking clouds of thousands of tiny eyeballs.

A demon can have any form you can imagine. You can use the following information, beginning with the Demonic Shape table, to build a demon's full description, either choosing options from the tables or letting the dice decide. Shape sometimes modifies a demon's statistics box, as noted in the descriptions that follow the table.

DEMONIC SHAPE

d20	Shape
1	Amorphous
2	Avian
3	Carapace
4	Centauroid
5	Crawler
6	Humanoid
7	Geometrical
8	Inorganic
9	Insectoid
10	Mechanical
11	Phantasmal
12	Piscine
13	Polyp
14	Quadruped
15	Radial
16	Serpentine
17	Skeletal
18	Spheroid
19	Swarm
20	Two-dimensional

AMORPHOUS

Amorphous demons lack form and typically appear as masses of fluid or tissue. They can flow over terrain and ooze through cracks. An amorphous demon's natural weapon is usually a pseudopod or a similar extremity.

Roll on the table below to determine from what it is made.

d6	Composition
1	Mesh of nerve endings
2	Boneless bag of flesh
3	Semi-congealed blood
4	Feces
5	Semen in which can be seen tiny screaming faces
6	Gelatinous goo

After determining the demon's composition, roll a d6. On an odd number, the demon has eyes or eye-like structures all over its body. On an even number, the demon gains the sightless trait (*Shadow*, page 125).

AMORPHOUS DEMON

Defense -4

Speed -6

Immune any effect that would change the demon's form
Amorphous The demon can move freely through openings wide enough to permit the passage of water, and it can move through spaces occupied by other creatures.

AVIAN

The demon looks like a bird of its size or has birdlike features such as a beak, feathers, wings, and talons. Roll a d6. On a 1, the wings are vestigial and nonfunctional. On any other number, the wings grant it the flier trait. The demon's natural weapon might be its beak or its talons.

CARAPACE

The demon's body is covered by a thick shell, similar to that of a crab or a lobster. The demon could have two legs, four, or more. Its natural weapon could be spikes, stingers, or pincers.

CARAPACE DEMON

Defense +1

CENTAUROID

The demon's body combines features of a humanoid with those of an animal. Usually, the head, torso, and arms of the humanoid body emerge from the animal's neck or back. Any animal can work, from spiders to lions, horses to slugs. The demon's natural weapon is typically its animal limbs, claws, teeth, or tail.

CRAWLER

The demon has a long, tube-shaped body that moves about on 3d6 + 6 legs. The demon's natural weapon is typically its mandibles or teeth.

CRAWLER DEMON

Speed climber

GEOMETRICAL

The demon's body has the shape of a geometrical object such as a pyramid, a cube, or a dodecahedron. It can move about on legs or by rolling over the ground. The demon's natural weapon is likely its body, which it uses to slam into its foes.

HUMANOID

The demon has a humanoid shape, usually with a head and a couple of arms and legs. See the tables in the Appearance section below for additional customization options. Natural weapons for humanoid demons could be talons, claws, teeth, spurs, spines, and so on.

INORGANIC

The demon has a humanoid shape, but is made from inorganic materials. The demon's natural weapon could be claws or spikes. Roll on the table below to determine from what it is made.

d6	Composition
1	Glass*
2	Bronze
3	Stone
4	Clay
5	Obsidian*
6	Rusting iron

*A demon made from this material gains the Flying Shards trait.

INORGANIC DEMON

Speed -4

Flying Shards When the demon takes damage from a weapon, it sprays shards in a cone that extends 1d3 yards away from the point of impact toward the source of the damage. The shards deal damage equal to 1d6 + the demon's Size (minimum 1d6 + 1) to everything in the area. A creature in the area takes no damage if it gets a success on an Agility challenge roll.

If the demon is incapacitated by the damage, it explodes in a sphere with a radius in yards equal to 1 + its Size (minimum 2), dealing damage equal to 1d6 + its Size (minimum 1d6 + 1) to everything in the area. A creature in the area takes no damage if it gets a success on an Agility challenge roll.



INSECTOID

The demon looks like an insect of its size, possibly resembling a real-world insect or a composite of more than one insect type. The demon has an exoskeleton, though this covering is not as strong as a carapace, and possibly antennae. The demon's natural weapon might be its mandibles or claws. Roll a d6. On an even number, the demon has insect wings that grant it the flier trait.

MECHANICAL

The demon appears to be a machine, made from mechanical parts. It could move about on any number of legs, tank treads, or wheels. The demon's natural weapon could be a heavy rod, a pointed blade, a saw blade, or jagged spikes.

MECHANICAL DEMON

Defense +2
Agility -2
Speed -2
Immune asleep

PHANTASMAL

The demon is made of some insubstantial substance such as water vapor, smoke, or colored lights. Its natural weapon might be a buffeting of wind, an electric jolt, or a corrosive touch. Roll on the table below to determine from what it is made.

d6	Composition
1	Incense smoke
2	Blood droplets
3	Mist
4	Foul-smelling gas
5	Smoke
6	Lights of one color or many

Next, to determine the demon's general shape, roll on the Demonic Shape table again, but don't apply the traits of the second result, if any, since this shape represents only how the demon appears. If the second result is also phantasmal, the demon gains the naturally invisible trait, which is described below.

PHANTASMAL DEMON

Perception sightless

Defense -4; **Health** reduce by half

Strength —

Speed -4; flier

Immune damage from cold; blinded, fatigued, any effect that would change the demon's shape

Phantasmal Form The demon takes half damage from weapons. The demon totally obscures its space. Other creatures can move through and end their movement in its space. The demon ignores difficult terrain and can move freely through openings wide enough to permit the passage of air, but it treats liquid water as a solid object.

END OF THE ROUND

Drift Roll a d6. On an even number, the demon moves a number of yards equal to the number rolled in a direction it chooses.

Some phantasmal demons, as mentioned above, also have the following trait.

Naturally Invisible The demon is invisible to creatures other than itself, other demons, and creatures that have 6 or more Corruption.

PISCINE

The demon has a fishlike body. It might look like a shark, an eel, or a tuna. The demon's natural weapon might be its teeth or tail.

PISCINE DEMON

(aquatic)

Speed 12; swimmer

POLYP

The demon is a mass of tissue, usually oozing or bleeding. It might flutter a few inches above the ground, slither, or bounce. The demon's natural weapon could be tentacles, its body, or whip-like filaments.

QUADRUPED

The demon has a long body and four legs. See the tables in the Appearance section below for additional customization options. The demon's natural weapon could be talons, claws, teeth, spurs, spines, and so on.

RADIAL

The demon's body parts are arranged around a main axis like a starfish. The demon has 1d6 appendages radiating from a central point, where its head, mouth, and eyes might be located. The demon's natural weapon could be its limbs or teeth.

SERPENTINE

The demon has a long, tube-shaped body and moves by slithering across the ground. It can look like a worm, a snake, or an eel. The demon's natural weapon could be talons, claws, teeth, spurs, spines, or tail.

SKELETAL

The demon's skeletal body might be humanoid or bestial, or it could be assembled from the bones of numerous creatures. The demon's natural weapon could be claws or bone spurs.

SKELETAL DEMON

Immune damage from cold; asleep

SPHEROID

The demon's body is round like a ball. It likely has a mouth, at least one eye, and possibly appendages, but the bulk of its form is a sphere. The demon's natural weapon could be tentacles, teeth, or its body.

SWARM

A swarm demon is made of thousands of minuscule demons. They might assume a semisolid form, walking as a humanoid, or be more like a cloud. The individual demons making up the swarm are usually identical—tiny hairless monkeys, fleshy orbs with fang-filled maws, or something else. Swarm demons usually attack with claws or teeth.

SWARM DEMON

(swarm)

Speed –4

Immune grabbed, prone

Multitude The swarm demon takes half damage from attacks that use an attack roll and double damage from attacks that require it to make a challenge roll.

Revulsion Creatures that are not swarms are impaired while inside the swarm's space or within 1 yard of it.

TWO-DIMENSIONAL

The demon has a humanoid shape but becomes invisible when viewed from the side. The demon's natural weapon could be its teeth or claws.

APPEARANCE

The following tables can help you determine what a demon looks like by offering a variety of different cosmetic features.

OUTER SURFACE

If a demon has a physical form, its outer surface might be any sort of skin or other covering. Roll a d20, or choose a result from the table below. You might come up with a result that doesn't seem to make sense, such as feathers on a carapace demon. You could ignore such a result, or you could decide that the carapace is made from ultra-hard feathers.

d20	Surface
1–2	Slimy, ooze-like, dripping, or melted
3–4	Scaly or chitinous
5–6	Flayed, torn, or scarred flesh
7–8	Feathered
9–10	Flesh of any color
11–12	Furred or hairy
13–14	Pebbled, cracked, or leathery
15–16	Leathery, ropy, or warty
17–18	Membranous or transparent
19–20	Exposed muscle and sinew, bleeding, weeping

HEAD

Decide if the demon has one head or 1d3 – 1 heads. Roll a d6 or choose a shape for each head. If the demon lacks a head, its visage, if it has one, appears elsewhere on its body.

d6	Head
1	Spherical
2	Square, conical, or some other geometric shape
3	Bestial
4	Human
5	Melted
6	Featureless

LIMBS

Decide whether the demon has two arms or 1d6 – 1 arms. Then decide if the demon has two legs (or four or more, based on its shape) or 1d6 – 1 legs. If the demon has no legs, its lower body forms into a tail. You can roll on the table below for each limb, all the arms at once, or all the legs at once.

d6	Limb
1	Thin and withered
2	Bifurcated
3	Tentacle or boneless
4	Normal
5	Multi-jointed
6	Thick and muscular

PROPORTIONS

For each of the demon's limbs, roll to determine its size relative to the rest of the creature's body.

d6	Proportions
1	Too small or short
2–5	Normal
6	Too large or long

VITAL FLUIDS

The bodies of some demons are filled with a particular liquid or other substance, referred to collectively as vital fluids. You can decide if a demon has this feature; if so, roll or choose from the table below. The presence or absence of vital fluids is not dictated by a demon's shape; for instance, an inorganic demon made from glass could be solid glass or could be hollow and filled with white mice.

d20	Vital Fluid	d20	Vital Fluid
1	Blood	11	Gravel
2	Urine	12	Butter
3	Liquefied feces	13	Mucus
4	Cotton	14	Rancid fat
5	White mice	15	Mayonnaise
6	Semen	16	Sand
7	Saline	17	Flies or maggots
8	Sludge	18	Mild corrosive acid
9	Tar	19	Spiders
10	Milk	20	Glue

EMBELLISHMENTS

A demon has 1d3 – 1 embellishments. Roll on the table below, choose from it as desired, or use it as inspiration for your own ideas.

d20	Embellishment
1	Open sores
2	Tumescent bulges
3	Blisters
4	Extra eyes (2d6)
5	Extra mouths (1d6)
6	Bone spikes
7	Extra sexual organs (1d6)
8	Antennae
9	Feathers
10	Chitinous plates
11	Drips slime
12	Extra fingers or toes (2d6)
13	Covered in vines
14	Makes musical noises when it moves
15	Dribbling orifices dimpling its body
16	Tail, spiked, knobbed, or smooth
17	Crawling with tiny babies
18	Shuddering growths
19	Suckers
20	Veiny

DEMONIC TALENTS

As varied as demons are in form and appearance, so can they be in capabilities. If you're using the demons in the main rulebook, the Demonic Talents tables here expand on and supersede the one found in the main rulebook (*Shadow*, page 228). If you're building a demon from scratch using the rules in this chapter, you can assign any number of talents to a demon. Each time you do, reduce the demon's Health by 20. Reroll duplicate results.

As with everything when it comes to building demons, you might come up with strange or even seemingly impossible results. For example, how could an amorphous demon have spikes? Well, it might be covered in fine hairs that stiffen into spikes whenever the demon decides to do so. Be creative and don't sweat the details. Demons are, by their nature, strange and impossible creatures.

DEMONIC TALENTS TABLES

Roll	Table	Roll	Table
1	Table 1	4	Table 4
2	Table 2	5	Table 5
3	Table 3	6	Table 6

DEMONIC TALENTS TABLE 1

d20	Talent
1	Spines Long spines grow from the demon's body. The demon can use a triggered action on its turn to snap off a spine and fling it at a creature within medium range. The demon makes a Strength attack roll with 1 boon against the target's Defense. On a success, the target takes 2d6 damage.
2	Spit Flames The demon can use a triggered action on its turn to spit a ball of fiery phlegm at one creature or object within medium range. The demon makes a Strength attack roll with 1 boon against the target's Agility. On a success, the target takes 2d6 damage and catches fire (<i>Shadow</i> , page 201).
3	Corrosive Vomit The demon can use an action to spew corrosive vomit in an 8-yard-long cone originating from a point it can reach. Everything in the area takes damage equal to the demon's natural weapon damage. A creature in the area can make an Agility challenge roll and takes half the damage on a success. Once the demon uses Corrosive Vomit, it cannot do so again for 1 minute.
4	Void Chill The demon emits freezing cold from its body, extending a number of yards equal to the demon's Size (minimum 1 yard). At the end of each round, each living creature in the area must get a success on a Strength challenge roll or take 1d3 damage and become fatigued for 1 round.
5	Gun Arm One of the demon's arms is an automatic rifle. The demon can use an action to attack with it, spraying bullets in a 20-yard-long cone from a point it can reach. The bullets deal the demon's natural weapon damage to everything in the area. A creature in the area can make an Agility challenge roll with 2 banes and takes no damage on a success.
6	Screaming Heads The demon has a number of heads equal to 2 + its Size that float around its head. The demon can use an action, or a triggered action on its turn, to send one screaming head from it to a point within medium range. The head flies to that point, screams, and then explodes. Everything within 5 yards of the head takes 2d6 damage, though a creature in the area can make an Agility challenge roll and takes half the damage on a success. When the demon runs out of heads, it loses this talent.
7	Webs The demon can use an action, or a triggered action on its turn, to hurl a web at one creature within medium range. The demon makes an Agility attack roll against the target's Agility. On a success, the webs cover the target and cause it to become immobilized. A creature, including the target, can remove the webs and the affliction by getting a success on a Strength challenge roll with 1 bane.
8	Animator The demon can use an action to choose one object within short range that is half the demon's Size or smaller to become a compelled construct of its Size. If the object is being worn or carried by a creature, the demon must get a success on a Will attack roll against the target's Agility. After the demon uses this talent, roll a d6. On an odd number, the demon loses the talent.
9	Mother of Larvae The demon can use an action to forcefully evacuate from its body a number of Void larvae mobs equal to its Size – 1 (minimum 1 mob). The mobs can take the next available turn.
10	Soul Destroyer When a living creature becomes incapacitated by the demon's attack, the creature dies and a shadow stands up from its body. The shadow can take the next available turn.
11	Thorns Jagged thorns cover the demon's body. When it becomes injured, the thorns fly out from its space, dealing 1d6 damage to everything within short range. A creature can make an Agility challenge roll and takes half the damage on a success.

12 **Gut Worm** A pale, segmented worm emerges, thrashing, from the middle of the demon's body. The demon can use a triggered action on its turn to use its gut worm to attack one creature within short range. The demon makes a Strength attack roll with 1 boon against the target's Agility. On a success, the target takes 1d6 damage and becomes immobilized as the gut worm punches into its body. If the demon dies, moves away from the target, or the target is moved away from the demon, the affliction ends. The target can also remove the affliction by using an action to tear the worm free, taking 1d6 damage in the process. The demon permanently loses this talent when it becomes injured.

13 **Rain of Fire** The demon can use a triggered action on its turn to call down a rain of fire on a circle with a 3-yard radius centered on a point within long range. Everything in the area that isn't under some form of cover takes 2d6 damage. An unprotected creature in the area can make an Agility challenge roll and takes half the damage on a success. Once the demon uses this talent, it must wait 1 round before it can use it again.

14 **Revulsion Field** The demon emits a droning noise from its body that living creatures find repulsive. At the end of each round, any living creature in the area of the demon's Demonic Shadows must get a success on a Will challenge roll or become impaired for 1 round.

15 **Clarion of Doom** The demon carries a large bell carved with profane sigils. The demon can use an action to sound the bell, causing it to emit a terrible noise that spreads out in a 20-yard radius from a point it can reach. Each creature in the area that is not a demon must make a Strength challenge roll and a Will challenge roll, both with 1 bane. A creature that gets a failure on the Strength roll takes 2d6 damage and becomes impaired for 1 minute. A creature that gets a failure on the Will roll becomes deafened for 1 minute. After the demon rings the bell, roll a d6. On an odd number, the bell breaks and the demon loses this talent. The bell disappears when the demon dies.

16 **Lightning Arcs** Lightning crackles and dances around the demon. At the end of each round, lightning arcs from its body toward a randomly determined creature within short range. The creature must get a success on an Agility challenge roll or take 1d6 damage and become impaired for 1 round.

17 **Toxic Shadows** Foul-smelling mist fills the area of the demon's Demonic Shadows. At the end of each round, any living creature in the area must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 minute. If a creature was already poisoned, it instead takes 1d6 extra damage.

18 **Swarming Blades** Two Size 1 clouds of swarming blades occupy open spaces within short range and remain until the demon becomes injured, at which point it permanently loses this talent. Creatures can move through the spaces occupied by the blades, though they treat the areas as difficult terrain. As well, the blades make their areas heavily obscured. When the demon moves, it can move each cloud up to the demon's Speed in any direction, but no greater a distance from the demon than the demon's Speed. When a creature enters a space containing the blades or the blades enter a creature's space, the creature takes 1d6 damage. A creature cannot take this damage more than once per round.

19 **Eruption** The demon can use a triggered action on its turn to choose a point on a flat surface within medium range and cause a fountain of watery excrement to blast out into a cone from that point. The cone extends a number of yards equal to 1 + the demon's Size. Any creature in the area must get a success on a Strength challenge roll or become diseased for 1 round. A creature that was already diseased instead gains 1 Insanity.

20 **Summoner** The demon uses an action to summon another demon from the Void. The demon summoned must be at least two Difficulty steps lower than that of the summoner, and it appears in an open space of the summoner's choosing. Once the demon uses this talent, it is lost.

DEMONIC TALENTS TABLE 2

d20 Talent

1 **Poisonous** The demon's natural weapon drips with venom, and it gains the poisonous trait (*Shadow*, page 263).

2 **Weapon of Chaos** The demon wields a weapon of chaos, which is a manifestation of its dark will. The weapon might be a sword, an axe, or even a chainsaw. When the demon attacks with its weapon of chaos, it makes the attack roll with 1 boon and the weapon deals damage equal to the demon's natural weapon damage. In addition, any creature that takes damage from the weapon gains 1 Corruption. The weapon dissolves into foul-smelling ash when the demon becomes incapacitated.

3 **Infested** Tiny animals, such as rats, birds, or frogs, infest the demon's body. When the demon takes damage from a weapon, 1d6 tiny animals spill out of it and enter open spaces within 1 yard of the demon's space. The animals can take the next available turn. The animals focus their attacks on the creature that damaged their host. Once the demon uses Infested, it must wait 1 minute before it can use it again.

4 **Spiked Tail** The demon can use an action, or a triggered action on its turn, to attack one creature within its reach + 1 yard. The demon makes a Strength attack roll with 1 boon against the target's Defense. On a success, the target takes 2d6 damage.

5 **Spores** The demon's body sheds a cloud of spores that swirl around in the area of its Demonic Shadows. At the end of each round, any living creature in the cloud must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 round. A creature that was already poisoned takes 3d6 extra damage instead.

6 **Rotting Touch** When a living creature takes damage from the demon's natural weapon, it must get a success on a Strength challenge roll or become diseased for 1 minute. At the end of each round when the creature is diseased in this way, it must repeat the challenge roll and takes 1d6 damage on a failure.

7 **Unstable Form** The demon takes 1d6 extra damage from weapons. When it becomes incapacitated, it explodes from a point in its space out in a 10-yard radius, dealing 6d6 damage to everything in the area. A creature can make an Agility challenge roll and takes half the damage on a success. The explosion destroys the demon and any objects it was carrying.

8 **Flaming Flames** wreath the demon. The demon is immune to damage from fire and emits light out to a number of yards equal to twice its Size (minimum 1 yard), which illuminates even the area of the demon's Demonic Shadows talent. The demon's natural weapon attacks deal 1d6 extra damage. Also, any creature that touches it or touches it with an object held in hand, such as a weapon, takes 1d6 damage.

9 **Feeds on Magic** Whenever the demon would take damage from a spell, it instead heals that amount of damage.

10 **Shuddering Cysts** Great, bloated nodules shiver all over the demon's body. When the demon takes damage from a weapon, roll a d6. On an even number, a cyst bursts, loosing a torrent of filth at a creature or an object the demon chooses within short range. The filth deals 2d6 damage, but a creature that gets a success on an Agility challenge roll takes no damage.

- 11 **Awesome Strike** Whenever the demon gets a success on an attack roll using its natural weapon and the total of the roll was 15 or higher, the target must get a success on a Strength challenge roll or fly 2d6 yards in a straight line away from the demon, landing prone.
- 12 **Regeneration** At the end of each round, the demon heals 1d6 damage if it is not incapacitated.
- 13 **Vicious** The demon's natural weapon attacks deal 1d6 extra damage, and the demon makes challenge rolls to resist attacks with 1 bane.
- 14 **Thunderous Footfalls** When the demon moves, each creature on the ground within short range of where it stops moving must get a success on an Agility challenge roll or fall prone.
- 15 **Bloodthirsty** Whenever the demon deals damage, it makes all challenge rolls with 1 boon for 1 round. The effect is cumulative.
- 16 **Strength from Pain** Whenever the demon takes damage, it makes all attack rolls with 1 boon for 1 round. The effect is cumulative.
- 17 **Bloated** Increase the demon's Size by 1, but change none of the demon's other statistics.
- 18 **Tough** Increase the demon's Health by 40, but reduce its Defense by 6. You cannot use this increase to acquire additional demonic talents.
- 19 **Blight** Creatures within the area of the demon's Demonic Shadows heal half as much as they should, and when a creature becomes injured while within that area, it takes 1d6 extra damage.
- 20 **Explosive Death** The demon explodes when it becomes incapacitated, throwing fire and bits of its body in all directions out to a number of yards equal to its Size + 2. The explosion deals damage equal to the demon's natural weapon damage to everything in the area. A creature can make an Agility challenge roll with 3 banes and takes half the damage on a success.
- 5 **Hideous Croak** The demon can use an action to loose a hideous croak. Each creature within 5 yards of the demon must get a success on a Will challenge roll or become frightened for 1 minute. While frightened in this way, a creature must take a fast turn each round and use an action to rush away from the demon by the safest available route. If the creature cannot use actions, it must move its Speed instead. Once the demon uses Hideous Croak, it cannot do so again for 1 hour.
- 6 **Verminous** When the demon attacks with its natural weapon, gets a 20 or higher on the attack roll, and beats the target number by 5 or more, it causes a swarm of biting insects to envelop the target. The target takes 1d6 extra damage and becomes impaired for 1 round, after which the insects disperse.
- 7 **Hypnotic Gaze** The demon can use an action to make a Will attack roll against the Will of one creature that can see it and is within medium range of it. On a success, the target becomes compelled for as long as the demon concentrates and the creature is within medium range. Each time the demon uses an action to concentrate on this effect and the target is still compelled, it gains 1 Insanity. Once the demon uses Hypnotic Gaze, it cannot do so again for 1 minute after the effect ends.
- 8 **Dominator** The demon can cast the *enslave* spell from the Enchantment tradition and regains the expended casting when it completes a rest.
- 9 **Levitor** Inside the area of the demon's Demonic Shadows, creatures and objects that are not secured in some way rise a few inches above the ground. Affected creatures are impaired and cannot move unless they are moved from the area or can pull themselves around as if they were crawling, or by expelling wind, which lets them move at the same rate as if crawling.
- 10 **Incite Treachery** The demon can use a triggered action on its turn to make a Will attack roll against the Will of one creature it can see within short range. On a success, the creature must use a triggered action to attack a target of the demon's choice that is within the creature's reach. If the creature cannot use a triggered action, it instead gains 1 Insanity.

DEMONIC TALENTS TABLE 3

d20 Talent

- 1 **Dominator** The demon can use an action to make a Will attack roll against the Will of one frightened creature it can see within short range. On a success, the creature becomes possessed as if the demon had used the Possession special attack.
- 2 **Foment Hatred** The demon can use an action, or a triggered action on its turn, to make a Will attack roll against the Will of one creature within medium range. On a success, the target gains 1 Insanity and becomes consumed by hatred for 1 round. While consumed by hatred, it must take the next turn it can and use an action to either charge or make an attack with a weapon against a creature chosen by the demon.
- 3 **Dread** The demon can use an action, or a triggered action on its turn, to send out a wave of terror in an 8-yard-long cone originating from a point it can reach. Each creature in the area must get a success on a Will challenge roll or gain 1 Insanity. If a creature in the area is frightened, it also becomes stunned for 1 minute. Once the demon uses Dread, it cannot do so again for 1 hour.
- 4 **Directing Gaze** The demon can use a triggered action on its turn to make a Will attack roll against the Will of one creature it can see. On a success, the demon moves the target up to half the target's Speed.
- 11 **Maddening Whispers** Horrid whispers sound in the area of the demon's Demonic Shadows. At the end of each round, each creature in the area must get a success on a Will challenge roll or gain 1 Insanity.
- 12 **Pillars of Skulls** At the end of each round, roll a d6. On an even number, a pillar of skulls rises from a 1-yard-square space on the ground of the demon's choice within medium range until it reaches a number of yards in height equal to the number rolled. The skulls of each pillar then emit a brief scream. Each creature within a number of yards of the pillar equal to its height that can hear the scream must get a success on a Will challenge roll or become frightened for 1 minute. If a creature is in the area of multiple screams, it makes the roll with 1 bane for each pillar beyond the first. If a creature was already frightened in this way, it instead gains 1 Insanity.
- 13 **Flatulence** The demon can use an action, or a triggered action on its turn, to expel a foul cloud of gas from its orifices. The cloud spreads out in an 8-yard-long cone originating from a point in the demon's space. The cloud remains for 1 minute or until dissipated by wind. Each creature in the area when the cloud appears or that enters the area must get a success on a Strength challenge roll or become poisoned for as long as it remains in the cloud and for 1 round after. Once the demon uses Flatulence, it cannot do so again for 1 hour.

- 14 **Horrid Growth** Any ground in the area of the demon's Demonic Shadows becomes covered with writhing hands, throbbing phalluses, wet orifices, or something else. The ground is difficult terrain in the area until the demon is incapacitated.
- 15 **Spell Eater** The demon loses the Spell Defense trait. Whenever the demon takes damage from a spell, it makes attack rolls and challenge rolls with 1 boon until the demon is incapacitated. The effect is cumulative.
- 16 **Repulsive Appearance** A creature that gains Insanity from seeing the demon becomes dazed for as long as it remains frightened.
- 17 **Spellcaster (Minor)** The demon has Power 1. Choose one tradition. The demon knows one rank 0 spell and one rank 1 spell.
- 18 **Spellcaster (Major)** The demon has Power 2. Choose one tradition. The demon knows one rank 0 spell, two rank 1 spells, and one rank 2 spell.
- 19 **Spellcaster (Superior)** The demon has Power 3. Choose one tradition. The demon knows one rank 0 spell, two rank 1 spells, two rank 2 spells, and one rank 3 spell.
- 20 **Spellcaster (Diverse)** The demon has Power 3. Choose two traditions. From each tradition, the demon knows one rank 0 spell, one rank 1 spell, one rank 2 spell, and one rank 3 spell.

DEMONIC TALENTS TABLE 4

d20 Talent

- 1 **Change Shape** The demon can use an action, or a triggered action on its turn, to transform into a male or female human with a pleasing appearance. While in this form, the demon loses its horrifying trait and its natural weapon. It remains in this form until it uses a triggered action at any time to return to its normal form.
- 2 **Hidden Twin** A second demon hides inside the body of this demon. If the first demon becomes incapacitated, the second demon stands up in the space the first demon occupied and can take the next available turn. The second demon must be of a Size at least two steps smaller than the host. A Size 1 demon could host a Size 1/4 demon, for example. The hidden twin has no demonic talents. Use the statistics box of the demon of the appropriate size from Shadow of the Demon Lord.
- 3 **Illusions** The demon has unlimited castings of the figment spell from the Illusion tradition and can cast the spell on its turn using a triggered action.
- 4 **Curse-Speaker** The demon utters foul words in Dark Speech and makes an Intellect attack roll against the Will of one creature within short range that can hear it. On a success, the creature becomes cursed (as if by a rank 3 spell) for 1 minute or until the demon is incapacitated. While cursed in this way, the creature is impaired and takes 1d6 extra damage from all sources.
- 5 **Invisible** If the demon is visible at the end of the round, it becomes invisible and remains so until it uses an action to attack.
- 6 **Split** When the demon becomes injured, it divides into two demons, the second appearing in an open space it can reach. Each demon has half the original demon's Health, and they divide the original demon's damage between them. As well, each demon reduces its Size by one step (minimum 1/4; a Size 1/4 demon does not grow smaller). Both demons then lose this talent, but otherwise retain their statistics.
- 7 **Shrunk** Reduce the demon's Size by one step, such that a Size 1 demon becomes Size 1/2 (minimum 1/4). The demon otherwise retains its statistics.
- 8 **Unstable** When the demon takes damage, it must deal damage before the end of the round or take 2d6 damage as its body begins to disincorporate.
- 9 **Bleeder** Whenever a living creature takes damage from the demon's natural weapon attack, the creature must get a success on a Strength challenge roll or suffer a bleeding wound. At the end of each round, a creature takes 1d6 damage for each bleeding wound it has suffered. A creature can use an action to staunch and remove a bleeding wound by getting a success on an Intellect challenge roll.
- 10 **Demonic Darkness** The demon's Demonic Shadows trait creates darkness instead of shadows.
- 11 **Sightless** The demon gains the sightless trait (Shadow, page 215).
- 12 **Painful Weapon** Whenever a living creature takes damage from the demon's natural weapon, the creature must get a success on a Will challenge roll or become impaired for 1 round.
- 13 **Void Step Mastery** The demon does not roll a d6 after using its Void Step talent.
- 14 **Blurred Appearance** The demon appears blurry and indistinct. Creatures make Will challenge rolls to resist its horrifying trait with 1 boon, but creatures that can see it make their attack rolls against it with 1 bane.
- 15 **Invisible to the Insane** The demon is invisible to frightened creatures. A creature that is no longer frightened can see the demon normally.
- 16 **Hidden Threat** The demon can use a triggered action on its turn to hide or retreat.
- 17 **Blink** The demon blinks in and out of existence at the end of each round. If the demon was present in the round that is ending, it ceases to exist until the end of the next round. If the demon was absent during the round that is ending, it reappears in an open space of its choice within 5 yards of the space it previously occupied.
- 18 **Shadow Blooms** The demon can use a triggered action on its turn to cause shadows to appear in a cube originating from a point within medium range. The cube measures a number of yards on each side equal to the demon's Size (minimum 1 yard). The shadows remain until the demon is incapacitated.
- 19 **Ghostly** Halve the demon's Health. The demon takes half damage from weapons, ignores difficult terrain, and can move through the spaces of solid objects, though it cannot end its movement in such spaces. If it does, it is instantly destroyed.
- 20 **Invisible in Light** The demon loses its Demonic Shadows trait. Instead, the demon is invisible while in lit areas.



DEMONIC TALENTS TABLE 5

d20 Talent

- 1 **Erratic** Roll a d6 at the end of each round. On an odd number, the demon becomes dazed for 1 round. On an even number, the demon can take both a fast turn and a slow turn during the next round and makes attack rolls and challenge rolls during the round with 1 boon.
- 2 **Flier** The demon gains the flier trait if it doesn't have it already.
- 3 **Impossibly Fast** If at the end of the round the demon is not immobilized, it can move up to half its Speed. This movement triggers free attacks.
- 4 **Slime Trail** Whenever the demon moves, it leaves a slippery trail on the ground in each space it exits. Any creature moving across the slippery surface must get a success on an Agility challenge roll with 1 bane or fall prone and stop moving.
- 5 **Malleable** The demon can use an action or a triggered action on its turn to become malleable for 1 round. While malleable, it cannot be grabbed, knocked prone, or be affected by anything that would change its shape. It can squeeze through cracks large enough to permit the flow of water. It can also move through spaces occupied by other creatures regardless of their Size. If the creature is amorphous or has a similar shape, you can replace this talent with the flier trait.
- 6 **Exile** The demon can use an action to make a Will attack roll against the Will of one creature it can see within medium range. On a success, the target teleports up to 10d6 yards to an open space of the demon's choosing.
- 7 **Floater** The demon always hovers a few inches above the ground. It never takes damage from landing after a fall and it cannot be knocked prone. In addition, when a creature gets a failure on an attack roll against the demon, the demon can use a triggered action to move up to half its Speed.
- 8 **Hasted** The demon can use a triggered action on its turn to perform any other action. Once it uses Hasted, it cannot do so again for 1 round.
- 9 **Transposing Step** When the demon uses its Void Step and can reach a creature from where it appears, the demon can teleport that creature to the space the demon left. The creature can resist being teleported in this way by getting a success on a Will challenge roll.
- 10 **Step Away** The demon can use Void Step whenever a creature makes an attack roll against it, after determining the result of the roll.
- 11 **Climber** The demon increases its Health by 10 and gains the climber trait if it doesn't have it already.
- 12 **Swimmer** The demon increases its Health by 10 and gains the swimmer trait if it doesn't have it already.
- 13 **Scatter** The demon can use a triggered action on its turn to force each creature it can reach to make a Will challenge roll with 1 bane. On a failure, the demon teleports the creature to an open space of its choice within medium range. The demon permanently loses this talent when it becomes injured.
- 14 **Void Anchor** Each demon within short range of this demon makes attack rolls and challenge rolls with 1 boon.
- 15 **Deadening Shadows** Creatures that are not demons and are inside the area of the demon's Demonic Shadows cannot take fast turns.
- 16 **Quickening** At the end of each round, roll a d6. On a 6, the demon can take a fast turn and a slow turn during the next round.

- 17 **Slowing Madness** A creature that gains Insanity from seeing the demon also becomes slowed for as long as it is frightened.
- 18 **Tunneler** The demon can use an action to move up to its Speed through earth, sand, or stone. It leaves a tunnel with a diameter in yards equal to its Size behind it.
- 19 **Leaper** The demon can fly a distance up to its Speed, but it must land at the end of its movement or it falls.
- 20 **Beast Forms** The demon can cast the *greater animal shape* spell from the Transformation tradition three times. Once it uses the third casting, this talent is lost.

DEMONIC TALENTS TABLE 6

d20 Talent

- 1 **Deadly Shadows** Increase the radius of the demon's Demonic Shadows trait by 1 yard. At the end of each round, each living creature in an area obscured by the demon's Demonic Shadows must get a success on a Strength challenge roll or take 1d6 damage.
- 2 **Demon Seed** When the demon attacks with its natural weapon, gets a 20 or higher on the attack roll, and beats the target number by 5 or more, it can attempt to implant its seed inside the target's body. The target must get a success on an Agility challenge roll with 1 bane or become implanted with the demon seed. The seed takes 1d6 rounds to mature. At the end of each round before it matures, the target takes 1d6 damage and must get a success on a Will challenge roll or become dazed from the pain for 1 round. At the end of the round in which the seed matures, the target takes 3d6 damage and a **tiny demon** tears free from its body, entering an open space nearest to the target of the new demon's choice. The new demon can take the next available turn.
- 3 **Legion** This demon, if it is Size 1 or larger, has a body composed of several smaller demons. (If you get this result for a demon of Size 1/2 or smaller, roll again.) The first time the demon takes damage, it collapses into a pile of **small demons**. Divide the original demon's Difficulty by 50 to determine how many demons appear in open spaces of their choice within 1 yard of the original demon's space. The new demons can take the next available turn.
- 4 **Stench** At the end of each round, each living and breathing creature within short range of the demon must get a success on a Strength challenge roll or become impaired for 1 round.
- 5 **Plague-bearer** The demon carries loathsome diseases. It gains the infectious trait (*Shadow*, page 263).
- 6 **Barbed Tendrils** The demon can use an action to launch 1d6 barbed tendrils from its body, dividing them as it chooses between any number of target creatures within short range. For each tendril, the demon makes a Strength attack roll against the target's Agility. On a success, the tendril punches into the target's body, dealing 1d6 damage. Until it frees itself, the target cannot move away from the demon and is pulled along (remaining at the same distance) if the demon moves. The target can free itself by destroying all the tendrils attached to itself. Each tendril has Defense 5 and Health 5. Once the demon uses Barbed Tendrils, it can't do so again for 1 hour.
- 7 **Bristles with Spikes** Any creature that touches the demon or is within 1 yard of the demon when it deals damage to the demon using a melee weapon must get a success on an Agility challenge roll or take damage equal to twice the demon's Size (minimum 1).

- 8 **Spawn Undead** When a living creature becomes incapacitated by the demon's weapon attack, it must get a success on a Strength challenge roll or die. At the end of the round, the dead creature becomes a zombie.
- 9 **Grasping Pincers** When the demon gets a success on an attack roll using its natural weapon, it can use a triggered action to grab the same target.
- 10 **Alluring** The demon has a quality that others find entrancing. The demon imposes 1 bane on attack rolls made against it by creatures that can see it.
- 11 **Tentacles** The demon has long tentacles in place of its arms or some other limbs. Increase the reach of attacks it makes with its natural weapon by 2 yards.
- 12 **Petrified** The demon is solid stone. It takes half damage from weapons, and its Speed becomes 8.
- 13 **Cavernous Maw** When the demon makes an attack with its natural weapon, gets a 20 or higher on the attack roll, and beats the target number by 5 or more, the demon can swallow or envelop the target if the demon does not already have a creature swallowed and the target creature is smaller than the demon. A swallowed creature is blinded, deafened, and defenseless for as long as it remains inside the demon. The target moves with the demon when it moves, and it takes 1d6 damage at the end of each round. If the demon becomes injured or incapacitated, it vomits out the swallowed creature, which lands prone in an open space of the creature's choice within 1 yard of the demon.
- 14 **Dragging Chains** Numerous chains wrap themselves around the demon's body. The demon can use an action, or a triggered action on its turn, to attack one creature or object within short range with the chain. It makes a Strength attack roll against the target's Agility. On a success, the target takes 1d6 damage and is dragged 1d6 yards toward the demon.
- 15 **Destroyer of Magic** The demon can cast the *destroy magic* spell from the Arcana tradition three times. Once it uses the third casting, this talent is lost.
- 16 **Shrieking Winds** A howling wind races around the demon, imposing 1 bane on attack rolls made against the demon using ranged weapons. As well, creatures within short range of the demon are deafened for as long as they remain there.
- 17 **Grotesque** The demon imposes 3 banes on Will challenge rolls made to resist its horrifying trait.
- 18 **Spell Vulnerability** Creatures in the area of the demon's Demonic Shadows that are not demons are vulnerable to spells. Such creatures take double damage from spells and make challenge rolls to resist spells with 1 bane. In addition, creatures using spells to affect these vulnerable creatures make their attack rolls with 1 boon.
- 19 **Vortex** At the end of each round, each creature that is not a demon and is within medium range of the demon must make a Strength challenge roll. A creature makes the roll with 1 bane per point of Size the demon is larger than it. On a failure, the creature is moved 1d3 yards toward the demon.
- 20 **Serpent Limb** One of the demon's limbs is a venomous snake. The serpent limb is part of the demon's body, but acts independently from it. The serpent takes a fast turn each round and uses an action to attack one creature it can reach. For this attack, the demon makes a Strength attack roll with 1 boon against the target's Defense. On a success, the target takes 2d6 damage and must get a success on a Strength challenge roll with 1 bane or gain 1 Corruption and become poisoned for 1 minute. A creature that was already poisoned in this way instead takes 2d6 extra damage.



DEMON PRINCES

Few demons have ambitions that go beyond wreaking havoc in the mortal world. Matters of personality, motivation, and identity merely clutter up a demon's mind and interfere with its mission—to prepare the way for the Demon Lord's arrival.

Exceptions do exist. Demons that have dwelled in the world for extended periods, after possessing a mortal or being bound to an object, might develop interests beyond those that concern its dark master. Exposure to the mortal world gives a demon a sense of self, an identity apart from the madness that consumes the demonic mind. In time, demons that remain in the world amass such power that they become princes and rank among the most powerful creatures in existence.

Each demon prince is a unique being. Use the following statistics box as a starting point, making adjustments as needed to reflect the demon's nature. You might assign demonic talents (any that deal damage deal 6d6 extra damage), come up with unique powers, or trade out traditions and spells. These are among the most formidable creatures in the game, rivaling the gods, so you can't make them too powerful.

DEMON PRINCE

DIFFICULTY 1,000

Size 10+ *horrifying demon*

Perception 25 (+15); truesight

Defense 25; **Health** 1,000; **Corruption** 6d6

Strength 20 (+10), **Agility** 20 (+10), **Intellect** 20 (+10),
Will 20 (+10)

Speed 18

Immune damage from disease or poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned

Greater Horror Creatures make challenge rolls to resist the demon prince's horrifying trait with 3 banes and, on a failure, gain 2d6 extra Insanity. A creature that gains Insanity from seeing a demon prince also becomes dazed for as long as it is frightened. If gained Insanity would cause a creature to go mad, the creature becomes possessed by a **large demon**.

Ruinous Arrival When a demon prince enters the world, everything within 3d6 miles of the spot where it arrives takes 3d6 + 10 damage. A creature can make a Strength challenge roll with 3 banes and takes half the damage on a success.

In addition, each creature within range gains 2d6 Insanity and must then get a success on a Will challenge roll or gain 2d6 extra Insanity.

Greater Spell Defense A demon prince takes half damage from spells. It makes challenge rolls to resist attack spells with 3 boons, and creatures attacking the demon with spells make their attack rolls with 3 banes.

Demonic Shadows Lit areas within 1 mile of the demon prince become shadows.

ATTACK OPTIONS

Natural Weapon (melee) +10 with 3 boons (8d6)

SPECIAL ATTACKS

Frenzied Attack The demon prince attacks two different targets with its natural weapon, making each attack roll with 1 bane.

Demonic Roar The demon prince can use an action, or a triggered action on its turn, to loose a roar. Each creature that is not a demon within 1 mile of the demon prince and that can hear the roar must make a Will challenge roll with 1 bane. On a failure, a creature becomes frightened for 1 hour. On a success, it becomes immune to the demon prince's roar until it completes a rest. An already frightened creature that gets a failure becomes stunned for 1 round instead.

SPECIAL ACTIONS

Demonic Summons A demon prince can use an action to cause one **large demon**, three **medium demons**, or six **small demons** to appear in open spaces the demon prince chooses within long range. Once the demon prince uses Demonic Summons, it must wait 1 hour before it can use it again.

Void Step The demon prince uses an action, or a triggered action on its turn, to teleport to a space it can see within medium range. Roll a d6. On a 1, the demon prince cannot use Void Step again for 1 minute.

Swift Spell The demon prince can use a triggered action on its turn to cast a spell.

MAGIC

Power 8

Demonology⁺ *shadow of the Void* (2), *shadow of the Demon Lord* (2)

Forbidden *hateful defecation* (3), *part bone from flesh* (2), *horrid joining* (2)

Telekinesis⁺ *force bubble* (2), *telekinetic outburst* (2)

END OF THE ROUND

Call of the Demon Lord Each creature that is not a demon and is within long range of the demon prince must get a success on a Strength challenge roll with 3 banes or be moved 3d6 yards toward the demon prince. If an affected creature was flying, it falls.

Epic Recovery The demon prince removes one affliction from itself.

Epic Adversary Roll 1d3 + 1 to determine how many actions the demon prince can use during the next round. The demon prince can use these actions during any turn and can do so before its enemies act. Each time the demon prince uses an action, it can move up to its Speed before or after the action.

NOTABLE DEMON PRINCES

Many demon princes drift in the Void, awaiting entry into the mortal world to bring about the end of all things. While these entities are largely unknown to mortals, a few stand out, either because they entered the world in the distant past or because someone in the world has made contact with one of these dire powers.

DESTROYER OF WORLDS

The Destroyer of Worlds enters the world from the heavens as a falling star. When it lands, flames rush out from it in all directions, out to the extent of its Ruinous Arrival trait. Everything in the area takes 50 damage (instead of the normal 3d6 + 10) from the flames and catches fire.

For as long as the demon remains in the world, the ground within 1 mile of it heaves and shakes as if affected by an earthquake. The surface counts as

difficult terrain. At the end of each round, everything in contact with the ground in the area takes 2d6 damage. A creature can make an Agility challenge roll with 1 bane and takes half the damage on a success. On a failure, the creature also falls prone.

The Destroyer of Worlds looks like a 30-foot-tall corpulent human of indeterminate gender. A single, baleful eye bulges from the center of its face just above a great, slack maw. As it wanders, rivers of excrement fall from its cavernous anus, painting the world black with the remnants of whatever it devours.

FAILURE IN FLESH

The Failure in Flesh bubbles up from cracks in the ground, forming a lake of amber slime from which it extrudes claws to tear, teeth to bite, and eyes to see. When the Failure in Flesh enters the world, each living creature within range of its Ruinous Arrival trait must get a success on a Strength challenge roll with 1 bane or become diseased.

A creature diseased by the Failure in Flesh begins to rot. Its skin gains an unhealthy pallor, and a stench of decay lingers around it. The creature takes double damage from all sources and cannot heal damage. In addition, whenever the creature takes damage, it also gains Insanity equal to half the damage. Furthermore, whenever a diseased creature touches another living creature, that creature must get a success on a Strength challenge roll with 1 bane or become diseased in the same way.

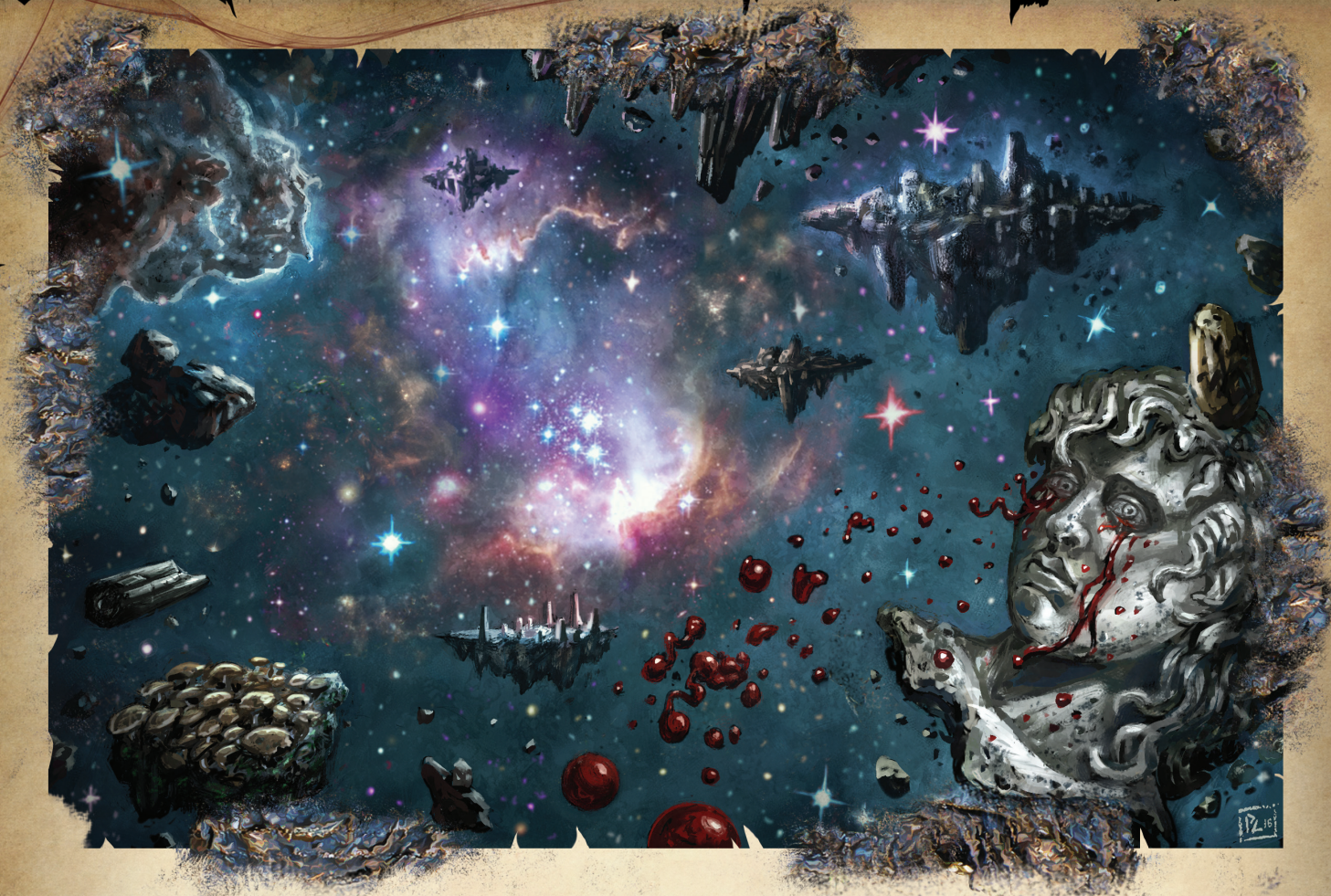
Each time a creature diseased in this way completes a rest, it must get a success on a Strength challenge roll or take damage equal to its healing rate. A creature cannot recover from the disease by natural means; only magic can cure it.

LORD OF UNDEATH

A dreadful being from the depths of the Void, the Lord of Death eclipses the Moon when it appears and descends to the world's surface as a writhing clot of darkness that turns into a towering humanoid skeleton. Raven wings extend out from its back, and robes made from the animated skins of dead humans twitch on its body.

Upon entering the world, the Lord of Death seals the Gates of the Underworld so that souls of the dead remain trapped in the world, unable to find the oblivion of the afterlife. Whenever a living creature dies within 8 miles of the Lord of Undeath, that creature stands up and becomes a zombie 1d6 minutes later.





CHAPTER 5: SECRETS OF THE VOID

The Nowhere, the Place Without, the In-between, the Endless Dark, the Beyond—the Void has many names, each an expression of the foreboding nature of the place that exists outside reality's bounds.

The Void is the darkness that stretches between realities, an endless expanse in which drift the boundaries to countless universes, looking much like stars. Few know about the Void outside the scholars of the occult, the students of the arcane, and of course, the deranged servants of the Demon Lord. Much of what ordinary people believe to be true about the Void is incorrect, speculative, or the product of invention. They simply fail to comprehend the magnitude of the place. Those who do know the awful truth regard the Void with all the fear and loathing it deserves, for in its shadowy depths lurks the End of All Things, a force of rage and hatred, determined to tear down that which has been made and undo all of creation.

IN THE BEGINNING

Before Urth, before the universe, before all the other realities making up the multiverse, there was only God, who was all things, an endless and amorphous

mass of unformed substance imbued with the potential to become all. God pondered its nature and realized it was unique and all-powerful but also alone. Craving companionship, God spoke the first word of power and created the Demiurge.

The Demiurge was an extension of God, sharing its mind and power, but where God was content with its creation, the Demiurge wanted more and thus spoke the words of power to fashion millions of genies from its own body. The genies in turn used their knowledge of the words of power to plunder God's body of its substance and form from it the countless stars and worlds and the universes to contain them. The genies' words, when spoken, bestowed form upon substance and created orderly realities. The more the genies took from the divine, the more God diminished. Not content to steal substance from God, however, the genies also took from the Demiurge as well. By the time they had finished their work, the Demiurge had fragmented into countless shards, each becoming one of the demons of the Void. God, reduced to an entity of hatred, madness, and a desire to undo what had been done, became the Demon Lord.

URTH

While the realities created by the genies are beyond counting, each as varied and interesting as the last, it is the universe containing Urth that warrants the most attention, because it is the latest one to fall under the Demon Lord's shadow.

In this reality, the genies sculpted the planets, placed the stars, and decided the rules by which nature would operate. They fashioned elemental servants from earth and fire, water and wind, to help them finish their work.

The gnomes raised mountains and hills, carved tunnels under the surface, and seeded the lands with life. The sylphs formed the skies, festooning the air with clouds, and tended to the weather, while the undines made the oceans, seas, rivers and streams that both confine and define the land.

While all these elementals were performing their good works, it fell to the salamanders to protect their fellow elementals from the demons that spilled into the world to work against them and unmake creation.

THE GENIES' SACRIFICE

In the earliest eons of the world's existence, the demons were relentless in their attacks on creation. It became clear to the genies that unless the demons were stopped, they would destroy the genies and everything that had been made.

So, to safeguard the universe, the genies created a great barrier to stand between the universe and the Void, one that neither demon nor Demon Lord could pass. By doing so, the genies trapped themselves in their own creations, forever cut off from their kin, but they paid the price so that the worlds of creation would remain secure. To ensure that the barrier held, many genies sacrificed themselves to merge with it, sustaining it with their own divine essence. So long as the barrier holds, these genies remain, but when the barrier weakens, the genies sometimes leave the barrier and descend to the world as incarnations (see page 72) to find the source of the weakness and destroy it.

UNEXPECTED PEOPLES

When the genies sealed off their universe, they trapped countless demons in the world. Awakening in bodies, these demons became the first faeries, and, while much of their divine mind and memory had been lost, the faeries still despised the elementals and their genie masters. They continued their efforts to oppose them in all things. To battle against them, the remaining genies worked to pit the faeries against each other by sowing mistrust and division in their ranks. They tempted them by offering some knowledge of the words of power, while withholding this knowledge from others. Eventually, the genies

spoke those words to warp faeries into monstrous forms, creating trolls whose hatred of the faeries would endure for all time.

MORTALS

Although the faeries and trolls fought each other, they both continued to oppose the genies and their servants. In desperation, the genies stole demons from the Void by speaking the words of power once more and bound them to bodies of flesh and blood, thus creating the first mortal creatures. They did this in the hope that these new servants would eradicate both the faeries and the trolls. Binding the demons in this way stripped them of any divine mind and memory, and thus these demonic essences became disembodied souls. These first peoples were as wild and as destructive as demons, but the magic eventually tempered their violent impulses, even while preserving the creative impulse left behind from the Demiurge. The faeries feared these mortal peoples, for if they could keep their memories and knowledge even after death, they would eventually become more powerful than the fey folk. Thus, the faeries created the Underworld and Hell to hold mortal souls until they forgot all about their lost lives and could be reborn.

Stealing demons from the Void and installing them in mortal bodies carried a steep price. The words of power drove many genies mad, reducing them to nearly mindless entities of pure will and impulse, which is the present state for most genies in the world. To escape the madness and safeguard their creations, many genies merged with the boundary and became incarnations (see page 72), while a few bound themselves to the world, such as He Who Slumbers, worshiped as a god by many gnomes, described in *Children of the Earth* and the King Under the Sea, worshiped by the undines. A few occultists believe that some genies became the Dark Gods, though such a contention is considered heretical by most.



CORRUPTION AND THE DEMONIC SPIRIT

All living things in the mortal world gain Corruption when they commit acts of appalling evil, such as murdering for the thrill of it or learning a spell from a dark magic tradition. Corruption manifests as a stain on the soul, and as the stain grows, the individual drifts closer and closer to its demonic nature, until a point when the individual displays physical signs of its corruption as marks of darkness. Widespread corruption contributes to the weakening of reality's boundaries as more and more mortal souls embrace their inherent demonic nature.



ENTERING THE VOID

The barrier erected by the genies and sustained by the incarnations makes it difficult to enter the Void without using magic. Void breaches do occur, and anyone who survives the appearance of one could use the opportunity to leap into the darkness. A relic might open a door to the Void, though such items are rare and heavily guarded. As a rule, spells such as *Void gate* from the Teleportation tradition (see chapter 2) are the surest means of escaping reality to confront the horrors that lie beyond.

EXPLORING THE VOID

The Void is a seemingly endless expanse in which the wreckage of countless destroyed worlds drifts. Specks of colorful lights twinkle in the distance, much like stars seen in the night sky, each light a universe that teeters on the edge of the In-between.

The Void's relationship with the universes it touches resembles what happens when a drop of ink placed on the surface of a slowly inflating balloon. As the balloon expands, the ink spreads. In this example, the ink represents reality and the balloon is the Void, but the comparison fails to capture the scope of the relationship—there are many spots of ink on the balloon, each a different reality floating on the surface, and the balloon itself is boundless, extending an infinite distance in all directions.

The Void has a few unusual characteristics that make exploring it a challenging and harrowing experience.

Insanity and Madness: Any creature that goes mad in the Void automatically becomes possessed by a demon (see chapter 4). Roll a d6 to determine the Size of the possessing demon: 1, tiny; 2, small; 3, medium; 4, large; 5, huge; 6, titanic.

Environment: The Void has no atmosphere, so there's usually no air to breathe. Living creatures in the Void are subject to suffocation (*Shadow*, page 202), and normal flames gutter out for lack of fuel. Many of the larger chunks of debris scattered throughout the Void have thin atmospheres around them, allowing creatures to breathe, perhaps with some difficulty.

Darkness: The distant lights of other universes do little to alleviate the Void's darkness. Most locations in the Void are dark.

Gravity: Almost all of the Void is a zero-gravity environment, meaning that creatures and objects simply float unless acted on by an external force. A creature can direct itself through the emptiness by using an action to make a Will challenge roll. On a success, the creature moves a number of yards equal to its Will score \times 100 yards in the desired direction. Each round, it continues moving the same number of yards in the same direction until it strikes a solid surface. Changing the distance moved per round

or stopping altogether requires another action and another success on a Will challenge roll.

Massive islands—500 miles in diameter or larger—have their own gravity, and a creature that comes within long range of such a place must get a success on a Will challenge roll or fall toward the floating object, taking damage if it lands. A creature on the surface of such an object can use an action to make a Will challenge roll. On a success, the creature ignores the object's gravity for as long as it concentrates. Once beyond long range, such a creature no longer needs to concentrate in this way. A failure indicates the creature is trapped on the surface until rescued by another creature.

Corrupting Influence: Creatures that explore the Void are at risk of becoming corrupted by it. Each time a creature completes a rest in the Void, it must make a Will challenge roll with 1 bane, plus 1 bane for each point of Corruption the creature already has. On a failure, the creature gains 1 Corruption.

DENIZENS OF THE VOID

Although the Void is largely empty, things lurk in the darkness—mad, twisted entities eager to tear apart anyone who intrudes into their realm. Most of these creatures are demons, of course, but those are by no means the only inhabitants.

DEMONS

In the Void, demons lack physical form. They appear as insubstantial, undulating smears of color. Even though demons in the Void are unable to physically interact with objects or other creatures, they are attracted to intruders and flutter about them like moths.

Each hour a creature remains in the Void, roll a d6. On a 1, the creature attracts the attention of a bodiless demon (see *Insanity and Madness* to determine the demon's Size) and becomes impaired for as long as it has the demon's attention. On a 6, one of the demons attracted to the creature disappears, if any were present. On any other result, nothing happens.

A demon that is following creatures encountered in the Void can gain physical form in one of two ways: whenever it exits the Void, as normal, or when it moves onto an island at least 1 mile in diameter. When a demon does assume physical form, it attacks on the next available turn. If such a demon moves back into the Void, either by exiting the reality or moving more than 100 yards from the island, it reverts to its natural bodiless state.

SHADOWS

Shadows are souls stained by the Hunger in the Void, beings that escape the Underworld and sustain themselves by feeding on the life force of living creatures. Like the disembodied demons, shadows are

formless in the Void and assume random shapes only when loosed into the world. Shadows move freely in the Void, without having to make challenge rolls to do so. The following statistics box revises the shadow entry in the main rulebook.

SHADOW

DIFFICULTY 25

Size 1 horrifying spirit

Perception 13 (+3); darksight

Defense 14; **Health** 20

Strength —, **Agility** 14 (+4), **Intellect** 7 (–3), **Will** 11 (+1)

Speed 10

Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed

Insubstantial A shadow takes half damage from weapons, can move through solid objects and other creatures, and ignores the effect of moving across difficult terrain.

Become the Night A shadow is invisible while obscured by shadows or darkness.

ATTACK OPTIONS

Draining Touch (melee) +4 with 2 boons (2d6 plus Drain on attack roll 20+)

Drain A living target gains 1 Corruption and takes a –6 penalty to Health that lasts until it completes a rest. While subject to this penalty, the target makes Strength attack rolls and challenge rolls with 1 bane. If the target becomes incapacitated by an attack a shadow makes while the target has this penalty, the target creature dies. At the end of the next round, a new shadow wriggles free from the body and stands up in the nearest open space. The shadow can take the next available turn.

END OF THE ROUND

Burned by Sunlight The shadow takes 2d6 damage if it is in an area lit by sunlight.

EXPLORERS

People enter the Void for many reasons. Some seek power, lost knowledge, or the spoils of scavenging the ruins of old worlds for relics. A few come out of curiosity, seeking to understand the true nature of things. Just about any creature you want can find its way into the Void, from a mad wizard floating inside a bubble of magical force to a swarm of reen searching for a new reality to invade.

SURVIVORS

When the boundaries between the Void and a reality break down, a host of demons enters the world and begins the work of undoing the genies' creation and pulling yet another universe into the Void. The destruction the demons leave in their wake is not total—debris from shattered planets, bubbles of air, water, or fire, and all manner of things come tumbling into the Void. Few creatures can survive this experience, but some do, clinging to the islands in the Void or other remnants of their dying worlds.

Most survivors have become so corrupted by the Void they are little more than monsters. Certainly, other kinds of creatures might dwell here too—



either creatures from the main rulebook and other supplements or variants on those creatures, any of which might inhabit one of the islands that break up the terrible monotony of the Void. If you need help coming up with the monsters' appearance, you can use the Demonic Shape table and the Appearance section in chapter 4.

ISLANDS IN THE DARK

With each universe the Demon Lord destroys, more wreckage comes spilling into the Void. Many of these remnants are little more than chunks of rock spinning in the dark, but a few bear evidence of the worlds to which they once belonged. One can find islands covered in blackened trees, pools of slowly evaporating water, and the crumbling remains of villages, towers, and castles. Some islands are large enough to have measurable gravity and a thin atmosphere. Of those, a few bear survivors who have long ago succumbed to madness.

Naturally, these islands attract explorers. Such places might harbor ancient relics, powerful magic, and terrors beyond imagining. You can use the following tables to create islands the player characters might see or investigate.

VISIBLE ISLANDS

When the characters first enter the Void, roll on the following table to determine how many islands they can see. You can roll again when the characters have explored the island farthest from them or whenever you want to add more places for them to explore.

3d6	Islands
3	None
4-5	1d3 - 2 (minimum 0)
6-8	1d3 - 1
9-12	1d3
13-15	1d6 - 1
16-17	1d6
18	2d6

DISTANCE

For each visible island, roll on the following table to determine its distance from the group. You can place these islands in any direction.

d6	Distance
1	1d6 miles
2	1d20 miles
3	1d20 ÷ 10 miles
4	1d20 ÷ 100 miles
5	1d20 ÷ 1,000 miles
6	1d20 ÷ 10,000 miles

SIZE

The following table determines the length of the island's widest dimension. All islands of these sizes have gravity.

3d6	Size
3	1d6 ÷ 100 miles
4-5	1d6 ÷ 500 miles
6-8	1d6 ÷ 1,000 miles
9-12	2d6 ÷ 1,000 miles
13-15	1d6 ÷ 5,000 miles
16-17	2d6 ÷ 5,000 miles
18	1d6 ÷ 10,000 miles

GENERAL COMPOSITION

For each island, you can choose or randomly determine its general composition using the following table. Solid islands have a 3-in-6 chance of being riddled with caves.

d6	General Composition
1	Sand
2	Metal
3	Rock

4	Earth, rock, water, and withering flora
5	Fluid such as water, magma, acid, mist, or poisonous vapor
6	Glass

INTERESTING FEATURES

An island could have one or more interesting features, as you decide.

d20	Feature
1	An idol with a monstrous form
2	A crumbling house with a dead garden
3	A leaning, crooked tower
4	Extensive ruins
5	The bones of an enormous creature
6	A functioning community of survivors living in the buildings that cover the island
7	A mechanical contraption of uncertain origin
8	A number of swiveling spotlights that cast beams of radiance into the darkness
9	A number of rockets that when ignited can propel the island through the Void
10	A body of water inhabited by strange fish and crustaceans
11	A temple to an alien god
12	Odd structures built using non-Euclidean geometry
13	Many sculptures depicting strange and otherworldly beings
14	The rotting remains of an enormous creature (Size 10 at least)
15	Waterspouts
16	Mechanical wreckage of, possibly, vehicles
17	Pools of tar, oil, or sewage
18	Hundreds of dead fish
19	A leering visage carved into stone and whose eyes seem to move
20	A stretch of asphalt flanked by several metal signs in various states of ruin

ISLAND ENCOUNTERS

Most islands have inhabitants who survived the annihilation of their universes. When characters explore the islands, they might encounter these freakish and unhinged inhabitants. You can use the following table to determine size and numbers, rolling whenever the group would have a combat encounter. Again, you can substitute other creatures for these monsters as you choose.

3d6	Inhabitants	3d6	Inhabitants
3	1d6 huge monsters	13-15	1d6 medium monsters
4-5	2d6 tiny monsters	16-17	1d6 large monsters
6-8	1d6 small monsters	18	1d3 huge monsters
9-12	None		

NOTABLE SITES

A few of the islands in the Void have managed to resist or forestall the entropic influence of the place. Some of those have become havens for people stranded in the dark, while others exude their own brand of menace.

THE CLUSTER

A thousand years ago, survivors of a ruined world created a new home for themselves in the Void. The fragments of their former home were so large that they attracted one another with their gravity, rather than drifting apart, and they have remained close together ever since. All of these islands were rich in resources, enabling the survivors to rebuild their civilization . . . after a fashion.

A council of nine rules the Cluster, and it falls to that group to dispense justice, to approve new members to their community, and to lead their colony's defense. The council members are a mysterious lot, always wearing strange animal masks and covering their bodies, head to toe, with black silk. Some whisper that the council members might be immortal since they have seemingly ruled all these long years without interruption.

In truth, the council members are death lords (see *Tombs of the Desolation*), who sacrificed themselves when their world died to ensure the safety of the survivors. Over centuries spent as undead, their sanity has eroded, and the strange missives delivered by boneguard servants have begun to worry the Cluster's citizens.

The people of the Cluster are largely descendants of the dead world's survivors, and nowadays none but the council members recall what that world was like.

Although small pockets of other peoples live here (representing most of the ancestries available in the game), most citizens of the Cluster appear human, though they have indigo skin, yellow eyes, and ears that look a bit like fins. They also have three genders—male, female, and neuter. Members of the neuter gender constitute a menial class and live apart from the rest of the Cluster's society.

RONOVE

The severed, petrified head of a demigod called Ronove drifts through the gulfs of darkness, a great planetoid as large as a small moon, pitted and cracked from collisions with smaller objects during its endless wandering. Belying its stony nature, its eyes, each as big as continents, swivel in their sockets, and its mouth hangs open as if screaming. Some who have encountered the head and lived to tell of it claim that Ronove whispers horrible truths, secrets of the cosmos so unsettling they shatter the minds of those who hear them.

Picking their way across Ronove's surface are hundreds of muttering maws. Birthed from the yawning cavity that serves as the moonlet's mouth, they sift through the rubble for the fist-sized maggots wriggling in the debris that encrusts the world.

THE ARK

A vessel eight miles long and covered in blinking lights, the Ark cuts through the gloom, propelled by the combined will of its crew. Strange, mechanical beings (as constructs of various sizes) crawl all over its surface, making repairs to cracks in its hull and fighting off anyone that tries to climb inside. The vessel entered the Void eons ago, and what remains of its crew are degenerate humans who live as prisoners of the ship, willing to fling themselves into the dark and receive the killing embrace of the being they believe is their god, but prevented from doing so by the ship's safeguards.

The ship has space enough for one thousand people—dozens of decks divided into living quarters, hydroponic gardens, entertainment rooms, and more. Much of the ship's interior stands in ruins, thanks to the crazed survivors (as demon spawn ghouls; see chapter 1) and the numberless demons that have slipped inside. Blood paints the walls, rotting carcasses litter the floors, and various factions among the survivors fight against one another, slaughtering their enemies with abandon and dragging off the dead to be eaten.

The Ark does not exhibit gravity from the outside, and thus creatures aren't at risk of falling toward it when they draw too close. Inside the Ark, the environment has breathable atmosphere and gravity equivalent to that found on Urth.

CLOTTED RIVER

Resembling a vein pulled from the body of some gigantic being, the Clotted River is a tube of translucent flesh through which semi-coagulated blood, bones, and filth flow. The vein ranges in diameter from 1 mile to 100 miles, and dotting its surface are queer orifices through which one might enter and explore what lurks inside. No one has ever found its beginning or its end, but horrid things make their homes in the foul flow. Possible creatures include but are not limited to lash crawlers, oculuses, animated corpses, and demons.

DARK WORLD

Somewhere in the Void spins a planet that has survived the annihilation of its universe. Dark, roiling clouds, flashing with lightning, obscure its surface. The planet, about the size of Urth, is covered in crumbling cities and crisscrossed with overgrown roads and sagging bridges, all suggesting that an advanced civilization once thrived here. The

near constant rains from the boiling skies drown much of the lands, and most ruins stand at least partly underwater. The peoples who lived on this world have adapted to their new environment and live beneath the surface of the turbulent waters (as troglodytes with the aquatic trait) and worship the Hunger in the Void as a god, seeing the demons who sometimes descend to this world to hunt them as manifestations of the divine will. Despite the savagery of its inhabitants, remnants of their advanced society remain and explorers might uncover weapons, gadgets, and more from the ruins. *Godless: A World of Fire and Blood* includes suitable items such as automatic weapons, grenade launches, automobiles, and other stranger things the characters might find.

THE CITY OF NEVER

Its spires climbing high above a floating shelf of stone, the City of Never is a massive, sprawling metropolis, with towers connected by slender bridges above the labyrinthine streets. It is an ancient place of an unknown origin. The people who built the city are still present, but most have turned into salt, which crumbles at the slightest touch. The survivors became something far worse—zombies intent on pulling apart anyone they can catch.

THE CUBE

An enormous iron cube, one mile on a side, hangs in the darkness. Dents, spots of rust, and cracks mar its ancient surface, all covered under a thick layer of dust. The cube's interior can be accessed through any of thirteen hatches distributed across the surface. The hatches open easily with the lightest pressure but snap shut behind anyone who enters and cannot be opened from within. The interior is a maze of corridors and chambers, many of which feature nasty traps to maim or kill the unwary. Worse, thousands of reen scuttle through the place, attacking any intruder they find. The reen are not alone, for many other things dwell inside as well, from a myriad of different realities.

Once someone is inside, escape proves to be incredibly difficult. The only exit is at the cube's center, where a shimmering portal hangs in the center of a spheroid chamber with walls covered in bristling spikes. People passing through the portal disappear, never returning to the cube. Where the travelers wind up is entirely up to you, but the portal can lead to other universes, realities, or, even, other times. Or, it could annihilate anything passing through it, and such an end might be appropriate for those daring to explore the darkness of the Void.

ESCAPING THE VOID

Escaping the Void can be just as difficult as entering it. Not only do travelers have to contend with the myriad

challenges and threats haunting the darkness, finding a way free can be an adventure in itself. The easiest and most direct way to escape the Void is by passing through the boundary where the travelers entered. A creature trying to move into the boundary to its native universe must make a Will challenge roll. On a success, the creature passes through and reappears in the world at the spot the creature left. On a failure, the creature cannot pass through, but can try again after 1d20 hours. If the total of the roll is 0 or lower, the boundary utterly destroys the creature and its soul, if it has one, becomes a shadow trapped in the Void.

Creatures might also attempt to pass through boundaries to other universes, though these boundaries—the stars glittering in the distance—are often quite far away, requiring years if not centuries of travel in order to reach them. Of course, characters could find expeditious means of travel through the Void such as vessels, relics, or potent spells of your own devising that could bridge the distances in a fraction of the time. Passing through the boundary to a reality other than the one to which the characters belong is handled as above, but characters make the challenge roll with 3 banes and a success deposits the characters in a place of your choosing, most likely on a world suited to their nature. You could use another world designed for *Shadow* such as one found in *Godless* or make one up, deciding what the new world is like, what dangers it presents, and what wonders might be discovered. These new worlds might too stand in the Demon Lord's shadow, or the characters' entry could create an opportunity for the Hunger to come through.

INCARNATIONS

As the Shadow darkens all across the world, people of all ancestries face horrors beyond imagining, their very realities shaken by the inscrutable darkness emerging from the Void. For help, people look to the silent gods, the wise wizards in their ivory towers, and anyone with the will and might to take a stand. Heroes come from unlikely places, and sometimes even from beyond the world itself.

Eternally Vigilant: To stanch the flood of demons pouring into the universe, numerous genies sacrificed themselves to an effort that would thwart the demons and protect the integrity of the world. They forged an invisible barrier, impervious to demonic intrusion. To bolster this boundary, many genies merged with it—literally investing themselves in the magic they wrought. Over the eons, these genies have lost their identities, subsumed beneath the importance of the task they set out to undertake. They have no memory of who they were or even having had a hand in the shaping of reality. These genies, now known as incarnations, exist purely to thwart the demons in their bid to invade the universe.

Bodiless and Immortal: Like genies, incarnations in their natural state have no physical form. Instead, they are pure motive force, not unlike the souls found in mortals. Invisible and ephemeral, unless an incarnation inhabits another creature, it cannot interact with the world in any way. Incarnations are difficult to harm by physical means, though magic can destroy them. Short of annihilation, incarnations can exist for as long as the universe.

Called to Serve: Incarnations have no purpose other than to shield reality from demonic influence, and thus most have never been separated from the boundary they help to preserve. From time to time, incarnations abandon their post and descend to the world to thwart efforts to unravel or weaken the boundary to the Void. Only a few ever leave the boundary at a time, and then only for a short period. Leaving the boundary weakens it and makes it vulnerable to additional fractures or, worse, total failure.

Borrowed Bodies: When an incarnation descends to the mortal world, it enters the body of a living, mortal creature, suppressing its soul and taking over the form much in the way that demons can possess creatures. Incarnations cannot possess faeries or trolls—peoples not created by the genies—nor can they inhabit the bodies of creatures that lack souls, such as gnomes and salamanders. The people whose bodies they borrow become completely insensate, almost as if their souls ceased to exist. Once the incarnation departs, the host's mind and soul regain their former place with no recollection of what has happened or how much time has passed since the individual was last in control.

Amoral Guardians: Incarnations have no concept of good or evil. They do what needs to be done in order to protect the universe. Their dedication to their cause sometimes can result in questionable outcomes, such as the killing of scores of innocents to expose a vile cult of demon-worshippers or the execution of an innocent creature to release the demon hiding within it, but incarnations see such acts as necessary to achieve their objectives. This said, an incarnation never engages in activity that would weaken the boundaries of reality, such as discovering dark magic traditions or using relics influenced by demons or of demonic origin.

Common Names: Some incarnations might use the names of their hosts if revealing their true nature would put them in danger. If not, they use their real names. Sample names include Adriel, Azrael, Cassiel, Dumah, Gadreel, Hesediel, Jehoel, Kushiell, Leliel, Marut, Netzach, Nuriel, Phanuel, Raziel, Samael, Uriel, and Zephon.



INCARNATION CHARACTERS

Because an incarnation has no physical form and instead borrows the form of another creature, the process of creating an incarnation character involves more steps than creating a character of a normal ancestry. As an incarnation, you borrow the body of a living, mortal creature and remain in that body until you choose to leave it or are forced out when the body dies. Thus, over the course of a campaign, you might inhabit several bodies, so you might find it helpful to keep two character sheets, one for your natural form and the other for the body you currently inhabit.

FIRST FORM

Before you create an incarnation, you must create a character for your incarnation to inhabit. Choose an ancestry from among human, clockwork, dwarf, and orc. If you have *Demon Lord's Companion*, you can also choose halfling or faun. Other options might be available at the GM's discretion, though the ancestry must be living, mortal, and have a soul—so no elementals, faeries, or undead. Go through the entire character creation process until you have a finished character. Afterward, create your incarnation character and, finally, apply the changes from your incarnated form to the character you will inhabit.

CREATING AN INCARNATION

Starting Attribute Scores Strength —, Agility 10, Intellect 10, Will 10

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Will score

Healing Rate equals one-quarter your Health

Size 1/4, **Speed** 2, **Power** 0

0 Damage, 0 Insanity, 0 Corruption

Languages and Professions None

Darksight You can see in areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Invisible While in your natural form, you are invisible to all creatures other than demons.

Hover You move by flying, and you never take damage from landing after a fall.

Ephemeral You cannot touch or otherwise physically interact with creatures or objects while in your natural form. You lack the ability to speak, which also means you cannot cast most spells. As well, you take no damage from weapons or physical sources, though magic can affect you. You can move through solid objects and other creatures, and you ignore the effects of moving across difficult terrain.

Pure Spirit You take a penalty to Health equal to twice your Corruption score.

Dissolution If you become incapacitated, your essence flows back to the edge of reality, where it remains until the universe is destroyed.

Contact You can use an action to touch the minds of any number of creatures within short range, and you can maintain this contact for as long as you concentrate. If either you or a target moves beyond short range from the other, the effect immediately ends. If a target knows at least one language, you can communicate with each other without speaking as long as you remain in contact.

Incarnate While in your natural form, you can attempt to enter the body of one creature within short range. The creature must be living and mortal, and must possess a soul. Such creatures include, but are not limited to, humans, dwarfs, halflings, fauns, orcs, and animals. You cannot target demons, elementals, faeries, constructs, undead, and similar creatures with this attack. Make a Will attack roll against the target's Will. On a success, you incarnate in the target's body and remain there until you use an action to leave the target's body or until the target's body dies. When you leave a living creature's body, it has no memory of the time it spent under your control and gains Insanity equal to its Will score. See Incarnated Form, below, for the effects of using this talent. On a failure, the target becomes immune to your use of this talent until you complete a rest.

Powerful Ancestry When your group attains level 1, you do not choose a novice path. Instead, whenever the Advancement table in *Shadow* indicates you would gain benefits from a novice path, you gain the benefits from your ancestry for that level.

INCARNATED FORM

When you use the Incarnate talent, you fuse your statistics with that of the target creature, as described below. The target creature is fully under your control as if you were that creature.

Attribute Scores You use the Strength and Agility of the target creature, but retain your Intellect and Will.

Perception You use the target creature's Perception regardless of your Intellect score.

Defense You use the target creature's Defense.

Health You use the target creature's Health. You continue to suffer penalties to Health from your Pure Spirit trait.

Healing Rate You use the target creature's healing rate.

Size You use the target creature's Size.

Speed You use the target creature's Speed.

Power You use your Power.

Damage You use the target creature's damage, and it applies to its Health.

Insanity and Corruption You use your Insanity and Corruption scores. If the target creature has any marks of darkness, you retain them.

Languages You can speak, read, and write any languages that either you know or the target creature knows.

Magic You retain any traditions you have discovered and any spells you have learned, but you do not discover the target creature's traditions or learn the spells it has learned.

Traits and Talents You lose the Invisible, Hover, Insubstantial, Ephemeral, Contact, and Incarnate traits and talents. You retain all talents you gained from increasing your group's level. You gain all the traits from the target creature's ancestry, including any natural weapons—claws and teeth—the target creature might have, but you do not gain any talents the target gained from paths.

Unnerving Demeanor Other creatures can sense something wrong or off about you. You make attack rolls in social situations with 1 bane.

LEVEL 1 INCARNATION NOVICE

Attributes Increase your Intellect by 1 and your Will by 1

Characteristics Health +1 to natural form and +4 to incarnated form

Retrieve Memories While in your incarnated form, you gain all of the target creature's professions.

Empowered Recovery You can use an action to heal damage equal to your healing rate. For 1 round thereafter, you make attack rolls and challenge rolls with 1 boon.

LEVEL 2 INCARNATION NOVICE

Characteristics Health +1 to natural form and +4 to incarnated form

Gain one of the following benefits:

Magic You increase your Power by 1, discover a tradition, and learn one spell from that tradition.

Weapon Training You make attack rolls with 1 boon when you attack with a weapon.

LEVEL 4 INCARNATION EXPERT

Characteristics Health +1 to natural form and +4 to incarnated form

Gain one of the following benefits:

Magic You discover a tradition or learn one spell from a tradition you have already discovered.

Eternal Resolve You make Intellect and Will challenge rolls with 1 boon.

LEVEL 5 INCARNATION EXPERT

Characteristics Health +1 to natural form and +4 to incarnated form

Surging Confidence When the total of your attack roll is 20 or higher and beats the target number by 5 or more, you make all attack rolls and challenges with 1 boon for 1 round. Gain one of the following benefits:

Magic You increase your Power by 1 and either discover a tradition or learn a spell from a tradition you have already discovered.

Combat Prowess Your attacks with weapons deal 1d6 extra damage.

LEVEL 8 INCARNATION MASTER

Characteristics Health +1 to natural form and +4 to incarnated form

Gain one of the following benefits:

Magic You either discover a tradition or learn a spell from a tradition you have already discovered.

Combat Expertise When you use an action to attack with a weapon, you can either deal 1d6 extra damage with that attack or make another attack against a different target before your turn ends.

INCARNATION TABLES

The following tables supplement the ones you use to detail the creature you create as your first form. The Incarnation Personality table supersedes the Personality table of your first form's ancestry, and the Incarnation Manifestation table describes any physical changes that result when you incarnate in a creature's body. These signs disappear when you relinquish control of the body.

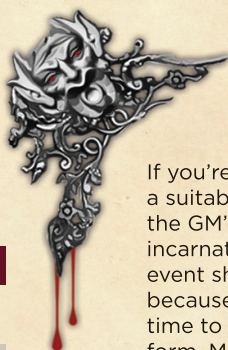
INCARNATION MANIFESTATION

d20	Manifestation
1	Your eyes are solid white or black, though you can see normally.
2	Faint writing in an unknown script appears all over your body.
3	When you become angry, a tongue of fire appears above your head, shedding light in a 1-yard radius.
4	Your words echo faintly when you speak.
5	A blue, gold, or silver geometrical shape appears on the center of your forehead. Roll a d6 to determine the number of sides on the shape, with a 1 indicating a circle and a 2 indicating a cat's-eye shape.
6	Your skin glows while you are within short range of a demon not possessing another creature.
7	You cast no shadow.
8	You smell of ozone.
9	Flames within short range bend toward you.
10	When you attack, electricity crackles briefly across your body.
11	Weird patterns appear in your skin, giving you a scaly appearance.
12	You never perspire.
13	You cast no reflection in mirrors.
14	You are hairless.
15	Your skin appears to be made from polished marble.
16	Weird crystalline growths sprout from your body.
17	Your skin appears cracked and fissured, and from inside the cracks shines faint light.
18	Tiny glyphs appear and spin slowly around your head.
19	You feel cold to the touch, as if you were dead.
20	You whisper and moan when you sleep, sounds that originate from within your body's original soul.

INCARNATION PERSONALITY

d6 Personality

- 1 You believe that people are responsible for the troubles blighting reality. You are haughty and arrogant.
- 2 You are cold and withdrawn.
- 3 You rarely show emotion, acting more as a machine than a person.
- 4 You find it difficult to connect to other people, and you often say the wrong or even worst possible thing.
- 5 You focus on your mission and never let anything get in your way.
- 6 Unlike most incarnations, you care for the people in the world and strive to protect them from harm.



BECOMING AN INCARNATION

If you're already playing a character from a suitable ancestry, you can choose, with the GM's permission, to be targeted by an incarnation to become its vessel. Such an event should occur between adventures, because the incarnation would need some time to become acquainted with its new form. Make all the necessary adjustments to your character, including the choices at the indicated levels until you reach your group's current level. The transformation can reflect the attention your group has earned from beings that are charged with protecting creation, or it could just let you develop your character in an entirely different way, changing out capabilities you had already attained for new ones. If the incarnation leaves your body (as determined by you and the GM), you must decide whether you will play your original character or continue to play the incarnation.



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A GLORIOUS DEATH



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THE VOID HUNGERS

The world of Urth and the entire universe stand in the shadow of a dread power, a force of destruction beyond imagining. The Demon Lord, also called the Hunger in the Void, the Devourer in the Dark, and the One Foretold, draws nearer to the world, causing plagues and blights, war and upheaval, all of which harken the end times. In this supplement for *Shadow of the Demon Lord*, the Demon Lord and its obscene legions are revealed in all their awful glory. In these foul pages, you'll find:

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- Details on eight vile cults sworn to serving the Demon Lord
- Rules for joining and serving these cults, including the priest of the Demon Lord novice path
- A selection of horrible spells used by the servants of darkness
- Expanded information on the beastmen, including rules for creating beastmen characters
- Extensive rules for building and customizing demons
- Statistics for the dreaded demon princes, the chief servants of the Demon Lord
- Rules for exploring the Void and what sorts of terrible things one might find there
- The incarnation ancestry, body snatchers who descend to the world to fight against the Hunger in the Void

The Hunger in the Void shines a light on the most terrifying creatures and most dangerous threat in the game. For the terrible secrets it reveals and the bevy of new and unnerving options it offers, *The Hunger in the Void* is an essential supplement for *Shadow of the Demon Lord*.

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