

stolen lives

Victims of the Demon Lord

Life on the Empire's edges is not for the weak. Danger aplenty awaits those who make their homes in the wild, from the roving bands of brigands—hard men and women driven to robbery and murder to make ends meet, beastmen, monsters, and so much more. All these pale beside the faeries, whose influence on humanity proves far more insidious than outsiders would ever expect. Faeries can be friendly, helpful even, but they follow inscrutable rules and expect others to adhere to them, even if the ins and outs of their customs are a mystery. Settlers, farmers, trappers, woodcutters and more who live near the borderlands must stumble through the forms and accept the gifts and aid without thanks. And they must offer gifts to placate the mercurial spirits or to make good one act that offended the faeries. However, even when the people do everything right, the faeries might turn against them. Why? Why not?

Faeries fixate on mortals for all kinds of reasons. They might take an interest in people who show uncommon devotion to the gods or those who show little reverence at all. They might take offense at someone they consider loud, obnoxious, or odious. A father quick to strike a child could earn the enmity of the fair folk, just as could



a mother who dotes too much upon a darling son or daughter. Most often, faeries take an interest in mortals who fail to follow the proper forms or who prove to be cavalier in their dealings with the fey. A mortal offering thanks to a brownie who mended his shoes might anger that brownie, who would have much preferred a saucer of milk instead of empty words of gratitude. Similarly, mortals who don't festoon their homes with iron might make the faeries curious—and there's nothing worse than a curious fairy.

The ways in which faeries might torment mortals are countless. They seduce mortals and then abandon them. They lure people into dangerous places with false promises. They might steal livestock, hide small items, cause sickness in a home, blight the crops, or even burn down entire farms. But the worst thing faeries do, by far, is to steal mortal children.

Faeries take children for all kinds of reasons. One might pilfer a baby who has pretty eyes or an infectious laugh, while another might simply pine for a child of their own. Faeries lead children into danger, laughing at their fear and pain. They sometimes befriend them and then come to believe taking the child from cruel or stern parents is for the best. Most, though, spirit children away to live for a time in the paradise of the hidden kingdoms, where all is laughter, love, and joy. Those deemed worthy

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might be transformed into faeries themselves, but most find themselves given to Hell to pay the tithe the Devil demands in accordance with the ancient pacts made between him and the old gods.

Children rarely just disappear, though. Custom dictates that faeries cannot take something without leaving something behind in payment. If they steal a horse, they might leave behind a pile of chopped wood or clean the house. If they take a child, they most often leave behind a changeling: a homunculus made of mud, twigs, and stone ensorcelled to resemble the missing child. Only the most oblivious parent fails to notice something amiss with the child: it cries too much or makes no sound at all; it never opens its eyes or it plays with itself for hours on end. The “child” is simply, suddenly, and inexplicably weird. The torment these things create lasts but a short time, for the magic fades and the creation crumbles into its component parts. Sometimes, however, the magic endures and the changeling shakes off its unnaturalness to become a real being.

HUMAN TARGETS

Human children are at the greatest risk of being abducted by faeries and thus changelings are most likely to appear in human homes. Of course, changelings could be left in dwarf, halfling, or even orc homes, but such cases are rare. There are more humans living on the borderlands and near wild places than other peoples. Halflings make their homes far from faerie realms, while dwarfs surround themselves with iron and steel, which keeps the malicious faeries at bay. Orcs are ugly, and their souls stink of the corruption from the magic used to breed their kind, so there's little in them to attract faerie attention.

PERSISTENT MAGIC

Faeries make changelings by casting the *beget changeling* spell (*Terrible Beauty*, page 20), and the spell eventually ends after a time. The magic fades away, leaving a cradle full of filth. Therefore, it is a great surprise to the faeries when their creations live longer than a few weeks. There are a couple of theories about why some changelings survive.

Potent Casters: Few people can cast the spell used to create changelings. It's simply beyond the ability of most users of magic to learn let alone cast. Even among the faeries, those who have the power needed to perform this magic are rare, and they must rely on incantations to cast them, which fail as often as not. Some believe permanent changelings result from those incantations uttered by the most powerful fey lords and ladies, who fashion the imposters with their own hands and breathe life into their creation's nostrils.

Strong Emotion: Magic responds to emotion and belief. In homes filled with love, the odd behavior in a changeling might fade faster than normal as it evolves into something closer to what it was made to resemble. Similarly, a home filled with anger and rage can also sustain the magic long enough for the effect to become permanent, but instead of humanizing the changeling, it becomes twisted, cruel, and evil.

Happenstance: Most changelings become people by happenstance. Nothing needs to happen. No cozy environment or mind-scarring trauma is required: the changeling just becomes an individual. It's a quirk of the magic, a side effect brought about through the interactions of faeries and mortals.

UNWELCOME DISCOVERY

Eventually, all changelings discover the truth about themselves. This discovery is often traumatic since it gives lie to everything they know and believe about themselves. Worse, if they are forced to shed their appearance, they find they cannot go back to who they were. Their old lives are lost forever, and they are forced to become someone else. Changelings discover this truth in many of the same ways—brushing their bodies against iron, suffering an accident that knocks them unconscious, or having the truth whispered to them by a mischievous faerie. Other causes of the revelation are certainly possible.

How a changeling deals with the discovery, however, is particular to the individual. Some find the strength within themselves to make the most of the life they have been given, while others recognize they are things and not people. Such individuals might surrender any concept of morality, embracing their new natures to do whatever they want for as long as they can. While changelings can be corrupted in the manner of mortals and immortals, they do not have souls in the manner of other peoples. Instead, the magic sustaining them simulates the soul, and the dark deeds they perform can affect them in all the same kinds of horrific ways that mortals must face should they succumb to the tempting darkness.

ALMOST FAERIE

Although created by fey magic, changelings are not themselves faeries. The magic does, however, confer many of the same traits faeries possess, including their natural immunity to diseases and defense against mental influence. They also inherit their vulnerability to iron, the touch of which causes great discomfort and unravels the magical transformations they assume, returning them to their natural states. Because of this vulnerability, changelings will avoid any contact with iron or its alloys whenever they can.

MANY LIVES

Changelings can take on the physical appearances of people they see. The magic has strict limitations: the person must be alive and have a humanoid shape. These limitations spring from the spell's intention—the faeries create the changeling as payment for the abducted child, made to be a copy of the being they stole. Once the changeling becomes aware of its true nature, it can use that same copying magic to impersonate other people. Most changelings keep several sets of clothing of different sizes on hand in order to change into more suitable garb for whatever form they take.

In their natural forms, changelings are creatures of dirt, wood, and stone; when they adopt a different form, they become creatures of flesh and blood. They bleed when cut, bruise when struck, and experience all the sensations the form would normally experience. Injuries sustained in one form carry over to the next, so if a changeling receives a cut on its arm in one form and then changes, the cut would appear on the body of the new form. The same is true if a changeling loses a limb or organ; the magic does not restore missing body parts.

Adopting different forms and sometimes the lives to which those forms belongs requires changelings to have adaptable personalities, so they have a chance of carrying off any impersonation they might attempt. Most take time to study the people they would impersonate, to learn their mannerisms, posture, and speech patterns. The more they know about the person they would impersonate, the better the disguise. Of course, circumstances might prevent them from learning how to become someone else; without adequate preparation, changelings usually pick up and move someplace where no one else would recognize the form they wear.

In their natural forms, changelings lack gender, though most, but not all, identify with the gender of their first form and might favor other forms of a matching gender. In time, these biases relax and changelings find it advantageous to be able to adopt forms of any gender or ancestry, with little trouble in becoming who they choose to be.

CHANGELING RELATIONS

Changelings hide in plain sight. They can be anyone, anywhere. They can be friends or enemies, lovers or rivals. Their secretive nature and their disturbing origins make few friends for changelings in the mortal world.

Humans: As most changelings began their lives as humans, many choose to live among the people they most identify as their kind. Unfortunately, many humans fear changelings and the mischief their

powers let them carry out. Rural communities that have had conflict with faeries in the past use iron to keep them at bay. A horseshoe over a door or a nail in a pocket can all make changelings feel unwelcome. Many people living on the edges of the Empire use the “test of iron” to ensure they are dealing with a person of flesh and blood. The test involves placing a lump of iron in the person's hand, which causes a faerie great discomfort and a changeling to return to its natural form. In some places, a baby suspected of being a changeling is placed on an iron shovel and tossed into a fireplace or forge—it's believed that when placed in the flames, the magic flutters up the chimney, shrieking.

Changelings: An uncommon people at best, changelings can go their whole lives without ever encountering another of their kind, especially those living within the Empire. On the frontier, however, changelings are more common, and when they find each other, they usually take great comfort in finding someone else who understands the challenges they face. Some, though, feel threatened when they encounter another like themselves.

Clockworks: Changelings avoid clockworks when possible, finding them strange and unsettling. They can sense the souls within them, souls that strain to be free. The iron and steel components of many clockworks are also a great detriment for changelings, causing them mild discomfort simply by being near them. However, being outsiders themselves, some changelings manage to overcome their natural revulsion for clockworks, finding a kindred spirit in being different from most others.

Dwarfs: Changelings are very rare among the dwarfs; there's simply too much steel and iron in their homelands for changelings to survive. Dwarfs disdain faeries of all kinds, having struggled with them at times in the past, and so have little tolerance for any sneaking, face-changers skulking in their midst. Changelings are indifferent at best toward dwarfs, adopting their appearance only when they must.

Fauns: As both changelings and fauns have ties to faeries, and negative ones at that, the two have much in common, typically finding an affinity for one another, and preferring each other's company.

Goblins: Of all the faerie folk, goblins are by far the most welcoming to changelings, many of whom are delighted by the very idea of them and the reasons for their creation. They invite changelings into their squalid, filthy communities, to become a part of goblin society. Changelings are not only endless sources of fascination to goblins, but for some they are useful tools for carrying out all kinds of mischief against humans and other peoples.

Changelings who accept invitations into a goblin community usually do so when they have nowhere else to go. While they might recoil from the squalor and the crudity of the environs, if the alternative is a mob of angry villagers, changelings find they can tolerate just about any environment. Some changelings resist being exploited by their hosts, while others, especially those who have been poorly treated, might become enthusiastic supporters of the goblins' subterfuge.

Halflings: Halflings tolerate changelings, largely because the faeries tend not to steal their children. Halflings welcome changelings into their communities, provided they cause no disruption and pitch in with everyone else to see the people prosper.

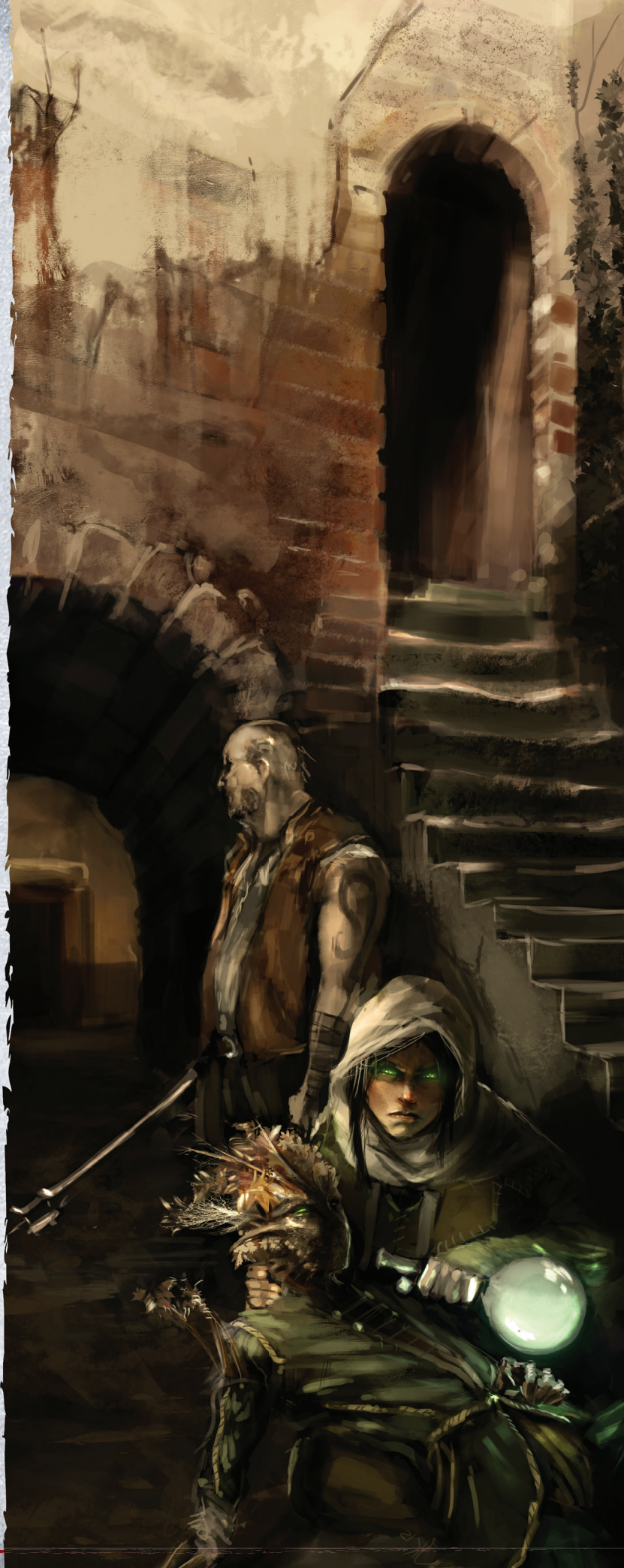
Orcs: Changelings have little cause to interact with the orcs. Historically, orcs have lived little better than slaves, so adopting their forms meant condemning themselves to slavery. With the recent orc liberation, however, changelings find it advantageous to present as orcs, if only to keep humans away.

Orcs have little to say about changelings, thinking them to be strange and alien. Orcs don't feel threatened by them since they've never lost children to the faerie, and surround themselves with so much iron that most changelings studiously avoid them.

Elementals: Changelings and elementals like gnomes and salamanders rarely cross paths. Elementals keep to themselves, living in places far from the hidden kingdoms. As a result, the two tend to be neutral toward each other, judging the individual rather than the people.

Faeries: Other faeries, such as elves and pixies, see changelings as malfunctioning creations and not as people. After all, changelings were made for a specific purpose; once the purpose was served, the changeling should have gone away. That some linger is surprising to the faeries, but they rarely worry over it.

For their part, changelings have complicated feelings about the fair folk. Some resent them for bringing them into existence. Others seek their company in order to better understand their place in the world, though they usually leave such meetings disappointed. There are also those changelings who pledge loyalty and service to the faeries, believing it is their duty to do so.



CHANGELING CHARACTERS

Everything you need to make a changeling character can be found in *Shadow of the Demon Lord*. The rules in that book help you create a character quickly, along with enough information to help you visualize and portray the character in the game. The variant method presented here enables you to create a character with even more detail and variation.

CREATING A CHANGELING (VARIANT)

Choose an Attribute Scores option

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

Standard Attribute Scores Strength 9, Agility 10, Intellect 10, Will 10.

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, Speed 10, Power 0

Languages and Professions You speak the Common Tongue. You might gain additional languages and professions from the Changeling Development tables.

Immune damage from disease; charmed, diseased

Iron Vulnerability You are impaired while in contact with iron.

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

Steal Identity You can use an action to alter your appearance to match that of a living creature you can see within short range. The target must be Size 1/2 or 1 and have a humanoid shape of flesh and blood. Your body transforms to look like the target, but nothing you wear or carry changes. The effect lasts until you use this talent again. If you become incapacitated or touch an object made from iron, you immediately revert to your natural form.

LEVEL 4 CHANGELING EXPERT

Characteristics Health +4

You learn one spell from a tradition you have already discovered or gain one of the following talents.

Doppelganger's Advantage On your turn, you can use a triggered action to use your Steal Identity talent. Whenever you use the Steal Identity talent, you make attack rolls against the target creature with 1 boon for as long as you have the target's appearance.

Impersonation Mastery You discover the Telepathy tradition or learn one Telepathy spell (see *Demon Lord's Companion*). In addition, if you become incapacitated while under the effects of the Steal Identity talent, you do not return to your natural form unless you choose to. You do, however, revert to your natural form if you die.

CHANGELING DEVELOPMENT TABLES

You can use the tables presented here to create a character with a detailed background. If you use these tables, do not roll for random starting professions or starting wealth as normal, as you will use the ones here instead. You must roll dice for each table and take the result from your rolls.

REASONS FOR CREATION

The faeries create changelings to cover the disappearance of a mortal child, most often when blame for the disappearance would fall upon the faeries.

REASON FOR CREATION

d20	Reason
1-2	A faerie lord or lady desired an heir and sent forth faeries to steal away the infant.
3-4	The faeries took the mortal child in response to an offense, real or imagined.
5-6	A relative or member of the foster family made a pact with the faeries and offered up the infant as payment.
7-8	A band of faeries lured the mortal child into the woods where they played with him or her to death.
9-10	The faeries took the child to pay the Hell tithe.
11-12	The faeries rescued the child from a dangerous situation.
13-14	The mortal child followed a faerie into a hidden kingdom.
15-16	A hag stole the mortal child and sacrificed it to dark powers.
17-18	The faeries stole a child from one family and gave it to a barren couple the faeries had befriended.
19-20	Faeries simply stole the child on a whim.

FOSTER FAMILY

Children most at risk of being abducted by the faeries are those living in or near the borderlands, places where travelers can pass from the mortal world and into a hidden kingdom and back again. Borderlands exist far from civilization, where the stink of iron, smoke, and too many people keep faeries away. Thus it is from the lonely farms and the tiny villages huddled in the shadows of sylvan woods, and the hamlets of people struggling to scratch lives for themselves on the rocky slopes of forlorn hills where mortal children go missing.

FAMILY DETAILS

You can use the following tables to learn more about the family that raised you.

FOSTER PARENTS STATUS

2d3	Parental Status
2	Both parents are dead.
3	One parent is dead, even chance for mother or father.
4-5	Both parents are alive.
6	You do not know the fate of your foster parents.

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

HOME COMMUNITY

The following table tells you where your foster family lived.

HOME COMMUNITY

d6	Community
1	Large town in the countryside or along a river. Add 3 to your roll on the Primary Occupation table.
2	Small town at the center of farmland. Add 1 to your roll on the Primary Occupation table.
3	Small farm in the middle of nowhere. Subtract 3 from your roll on the Primary Occupation table.
4	Tiny, remote farming community. Subtract 1 from your roll on the Primary Occupation table.
5	A little house in the middle of a forest. Subtract 1 from your roll on the Primary Occupation table.
6	A nomadic people moving through wild places. Subtract 3 from your roll on the Primary Occupation table.

FAMILY PROFESSION

This table tells you the main means of income for your family. Results direct you to roll again on the Profession tables, found below. Do not add the listed extra equipment for professions from this roll.

FAMILY PROFESSION

d6	Profession Tables
1 or less	Roll on the Wilderness Professions table and subtract 3 from your roll on the Family Wealth table.
2	Roll on the Criminal Professions table and subtract 1 from your roll on the Family Wealth table.
3	Roll on the Common Professions table.
4	Roll on the Military Professions table.
5	Roll on the Religious Professions table.
6 or more	Roll on the Scholar Professions table.

FAMILY WEALTH

The Family Wealth table tells you the family's financial situation. The result of your roll might modify your Childhood roll.

FAMILY WEALTH

3d6	Family Wealth
3 or less	Destitute. Subtract 6 from your Childhood roll.
4-5	Poor. Subtract 3 from your Childhood roll.
6-8	Discovered. Your foster parents discovered your true nature and cast you out from your home. Subtract 6 from your Childhood roll.
9-12	Getting By.
13-15	Comfortable. Add 1 to your Childhood roll.
16-17	Wealthy. Add 3 to your Childhood roll.
18	Rich. Add 6 to your Childhood roll.

FOSTER SIBLINGS*

3d6	Siblings
3	You have a twin.
4-5	You have 2 siblings
6-8	You have 1 sibling
9-12	You have 1d3 siblings
13-15	You have 1d3 + 1 siblings
16-17	You have 1d6 + 2 siblings
18	You have 2d6 + 2 siblings

*For each, roll on the Gender, Age, and Fate table.

GENDER

d6	Gender
1-3	Female
4-6	Male

AGE

d6	Age
1-3	Older
4-6	Younger

FATE

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

BACKGROUND TABLES

The background tables determine what happened in your past. The Childhood table tells you generally about your upbringing. The Life Experience table tells you, broadly, what happened to you so far.

STARTING AGE

3d6	Age
3	You start the game as a child, no more than 8 years old. You are Size 1/2 and halve your height and weight. Roll on the Childhood table.
4-5	You start the game as an adolescent, from 9 to 14 years old. Reduce your height and weight by 25%. Roll once on the Childhood table and once on the Life Experience table.
6-8	You start the game as a young adult, from 15 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 40 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 41 to 60 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 60 to 80 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, 81 years old or older. Roll once on the Childhood table and six times on the Life Experience table.

CHILDHOOD

3d6	Childhood
3 or less	A disaster took everything from your family. Add a random common, criminal, or wilderness profession to your list of professions. Subtract 3 from your Starting Lifestyle roll.
4-5	You ran away from home and learned to make your own way in the world. Add a random common, criminal, or wilderness profession to your list of professions. Subtract 1 from your Starting Lifestyle roll.
6-8	You worked in the family business. Add your foster family's profession to your list of professions.
9-12	You discovered your true nature. Roll on the Childhood Discovery and Consequences tables to determine what happened to you.
13-15	You were apprenticed to an artisan. Add artisan (any one) to your list of professions.
16-17	You received an education. You can read and write the Common Tongue.
18 or more	You received a good education. You can read and write the Common tongue and can speak, read, and write High Archaic. Add Scholar (random area of scholarship) to your list of professions.

LIFE EXPERIENCE*

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.
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.
9-10	Discovered! Your true nature was revealed after coming into contact with iron, being incapacitated, or from something else. Roll on the Apparent Ancestry to determine your new appearance.
9-12	Mundane Experience. You survived, likely by working in one of your professions. If you have a profession, add 1 to your Starting Lifestyle roll. If you don't have a profession, add a random profession.
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 Event table.

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



CHILDHOOD DISCOVERY*

d6	Event
1	You touched a piece of iron.
2	You learned the truth from a faerie.
3	You accidentally assumed the form of someone you loved or hated.
4	You were incapacitated by accident or violence.
5	You grew suspicious about your keen eyesight and your inability to grow sick, so you consulted with a witch who revealed to you the truth.
6	Your parents suspected the truth by your unusual behavior, quirk, or appearance, and they eventually revealed the truth to you.

*Only roll on this table if directed by your Childhood roll and then roll on the Consequences of Discovery table.

CONSEQUENCES OF DISCOVERY*

d6	Consequences
1	You were almost killed but escaped by running away. Gain the Exile profession.
2	You were dragged into a borderland in a failed attempt to trade you back for their child. You were then raised in your home, barely tolerated. Add Servant to your list of professions.
3	You were driven from your home. Add Exile to your list of professions.
4	You were locked in a room for many years until you escaped. Add Slave to your list of professions.
5	You were loved and cared for anyway. Add your foster family's profession to your list of professions.
6	You ran away, knowing your old life was over. Add a random criminal or wilderness profession to your list of professions.

*Roll on this table only if you rolled on the Childhood Discovery table. After, you can roll on the Apparent Ancestry table (see page 14) to determine your new appearance from using your Stolen Identity talent.

IGNORANCE IS BLISS

The tables make it possible, albeit unlikely, for you to have lived without ever learning about your true nature. If this happens, start the game with an extra random profession, but you cannot use the Steal Identity talent until you learn the truth about yourself, by touching iron or becoming incapacitated.

MAJOR SETBACK

d20	Major Setback
1	You murdered a person whose identity you stole so you could become that person. Gain 1d3 Corruption.
2	A hag made of you a prisoner and forced you to commit horrible acts on her behalf. Gain 1 Corruption.
3	Raiders, monsters, or a natural disaster destroyed your adopted community, and you were the sole survivor. You lived as a refugee for a time until you finally settled elsewhere. Subtract 1 from your Starting Lifestyle roll.
4	You were captured by faeries and dragged into a hidden kingdom where you became a slave to a lord or lady. You suffered terribly; add slave to your list of professions. You managed to escape, wearing the appearance of a faun.
5	You made poor business decisions. Subtract 3 from your Starting Lifestyle roll.
6	You adopted a form specifically to destroy a rival. Roll on the Apparent Ancestry table to determine your new form. Gain 1 Corruption.
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. Subtract 3 from your Starting Lifestyle roll.
9	The magic that made you has started to fail. Whenever you come into contact with iron, you lose your Steal Identity talent for 1 minute. The effect of this setback is cumulative.
10	A foul creature laid a terrible curse on you making it harder to live your life. Subtract 1 from your Starting Lifestyle roll. If you have <i>Demon Lord's Companion</i> , you can add the Cursed story complication.
11	You were badly maimed. If you have <i>Demon Lord's Companion</i> , you can add the Maimed story complication. If you're using <i>Battle Scars</i> , you begin the game with a scar.
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. Add exile, hermit, or refugee to your list of professions.
14	A devil found and used you terribly to corrupt a mortal. Gain 1d3 Insanity or 1 Corruption.
15	You led monsters, beastmen, or something else to your community to destroy the people who treated you so poorly. Gain 1 Corruption.
16	The magic that gives you life is driving you insane. 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. Alternatively, if you are using <i>Unhinge the Mind</i> , you can begin with a long-term madness.
17	A witch hunter or inquisitor exposed you for what you are. You escaped capture, but you can never go home. Subtract 1 from your Starting Lifestyle roll.
18	The spirit of someone you killed after adopting their form haunts you, making strange noises and whispering terrible things in your ear. If you have the <i>Demon Lord's Companion</i> , you can add the Haunted story complication.
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 earned the enmity of a witch hunter. This character hunts you and will kill you if he or she ever finds you. The GM makes all decisions about this foe.

MINOR SETBACK

d20 Minor Setback

- 1 You saw faeries whisk a child away from a family. You stole the changeling in the hopes of raising it as your own, but the magic failed, and the changeling dissolved into rubbish.
- 2 You came to love the life afforded to you by your present form, but a misstep stripped it from you, thus ending that life. Gain 1 Insanity and roll on the Apparent Ancestry table to determine your new appearance.
- 3 Someone in your community suspects you are a changeling, despite your efforts to keep the truth secret.
- 4 You suffered financial trouble. Subtract 1 from your Starting Lifestyle roll.
- 5 A romance ended badly after you revealed the truth about yourself or had that truth revealed. You still pine for the person.
- 6 Your true nature was revealed to the people in your community. They exiled you, and you have grown to hate them as a result. You might even plot to destroy them.
- 7 You saw a changeling torn apart by an angry mob. Gain 1 Insanity.
- 8 A friendship ended when he or she learned the truth about you or had that truth revealed. This person regards you as an enemy. Work with your GM to determine the enemy's identity.
- 9 Locals, after discovering the truth about you, beat you into unconsciousness, dragged your body into the wilderness, and left you there to die. Roll on the Apparent Ancestry table to determine your new form.
- 10 You lost something valuable. Subtract 1 from your Starting Lifestyle roll.
- 11 You fell in with bad people, using your talents to aid them in their criminal pursuits.
- 12 You used your magical talent to advance your position in the community, harming someone in the process. Gain 1 Corruption.
- 13 A friendship ended either because your friend feared what you were or resented you for not confiding your secret in him or her.
- 14 You learned a dangerous secret while wearing your present form. The secret was dangerous enough that you adopted a different form (roll on the Apparent Ancestry table). The GM should tell you what you learned.
- 15 You have no memory of what happened for 1d6 years of your life.
- 16 Your actions or inaction led to someone close to you being harmed.
- 17 You found you could no longer hide the truth about yourself in your community, so you left to seek your fortune elsewhere.
- 18 A plague wiped out your community, leaving you the sole survivor.
- 19 Beastmen raided your community, causing extensive damage. Subtract 1 from your Starting Lifestyle roll.
- 20 Your magical nature prevented you from ever fitting in with other humans, and you have become bitter and cynical as a result.

MINOR WINDFALL

d20 Minor Windfall

- 1 You fell in love or got married! Your love interest is not aware of your true nature. Work with your GM to create this character.
- 2 You started a business related to your profession. Add 1 to your Starting Lifestyle roll or add a random profession to your list of professions if you do not yet have a profession.
- 3 You stole someone's identity and gained a few of his or her memories. Roll on the Apparent Ancestry table to determine your new appearance.
- 4 You traveled extensively. Add one language to the list of languages you can speak.
- 5 You worked as an informant for the Inquisition. Add Informant to your list of professions and gain a connection to an inquisitor. The GM makes all decisions about this character.
- 6 You received 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. Add 1 to your Starting Lifestyle roll.
- 8 You stole the identity of someone famous, rich, or otherwise important. Roll on the Apparent Ancestry table to determine the new form.
- 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 Your unusual talents helped you infiltrate a dangerous organization and expose its wicked plot. You make attack rolls in social situations against members of your community with 1 boon.
- 12 You performed a great service for your community, and you are considered a hero. You never have to pay for food or drink while you're there.
- 13 You found a *healing potion*.
- 14 You managed to escape what should have been certain death. Start the game with Fortune.
- 15 You have a weapon or an implement of the GM's choice.
- 16 You have 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 A witch, druid, or hermit took you in for a time and taught you the secrets of herbalism. Add one of the following professions to your list of professions: apothecary, healer, or scholar of natural science.
- 19 You helped broker peace between a rural community and an angry faerie. Add Elvish to the list of languages you can speak.
- 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 WINDFALL

d20 Major Windfall

- 1 The faerie who made you found and befriended you. The faerie gave you a shell, telling you if you were ever in need, to speak into the shell, and the faerie would find you. The GM decides the nature of the faerie and the kind of aid he or she provides. You can use this benefit once, and then the shell is destroyed.
- 2 You found within yourself the secrets of magical power. 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 You enjoyed great success in your business. Add 3 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 By some quirk, your present form has become imprinted in your mind, and you can always use your Steal Identity talent to assume this form.
- 8 You found a treasure map that shows the way to an old faerie ruin. You have not yet sought it out, fearing it might be dangerous.
- 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 You performed a service for a powerful faerie. If you have *Terrible Beauty*, you begin the game with a random Favor of the Great Fey (see page 36). Otherwise, you begin the game with an enchanted object of the GM's choice.
- 12 A druid, witch, wizard, or someone else gave you shelter when you were most desperate. You became close friends, and you can always return to this character when you need a place to stay. The GM determines the identity of this character and the benefits your friendship provides.
- 13 You found a chest filled with coin! Add 3 to your Starting Lifestyle roll.
- 14 An assassin owes you his or her life. The character (as **hired killer**) accompanies you on your adventures and serves until death. Work out the details of the relationship with the GM.
- 15 You found a small key that can fit into any lock and open it. Each time you use the key, roll a d6. On a 1, the key disappears forever. On a 6, the opening the lock had secured leads to a hidden kingdom of the GM's choice for 1d6 hours or until the door is closed, lid is lowered, or the object is otherwise closed.
- 16 You gain a suit of armor or weapon of your choice.
- 17 You have a loyal **goblin** companion who accompanies you and obeys your commands.
- 18 You found the mortal child you replaced and returned him or her to the family. Reduce your Corruption by 1 (minimum 0). If you have 0 Corruption, you start the game with Fortune.

- 19 You gained membership in an organization such as a guild of thieves. While a member, you never have to pay for food, drink, clothes, or lodgings whenever you're in the community where they are based. You also have a 10 percent discount on any items purchased in that community. However, to maintain your membership, you must pay 1 gc each time you pay for your lifestyle, and the organization might require you to undertake missions on their behalf at the GM's discretion.

- 20 You have a small cottage hidden deep in the wilderness. This is a safe place for you and anyone you choose to bring with you.

STRANGE EVENT

d20 Strange Event

- 1 You found a borderland and crossed it to enter a hidden kingdom in the hopes of learning more about your nature. You spent 1d20 years there, but when you left, you found no time had passed in the mortal world. 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 stumbled across a Void stain, a place where the Void intrudes on the mortal world, witnessing terrifying things there. Begin the game with 1 Insanity.
- 3 You lost your Steal Identity talent for 1d6 years and were forced to go about in your natural form. Add hermit to your list of professions.
- 4 You impersonated a courtier and gained access to a noble's court. Start the game with a set of fine clothing.
- 5 You pledged service to one of the great fey. While you don't see this being as a god, you behave as though you do.
- 6 You gained the attention of a **pixie** (see *Terrible Beauty*) who follows you wherever you go, though it never interferes with what you're doing and keeps far enough away from you that you cannot interact with it. You suspect this pixie was once the mortal child you replaced.
- 7 You were kidnapped and forced to adopt the form of a dying child. Then, when the child died, your captor forced you to impersonate him or her until you finally escaped.
- 8 A parent or relative resurfaced in your life after tracking you down. The person holds you responsible for the loss of the child you replaced and seeks vengeance.
- 9 You were poisoned, and it ravaged your body. While in your natural form, you have a -2 penalty to Health.
- 10 You learned you were created by devils to work evil in the world. If you have *Exquisite Agony*, you can add the Damned story complication. Otherwise, gain 1 Corruption and the Darksight talent.
- 11 You were captured by beastmen, but you escaped using your Steal Identity talent. You currently appear to be a fomor.
- 12 Circumstances forced you to assume a different appearance. Roll on the Apparent Ancestry table to determine your new appearance. Weirdly, when you adopted this form, you also gained knowledge from the target, and you add a random profession to your list of professions. As well, whenever you revert to your normal form from touching iron or becoming incapacitated, you return to this form. You only return to your natural form if you die.

- 13 A vile user of magic captured you and performed horrific experiments on you to unravel the spell that made you. You survived, but gain 1 Insanity from the trauma.
- 14 You adopted the form of a human, not knowing he or she was a member of a dark and sinister cult. In this guise, you were swept up by the cultists and forced to participate in an awful ritual that culminated with the sacrifice of a baby and the emergence of a **small demon**. Gain 1 Insanity and 1 Corruption. You fled, but fear the demon might still be at large.
- 15 A witch cursed you, turning you into a tree. You remained in that form for 1d6 years. Add the years to your starting age.
- 16 Dark magic warped your natural form. Gain 1 Corruption. Whenever you return to your natural form, any creature within short range that can see you must get a success on a Will challenge roll or become frightened for 1 round.
- 17 Troglodyte raiders captured you and many others from your community, dragging them into the dark of the world below, where they were tortured, molested, and eaten alive. You adopted the form of one of the troglodyte captors. Roll a d6. On a 1, you used your disguise to escape and left your people to their horrid fates. Gain 1 Corruption. On a 2-5, you used your disguise to help several people escape. On a 6, you used your disguise to help several people escape and kill the troglodyte chieftain. You also plunder the chieftains' riches and add 3 to your Starting Wealth roll.
- 18 You encountered a psychic who used magic to learn the truth about you. The spell unlocked something in your mind, allowing you to discover the Telepathy tradition (see *Demon Lord's Companion*).
- 19 You adopted the form of a **cambion** (see *Exquisite Agony*) and remained in that form until witch hunters discovered you and tried to kill you. You escaped, but you have a low opinion of the Cult of the New God.
- 20 You consulted a fortuneteller to learn what fate has in store for you. Roll a d6. On a 1, you learned you were doomed and if you have *Demon Lord's Companion*, you can add the Doomed story complication. On a 2-5, the fortuneteller gave you a hint at what is to come, granting you Fortune for the next adventure. On a 6, the fortuneteller reveals great secrets and grants you 1 boon on all challenge rolls made during your next adventure.

CHANGELING 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: 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	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, bookbinder, brewer, carpenter, chandler, cobbler, gemcutter, 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 PROFESSION

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 PROFESSION

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 PROFESSION*

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 PROFESSION

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

Your character starts the game with equipment from your starting lifestyle and your professions. To determine your starting lifestyle, roll 3d6, adding or subtracting any numbers as directed by your Life Experience rolls. Find the total on the Starting Lifestyle table (Lifestyles are described in *Shadow*, page 100), which then grants starting equipment as shown on the tables that follow. In addition to the equipment granted by your lifestyle, you also start the game 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	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 bronze dagger. You also have a staff, club, or sling with 20 stones.
Comfortable	You have a bronze dagger. You also have a staff, club, or sling with 20 stones.
Wealthy	You have a bronze dagger.
Rich	You have a bronze 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	Special Gear
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

APPEARANCE TABLES

The appearance tables help you define what you look like in your natural form and the form you currently wear having used your Steal Identity talent. Your childhood and life experience results might have indicated you have changed forms already or several times. If so, you can flesh out the identities you previously wore by rolling on the tables for the respective ancestries, or you can just note previous identities. Remember, changelings do not have a natural gender. You can identify as male, female, or neither.

NATURAL BUILD*

3d6 Build

- 3 Reduce your height by 3d6 inches and your weight by 2 pounds per inch. Reduce your Size to 1/2.
- 4-5 Reduce your height by 2d6 inches and your weight by 1 pound per inch.
- 6-8 Reduce your weight by 3d6 pounds.
- 9-12 You are of average height and weight.
- 13-15 Increase your weight by 3d6 pounds.
- 16-17 Increase your height by 2d6 inches and your weight by 1 pound per inch.
- 18 Increase your height by 3d6 inches and your weight by 2 pounds per inch.

*The Build table modifies your starting height and weight. Your starting height is 60 inches and starting weight is 90 pounds.

NATURAL APPEARANCE

3d6 Appearance

- 3 You are a mockery of a human form, as if assembled by someone who has never before seen a human. Your limbs are twisted, body bent and warped, and face a horrifying mask.
- 4-5 You were made from soft clay and have a melted appearance. You are quite ugly.
- 6-8 You were crudely made from mud, small stones, and leaves. You have the barest suggestion of facial features.
- 9-12 You are made from mud, sticks, and leaves. You have eyes, a mouth, and holes for ears and nose.

13-15 You are formed from mud, sticks, and leaves, but your facial features are better formed, resembling the appearance of your first form.

16-17 You are made from living wood, and small, leaf-bearing branches crown your head.

18 Your body is made from wood, vines, and flowers, shaped expertly and with great care, giving you a striking appearance.

APPARENT ANCESTRY

3d6 Ancestry

- 3 Elf. You can determine your age, build, and appearance using the elf tables in *Terrible Beauty*.
- 4-5 Faun. You can determine your age, build, and appearance using the faun tables in the *Demon Lord's Companion*.
- 6-8 Halfling. You are Size 1/2. You can determine your age, build, and appearance using the halfling tables in the *Demon Lord's Companion*.
- 9-12 Human. You can determine your age, build, and appearance using the human tables in the main rulebook or in *Only Human*.
- 13-15 Dwarf. You are Size 1/2. You can determine your age, build, and appearance using the dwarf tables in the main rulebook.
- 16-17 Orc. You can determine your age, build, and appearance using the orc tables in the main rulebook.
- 18 Goblin. You are Size 1/2. You can determine your age, build, and appearance using the goblin tables in the main rulebook.



QUIRK

The magic sustaining your life has an unusual side effect, sometimes manifesting in your appearance or affecting the kinds of forms you can assume.

QUIRK

d20 Quirk

- 1 You always speak in the third person.
- 2 Your eyes glow green in the dark.
- 3 Animals become nervous around you.
- 4 You can only adopt male or female forms.
- 5 The scent of iron sickens you.
- 6 You sometimes hear voices, laughter, or weeping.
- 7 You have terrible nightmares.
- 8 You frequently lose small, inconsequential things.
- 9 One night each year, you lose your Steal Identity talent.
- 10 You can only use Steal Identity to adopt the forms of dead people.
- 11 You always whisper when you speak.
- 12 You give off an odd, earthy smell.
- 13 You can never keep your clothes clean, and after an hour your clothes appear soiled.
- 14 You cannot get drunk.
- 15 You must always speak the truth as you know it.
- 16 You find meat repulsive and cannot bring yourself to eat it.
- 17 You laugh at inappropriate times.
- 18 The forms you adopt with your Steal Identity talent never have hair or fingernails.
- 19 You fidget constantly and can't sit still.
- 20 Your laughter is loud and grating, and whenever you laugh, crimson tears leak from your eyes.

PERSONALITY TABLES

The personality tables provide you with roleplaying cues to help realize your character in play and how your character might behave in a variety of situations.

PERSONALITY

3d6 Personality

- 3 Others find you bland, boring, and lacking in much personality. It is almost as if you were dead inside.
- 4-5 Wild and impulsive, your erratic behavior tends to put people off.
- 6-8 You find social settings uncomfortable. You prefer your own company and are happiest when alone.
- 9-12 You tend to take on the personality traits of people around you, becoming outgoing when with an outgoing person or withdrawn when with an introvert.

- 13-15 People find you pleasant and friendly. You get along well with other people.

- 16-17 You thrive in social situations, finding it easy to make friends and earn people's trust. You are outgoing and enjoy being the center of attention.

- 18 You have a magnetic personality, and you make friends wherever you go. You draw people to you and captivate them with whatever you say.

RELATIONSHIPS

3d6 Relationships

- 3 You regard people as things and keep them around only for as long as they have use.
- 4-5 You see the worst in everyone you meet and find you question their motives, analyzing whatever they say to find the insult.
- 6-8 Few people would call you a friend, and even they wonder about you.
- 9-12 You are loyal and constant to the people you call friends, but you don't go out of your way to make new friends.
- 13-15 You place a lot of importance on friendships and connections. You're willing to sacrifice to help the people closest to you.
- 16-17 You believe everyone has value, and you try to find the good in people you meet. Your ability to overlook flaws makes it easy for you to build strong friendships.
- 18 You value your connections to others above all else. You would gladly sacrifice yourself for the sake of another.

MORALITY

3d6 Morality

- 3 You have unspeakable desires and see nothing wrong with feeding them. Grotesque and reprehensible, you are the very definition of evil.
- 4-5 Selfish to a fault, you always put your interests first and rarely consider the consequences of your actions.
- 6-8 You do what needs doing, because the ends always justify the means. If others can't see that, then they are fools.
- 9-12 You have both virtues and vices. You sometimes do bad things, but you usually regret them, and you might try to right the wrong.
- 13-15 You try to do good in the world. When you fail, you feel guilty and usually try to make amends.
- 16-17 You act with compassion, humility, and charity. You work hard to make the world a better place and improve the lives of people around you.
- 18 You are the very definition of good. You have no dark thoughts and never feel moved to do anything that could be construed as evil.



OBLIGATIONS

3d6	Obligations
3	You have never kept an oath or followed through on a promise. You break the law and your word whenever it suits you.
4-5	You resent the law and obligations placed on you. You might follow through with what you say or you might do something else if it would produce a better outcome for you.
6-8	Although you find laws stifling, you realize if you would belong to a community you must at least attempt to adhere to them. You break laws and your word when you can get away with it.
9-12	You try to keep your word and follow the laws of the land you inhabit. If you break your word, you try to make amends.
13-15	Your word is important, and you live up to your obligations. You also consider the law a vital part of any community and avoid breaking the rules. If you break your word, you go to great lengths to make amends.
16-17	Your oath is your bond. You follow through on your promises whenever possible and make right any failure to do so. You also obey the laws of the land and would turn in people who break the rules.
18	Your oath is your life. You follow through on any promise you make, even if doing so would cause you great harm. You also uphold any law, even ones you find despicable.

DESIRE

d6	Desire
1	Survival
2	Purpose
3	Anonymity
4	Authority
5	Mischief
6	Good

FEAR

d6	Fear
1	Exposure
2	Death
3	Isolation
4	Scorn
5	Betrayal
6	Meaninglessness

RELIGIOUS BELIEFS

3d6	Religion
3	You follow the teachings of Witchcraft.
4-8	You serve one of the great fey.
9-15	You have no religious beliefs.
16-17	You follow the teachings of the Old Faith.
18	You belong to a heretical sect, a cult of the Demon Lord, or you worship the Devil.

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	If you have religious beliefs, you sometimes consider your religious beliefs when making decisions
6-8	If you have religious beliefs, you are a believer in name only. You harbor strong doubts about your faith.
9-12	If you have religious beliefs, you are extremely skeptical about them.
13-15	If you have religious beliefs, they do not affect much of what you do.
16-17	If you have religious beliefs, they always play a part in your decisions.
18	If you have religious beliefs, you are a fanatic about them to the point people with differing religious views find you boorish. You might even persecute people who do not believe as you do. Gain 1 Insanity.

DOPPELGANGER

MASTER PATH

Changelings walk many different paths to find their fate in the world, and many go on to become great users of magic, mighty warriors, or cunning scoundrels. Some changelings, however, take a different path, looking within to determine who they should become. Tapping into the magic that granted their existence, they learn to harness its power to use their abilities to greater effect, until they can become almost anyone they encounter.

You must have the Steal Identity talent to become a doppelganger.

LEVEL 7 DOPPELGANGER

Attributes Increase three by 1

Characteristics Health +3, Power +1

Magic You discover the Telepathy tradition, or you learn one Telepathy spell. See *Demon Lord's Companion* for the Telepathy tradition.

Steal Thoughts When you use the Steal Identity talent, you also steal the target's memories and retain them for as long as you remain in its form. You add any languages the target can speak, read, or write to your list of languages and any professions the target might have. As well, you make attack rolls and challenge rolls to impersonate the target with 3 boons.

LEVEL 10 DOPPELGANGER

Characteristics Health +3

Magic You learn one spell.

Persistent Identities When you use your Steal Identity talent, you can choose to commit the target to memory. You can have a number of targets committed to memory equal to your Power score. If you would exceed this number, you commit the new form to memory and lose the form you committed to memory first. You can use the Steal Identity talent to assume the form of any target you committed to memory.

Total Transformation When you use your Steal Identity talent, you can also choose to alter the appearance of anything you are wear or carry to match whatever the target is wearing or carrying as if you were under the effects of the *disguise* spell from the Illusion tradition.