

ONLY human

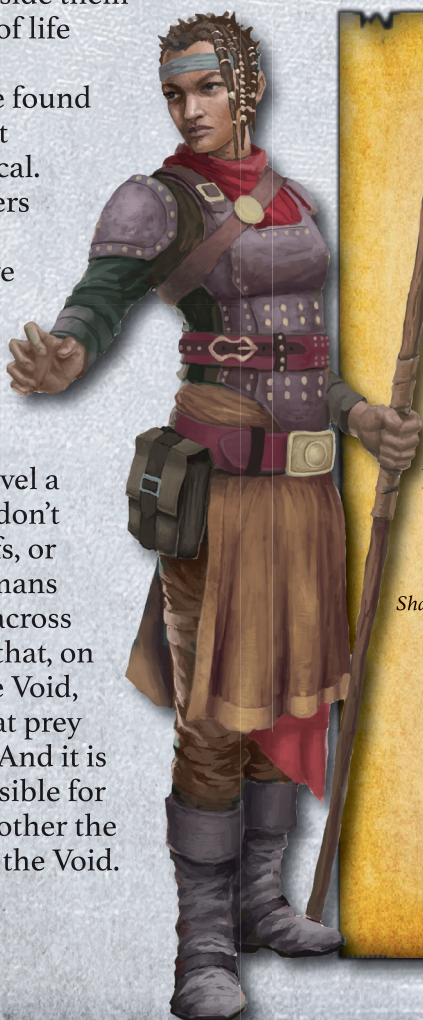
Victims of the Demon Lord

It took ten thousand years, but humanity has largely conquered Rûl. Humans spread across the continent with only few regions denied to them. Theirs is the history of these lands; their triumphs and defeats, their advances and setbacks, became the signature events that have shaped the world since their coming. Humans are a people driven to make the most of their lives, to make better the world they find for the ones who come after. They are builders and makers, creators and inventors, courageous, devoted, and often good.

They can also be selfish, never satisfied with what they have. They are tribal in nature, taking comfort in the purpose that comes from shared identity. They look beyond themselves for direction, inventing gods and dogma to point their lives toward a meaning they can accept. They are fearful. Death is their constant companion, taking their hands from birth and walking alongside them until their turn on the wheel of life is done.

More than any other people found on Urth, humans are the most conflicted, the most paradoxical. They can achieve such wonders and yet can be capable of unspeakable horror. They love with a fierceness matched only by their hate. Most have strong ties to their people, whether those people be religious, political, or familial, but are quick to level a suspicious eye at others who don't fully share their values, beliefs, or ideals. Humans kill more humans than do the monsters raging across the countryside, the demons that, on occasion, slither free from the Void, or the hordes of beastmen that prey on farms and isolated towns. And it is humanity that is most responsible for the darkness that seeks to smother the world and drag it wholly into the Void.

Of all the ancestries available for play in *Shadow of the Demon Lord*, humans are described as the most numerous and diverse. They are also the easiest to understand. The main rulebook presents everything you need to create a human character for the game with enough variation from the human tables to make each character distinct. However, Rûl is a big place, and it encompasses many variations of humans based on ethnicity, political allegiance, religious beliefs, and more. *Only Human* expands on the human entry by providing you with more details about how humans fit into the world, and offers new tables to help you develop human characters with incredible detail.



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ORIGINS

The first waves of humanity washed against Rûl's shores thousands of years ago. There are no histories from this early period; humans lacked a written language or, if they had one, didn't record their first adventures into a land steeped in faeries and strange magic. Where they came from, why they made landfall, and what sort of hardships they endured are all unknown, and really, that they made it to Rûl is all that matters. One can assume humans clashed with the faeries, came to see in them as gods, and were eventually left to find their own destinies when the faeries withdrew from the continent into the hidden kingdoms.

CREATION STORIES

As one might expect, religions have all sorts of things to say about from where humans came, who formed them, and for what purpose. A few of the creation stories still stomping around Rûl follow.

The Seed of the Horned King: Myth claims the Horned King and the World Mother reunite each year to renew life all across the world by coupling. One time, long ago, the pair came together, setting aside the accumulation of petty grudges and grievances to renew their romance once again. In the act, Diabolus, the meddling trickster, caught and startled them, causing the World Mother to pull away and the Horned King to spill his seed onto the ground. From the droplets sprang forth the first humans.

No Beginning, No End: The cult of the New God has no creation story. They claim humans had no creator and instead evolved from lesser peoples, who themselves evolved from even lesser peoples, going all the way back to the dawn of the world. The New God, whom the cult refuses to define, either set in motion the chain of events that led the world to its present state or stood back as a bystander after bringing the cosmos out of the Void. Priests of the New God do not fret over the past and instead focus their efforts on the proper movements of the soul over the wheel of life.

Ark of the Sky: Old stories of no certain origin claim humans fell like rains upon the Urth when a great ship that sailed the sea of stars passed overhead. The stories claim the sky ark will one day return and retrieve the descendants of those humans to speed them to their proper home, which some believe to be a paradise.

Failed Dwarfs: The dwarfs believe the gods made humans after creating dwarfs on their great anvils. After the dwarfs turned their backs on the gods, the deities came together to remake them, to create a people more dutiful and devoted. However, the dwarfs were perfect, and no matter how many times the gods hammered on their anvils, they produced crude, flawed copies they discarded and scattered across the Urth. The dwarfs believe this explains the differences in human appearance and their great numbers.

ETHNICITIES OF RÛL

Most humans don't pay much attention to the physical differences they find in other humans. After all, this is a world populated by a veritable menagerie of thinking, talking people, from dwarfs to fauns, elves to goblins, jotuns and so much more. Bright red skin or milky white, blue eyes or gold, straight hair or curly, none of these things matter much when it comes to sorting out who's a friend and who's not. There are plenty of other reasons.

Not paying attention to physical differences doesn't mean they don't exist, and humans in Rûl display a variation in form that transcends the familiar. The diversity stems from all the different peoples to settle these lands. Few ethnic groups have remained intact since their arrival. Peoples of varying groups mingle and have had offspring, which means most people comprise several different ethnicities to become something unique.

THE FIRST PEOPLE

Believed to have been the first humans to reach Rûl, the First People comprise several migrations, each having arrived close enough to each other they are considered a single people. Grouping them in this way, however, does a disservice to the marked differences in their appearance, outlook, and societies, as well as their impact on the development of nations on the continent. However, scant details about them survived the waves of conquering peoples who followed, enslaved, and ultimately absorbed them.

Amri: The Amri people made landfall on the eastern shores of what is now known as the Northern Reach, when the lands were greened by the Mistwood and ruled by the grieving Faerie Queen, Titania. With peaceful intentions, the Amri avoided the deep woods for fear of offending the gods and paid tribute to them with offerings of food, wine, and jewels, gaining their friendship in exchange. Theologians believe it was this first contact that would be the genesis for the Old Faith.

Not much remains of the Amri society, though the brown-skinned, dark haired people still live throughout the Northern Reach and Old Edene. It's thought the Amri raised the dolmens still found in the Empire's northern territories and runes inscribed onto their surfaces are the only writing of theirs to have survived. It's also thought the Amri entombed their dead chieftains and warriors in the barrows marching across the northernmost province, though the restless dead within speak not of their origins.

Bhal and the Grenns: Balgrendia takes its name from two peoples settling in the region just as the Amri were building their first communities in the north. The Bhal, a pale-skinned, dark-haired people settled what would be the province's northern shores, while the warlike Grenns entered from the east. Rivals, the tribes fought for territory and might have wiped each other out had

it not been for the Queen of Air and Darkness, who ruled the foreboding wood. Her dark majesty cowed the people and brought them to heel. The descendants of both tribes can be found throughout the province today, and their superstitions and dread of faeries remain.

HUMAN TONGUES

Most humans in the Empire speak the Common Tongue, a language developed by merchants to facilitate trade. It builds its lexicon from words and phrases borrowed from the many languages that flourished throughout Rûl over its long history. The following languages expand on those that one might encounter on the continent.

Amrin: A dead language once spoken by the Amri tribe.

Balgrennish: The native tongue spoken in Balgrendia. A harsh language, it has few speakers outside of the province.

Bhali: A dead language spoken by the Bhal tribe. It joined with Grennish, and aspects of it are still spoken in the Balgrennish tongue.

The Common Tongue: The language invented to facilitate trade and custom across the Empire; nearly everyone speaks it.

Dark Speech: The language originated with the men of Gog and has since survived to be spoken by many debased and vile creatures. The language appears to be imbued with some malevolent power since it is used in the casting of many dark magic spells and is also the tongue of demons.

Edene: An uncommon language used almost exclusively in Old Edene, it is slowly dying out as the Common Tongue has gained prominence.

Erath: A dead language once spoken by the Erathen tribe, it evolved into High Archaic.

Grennish: A dead language spoken by the Grenn tribe. It merged with Bhali to form Balgrennish.

Kalasan: The language of the Kalasan people, a tongue so thoroughly removed from any other known language some have speculated that it has an otherworldly origin. It's spoken throughout the Empire, second only to the Common Tongue.

Woad: A language with many dialects, some so far removed from the root tongue as to be incomprehensible, the main speakers belong to the Woad tribes.

Woad: Although the Woad interbred with many other peoples, their culture has remained intact. Nomadic by nature, the Woad traveled the entire continent, extending as far north as the Desolation and as far south as the Blasted Lands, but they never stayed in one place for long. In a way, their wanderlust helped them preserve their cultural identities against absorption by the Edene and, later, the Kalasans. They simply moved on when they stopped feeling welcome.

As the main rulebook and *Uncertain Faith* describe, the Woad have thirteen tribes, each one devoted to a different animal spirit. Such devotion manifests socially in the adoption of certain social behaviors. For example, the Woad of the hare might be skittish, slow to trust, and quick to pull up stakes when confronted by danger. The Woad of the eagle, however, are fierce and courageous, skilled hunters, and merciless in battle.

The mingling with other tribes of the First People have left the Woad with a varied appearance, though traces of forgotten tribes show up now and then. Some have dusky orange skin, others tinged blue, and others still have spots, stripes, and exotic looks. Skinchangers are quite prominent among the various tribes, and the Woad see the ability to adopt animal forms as a sign of the spirits' favor.

Eaters of the Dead: Among the most dangerous and monstrous of the First People are the Eaters of the Dead. A debased and savage people, they engaged in all manner of obscene behaviors, the foremost being cannibalism. They fed on each other, members of rival tribes, and even the indigenous faerie. Legend holds that the Horned King, enraged by their profound wickedness, cursed them to become ghouls, a curse that spreads to anyone who samples the flesh of their own kind. The Eaters of the Dead retreated to the dark places in fear of the gods who doomed them and pockets of them can still be found underground and in remote corners of the world. The Eaters of the Dead have gray skin and solid black eyes. Many file their teeth to sharp points. They no longer fear the transformation into ghouls and instead see it as a blessing from whatever vile power they worship.

Erathen: One of the last groups to migrate to Rûl were the Erathen. A proud and militaristic society, they claimed the continent's heart and divided it into several small kingdoms, holding them against the barbarians and savage humanoids through superiors arms and armor. The Erathen were the first to discover bronze. They invented the chariot, catapult, and many substances that would form the cornerstone of the Alchemy tradition. Complacency would, however, make them vulnerable to the invading Edene, who destroyed their armies and sacked their cities. One can find traces of the Erathen bloodline in the blonde-haired, fair-skinned peoples still living in the Empire's heartland.

Men of Gog: The most infamous tribe of the First People were the Men of Gog. They followed the Amri into what would become the Northern Reach and, for a time, dealt peacefully with their human neighbors. Unlike the Amri, the men of Gog had no love for the faeries, and rather than kneel to them, they rejected and fought against them. The faeries, with aid from the Amri, drove the men of Gog from the Autumn Lands into the Desolation, where they became embittered and corrupted by the hatred in their hearts.

Centuries later, the men of Gog would return from the wastes. Led by the nefarious Witch-King and strengthened by hordes of undead and bound demons, they plunged the continent into a period of darkness of a like not known since. But their dark empire eventually crumbled, and the survivors scattered across the continent, some returning to the Desolation, others finding refuge underground where they slowly transformed into troglodytes, or ventured south to form the Kingdom of Skulls.



Descendants of Gog are identified by their chalky white skin, dark eyes, and lack of body hair. Many also have odd birthmarks that look eerily like script. They also tend to be tall and lanky.

THE CONQUERORS

After the First People came the conquerors, armies from distant lands bent on taking the lands for themselves. The Edene came first, scattering the First People and driving the faeries into the hidden kingdoms. They spread across the continent and claimed the lands cradled by the Shield Mountains, founding the nine great cities, and making room for civilization.

The faeries' withdrawal and the weakening of the First People allowed the Men of Gog to take the Edene lands and stain the continent with dark magic. Then came the Kalasans, a powerful army blown off course by a strange storm to find the eastern shores of a decadent and terrifying nation. And it was the Kalasans who slew the Witch-King and routed his vile legions. It was the Kalasans who founded an Empire and built the Empire from the ashes of the ones that came before.

Edene: The Edene still have large numbers in the Empire, though the greatest concentrations of them can be found in the province of Old Edene and in the Nine

Cities. Edene tend to have olive skin, hair coloring that ranges from dark brown to auburn, and dark eyes. They are somewhat shorter than most humans.

Kalasan: The Kalasans are much like the First People in that they display incredible variation in form and appearance. Skin coloration ranges from white to black with every hue in between. The same goes for hair and eye. The Kalasans are also given to more unusual appearances, much like the Woad. Kalasans spread across the continent, from as far south as the Patchwork Lands all the way north to the Northern Reach.

OTHER MIGRATIONS

Over the centuries, peoples from around the world have found their way to Rûl, from the rapacious pirates settled on the islands in the Auroral Ocean to the strange Ysien who revealed new secrets of magic to the Empire and established the Tower Arcane that drifts over the ruins of Caecras. These people tell of other lands, other beliefs, strange religions, and more. Some came to escape calamity, while others felt moved by the spirit of exploration. Ultimately, humanity's abundance and variation provide you with plenty of room to develop the world further and make it your own.

RELATIONS

As the dominant people on the continent, humans tend to see the lands as theirs, an outlook that occasionally causes friction with other ancestries.

Changelings: Humans generally fear changelings. Not only could anyone be a changeling in disguise, but the people represent human vulnerability to faerie mischief. As a result, in rural lands, many humans use the “test of iron,” placing a piece of iron in the other’s hand, to determine if they’re human.

Clockworks: They’re an enigma to most humans, and most consider them oddities, wonders, tragic figures, or even terrifying monstrosities. In most lands, clockworks tend to be second-class citizens, finding places as servants to the ones who made them. The few who find freedom must depend on the mercy of others to keep them wound up.

Dwarfs: Although humans and dwarfs have clashed at times over the centuries, they generally enjoy an uneasy peace. Humans value their skill at working metal and stone, but balk at their high prices and what many see as arrogance. Dwarfs tend to be stubborn, which humans might find frustrating when they would gain their aid.

Fauns: As with changelings, fauns evoke fear and wonder in humans, fear because they represent the power of the faerie, and wonder at the strangeness of their forms. Rural communities with strong ties to the Old Faith and Witchcraft might extend friendship to fauns, though places ensconced in the New God’s cult might be resistant or even persecute these peoples.

Goblins: Goblins have lived among humans for long enough that they have become a fixture in most communities. Goblins do the work no one else wants to do and most seem happy for it. They keep cities and sewers clean. Of course, goblins often have a malicious streak, so humans tend to be wary when around them.

Halflings: Humans get along well with halflings, though there is a tendency to treat them like children, which halflings resent. Humans recognize the common heritage they share with the halflings and thus count them as allies and friends.

Orcs: Humans fear orcs. For generations, orcs fought for the Empire, expanded its borders, and defended them against enemies. Now the orcs have thrown off their chains, leading many to fret about the repercussions their poor treatment is bound to bring.



Some humans have yet to acknowledge orcs are a free people and treat them as if they were still servants, an error that almost always ends in tragedy.

Elementals: Humans

have little knowledge of the elemental peoples—salamanders and gnomes, so when they encounter them, they find them strange and curious. Salamanders tend to find fear and suspicion when they travel in human lands, while gnomes can usually pass themselves off as small humans, goblins, or halflings to avoid drawing attention to themselves.

Faeries: Attitudes toward faeries depend a great deal on where the humans live. In urban centers, faeries are rare enough for some people to doubt their existence. In the countryside, people know better, and if they’re wise, they show the faeries respect lest they anger them. A mixture of fascination and fear drives many interactions with the faeries, since they are exotic and have an odd manner, but they are also wildly unpredictable and dangerous.

HUMAN CHARACTERS

Everything you need to make a human character can be found in *Shadow of the Demon Lord*. The rules in that book help you create a character quickly and with enough information to help you visualize and portray the character in play. The following optional rules are intended to give you more tools for building varied human characters in order to reflect their natural diversity and to help you individuate your character from other humans in your group.

CREATING A HUMAN (VARIANT)

Choose an Attribute Scores option

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

Standard Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Increase one attribute by 1.

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1/2 or 1, **Speed** 10, **Power** 0

Languages and Professions You speak the Common Tongue.

You might gain additional languages and professions from the Human Development tables.

LEVEL 4 HUMAN EXPERT

Characteristics Health +5

You discover a tradition, learn one spell from a tradition you have already discovered, or gain the Determined talent, which is described below.

Determined When you roll a 1 on the die from a boon, you can reroll the die and use the new number.

HUMAN DEVELOPMENT TABLES

Whether or not you use the variant human described above, you can use the following tables in place of those presented in *Shadow of the Demon Lord* to create a more detailed background for your character. If you do, you do not roll for random starting professions or starting wealth as normal, and instead use all the tables presented here. You must roll dice for each table and take the result rolled.

FAMILY TABLES

The family tables define from whom your character came.

ANCESTORS

3d6	Ancestors
3	Your ancestors were villains of the worst sort, and their actions left a stain on your family's reputation. Most people know your family to be villains.
4-5	Your family includes several disreputable characters whose deeds have sullied your family's reputation throughout the province or city in which you live.
6-8	At least one recent ancestor was a criminal or did something shameful that's known in your community.
9-12	Your ancestors were ordinary and unexceptional people.
13-15	At least one recent ancestor is known for some great deed, discovery, or achievement.
16-17	Your family is well known throughout the province or city in which you live for great deeds and accomplishments.
18	Your ancestors include one of the greatest people to have lived, ensuring your family name is enshrined in the annals of history.

FAMILY CIRCUMSTANCES

3d6	Family Circumstances
3	You were orphaned and have no memory of your family. You have a -6 penalty to your roll on the Childhood table.
4-5	You were born to a destitute family. You have a -3 penalty to your roll on the Childhood table.
6-8	You were born to a poor family. You have a -1 penalty to your roll on the Childhood table. To determine your family's profession, roll on the Common, Criminal, Military, or Wilderness Profession table.
9-12	Your family was getting by. To determine your family's profession, roll on the Common, Military, Religious, or Wilderness table.

13-15 You were born to a comfortable family. You have a +1 bonus to your roll on the Childhood table. To determine your family's profession, roll on the Common, Military, Religious, or Wilderness table.

16-17 You were born to a wealthy family. You have a +3 bonus to your roll on the Childhood table. To determine your family's profession, roll on the Common, Military, Religious, or Wilderness table.

18 You were born to a rich family. You have a +6 bonus to your roll on the Childhood table. You might come from a noble family, a crime family, a religious leader, or a powerful user of magic.

PARENTS

3d6	Parents
3-4	Your parents are dead*. Unless you were an orphan, a relative or friend of the family raised you.
5-8	Your father is dead*.
9-12	Your parents are alive.
13-16	Your mother is dead*.
17-18	You do not know the fate of your parents. You might have been kidnapped and raised by your captors, ran away from home, or your parents might have disappeared.

*Use the Circumstances of Death table to determine the cause of death

SIBLINGS*

d20	Siblings
1-4	You were an only child.
5-8	You have one sibling.
9-12	You have 1d3 + 1 siblings.
13-16	You have 1d6 + 2 siblings.
17-20	You have 2d6 siblings.

*For each sibling, roll on the Character Fate table.

SIBLING GENDERS

d6	Gender
1-3	Female
4-6	Male

SIBLING AGES

4d6	Age
4	Identical or fraternal twin or triplet
5-14	Older
15-24	Younger

CHARACTER FATES

3d6	Fate
3	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**

*Use the Circumstances of Death table to determine the cause of death

**You can use some or all of the other tables to add detail to your siblings.

CIRCUMSTANCES OF DEATH

3d6	Circumstance
3	Murder
4-5	Accident unrelated to profession
6-8	Disease or famine
9-12	Natural causes
13-15	War
16-17	Accident related to profession
18	Suicide

APPEARANCE TABLES

Use the following tables to determine your character's appearance. You can decide your gender, skin, hair, and eye color as none of these things matter.

AGES

3d6	Age
3	You start the game as a child, no more than 11 years old. You are Size 1/2. Halve your height and weight. Roll once on the Childhood table.
4-5	You start the game as an adolescent, from 12 to 17 years old. Reduce your height and weight by 25%. Roll once on the Childhood table and Life Experience tables.
6-8	You start the game as a young adult, from 18 to 25 years old. Roll once on the Childhood table and twice on the Life Experience table.
9-12	You start the game as an adult, from 26 to 35 years old. Roll once on the Childhood table and three times on the Life Experience table.
13-15	You start the game as a middle-aged adult, from 36 to 55 years old. Roll once on the Childhood table and four times on the Life Experience table.
16-17	You start the game as an older adult, from 56 to 75 years old. Roll once on the Childhood table and five times on the Life Experience table.
18	You start the game as a venerable adult, 76 years old or older. Roll once on the Childhood table and six times on the Life Experience table.

BUILDS*

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

*The Build table modifies your starting height and weight. If you're male, your starting height is 70 inches and starting weight is 160 pounds. If female, your starting height is 63 inches and weight is 120 pounds.

APPEARANCES

3d6	Appearance
3	You are hideous. You look like a monster. Children often cry when they see you, the weak of heart might faint, and at least one person has vomited after seeing you.
4-5	You are ugly. You have some characteristic that makes you unseemly—a wen, beetling brows, boils, a wandering eye, extensive scarring.
6-8	You are homely.
9-12	You are neither attractive nor unattractive.
13-15	You are attractive.
16-17	You are comely. Your appearance is exceptional, and you are considered a great beauty.
18	You are beautiful. Heads turn to follow you wherever you go. People might become infatuated with you, stumbling over their words and feeling flustered when you show them attention.



BACKGROUND TABLES

The following tables help you determine your character's background and what, if any, significant events happened to you before the game begins. You start by rolling on the Childhood table and then roll on the Life Experience table a number of times as determined by your Age. The Life Experience table might direct you to roll on another table to discover what happened to you.

CHILDHOODS

3d6	Childhood
3 or less	You were kidnapped by faeries but you managed to escape after some time. You know how to speak the Common Tongue and Elvish.
4-5	You ran away from home and were forced to make your own way in the world. You know how to speak the Common Tongue. You also gain a common or criminal profession.
6-8	You helped in the family business. Add your family's profession to your list of professions. If you were an orphan, you gain a common or criminal profession.
9-12	You were apprenticed to an artisan. Add an artisan of your choice to your list of professions.
13-15	You received an education. You can speak, read, and write the Common Tongue. Add your family's profession to your list of professions.
16-17	You received a good education. You can speak, read, and write the Common Tongue and High Archaic. Roll on the Areas of Scholarship table.
18 or more	You attended one of the finest educational institutions. You can speak, read, and write the Common Tongue and High Archaic. Roll on the Areas of Scholarship table. You can also add one of the following professions: artist (painter, poet, writer) or musician (percussion, stringed, or wind).

LIFE EXPERIENCES

3d6	Experience
3	You Died! Roll on the Circumstances of Death table to find out how. You can either start over or be returned to life by some stroke of luck. If you return to life, you start the game with 1d6 Insanity. Or, if you're using <i>Tombs of the Desolation</i> , you can play a revenant or vampire.
4-5	Roll a d20 and find the result on the Major Setback table.
6-8	Roll a d20 and find the result on the Minor Setback table.
9-12	You Worked! Choose one of your professions. You worked in your profession and saved a little coin. Gain a +1 bonus to your Starting Lifestyle roll.
13-15	Roll a d20 and find the result on the Minor Windfall table.
16-17	Roll a d20 and find the result on the Major Windfall table.
18	Roll a d20 and find the result on the Strange table.

MAJOR SETBACKS

d20	Major Setback
1	You did something unspeakable, an act that has forever after stained your soul. Gain 1d6 Corruption.
2	You did things you regret. Gain 1 Corruption.
3	Raiders, monsters, or a natural disaster destroyed your hometown. You lived as a refugee for a time until you finally settled elsewhere.
4	You became possessed by a demon. Gain 1 Corruption. Either an exorcist cast out the demon or, if you have <i>Demon Lord's Companion</i> , you can start with the Possessed story complication.
5	Your work failed as a result of your poor choices. Take a -3 penalty to your Starting Lifestyle roll.
6	You caught a terrible disease that left you scarred. Reduce your Appearance by two steps (minimum hideous). If you have <i>Demon Lord's Companion</i> , you can add the Plagued story complication.
7	You spent 2d6 years in prison for a crime you committed (gain 1 Corruption) or you didn't commit (gain 1d3 Insanity). Add the years spent to your starting age.
8	You lost everything to a natural disaster or war. Take a -3 penalty to your Starting Lifestyle roll.
9	You suffered a terrible injury that took an eye, ear, 1d3 fingers, or even a hand. Reduce your Appearance by one step (minimum hideous). If you have <i>Demon Lord's Companion</i> , you can add the Maimed story complication.
10	A foul creature laid a curse on you, ruining friendships, ending your marriage if you were married, and causing terrible hardship. Take a -1 penalty to your Starting Lifestyle roll. If you have <i>Demon Lord's Companion</i> , you can add the Cursed story complication.
11	Someone close to you died: spouse, child, or close friend.
12	You were press-ganged. You might have fought as a peasant conscript, pulled an oar on a jotun longship, or been forced to work as a sailor on a pirate ship. Add soldier, sailor, or pirate to your list of professions.
13	Your community drove you out and you lived as an exile for 2d6 years of your life.
14	You once saw a demon. Gain 1d3 Insanity.
15	Slavers descended on your community, and you were rounded up with many others. You lived for 1d6 years of your life as a slave, but you managed to escape.
16	Hardship, grief, and suffering drove you mad. Start the game with 1d6 + 1 Insanity, and if you have the <i>Demon Lord's Companion</i> , you can add the Mad story complication.
17	A witch hunter or inquisitor accused you of trafficking with dark forces. You were imprisoned, tortured, and forced to confess. Somehow you escaped the pyre, and you've been on the run ever since. Reduce your Appearance by one step (minimum hideous).
18	You caused the death of a loved one, either by intent or accident.
19	You desecrated a holy site by intent or accident. Choose a religion to which the site was holy. You always feel uncomfortable around places and symbols associated with that faith.
20	You made a dangerous enemy, one who actively seeks your harm. Work with the GM to create a suitable nemesis.

MINOR SETBACKS

d20 Minor Setback

- 1 You encountered a monster. It ate someone you knew, but you managed to escape.
- 2 You contracted a disease, but you got better.
- 3 You lost an ear, a couple of teeth, or a finger. Or, you might have a few ugly scars.
- 4 You suffered financial trouble. Take a -1 penalty on your Starting Lifestyle roll.
- 5 A romance or relationship ended badly. You still pine for the person.
- 6 People in your hometown dislike you. You were accused of doing something that brought shame to yourself, your family, and, possibly, your community.
- 7 You saw something horrible and the experience affected you. Gain 1 Insanity.
- 8 An argument estranged you from your family. You haven't spoken to them since.
- 9 Someone tried to kill you. You survived, but they might try again.

- 10 You lost something valuable to you. Take a -1 penalty on your Starting Lifestyle roll.
- 11 You became addicted to drink or an inexpensive drug. If you have the *Demon Lord's Companion*, you can add the Addicted story complication.
- 12 You stole something from someone who needed it, hurt someone innocent, or did some other bad thing. Gain 1 Corruption.
- 13 You lost a life-long friend. Roll a d6. On an odd number, it was your fault. On an even number, it was his or her fault.
- 14 You learned a dangerous secret. Work with the GM to come up with just what exactly you learned.
- 15 You have no memory of what happened for 1d6 years of your life.
- 16 Someone you loved became injured because of you.
- 17 Circumstances forced you to leave your hometown and begin life anew somewhere else.
- 18 A sibling, parent, child, or spouse disappeared.
- 19 Brigands, orcs, beastmen, or something else swept through your community causing extensive damage. Take a -1 penalty to your Starting Lifestyle roll.
- 20 You experienced a string of disappointments, failures, and defeats, all of which left you bitter and cynical about life.

MINOR WINDFALLS

d20 Minor Windfall

- 1 You fell in love or you got married! Work with your GM to create your love interest.
- 2 You started a business related to your profession. Gain a +1 bonus on your Starting Lifestyle roll.
- 3 You had 1d3 children. They might be legitimate or illegitimate as you decide. When you finish rolling for your Life Experiences, you can roll on the Character Fate table to determine what happened to them.
- 4 You traveled extensively. Add one language to the list of languages you can speak.
- 5 You made the acquaintance of someone important. Choose Influence, Information, or Security. This character can provide the benefit to you once (see Connections in *Shadow*, page 207). Work with the GM to define this character.
- 6 You got an education or furthered your education. Choose one: Add a language to the list of languages you can speak or gain a random area of scholarship.
- 7 You inherited money from a relative or friend. Gain a +1 bonus to your Starting Lifestyle roll.
- 8 You have a horse!
- 9 You took up a new field of work. Add one random Common Profession to your list of professions.
- 10 You gain an additional Interesting Thing.
- 11 You exposed a foul conspiracy in your community. You make attack rolls in social situations against members of your community with 1 boon.
- 12 You saved the town from destruction and are now considered a hero. You never have to pay for food or drink while you're in this town.
- 13 You found a *healing potion*.



- 14 You escaped nearly certain death. You start the game with Fortune.
- 15 You found, or someone gave you, a weapon or an implement of the GM's choice.
- 16 You found, or someone gave you, a suit of soft leather armor.
- 17 You made a lifelong friend (as **commoner**) who will accompany you on your adventures and help you.
- 18 You organized and led members of your community to accomplish something of consequence. As a result, you are well-regarded by your neighbors. Add Entertainer (Orator) to your list of professions if you don't have it already.
- 19 You fought in a war and acquitted yourself heroically. You got a medal worth 1 ss for your service, and you add Soldier to your list of starting professions.
- 20 You saved someone's life, and this person is forever in your debt. This character is friendly to you and will always help you. Work with your GM to determine the identity of this character and the circumstances of your help.

MAJOR WINDFALLS

d20 Major Windfall

- 1 You did a service for a faerie lord or lady. If you have *Terrible Beauty*, you gain a random favor (*Terrible*, page 36). If you don't, you instead gain an enchanted object of the GM's choice.
- 2 You stumbled onto magical knowledge. You discover one tradition of the GM's choice.
- 3 You made an important connection. Work with the GM to determine the identity of the connection and the kind of aid the character can give you—influence, information, or security (see Connections in *Shadow*, page 207).
- 4 Great success in business grants you a +3 bonus to your Starting Lifestyle roll.
- 5 You uncovered an enchanted object of the GM's choice.
- 6 You have a small house in town or a farm in the wilderness. Work with the GM to determine the location of your property and assets that come with it.
- 7 You have the deed to a sailing ship, which you can find at the nearest port.
- 8 You gain the deed to lands at a place of the GM's choosing.
- 9 You found a book of spells containing 1d3 + 1 rank 0 incantations.
- 10 You found a case containing 1d3 + 1 potions of the GM's choice.
- 11 A god spoke to you in your dreams, bestowing favor onto you. You can invoke the favor whenever you make an attack roll or challenge roll to make the roll with 1 boon. Once you use it, roll a d6. On an odd number, you lose favor forever.
- 12 You make a friend of a powerful individual—a noble, high priest, wizard, or someone else. The GM determines the identity of this friend and the benefits such a friendship entails.
- 13 You found a chest filled with coin! Gain a +3 bonus to your Starting Lifestyle roll.
- 14 A soldier owes you his or her life. The character (as **mercenary**) accompanies you on your adventures and serves until death. Work out the details of the relationship with the GM.

- 15 You gain a stipend from a relative, friend, or from some other source that pays for a wealthy lifestyle. If you want to pay for a rich lifestyle, reduce the price by 1 gc.
- 16 You gain a suit of armor or weapon of your choice.
- 17 You have a **small construct** that serves you loyally and obeys your spoken commands.
- 18 You are famous. People throughout the lands in which the game begins know your name and identify you by sight. Work out with the GM how you gained such acclaim.
- 19 You helped save your town from monsters. You are a hero to your neighbors, and you never have to pay for food, drink, clothes, or lodgings whenever you're there. As well, you received a token of the community's appreciation worth 1 gc.
- 20 You received a warning about the future from a spirit, god, or something else. You can escape death once.

STRANGE EVENTS

d20 Strange Event

- 1 You spent 1d20 years living among the faerie. When you escaped, you found no time had passed in the mortal world, though you add the years spent to your starting age. Note the changes to your Size, height, and weight if you stop being a child or adolescent as a result. Add Elvish to the list of languages you can speak.
- 2 You drank a potion that permanently changed your skin color blue, purple, green, bright orange, or something else.
- 3 You were transformed into an animal of the GM's choice. You only recently returned to your normal form and now exhibit physical traits and mannerisms of the animal whose form you once assumed.
- 4 You found a strange tome filled with obscene knowledge. Add the Occult as an area of scholarship.
- 5 You had a religious epiphany and became a fanatical believer in your religion. The first time you make a fate roll, you can roll twice and use either result.
- 6 A devil visited you. Roll a d6. On a 1, you became seduced by the devil. Gain the Shadowsight trait and 1d3 Corruption. On a 2–5, you resisted the temptation and drove the devil off. On a 6, you resisted the temptation, but the devil haunts you still.
- 7 You discovered an old clockwork and turned its key. The clockwork might be friendly to you or not, as the GM decides.
- 8 You gained the attention of a spirit that haunts you still. If you have *Demon Lord's Companion*, you can add the Haunted story complication.
- 9 You were poisoned, but survived the experience. You have stomach problems, and your bowel movements are noisy and messy.
- 10 Being struck by lightning left you with a weird scar. You also experience strange dreams.
- 11 You learned the location of a borderland to a hidden kingdom. You haven't crossed it yet, but the things you witnessed there gave you 1d3 Insanity.

- 12 Once, strange beings captured you and performed weird experiments on you. After some time, you don't know how long, you were returned with 1d6 weird scars on your body.
- 13 You died but someone raised you from the dead. Gain 1d3 Insanity.
- 14 A demon killed everyone in your immediate family. You were the lone survivor thanks to your having found a suitable hiding place. You watched as your family members were torn apart. Gain 1 Corruption and 1d3 Insanity.
- 15 You were swallowed by a giant fish and lived inside it for 1d6 years before you escaped in its vomit. You were not alone inside the fish and might have made friends with other prisoners. Note the changes to your Size, height, and weight if you stop being a child or adolescent as a result.
- 16 You once laid eyes on Hell. Roll a d6. On a 1, you became enamored by what you saw and switched your religion to the Devil. On a 2-5, you gain an amount of Insanity equal to the number rolled. On a 6, you shrugged it off as if it was nothing special.
- 17 You remember 1d3 previous lives. Randomly determine a profession for each life you remember, and add it to your list of professions.
- 18 You were raised by dwarfs. You can speak, read, and write Dwarfish.
- 19 You were bitten by a skinchanger. If you have *Tooth and Claw*, apply skinchanger to your character. If not, roll again, ignoring this result.
- 20 A merrow (*Terrible Beauty*, page 46) seduced you and lured you to spend one year under the waves. Roll a d6. On a 1, you were horribly mistreated and gain 1 Insanity. On a 2-5, you remember nothing of your time among the merrow only that one day you woke on a beach. On a 6, you saw many wonders in the depths and befriended the merrow.

HUMAN PROFESSION TABLES

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

RANDOM PROFESSIONS

d6	Profession
1	Roll on the Scholar: Area of Scholarship table
2	Roll on the Common Profession table
3	Roll on the Criminal Profession table
4	Roll on the Military Profession table
5	Roll on the Religious Profession table
6	Roll on the Wilderness Profession table



SCHOLAR: AREAS 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	Military sciences
19-20	Magical theory

*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 or urchin. You start with a begging bowl or cap.
6	Boatman, ferryman. You start with a rowboat.
7	Conscript. You start with a uniform.
8	Cook, groom, scullion, or servant. You start with an extra set of clothing.
9	Courtesan, prostitute, or camp follower. You start with a cosmetics kit.
10	Drover or herder. You start with a staff.
11	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.
12	Farmer. You start with a hoe, shovel, or rake.
13	Fisher or whaler. You start with a fishing pole and tackle box, or a harpoon.
14	Gambler. You start with a pair of dice or deck of cards.
15	Laborer such as porter, grave digger, 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	Miner or prospector. You start with a pick.
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.
11-12	Forger. You start with a tool kit.
13-14	Mugger or thug. You start with 1d6 bits.
15-16	Murderer. You start with a garrote.
17-18	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.
3-4	Conscript or militiaman. You start with a spear and uniform.
5-6	Guard or henchman. You start with a club and uniform.
7-8	Jailer or torturer. You start with a pair of manacles or torturer's tools.
9-10	Marine. You start with a sword.
11-12	Mercenary. You start with a sword and a contract for your last job.
13-14	Officer. You start with a fancy uniform and sword.
15-16	Patroller. You start with a lantern and flask of oil.
17-18	Soldier. You start with a uniform, small shield, and sword.
19-20	Squire. You start with a short sword and suit of soft leather armor.

RELIGIOUS PROFESSIONS*

d6	Profession
1	Anchorite, flagellant, fanatic
2	Evangelist or street preacher
3	Acolyte, devotee, or initiate
4	Militant such as a crusader. You start with a mace.
5	Minister of a small temple
6	Minister of a large temple

*Your profession is usually associated with your religion. As well, 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

All human characters start the game with the equipment based on their starting lifestyle and their profession or professions. To determine your starting lifestyle, roll 3d6 and add to the total of the roll the bonuses and penalties gained from your Life Experience rolls. Find the total on the Starting Lifestyle table (Lifestyles are described in *Shadow*, page 100). In addition to the equipment, your character starts the game with one Interesting Thing (*Shadow*, page 26).

STARTING LIFESTYLES

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	Soiled rags and a blanket
Poor	Patched, threadbare basic clothing and a ratty cloak
Getting By	Basic clothing and a cloak
Comfortable	1d3 sets of well-made 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	Weapons
Destitute	You have a club or a sling with 20 stones.
Poor	You have a staff, club, or a sling with 20 stones.
Getting By	You have a dagger. You also have a staff, club, or sling with 20 stones.
Comfortable	You have a dagger. You also have a staff, club, or sling with 20 stones.
Wealthy	You have a dagger
Rich	You have a dagger.

PERSONAL GEAR

Lifestyle	Personal Gear
Destitute	—
Poor	A sack, a loaf of bread, a waterskin filled with water, a tinderbox, and a candle.
Getting By	A backpack, a week of rations, a waterskin filled with water, coil of rope, a tinderbox, and 2 torches.
Comfortable	A backpack, a week of rations, a waterskin filled with water, coil of rope, a tinderbox, and 2 torches.
Wealthy	A backpack, a week of rations, a waterskin filled with water, coil of rope, a tinderbox, lantern, and 2 flasks of oil.
Rich	—

SPECIAL GEAR

Lifestyle	
Destitute	—
Poor	—
Getting By	—
Comfortable	A <i>healing potion</i> plus one of the following: a scroll containing an incantation of one rank 0 spell, a small shield, a healer's kit, a tool kit, or a writing kit.
Wealthy	A <i>healing potion</i> plus one of the following: a scroll containing an incantation of one rank 0 spell, a small shield, a healer's kit, a tool kit, or a writing kit.
Rich	A <i>healing potion</i> , a personal servant (as commoner), a guard (as mercenary), and three horses with bits, bridles, and saddles.

WEALTH

Lifestyle	Wealth
Destitute	1d6 bits
Poor	2d6 bits
Getting By	1d6 cp
Comfortable	2d6 cp
Wealthy	1d6 ss
Rich	2d6 ss

PERSONALITY TABLES

Use the following tables to help define your character's personality. The results should guide how you play your character in the game.

PERSONALITIES

3d6	Personality
3	You lack social skills. You are inept at conversing with others, criticizing when you would complement, insulting when you would befriend. People loathe you.
4-5	You are unpleasant and a chore to be around. People find it easy to dislike you.
6-8	You are quiet and withdrawn. You are most comfortable when you're alone and become uncomfortable in large crowds.
9-12	You are not particularly outgoing or withdrawn. You can adapt to a variety of social situations.
13-15	You are friendly and personable. You make friends easily when you try.
16-17	You are loud and boisterous. You are most comfortable when you are the center of attention. You energize people with your enthusiasm, though some find you overbearing.
18	You possess incredible charisma and find yourself commanding just about any room you enter. Personable and magnetic, people want to be your friend.

RELATIONSHIPS

3d6	Relationships
3	People are objects to be used and discarded.
4-5	You distrust other people and find yourself questioning their motives.
6-8	You only value your friends and family but dislike others.
9-12	You get on well with people close to you and are neutral about others.
13-15	You value your friends and family strongly and get along with others.
16-17	You try to see the best in everyone you meet and work to maintain and build new relationships.
18	All people are important and everyone has value no matter what they have done.

DESIRES

1d6	Value
1	Status
2	Fame
3	Wealth
4	Glory
5	Love
6	Redemption

FEARS

1d6	Fear
1	Disgrace
2	Failure
3	Death
4	Isolation
5	Judgment
6	Anonymity

OBLIGATIONS

3d6	Obligations
3	Your word is worthless. You break oaths, vows, and laws whenever it suits you.
4-5	You disdain authority and obligation. You grudgingly do as you say and frequently break the law.
6-8	You obey the law and keep up your oaths when it suits you.
9-12	You try to do what you say you will do, but you don't always succeed.

13-15	You value law and order and try to live up to your obligations.
16-17	You almost never break an oath or violate the law. Doing so is a serious breach of character.
18	You never break oaths or the law. Order is a paramount concern for you, and you always live up to your obligations no matter the cost.

MORALITY

3d6	Morality
3	You are vile, loathsome, and reprehensible. Your sordid desires motivate you, and you do anything, no matter how foul, to feed them.
4-5	You look after yourself first and often do questionable things to further your interests.
6-8	You are a pragmatist and do what you feel needs to be done, even if such an act would cause others harm.
9-12	You are capable of good and evil, though you mostly see to your self interests and those of people close to you.
13-15	You try to do good in most things, though you occasionally slip up and do something you know to be wrong.
16-17	You strive to do right in all things, to consider others, to obey the laws, and to leave the world better than how you found it.
18	You are a paragon of virtue. An evil thought has never entered your head, and you make every effort to do good works.

RELIGIOUS BELIEFS

3d6	Religion
3	You belong to a heretical sect, worship the Devil, or belong to a cult of the Demon Lord.
4-5	You belong to a minor religion centered on a small god.
6-8	You follow tenets of Witchcraft.
9-12	You belong to the cult of the New God.
13-15	You follow the teachings of the Old Faith.
16-17	You have no religious beliefs.
18	You follow the Dark Gods of the jotun (see <i>Uncertain Faith</i>).

PIETY

3d6	Piety
3	You only pretend to have your religious beliefs. You instead believe in something else. Roll on the Religious Beliefs table, and then roll on this table again. Each time you gain this result after the first, gain 1 Insanity.
4-5	You are a believer in name only and have strong doubts about your faith.
6-8	You are skeptical about your faith.
9-12	Your religious beliefs are neither strong nor weak.
13-15	You are fairly certain about your beliefs.
16-17	You have strong religious convictions.
18	You are a fanatic about your religious beliefs to the point you find it hard to be around people who hold differing religious views. You might even persecute people who do not believe as you do. Gain 1 Insanity.