



BETWEEN TWO WORLDS

Victims of the Demon Lord

The faeries surrendered their lands to the mortals when they withdrew to their hidden kingdoms, but they left behind much of themselves. From the graceful white spires found across the northern lands to oddly carved stones, elf hills, and unpredictable crossroads, fingerprints of the immortals can be found all across Rûl and beyond. More than their monuments, though, the faeries left behind people. Many who remained did so by choice, being unwilling to give up all they knew to unworthy heirs. A few, such as the goblins, were cast out. Some, though, were victims of their heritage, living between the two worlds and not quite belonging to either one. These people became the fauns, mortals who lived too long among the faeries or who were sired by them. Their unusual appearance and reclusive nature have led others to shun them, to drive them to the edges of the settled lands, and, sadly, to persecute them for no reason other than their unusual heritage.

Between Two Worlds takes a closer look at the fauns introduced in the *Demon Lord's Companion*, revealing new lore about their origins, details on how they fit into the world, and extensive character creation rules to help you develop intricate backgrounds for your faun characters.

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LOST AND ABANDONED

Faeries reproduce infrequently, some going centuries between births, if they ever have children at all. The absence of offspring comes not from a lack of trying; faeries never pass up the opportunity for pleasure. Rather, the problem stems from their nature. As immortals, their souls and bodies are one, so death means an end to both. Without a repository of souls from which the universe can draw to house in new bodies, the faeries must sacrifice a measure of themselves to bring forth someone new. The act of reproduction requires the parents to donate a portion of their souls, the mingling of which creates a new child. Since this essence is never replenished, faeries instinctively fight against such creations as an act of self-preservation.

Faeries must have children to perpetuate their line, of course, and the magic sustaining their hidden kingdoms offers them a way to produce more of their kind. These places can create subtle changes in mortals who spend time there, changes that, unless arrested by leaving the hidden kingdoms, transform these people into faeries. Magic binds the soul to the body, making them one and the same and bestowing the gift of immortality. Memories of the mortal world fade as the new faeries assimilate into their environment.

Adults have little to fear from spending time in the hidden kingdoms, as their well-established natures resist the magical influence. Infants and children are the most at risk, and the transformation can occur within months. For this reason, faeries often pilfer children who catch their attention, bringing them into a hidden kingdom and leaving a changeling behind to cover the abduction.

Not all children who go into the realms of the faeries stay there, though. Some are given to Hell to pay the dreadful tithe to the Devil (see *Exquisite Agony*) and others find their way free from the magical lands, through mishap, rescue, or their own efforts. Usually, children who escape have undergone a partial transformation, becoming something between mortal and immortal. They are the fauns.

FAERIE SCIONS

Most fauns descend from long lines of their kind, going back to days when the First People or their antecedents lived alongside the faeries in the world. The children of fauns are always fauns, whether their parents are two fauns or a faun and a human. A rare few fauns are products of faerie and human unions; the mingling of the blood always results in a faun, if the pair produce offspring at all.

Although fauns are akin to faeries, they have nothing to fear from iron and can handle such items

without experiencing any discomfort. They have no special protections against mental manipulations or sickness, but their souls survive death, moving on to whatever fate awaits them in the afterlife and then, after a time, returning to the world in new forms, having forgotten their former existence.

ANIMAL FEATURES

All fauns display animalistic features to some degree as a mark of faerie influence. Most have human upper bodies and the legs of a goat or a deer. Fauns also have horns sprouting from their brows, ranging from mere nubs to ram horns or antlers. Fauns of both genders have such growths, though the ones found in females are smaller than in males.

The degree to which a faun can pass as human depends on how much time was spent in the hidden kingdoms. Fauns who live primarily in the mortal world have subtle animal traits, while those who spend most of their time among the faeries lose more of their humanity, becoming hairier or showing patterns in their skin. Such animalistic fauns might have eyes like those of a goat, develop snouts, or walk on all fours as easily as on two legs.

LIFE ON THE EDGE

With beastmen at large in the wild places, preying on innocents and spreading misery in the world, people look askance at anyone who displays animal characteristics. Even though fauns have human features for the most part, the fur covering their legs and the horns dotting their brows can lead the ignorant to mistake them for beastmen. Such errors usually result in tragedy for the fauns, and many have met their end at the hands of angry mobs or in an inquisitor's flames.

Fauns find life among the faeries to be little better, treated much the same as humans and kept only as playthings. A faun might find a place in a lord or lady's court as a jester or servant. Others might serve as messengers, spies, or scouts, or in a number of other, often lowly, roles. Still, they are never quite at home nor fully welcomed, and are considered outsiders wherever they go.

Caught between the dangers posed by ignorant humans and the scorn and derision of the faeries, most fauns find their own way in the world. They settle in places between the two peoples, claiming patches of land in a border realm or the deep wilderness. Fauns might live as hermits, passing their years in isolation, or within human or faerie settlements, where they are often treated as second-class citizens. A few might found or join small communities of other fauns.

HAVENS AND SECRET PLACES

Fauns lack the numbers to have communities of any significant size. The few places they do settle are deep in the wilderness, far from the highways and byways crisscrossing the continent. Fauns choose sites with plenty of concealment, favoring deep valleys, dark forests, or mountain vales. When possible, they use natural features to make their homes, such as caves and the boles of enormous trees, but they also build permanent structures from wood and stone. Such buildings stand close to each other and are each large enough to accommodate several people.

Aside from the fauns, these settlements might include a few goblins, orcs, humans, and changelings who, for one reason or another, have left behind their homelands for the safety of the wild. Regardless of ancestry or background, all members of the community have equal standing, and they make decisions with a simple majority vote. When outsiders draw too close, the inhabitants send out scouts to steer them from finding the settlement, using any available means.

Communities survive through farming, foraging, and some hunting. Members learn trades that contribute to the survival of all, and everyone takes turns working in specific areas to ensure no knowledge is lost in case some mishap claims the life of their best weaver, baker, or maker of things. Fauns might engage in trade, but only with trappers, hunters, and farmers living nearby, and then only if they deem those people trustworthy.

SLOW TO TRUST

Considering the hardships most endure, is it any wonder that fauns find it difficult to trust other peoples? Generations of living on the fringes have instilled in them a strong survival instinct that manifests as extreme caution. When they spot strangers, their inclination is to withdraw, hide, and watch from afar until they can be sure that the strangers mean no harm. Similarly, many fauns have difficulty making connections with other people, suspecting the worst from almost anyone they meet. If they can overcome their skittishness, though, fauns make great companions, being friendly and generous, with lively personalities.

UNRELENTING CURIOSITY

For all their timidity, fauns possess a curious streak. They might not trust other people, but fauns find them fascinating and might spy on a community for months. They might follow the most interesting members to learn more about the inhabitants, and sometimes befriend children or household pets.

Although some fauns some might work terrible evil, most just seek companionship and take it wherever they can find it.

Fauns quickly learn everything they can about their homes and the area for miles around, discovering what sorts of creatures are about, along with any interesting locations. This curiosity can land them in trouble, though. Rare is the faun who leaves a cave unexplored or a ruin unexamined, regardless of the potential danger.



FAUN NAMES

Fauns typically use human names, but most acquire nicknames, sometimes of the self-deprecating sort. Fauns choose their own to reflect the places they live, experiences they have had, or emotions. One might go by Dawn or Twilight, while another might call herself Laughter, and another still take the name Shadows. Some fauns acquire nicknames from other peoples. These tend to be insulting, such as Creature, Fetch, or Beast.

THE OLD WAYS

Since many fauns live in the wilderness, they have a deep appreciation for the lands in which they dwell, praising the bounty of animals they hunt and seeds and fruits they forage. Though fauns might go their whole lives without religious instruction, their common affinity for the land and nature make them devotees of the Old Faith, whether they realize it or not. Some find places in this religion and take instruction from local priests to learn the secrets of Urth and how to invoke its powers through prayer. Fauns are among the greatest champions of the Old Faith.

The Old Faith has great appeal to fauns, but the individual gods do not count many in their service. Revel has the strongest appeal, as he reflects their wild nature. Similarly, some fauns look to the World Mother for protection or the Horned King for strength.

FAUN RELATIONS

Because fauns distrust anyone they don't know and suspect the worst from everyone they meet, most become uncomfortable around strangers, shifting in place, eyes swiveling in search of the trap they're sure is waiting to be sprung. Fauns relax a bit when accompanied by people they trust and can muster up the courage to overcome their fears in time.

Humans: Fauns genuinely want to be part of human society, and they are filled with shame and grief at the distrust they encounter there. They might become servile around humans or withdraw altogether. Some

humans, especially those in rural settings and with strong ties to the Old Faith, show greater tolerance for fauns and might even welcome them into their midst.

Changelings: Fauns and changelings share a bond of kinship through similar experiences. Some fauns, especially those who were made from abducted children, might blame changelings for their predicaments, but most realize that both peoples were victims of the faeries' meddling.

Clockworks: Fauns do not encounter clockworks often. When they do, they marvel at the created beings, much as other people do. Clockworks are sometimes outcasts and can find ready companionship with fauns in similar situations.

Dwarfs: Fauns have few occasions to interact with dwarfs. The faeries avoid the mountains and their iron reek, so fauns rarely have a reason to be there. They find dwarfs gruff, unpleasant, and insulting, while dwarfs regard fauns as just another example of the weirdness the faeries unleashed on the world.

Goblins: Themselves outcasts from the faerie lands, goblins often live and work alongside fauns in the wilderness. However, fauns bristle at the malicious streak that runs through many goblins and urge them to abandon the darkness for the light. Goblins,

however, ignore such guidance and do what they want. That is their nature, after all.

Halflings: Unlike humans, halflings accept fauns as they are and welcome them into the community. The friendly folk would take in even more, if the fauns lived nearby, but halflings settle in cultivated lands to grow crops and herd livestock. For their part, fauns appreciate the halflings' goodwill and seek out their company.

Orcs: Like everyone else, fauns fear orcs and the violence they embody, avoiding them whenever possible. Most orcs don't even know fauns exist.

Elementals: Encounters between fauns and elementals are infrequent enough that neither people has much of an opinion about the other.

Faeries: Faeries see fauns as incomplete or failed beings that somehow were found wanting for the gift of immortality. Thus, faeries consider them less than human and certainly not their own equals. They tolerate fauns but relegate them to demeaning and difficult roles. Fauns dislike faeries for their cruelty, but, as with humans, they feel a need to belong among such folk.

FAUN CHARACTERS

Everything you need to create a faun character can be found in the *Demon Lord's Companion*. The rules in that book let you make a character rapidly with enough information to portray it in the game. This section offers advanced rules for making a faun, with alternative features and a slew of tables to develop the character's background, appearance, and personality. If you use the rules presented here, you must use these supporting tables to determine your character's professions, the languages you know, and your starting equipment.

CREATING A FAUN

Choose whether to use random or fixed attribute scores.

Random Attribute Scores Strength 1d3 + 8, Agility 1d3 + 9, Intellect 1d3 + 9, Will 1d3 + 7

Fixed Attribute Scores Strength 10, Agility 11, Intellect 11, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1/2 or 1, **Speed** 12, **Power** 0

0 Damage, 0 Insanity, 0 Corruption

Languages You speak the Common Tongue and Elvish.

Quick Step When you use an action, you can move 1 yard before or after resolving the action, provided your Speed is greater than 0.

Shadowsight You see in areas obscured by shadows as if those areas were lit.

Skittish You make Will challenge rolls with 1 bane.



LEVEL 4 EXPERT FAUN

Characteristics Health +5

You learn one spell or gain one of the following talents.

Fight or Flight While you are frightened, you gain a +2 bonus to Speed and you make challenge rolls to resist attacks with 2 boons. Also, creatures make attack rolls against you with 1 bane.

Great Courage You lose the Skittish trait and make challenge rolls to resist the frightening and horrifying traits with 1 boon.

Nature Friend In social situations involving animals, you make attack rolls with 1 boon. In addition, you befriend a **tiny animal** such as a lizard, mouse, squirrel, or bird. You can communicate with one another by speaking. The animal accompanies you on your adventures and, though under the GM's control, usually does what you tell it to do. If the animal dies, you can befriend another animal of a kind appropriate to where you are when you complete your next rest.

Servant of Darkness While your Corruption score is 3 or higher, you assume a diabolical appearance. Your skin darkens to gray, whorls and runes appear in your flesh, your horns lengthen, and your eyes turn solid white, though you can see normally. You gain the following benefits:

- You have darksight instead of shadowsight.
- You are immune to damage from disease and to the charmed and diseased afflictions.
- You make attack rolls with 1 boon in social situations to deceive or intimidate.

FAUN DEVELOPMENT TABLES

The following tables help you create a detailed faun character by determining your origins, background, appearance, personality, professions, and the like. You must roll on each table and take the result of each roll. If you use these tables, do not use any of the background or starting wealth tables in the *Demon Lord's Companion*.

ORIGIN TABLES

The following tables tell you the circumstances of your birth and, if you are a first-generation faun, how you became one.

BIRTH CIRCUMSTANCES

d6	Circumstance
1-3	You were born to human parents. Roll on the Origin and Escape tables, then proceed to the Family tables.
4	One of your parents was human and the other a faun. Decide which parent was which and proceed to the Family tables. Subtract 4 from your roll on the Siblings table.
5	Both of your parents were fauns. Proceed to the Family tables and subtract 2 from your roll on the Siblings table.
6	One of your parents was human and the other a faerie such as a dryad, elf, or nymph. Decide which parent was which and proceed to the Family tables. Do not roll on the Siblings table.

ORIGIN

d6	Origin
1	You were abducted by faeries who left a changeling behind to cover the theft.
2	You entered a borderland by mistake and stumbled into a hidden kingdom.
3	Your family offered you to angry faeries to appease them.
4	You were kidnapped by a hag and sold to the elves.
5	You became lost in the woods until faeries found you and led you to their realm.
6	You ran away from home to be with your sweetheart in a hidden kingdom.

ESCAPE

d6	Escape
1	Your parents, siblings, relatives, friends, or strangers rescued you and brought you home.
2	You become lost in a hidden kingdom and stumbled back into the mortal world.
3	You planned your escape and slipped out of the faeries' clutches.
4	A faerie spirited you out of a hidden kingdom and abandoned you in the world.
5	A spellcaster accidentally summoned you from a hidden kingdom.
6	You left a hidden kingdom by mistake. You might have passed through a magic mirror, opened a forbidden door, or swum through the bottom of an enchanted lake.

FAMILY TABLES

Use the following tables to detail your family relationship, circumstances, siblings, and what happened to them. Unless instructed otherwise, roll on each of the following tables.

FAMILY CIRCUMSTANCES

3d6	Circumstance
3 or less	You were orphaned or have no memory of your family. Subtract 6 from your Childhood roll and skip the Familial Relationships roll.
4-5	Your family was destitute. Subtract 3 from your Childhood roll.
6-8	Your family was poor. Subtract 1 from your Childhood roll.
9-12	Your family was just getting by.
13-15	Your family lived comfortably. Add 1 to your Childhood roll.
16-17	Your family was wealthy. Add 3 to your Childhood roll.
18	Your family was rich. Add 6 to your Childhood roll.

SIBLINGS*

3d6	Number of Siblings
5 or less	None
6-8	One
9-12	1d3
13-15	1d6
16-17	1d6 + 2
18	2d6 + 3

* For each sibling, roll a d6. The sibling is a brother on an odd number, or a sister on an even one.

SIBLING AGES*

d20	Sibling Age
1-3	The same age as you. The sibling is possibly a twin, a bastard, or adopted.
4-12	Younger
13-20	Older

* Roll once for each sibling you have.

FAMILIAL RELATIONSHIPS*

3d6	Relationship
3	Hate
4	Animosity
5-6	Rivalry
7-8	Dislike
9-10	Neutral or no relationship
11-12	Tolerance
13-14	Goodwill
15-16	Friendship
17	Love
18	Intense love, possibly romantic

* Roll once on this table for each parent and sibling to determine your relationship with the character.

FAMILY FATES*

3d6	Fate
3	Went insane
4-5	Unknown
6-8	Dead
9-12	Alive
13-15	Alive, but disgraced
16-17	Alive and well-regarded
18	Alive and famous

* Roll once on this table for each parent and sibling. If the family member is dead, roll on the **Cause of Death** table to find out how.

CAUSE OF DEATH

3d6	Cause of Death
3	Murder
4-5	Accident unrelated to profession
6-8	Hardship, hunger, or exposure
9-12	Natural causes or disease
13-15	War
16-17	Accident related to profession
18	Suicide

APPEARANCE TABLES

Use the following tables to determine your character's general age, height, weight, and distinguishing features. Choose your own gender, skin, hair, and eye color.

After rolling on the **Starting Age** table, roll once on the **Childhood** table and a number of times on the **Life Experiences** table as directed by the Age result.

STARTING AGE

3d6	Age
3	You are a child, 11 years old or younger. Halve your Size, height, and weight. Do not roll on the Life Experiences tables.
4-5	You are an adolescent, 12 to 17 years old. Reduce your height and weight by 25%. Roll once on the Life Experiences table.
6-8	You are a young adult, 18 to 25 years old. Roll twice on the Life Experiences table.
9-12	You are an adult, 26 to 35 years old. Roll three times on the Life Experiences table.
13-15	You are a middle-aged adult, 36 to 55 years old. Roll four times on the Life Experiences table.
16-17	You are an older adult, 56 to 75 years old. Roll five times on the Life Experiences table.
18	You are a venerable adult, 76 years old or older. Roll six times on the Life Experiences table.

BUILD

This table modifies your starting height and weight. Regardless of gender, your starting height is 54 inches and starting weight is 110 pounds.

3d6	Build
3	You are quite small and slight. Reduce your height by 4d6 inches and your weight by 2 pounds per inch reduced. Reduce your Size to 1/2 if you are not Size 1/2 already.
4-5	You are short. Reduce your height by 3d6 inches and your weight by 1 pound per inch reduced.
6-8	You are thin. Reduce your weight by 4d6 pounds.
9-12	You are of average height and weight.
13-15	You are heavy. Increase your weight by 4d6 pounds.
16-17	You are tall. Increase your height by 3d6 inches and your weight by 1 pound per inch increased.
18	You are enormous. Increase your height by 4d6 inches and your weight by 2 pounds per inch increased.

APPEARANCE

3d6 Appearance

- 3 You are hideous, practically a monster. The mere sight of you causes children to cry, the faint of heart to collapse, and others to become sickened, disgusted, or uncomfortable.
- 4-5 You are ugly, having some unusual physical characteristic that works against you. Possibilities include a wen, beetling brows, boils, extensive scarring, wandering eye, rotten teeth, or profound body stench.
- 6-8 You are plain, homely, or unattractive.
- 9-12 You are more or less average for a faun.
- 13-15 You have a physical quality that makes you attractive.
- 16-17 You are comely, considered a great beauty.
- 18 You are striking to the point that your appearance grabs attention from people around. You might have several suitors or paramours, infatuated stalkers, or people you have spurned who now hate you.

DISTINCTIVE FEATURES

d20 You have . . .

- 1 a musical laugh
- 2 a twinkle in your eye
- 3 unusual markings on your face and neck
- 4 soft, silky fur on your legs
- 5 a sweet odor reminiscent of honey
- 6 eyes that shine in the dark
- 7 a sultry, smoky voice
- 8 large ram horns
- 9 butterflies that follow you wherever you go
- 10 large, pointed ears
- 11 a sly grin
- 12 green or red skin
- 13 no body hair
- 14 fish or serpent scales on your hands and arms
- 15 prolific body hair
- 16 overlarge hooves
- 17 deer antlers
- 18 white spots on your back
- 19 an ugly brand somewhere on your body
- 20 a tendency to tremble



BACKGROUND TABLES

These tables tell you what your character did before the game begins. Start by rolling once on the **Childhood** table and then on the **Life Experiences** table a number of times as determined by your roll on the **Starting Age** table. You might in turn be directed to roll on another table to discover what happened during that experience.

CHILDHOOD

3d6	Childhood
3 or less	You spent your childhood as a prisoner or slave, having been captured by a person of dark intent. Add slave to your list of professions.
4-5	You grew up alone in the wilderness. Add hermit to your list of professions.
6-8	You lived in a small, remote community and learned a trade. Gain a random profession.
9-12	You stayed with your family or adopted family, but were hidden until you came of age. Gain a random profession.
13-15	You found a place in a small community of fauns. Gain a random wilderness profession.
16-17	A druid or some other priest of the Old Faith took you in and indoctrinated you in that faith. Add devotee of the Old Faith to your list of professions.
18 or more	You found a place with a learned man or woman. You can speak, read, and write the Common Tongue and High Archaic, and you add one random area of scholarship.

LIFE EXPERIENCES*

3d6	Experience
3	You Died! Roll on the Cause of Death table to find out how. You can either start over with a new character or be returned to life by some stroke of luck. If you return to life, you start the game with 1d6 Insanity.
4-5	Roll on the Major Setbacks table.
6-8	Roll on the Minor Setbacks table.
9-12	You Got a Job! If you don't have a profession yet, gain a random profession. You spent time working in one of your professions. Add 1 to your roll on the Starting Lifestyle table.
13-15	Roll on the Minor Windfalls table.
16-17	Roll on the Major Windfalls table.
18	Roll on the Strange Events table.

* Roll on this table only if directed by the **Starting Age** table.

MAJOR SETBACKS

d20	Major Setback
1	Your hatred and grief led you down a dark road. You have sullied your soul with your foul deeds. Gain 1d6 Corruption and roll once to determine if you have a mark of darkness.
2	A vile wizard or some other user of magic kidnapped and experimented on you until you escaped, 1d6 months later. Add fugitive to your list of professions.
3	You befriended someone in a nearby village, but you couldn't muster up the courage to help your friend when monsters attacked.
4	A demon possessed you. Gain 1 Corruption. Either an exorcist cast it out or, if you have <i>Demon Lord's Companion</i> , you can add the Possessed story complication.
5	You failed to make much of yourself working in your profession. Subtract 3 from your Starting Lifestyle roll.
6	You caught a terrible disease that left you scarred. You either bear the marks of your affliction or, if you have <i>Demon Lord's Companion</i> , you can add the Plagued story complication.
7	Hunters captured you and subjected you to horrific abuse. You escaped after murdering one or more of your captors.
8	Zealots of the New God's cult descended on your community and killed everyone who looked like a beastman. You managed to escape. Gain 1d6 Insanity.
9	You had a small family in a remote place, but you lost them to disease or a monster attack.
10	You killed someone. Gain 1 Corruption and roll a d6. On an even number, you got away with it. On an odd number, you were imprisoned. Do not make any more Life Experiences rolls and add convict to your list of professions.
11	You lost everything to disaster or war. Subtract 3 from your Starting Lifestyle roll.
12	You lost an eye, ear, or 1d3 fingers in a terrible accident. If you have <i>Demon Lord's Companion</i> , you can add the Maimed story complication.
13	A faerie laid a curse on you for some wrong you committed. The curse made your life very difficult. Subtract 1 from your Starting Lifestyle roll. If you have <i>Demon Lord's Companion</i> , you can add the Cursed story complication.
14	You saw a hideous monster or demon. Gain 1d3 Insanity. If you have <i>Demon Lord's Companion</i> , you can add the Mad story complication.
15	You were sorely persecuted by members of the New God's Cult and only just escaped with your life. You were forced to move on, leaving everything behind. Subtract 3 from your Starting Lifestyle roll.
16	You angered someone important and suffered as a result. Subtract 3 from your Starting Lifestyle roll.
17	You were summoned by a powerful spellcaster and made to serve his or her every whim. Add scholar of magic to your list of professions.
18	You killed someone you loved. Gain 1 Corruption.
19	You betrayed the faerie folk, leading monsters to slaughter them. Gain 1d3 Corruption.
20	You made a dangerous enemy, one who seeks to harm you. Work with the GM to create a suitable nemesis.

MINOR SETBACKS

d20	Minor Setback
1	You were a fool in the court of an elf noble and knew nothing but mockery and disdain during your time there. Add jester to your list of professions.
2	You fell in love with a human and had an affair that lasted a few months before the tryst was exposed and you were chased off.
3	A nymph or a hag kept you as a plaything for 1d3 years. Gain 1 Insanity for each year.
4	You spent many years living alone in the wilderness. Gain a random wilderness profession.
5	Poor treatment at faerie or human hands left you scarred. Gain 1 Insanity.
6	You were brutally beaten and robbed. You have a scar and subtract 1 from your Starting Lifestyle roll.
7	You developed a taste for alcohol. If you have <i>Demon Lord's Companion</i> , you can add the Addicted story complication.
8	You killed a faerie, and you still see the creature's blood on your hands. Gain 1 Insanity.
9	You lived among other fauns, but you were driven out after being accused of a crime you don't think you committed.
10	You befriended a wild animal, which remained your companion until a human hunter killed it.
11	You lost something valuable. Subtract 1 from your Starting Lifestyle roll.
12	You killed someone in self-defense, but you believe their spirit haunts you. If you have <i>Demon Lord's Companion</i> , you can add the Haunted story complication.
13	You took up with beastmen for a time. The experience darkened your soul. Add Dark Speech to the list of languages you can speak and gain 1d3 Corruption.
14	You learned a dangerous secret. Work with the GM to determine its nature.
15	Some children found and captured you. They made you perform tricks and beat you when you refused. You suffered a nasty head wound, which caused you to lose one of your professions or the ability to speak a language of your choice.
16	You had a human lover, but when it was discovered, you were accused of forcing yourself on him or her. The community chased you into the wild and destroyed your home. Subtract 1 from your Starting Lifestyle roll.
17	You once spied the Faerie Queen bathing in a pool. Gain 1d3 Insanity.
18	Someone close to you, who helped you make your way in the world, has disappeared. You search for this person still.
19	You joined a dark cult and became immersed in their vile practices. Gain 1 Corruption and 1 Insanity.
20	A life of hardships and betrayals has left you bitter and cynical about the future.

MINOR WINDFALLS

d20	Minor Windfall
1	A troupe of performers took you in. You spent time earning coin to let other people stare at you. Add entertainer to your list of professions.
2	You studied under a druid or witch for a time. Add scholar of magic or nature to your list of professions.
3	You found work as a spy for an inquisitor. Add spy to your list of professions.
4	You spotted beastmen or some monster on the move and warned the people in a nearby village. You are always welcome there.
5	You were captured by an evil magician, witch, or someone of that sort, but you were rescued soon after. You stayed with your rescuer, gaining a random profession as a result.
6	You traveled extensively. Add one language to the list of languages you can speak.
7	You relied on yourself and became quite adept at surviving in the wilderness. Add hunter, forager, or tracker to your list of professions.
8	You found a place for yourself in a human community after you helped hunt down and destroy a vicious monster. Add 1 to your Starting Lifestyle roll.
9	You fell in love with a human or faun, and the relationship is ongoing.
10	You have a pet dog (small animal).
11	You found a bag of coins. Add 1 to your Starting Lifestyle roll.
12	You saved the life of someone important. Choose influence, information, or security. The character can provide the benefit to you once (see "Connections" in <i>Shadow</i> , page 207). Come up with details about this character with the GM.
13	You changed careers. Gain a random profession.
14	You found something interesting. Gain one extra interesting thing.
15	You found a shield, small or large.
16	You found a <i>healing potion</i> .
17	You escaped certain death! Start your first adventure with Fortune.
18	You start with a suit of soft or hard leather armor.
19	You helped a druid perform an incantation. Gain an incantation of a rank 0 spell of the GM's choice.
20	A young friend gave you a bow and quiver of 12 arrows.

MAJOR WINDFALLS

d20	Major Windfall
1	You befriended a leshy years ago, but you haven't seen it in some time.
2	You stole a pot of gold from a leprechaun. Add 6 to your Starting Lifestyle roll.
3	You did a great service for a faerie lord or lady. You gain an enchanted object of the GM's choice.
4	You made an important connection. Choose influence, information, or security (see "Connections" in <i>Shadow</i> , page 207). Come up with details about this character with the GM.
5	You enjoyed great success in your profession. Add 3 to your Starting Lifestyle roll.



- 6 You built a small home in the wilderness at a location of your choosing.
- 7 You helped guide travelers through a dangerous stretch of the wilderness. Add 1 to your **Starting Lifestyle** roll, and you can speak an additional language.
- 8 You performed a service for a witch. He or she gave you a *healing potion* and an incantation of a rank 0 spell of the GM's choice.
- 9 You found a book of magic. The book contains incantations of 1d3 + 1 rank 0 spells.
- 10 You found an alchemist's workshop and stole 1d3 + 1 potions of the GM's choice.
- 11 One of the faeries responsible for your transformation into a faun, or a faerie you served, bestowed on you a blessing. If you have *Terrible Beauty*, you gain a random favor of the great fey (see page 36). Otherwise, you gain a random enchanted object.
- 12 You made friends with a powerful figure—an archmage, high priest, general, or hero. The GM determines the person's identity and the benefits your friendship provides.
- 13 You found a glittering jewel! Add 3 to your **Starting Lifestyle** roll.
- 14 You made a blood pact with another faun to stay together forever. Create another faun character. You can control both characters or give the second character to another player.
- 15 A wealthy merchant or noble sheltered and pampered you. Add 6 to your **Starting Lifestyle** roll.
- 16 You find a military or swift weapon of your choice.
- 17 You befriended a **goblin** who accompanies you on your adventures and obeys your commands.
- 18 You spied your future in a pool you discovered in a faerie wood. During your first adventure, you make challenge rolls with 1 boon.
- 19 You studied under a druid or witch and discovered one of the following traditions: Curse, Enchantment, Life, Nature, or Primal.
- 20 Faerie blood runs strong in you. Creatures attempting to bestow the charmed affliction on you make their attack rolls with 1 bane, and you make challenge rolls to resist or remove the charmed affliction with 1 boon.

STRANGE EVENTS

d20	Event
1	You entered one of the hidden kingdoms and served as an advisor to one of the powerful lords and ladies. Your time there continued your transformation into a faerie. If you have <i>Terrible Beauty</i> , replace your ancestry with elf. Otherwise, you are now immune to damage from disease and the diseased affliction.
2	During your time in a hidden kingdom, you met several human children who had entered the magical place through a wardrobe. You led them to the elf lord you served and offered them as part of the Hell Tithe. All the children were turned into hogmen and suffer in Hell still. Gain 1d6 Corruption.
3	You were transformed into a tiny animal of the GM's choice. You can return to this form, as if you had cast the <i>animal shape</i> spell, by gaining 1d3 Insanity. The effect lasts for a number of minutes equal to the Insanity you gained.

- 4 You found a place as a magician's apprentice. You discover a tradition of your choice and begin the game with an incantation of a rank 0 spell of the GM's choice.
- 5 A well-meaning faerie restored your humanity. You replace your ancestry with human, but your languages and professions do not change.
- 6 After a religious experience, you became a fanatical follower of the Old Faith. The very first time you make a fate roll, you can roll twice and use either result.
- 7 After spending time with goblins, you became sick from a vicious disease. If you have *Demon Lord's Companion*, you can add the Plagued story complication.
- 8 You have led a life of depravity and debauchery. You live only for pleasure. Gain 1 Corruption and one random interesting thing.
- 9 An evil witch hunter captured you, filed down your horns, and shaved your lower body. If you have *Demon Lord's Companion*, you can add the Maimed story complication.
- 10 You found the cave in which sleeps the Great Dragon. You looked upon the great beast and knew true terror. You make challenge rolls with 1 bane to resist the frightening and horrifying traits of creatures that resemble dragons.
- 11 You saved the life of a **nisse**. You can call on this faerie for aid once to repay the debt.
- 12 You took up with a witch hunter and worked as his or her scout. Gain a random religious profession.
- 13 You were killed. Somehow, you came back to life with 1d6 Insanity.
- 14 Choose a character played by someone other than you. You have a strong connection to that character, and whenever you use an action to help the character, you increase the number of boons granted by 1.
- 15 You found Elysium, a secret hidden kingdom where the lords and ladies of the faerie preserved the souls of the most magnificent mortals. You learned much from your time there. Add High Archaic to the list of languages you can speak and scholar of history to your list of professions.
- 16 A devil tried to corrupt you. Roll a d6. On a 1, the devil succeeded and you gain 1 Corruption and a random enchanted object. If you have *Exquisite Agony*, use the **Diabolic Objects** table on page 19. Otherwise, you resisted and add 1 to your **Starting Lifestyle** roll.
- 17 You found and befriended a **clockwork**. Whenever you start an adventure, roll a d6. On a 6, the character is present for that adventure.
- 18 You have had a wild and interesting life. Gain two random professions.
- 19 You became briefly possessed by an **incarnation**. If you have *The Hunger in the Void*, you can create the incarnation that possesses your form. Otherwise, add 1d6 to your **Starting Lifestyle** roll.
- 20 You had a vision of a mighty relic and believe you know where it can be found. Work out the details of the relic with the GM.



FAUN PROFESSION TABLES

Use the following tables in place of those in *Shadow of the Demon Lord* to randomly determine your starting professions as directed by your rolls on the previous tables. Your profession also adds an item to your list of starting equipment.

RANDOM PROFESSION

d6	Profession Table
1	Scholar: Areas of Scholarship
2	Common Professions
3	Criminal Professions
4	Martial Professions
5	Religious Professions
6	Wilderness Professions

SCHOLAR: AREA OF SCHOLARSHIP*

d20	Area of Scholarship
1-2	Architecture and engineering
3-4	Etiquette, heraldry, law, and politics
5-6	Astronomy and navigation
7-8	Imperial history and geography
9-10	Pre-Imperial history and geography

11-12	Literature, philosophy, poetry, theology, and the arts
13-14	Medicine and surgery
15-16	Natural sciences
17-18	Magical theory and the occult
19-20	Military sciences

*Add 1 book covering topics related to your area of scholarship to your starting equipment.

COMMON PROFESSIONS

d20	Profession
1	Apothecary or healer. You start with a healer's kit.
2	Artisan such as baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, gem cutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor. You start with a tool kit.
3	Artist such as painter or sculptor. If you're literate, you can choose writer or poet. You start with a tool kit or writing kit.
4	Bartender or shopkeeper. You start with 1d6 cp.
5	Beggar. You start with a begging bowl or cap.
6	Boatman or ferryman. You start with a rowboat.
7-8	Cook, groom, scullion, or servant. You start with an extra set of clothing.
9	Courtesan, prostitute, or camp follower. You start with a selection of cosmetics.
10	Entertainer such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller. You start with a costume, dress, or fine clothing as appropriate for your profession.
11	Drover or herder. You start with a staff.
12	Farmer. You start with a hoe, shovel, or rake.
13	Fisher. You start with a fishing pole and tackle box.
14	Gambler. You start with a pair of dice or deck of cards.
15	Laborer such as porter, gravedigger, or stevedore. You start with a backpack, shovel, coil of rope, or something else chosen by the GM that's appropriate to your profession.
16	Merchant. You start the game with raw goods such as textiles, grains, or something else worth 1d6 ss.
17-18	Musician using percussion, stringed, or wind instruments. You start with a musical instrument.
19	Pilot, sailor, or teamster. You start with 1d6 cp.
20	Trade such as dyer, tanner, or butcher. You start with 2d6 bits.

CRIMINAL PROFESSIONS

d20	Profession
1-2	Agitator, rebel, saboteur, or terrorist. You start with 1d6 pamphlets related to the cause for which you fight.
3-4	Bandit, pirate, or raider. You start with a bottle of rotgut and a wanted poster showing your face.
5-6	Burglar or grave robber. You start with a set of lock picks.
7-8	Charlatan, confidence artist, informant, or spy. You start with a disguise kit.
9-10	Fence or smuggler. You start with 1d6 cp.
11-13	Mugger or thug. You start with 1d6 bits.

- 14-17 Murderer. You start with a garrote.
- 18 Pickpocket. You start with a stolen purse containing 1d6 cp.
- 19-20 Poacher or rustler. You start with a coil of rope.

MILITARY PROFESSIONS

d20	Profession
1-2	Constable or detective. You start with a lantern and flask of oil.
3-8	Conscript or militia. You start with a spear and uniform.
9-10	Guard or henchman. You start with a club and uniform.
11-12	Jailer or torturer. You start with a pair of manacles or torturer's tools.
13-16	Mercenary. You start with a sword and a contract for your last job.
17-18	Patroller. You start with a lantern and flask of oil.
19-20	Marine or soldier. You start with a uniform, small shield, and sword or cutlass.

RELIGIOUS PROFESSIONS*

d6	Profession
1	Anchorite, flagellant, or fanatic
2	Evangelist or street preacher
3	Acolyte, devotee, or initiate
4	Keeper of a shrine
5	Minister of a small temple
6	Minister of a large temple

* Your profession is usually associated with your particular faith. You start with a symbol of your faith.

WILDERNESS PROFESSIONS

d20	Profession
1-2	Animal trainer. You start with a small animal that's friendly to you.
3-4	Apothecary or healer. You start with a healer's kit.
5-6	Drover or herder. You start with a staff.
7-8	Guide or pioneer. You start with a map of the region.
9-10	Hermit. You start with a week of rations and a waterskin.
11-12	Hunter or gatherer. You start with a bow and 12 arrows.
13-14	Nomad. You start with a horse .
15-16	Spelunker. You start with a lantern, pick, and 2 flasks of oil.
17-18	Tracker. You start with a spear.
19-20	Woodcutter. You start with an axe.

STARTING EQUIPMENT

You begin the game with equipment based on your starting lifestyle and professions. Roll on each of the following tables.

To determine your starting lifestyle, roll 3d6 and add to the roll all the modifiers gained from your **Life Experiences** rolls. Then find the total on the **Starting Lifestyle** table (Lifestyles are described in *Shadow*, page 100). In addition to the equipment, your character starts out with one interesting thing (*Shadow*, page 26).

STARTING LIFESTYLE

3d6	Lifestyle
3 or less	Destitute
4-5	Poor
6-12	Getting by
13-15	Comfortable
16-17	Wealthy
18 or more	Rich

CLOTHING

Lifestyle	Clothing
Destitute	Foul rags and a blanket
Poor	Patched, threadbare basic clothing with a ratty cloak
Getting by	Basic clothing and a cloak
Comfortable	1d3 sets of basic clothing and a fine cloak
Wealthy	1d3 sets of well-made basic clothing, a set of noble's clothing, and a fine cloak
Rich	1d3 sets of noble's clothing and a fine cloak

WEAPONS

Lifestyle	Weapon
Destitute	Club or sling with 20 stones
Poor	Staff, club, or sling with 20 stones
Getting by	Sling with 20 stones and a basic weapon of your choice
Comfortable	Dagger and one of a staff, club, or sling with 20 stones
Wealthy	Rapier or sword
Rich	Dagger

PERSONAL GEAR

Lifestyle	Personal Gear
Destitute	—
Poor	Sack, loaf of bread, handful of nuts, bottle of water, flint and steel, candle
Getting by	Backpack, a week of rations, waterskin filled with water, coil of rope, tinderbox, 2 torches
Comfortable	Backpack, a week of rations, waterskin filled with water, coil of rope, tinderbox, 2 torches
Wealthy	Backpack, a week of rations, waterskin filled with water, coil of rope, tinderbox, lantern, 2 flasks of oil
Rich	Cosmetics, bottle of perfume, handkerchief

SPECIAL GEAR

Lifestyle	Special Gear
Destitute	—
Poor	—
Getting by	—
Comfortable	<i>Healing potion</i> plus one of a scroll containing an incantation of a rank 0 spell, small shield, healer's kit, tool kit, or writing kit
Wealthy	<i>Healing potion</i> plus one of a scroll containing an incantation of a rank 0 spell, small shield, healer's kit, tool kit, or writing kit
Rich	<i>Healing potion</i> , a personal servant (commoner), a guard (mercenary), and three horses with bits, bridles, saddles, and feed for each

WEALTH

Lifestyle	Wealth
Destitute	—
Poor	1d6 bits
Getting by	1d6 cp
Comfortable	2d6 cp
Wealthy or Rich	1d6 ss

PERSONAL EFFECTS*

d20	Item
1	A songbird in a cage
2	A silk scarf
3	A parasol
4	A bronze key
5	A box of candy
6	A bag containing 3d6 acorns
7	A pet squirrel named Sugarfoot
8	A carved statuette of one of the Old Gods
9	A bit of ribbon
10	Musical laughter
11	1d6 skipping stones
12	An empty glass bottle
13	A bit of costume jewelry
14	A snazzy vest
15	A winning smile
16	A sweat-soaked rag
17	A pet frog named Phillip
18	A magnifying glass
19	A soapstone icosahedron
20	A bag of nightcrawlers

*Roll on this table regardless of your starting wealth.

PERSONALITY TABLES

Use the following tables to help define your character's personality. The results from each table should guide how you portray the character during play.

PERSONALITY

3d6	Personality
3	You have known nothing but sorrow your whole life. It's time to repay others for how they have treated you.
4-5	The world is a cruel and unforgiving place. You do whatever you must to survive, even if that means stealing, cheating, or killing.
6-8	You do and say what you please. You try not to hurt other people, but if it happens, there's not much you can do about it.
9-12	You survive by looking after yourself. You have a hard time trusting others or taking them at their word.
13-15	You trust yourself to do what is right, even if others disagree with your tactics.
16-17	You put your best foot forward. If you can prove your heart is good, maybe others will give you a chance.
18	You were born for a reason: to accomplish some great task, to fulfill a great purpose. You hope to find your destiny and be equal to whatever you were meant to do.

RELATIONSHIPS

3d6	Relationships
3	People are inherently evil. You trust no one.
4-5	People look after themselves first and foremost, so you take everything that's said to you with a grain of salt.
6-8	Only those people closest to you can you trust. You dislike others.
9-12	People close to you find you charming and friendly. Others find you aloof and a little suspicious.
13-15	You light up a room. People want to know you and befriend you.
16-17	You try to see the best in others and take them at their word. You have many friends.
18	All people have it within them to do good. You try to appeal to their better natures and help them be the best they can be. You have friends wherever you go.

DESIRES AND FEARS*

1d6	Desire	Fear
1	Acceptance	Ostracism
2	Isolation	Death
3	Friendship	Pain
4	Wealth	Need
5	Security	Gods and priests
6	Love	Faeries

*Roll once for Desire and once for Fear.



OBLIGATIONS

3d6	Obligation
3	You never keep your word if you can help it. You won't let something like an oath or promise hold you back.
4-5	You dislike authority figures and chafe under obligations. You do as you say when it suits you and flout the local laws.
6-8	You sometimes keep your word and sometimes break faith with people who depend on you.
9-12	You usually keep your word and break promises only when you have to.
13-15	You strive to keep your word and consider a promise broken to be a failing.
16-17	You adhere to the laws of the lands you inhabit, and always work to keep all of your promises and live up to your obligations.
18	You never break the law, even if it offends you. You always do what you say and refuse to be around oath-breakers.

MORALITY

3d6	Morality
3	If there's a limit to your depravity, you have not found it yet. You are a thoroughly reprehensible being.
4-5	You sometimes act on dark impulses that lead you to harm others.
6-8	A harsh pragmatist, you always believe the ends justify the means.
9-12	You are capable of both good and evil. Usually, you do whatever serves your interests.
13-15	You strive toward goodness. You're no saint, but you do the best you can.
16-17	You usually do the right thing, even if it means depriving yourself in some way.
18	You always do the right thing. You are beyond evil and cannot fathom the acts committed by evil people.

RELIGIONS

3d6	Religion
3	You belong to a heretical sect, worship the Devil, or belong to a cult of the Demon Lord. Gain 1 Corruption.
4-5	You belong to a minor religion centered on a small god.
6-8	You follow the tenets of Witchcraft.
9-12	You follow the teachings of the Old Faith.
13-15	You have no religious beliefs (do not roll on the Piety table).
16-17	You belong to the cult of the New God.
18	You adhere to some other, strange religion of your own making.

PIETY

3d6	Piety
3	You only pretend to follow a religion. You don't actually believe in anything.
4-5	You are a believer in name only. Doubts about your faith assail you.
6-8	You have many questions about your faith, but feel it's better to have some sort of religion than not to have one at all.
9-12	The strength of your faith is neither too strong nor too weak.
13-15	You have few doubts about your religious beliefs and take great comfort from your faith.
16-17	You have strong religious convictions and believe your god or gods watch over you.
18	You are a religious fanatic; you talk about your god or gods all the time and use them to justify your behavior. You sometimes persecute people who do not believe as you do. Gain 1 Insanity.

HELLION

EXPERT PATH

The mortal agents of Hell, having been seduced and corrupted by devils, work in the world to drag others into depravity by appealing to their dark impulses and urging them to work wickedness through false promises, gifts, and other enticements. In return for their work, hellions are promised an easier time when they must eventually face perdition and, perhaps, even win a place of standing in Hell's sordid hierarchy. Whether driven by fear of what they must face in the afterlife or a commitment to the wickedness that led them astray, hellions exist to ruin lives and consign mortal souls to the fires of the Devil's unspeakable realm.

LEVEL 3 HELLION

Attributes Increase two by 1

Characteristics Health +2, Power +1; gain 1 Corruption

Languages and Professions You speak another language or add a criminal profession to your list of professions.

Magic You discover a tradition or you learn one spell from a tradition you have already discovered.

Corrupting Whispers If you spend 1 minute talking to a target creature that can understand you, you can force the target to make a Will challenge roll with a number of banes equal to your Power score. On a failure, the creature becomes compelled for 1 minute. If you force it to commit a wicked act, the creature gains Corruption as if it had willingly committed the act. A creature cannot gain more than 1 Corruption in this way. On a success, the creature becomes immune to your Corrupting Whispers.

Hidden Enemy You lose any marks of darkness (*Shadow*, page 36) you have acquired so far, and you are never at risk of gaining a mark of darkness.

Silver-Tongued Devil You make attack rolls in social situations with 1 boon.

LEVEL 6 HELLION

Characteristics Health +2; gain 1 Corruption

Magic You learn one spell.

Rewards of Hell When a creature compelled by your Corrupting Whispers gains 1 or more Corruption, while that creature is within medium range you make attack rolls and challenge rolls with 1 boon until you complete a rest.

LEVEL 9 MASTER HELLION

Characteristics Health +2, Power +1; gain 1 Corruption

Magic You learn one spell.

Evil's Seductive Power You make attack rolls with 1 boon to cause a creature to become charmed or compelled. As well, you impose 1 bane on challenge rolls creatures make to resist or remove the charmed and compelled afflictions gained from an effect you created.

SATYR

EXPERT PATH

A strange madness sometimes afflicts fauns who return to the hidden kingdoms, transforming them from mortality to immortality. Although blessed with the gifts afforded to all faeries, these changed fauns, called satyrs, become obsessed with feeding their appetites and live only to drink, eat, and copulate. They become wild and erratic, moods as changeable as the wind. Satyrs might pry themselves away from hedonistic pursuits for a time, but they invariably return, shedding the trappings of civility and decorum for the freewheeling, wild abandon they crave.

You must be a faun to choose this expert path.

LEVEL 3 SATYR

Attributes Increase two by 1

Characteristics Health +3

Great Horns Your horns grow much larger. When you would make an unarmed strike, you can use your horns instead. The horns deal 1d6 damage.

Immune damage from disease; charmed, diseased

Spell Defense You take half damage from spells. You make challenge rolls to resist a spell with 1 boon, and a creature attacking you with a spell makes the attack roll with 1 bane.

Iron Vulnerability You are impaired while you are in contact with iron. In addition, if you touch or are touched by an object made from iron, you lose Spell Defense for as long as you remain in contact with the object and for 1 minute afterward.

LEVEL 6 SATYR

Characteristics Health +3

Brutal Charge When you charge and attack with your horns, your attack deals 2d6 extra damage.

Revel in Madness Whenever you gain Insanity, you gain 1 extra Insanity. Whenever you go mad as a result of gaining Insanity, you can roll twice and choose either result.

LEVEL 9 MASTER SATYR

Characteristics Health +4

Panpipes You acquire a set of magical panpipes that only you can use. If you lose the pipes, you can replace them by spending 1 hour and using rare components worth 5 gc.

You can use an action to play your panpipes. Choose one target living creature within medium range. If the target can hear the music, it must make a Will challenge roll with 1 bane. On a success, the creature becomes immune to the music you make with your panpipes until it completes a rest. On a failure, you bestow one of the following afflictions on the target: asleep, charmed, impaired, or frightened. The affliction lasts for 1 minute or until the target takes any damage.