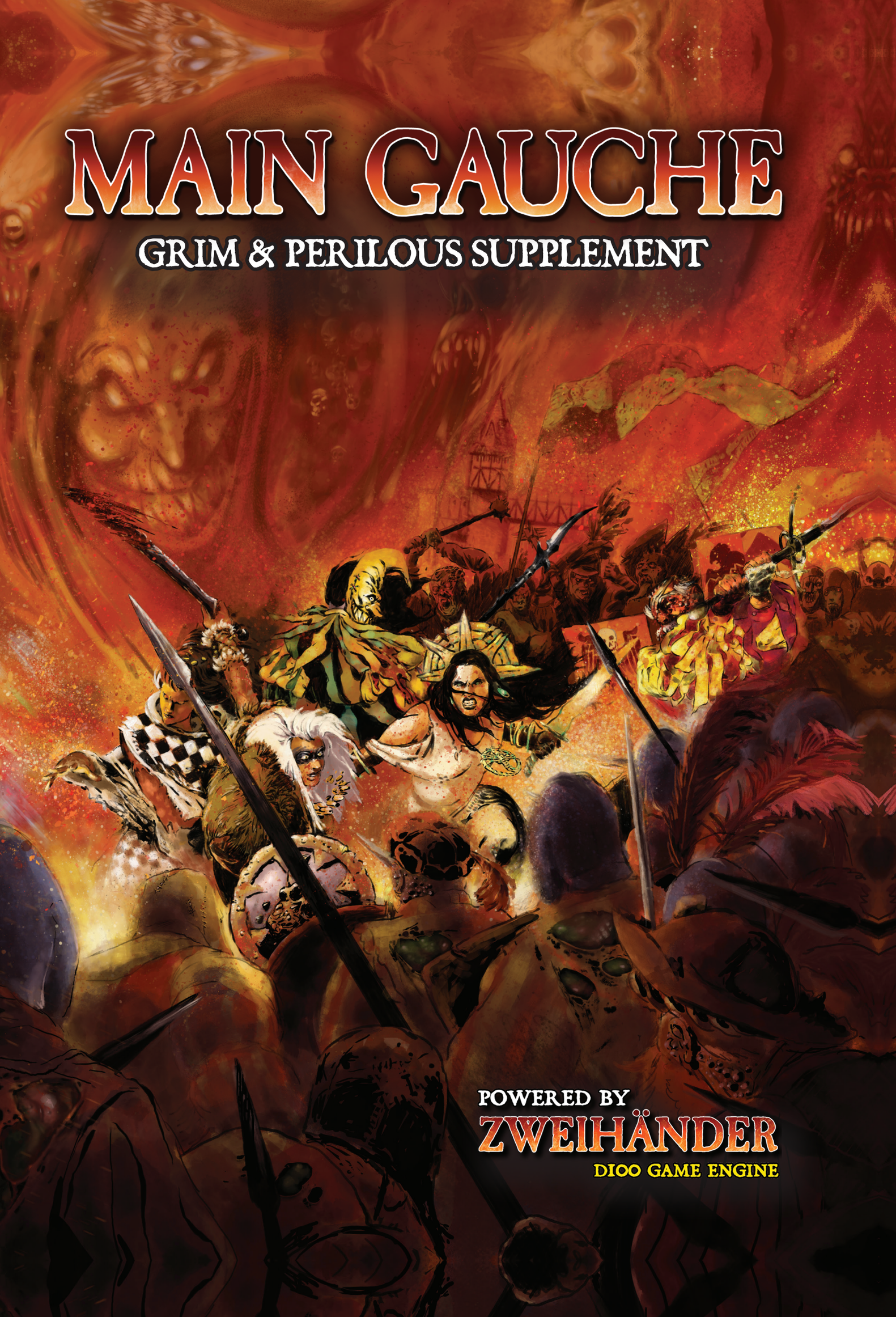
MAIN GAUCHE

GRIM & PERILOUS SUPPLEMENT



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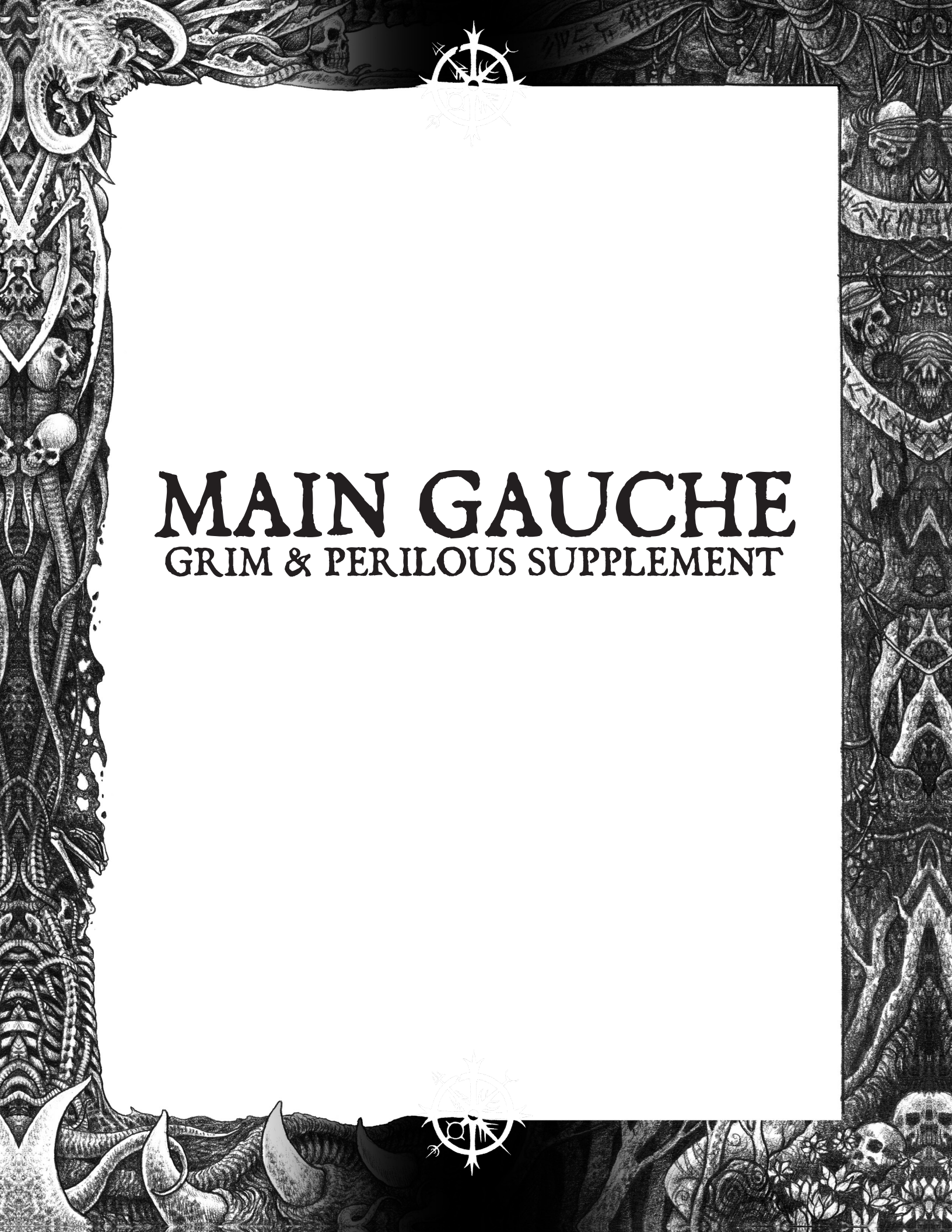

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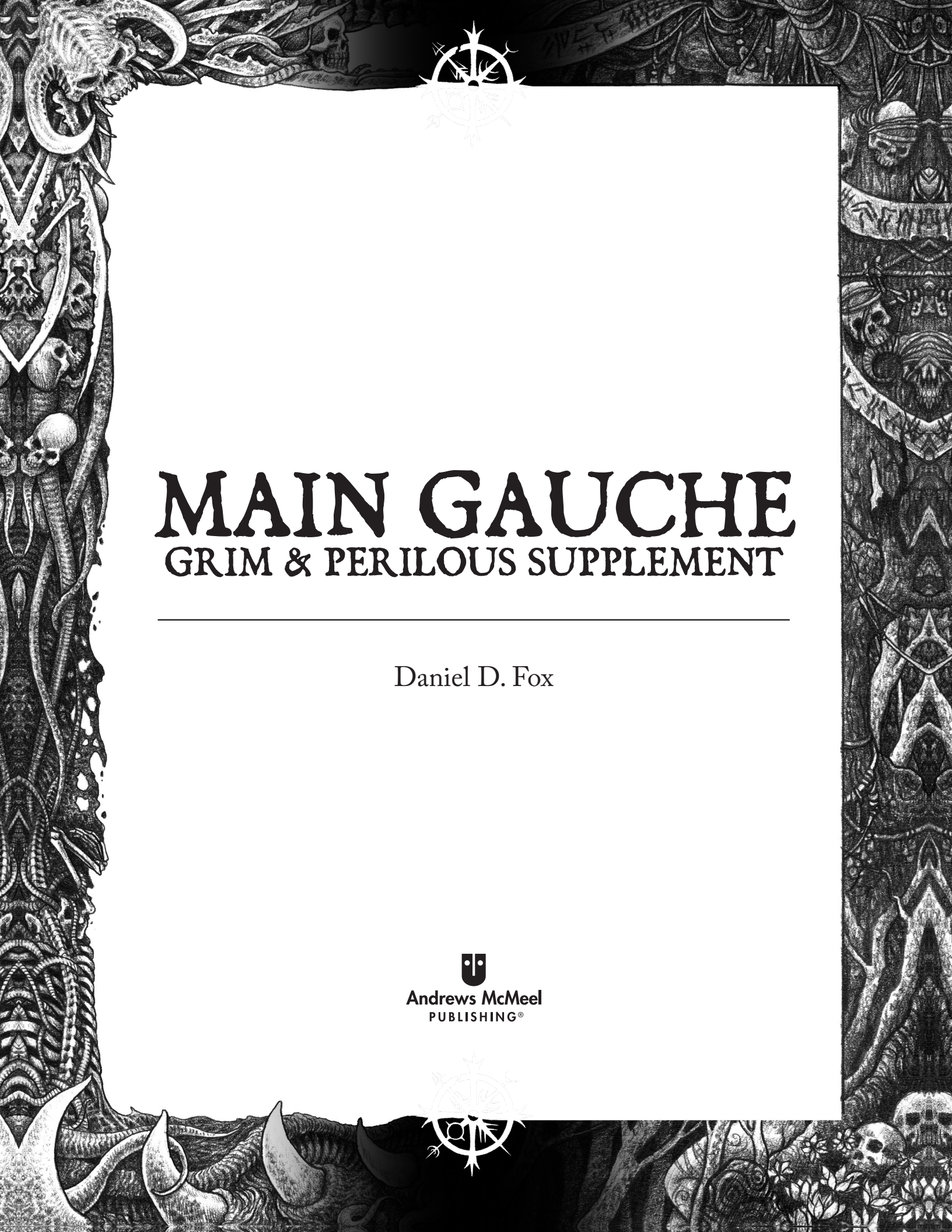

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TABLE OF CONTENTS

CHAPTER I: BOOK OF MORTALS

LIBER MORTALIUM 15

Professions 15

New Archetype Tables 16
Apostle 17
Blitzballer 18
Cadet 19
Convict 20
Fence 21
Forger 21
Henchman 22
Messenger 23
Nomad 24
Pamphleteer 26
Pioneer 27
Quacksalver 28
Quartermaster 29
Reaver 30
Rustler 31
Skald 32
Stevedore 33
Undertaker 34

Expert Professions 35

Abbot 35
Alienist 36
Armiger 37
Artillerist 38
Barnstormer 39
Bladedancer 40
Butcherpriest 41
Burgomaster 43
Caravan Mystic 44
Chamberlain 45
Chevalier 46
Condottiere 47
Courtesan 48
Cult Leader 49
Dirgesinger 50
Ecstatic Celebrant 51
Exorcist 52
Fanatic 54
Fell Knight 55
Friar 56
Grand Master 57
Grey Vivimancer 58
Grognard 60
Havoc Conjuror 61
Hexer 62
Howling Marauder 63
Infernal Saboteur 65
Jackdaw 66
Kinslayer 67
Maestro 68
Minister Of Rot 69
Mootwarden 70
Natural Philosopher 71
Oathkeeper 72
Occult Magician 74
Opener Of The Way 75
Outlaw Chief 76
Physiker 77
Rime Maiden 78
Rune Jarl 79
Sanguine Legionnaire 80
Sharpshooter 81
Shipmaster 82
Shopkeeper 84
Sirocco Prophet 85
Skinwalker 86
Sworn Sword 87

Vampire Hunter 88
War General 89
Witch Doktor 90
Expert Professions Addendum 92

CHAPTER II: BOOK OF WEAPONS

LIBER ARMORUM 97
Settlements & Availability 97
New Materials In Craftsmanship 99
New Weapons 101
New Armor 110
New Shields 112
New War Machines 113

CHAPTER III: BOOK OF VEHICLES

LIBER VEHICULORUM 117
Fantastic Machines 117
Creating Bottled Lightning 117
Vehicles & Steeds Expanded 120
Chariot & Wagon 122
Fancy Coach, Stagecoach,
And War Wagon 123
Vehicle Combat 127
New Actions In Combat 128
Movement Actions 128
Attack Actions 130
Perilous Stunts 130
Special Actions 131
Reactions 131
Expanded Guide To Vehicle Combat 132
Step I: Positioning 132
Step II: Make The Attack 132
Step III: Other Vehicle Evades 134
Step IV: Roll Damage 134
Step V: Determine Vehicle Condition . . . 135
Step VI: Determine Mishap 135
Repairing Structural Integrity 138
Healing Dray Horses 138
Using Steeds In Place Of Vehicles 138

CHAPTER IV: BOOK OF ALCHEMY

LIBER ALCHEMIÆ 141
Ætheric Fluid 141
Decoctions & Prima Materia 141
Mutagenic Potion 144
Void Salts 145
Wytch-Science 145
Miscellanea Obscura 150

CHAPTER V: BOOK OF DEMONS

LIBER DAEMONUM 159
On The Nature Of Daemons 159
Order Denied: Daemonic Aspects 159
Daemons 161
Daemonic Gifts 169

CHAPTER VI: BOOK OF SHADOWS

LIBER UMBRARUM 183
Covenant Magick 183
Magick Format 183
Rituals 210

CHAPTER VII: BOOK OF EVIL

LIBER MALUS 223
Creature Creator 223
Creature Creator Overview 223
Step I: Influences & Classification 223
Step II: Creature Size 224
Step III: Risk Factor & Notch 225
Step IV: Primary Attributes 226
Step V: Role 228
Step VI: Skill Ranks 237
Step Vii: Bonus Advances 238
Step VIII: Traits 240
Step IX: Attack Profile 253
Step X: Final Considerations 258
Non-Player Character Creator 260
NPC Creator Overview 260
Step I: Determine Approach 260
Step II: Persona & Identity 261
Step III: Age Group & Ancestry 264
Step IV: Appearance & Social Class 265
Step V: Motivation 268
Step VI: Archetype & Alignment 270
Step VII: Primary Attributes 272
Step VIII: Risk Factor 273
Step IX: Skill Ranks 273
Step X: Bonus Advances 276
Step XI: Talents 277
Step XII: Additional Options 280
Step XIII: Trappings 280
Step XIV: Final Considerations 281
Danziger Eckhardt 282

CHAPTER VIII: BOOK OF MYSTERIES

LIBER OBSCURUS 285
Running A Conspiracy 285

CHAPTER IX

THERE'S SOMETHING ABOUT MARIÉ 295
Plot Synopsis (The Conspiracy) 295
Dramatis Personae 299
Part I: Lloyd's Beacon 301
Part II: Arrival In Minuet 304
Part III: Morning In Minuet 307
Part IV: Showdown 313
Epilogue 318
Rewards For Completion 318
The Knavery 318

APPENDIX

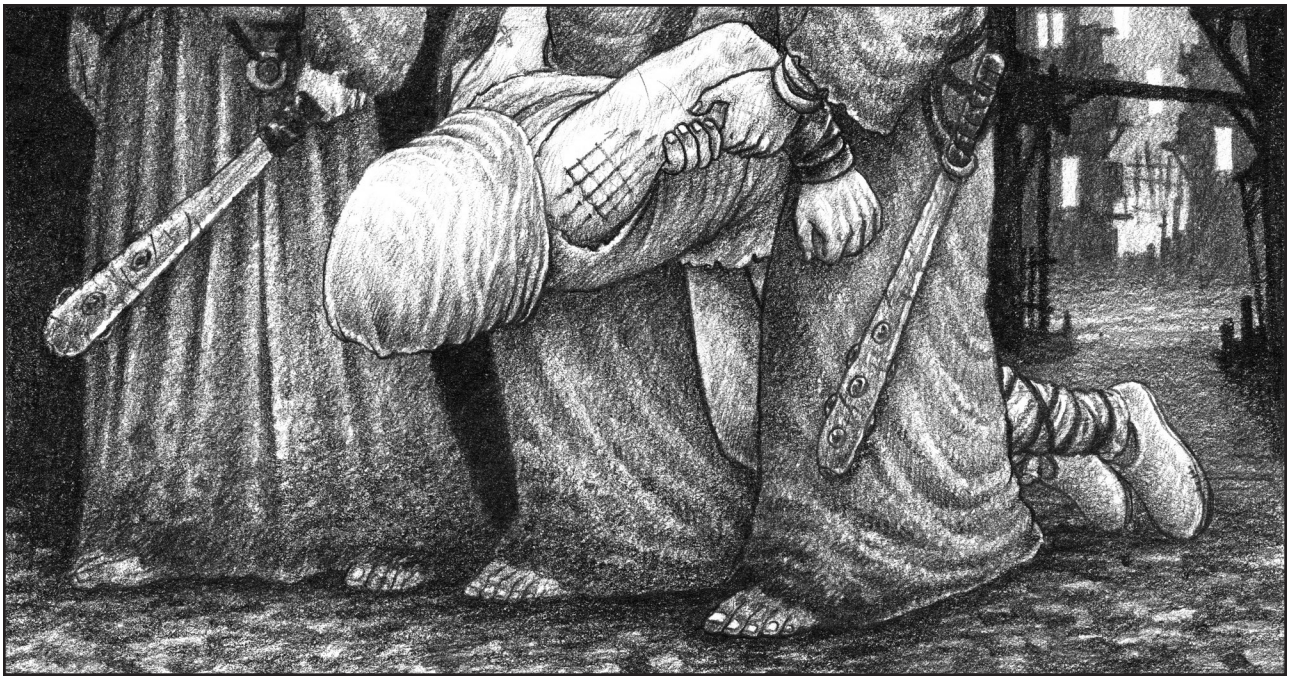
APPENDIX 325
Taints Of Chaos Addendum 326
Creature Size & Risk Factor Expanded . . 340
Creature Traits & Risk Factor 342
Creature Profile 354
NPC Profile 356

INDEX 358

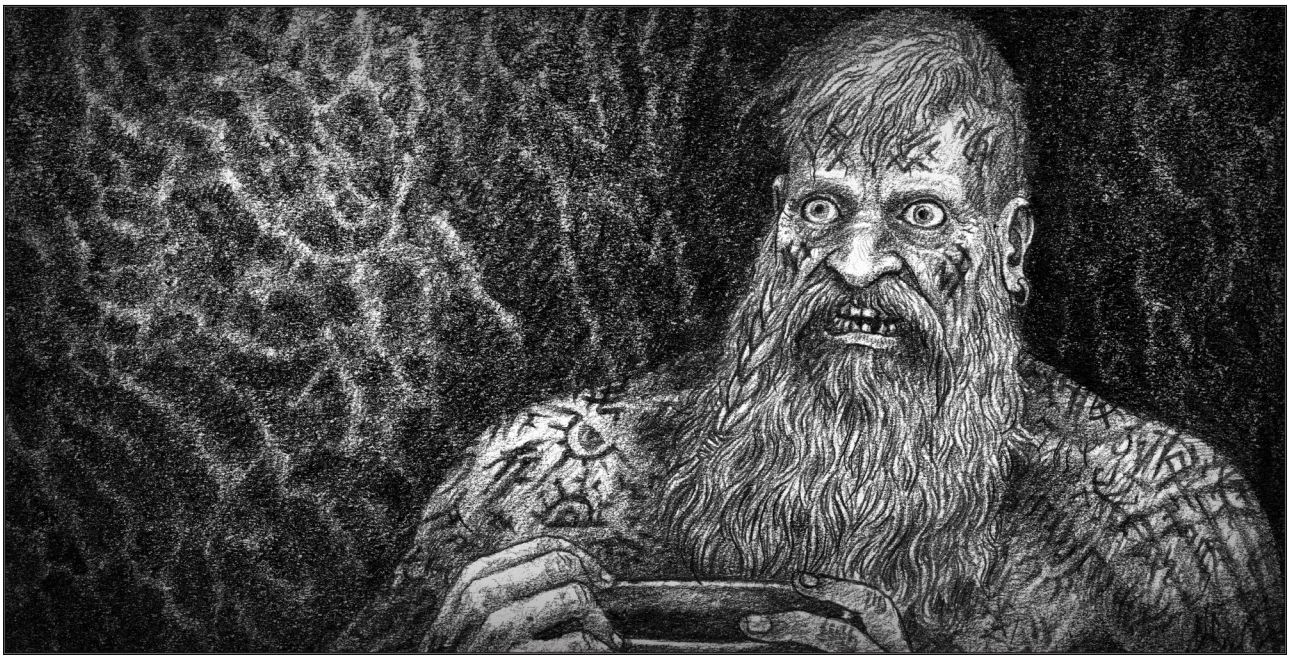
Beneath the cobbles of Kahabro lies the Pit, a tortuous prison of unforgiving stone fashioned from the fallow caverns in the earliest days of the city. Graven in an age before memory, a sprawling labyrinth of tunnels and caverns descends into the vestiges of a once-great and terrible dominion. For all its misery, the Pit is but a threshold teetering on the edge of a vast, roiling tenebrosity. Here, in this provenance of the profane, the aberrant ways of Daemons are revered by Kahabro's stygian inhabitants. Only the most iniquitous offenders, deemed unfit for the mercy of execution, are cast into its gaping maw to suffer and die.

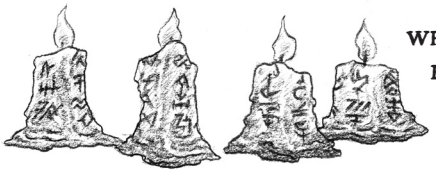
and I, Danziger Eckhardt, was among the worst ever to be thrown into the pit. It was in these depths I learned that there are things far worse than death. Now if you'll keep your mouth shut, I'll tell you what desperate men are willing to do to survive.

My abduction was swift and severe – a rough burlap sack thrown over my head from somewhere in the shadows, and a flurry of clubbing blows raining down from all sides. I was overcome with vertigo, and then, save for the soft scraping of my worn boots, **I was dragged down into true darkness.**



In the Pit, time lost all meaning. **WITHIN, I WAS STRIPPED, STARVED AND DRUGGED.** Consciousness came in fits and starts. The foul odor of the charnel, the strange symbols scrawled across the stone walls, the impregnable iron manacles, the small bowl of putrescent black liquid from which I was forced to slake my thirst – these became the totality of my existence. For days, perhaps weeks, my mysterious captors remained hidden from sight. But their ministrations were unmistakable proof of their presence. Betwixt a drug-fueled haze, there were passing moments of clarity. Piercing pain demarcated etchings upon my flesh, runes intricately carved all over my body. Dark ichor oozed from these scarred adornments, a foul fluid staining the cavern floor, drip by drip. **WITH EVERY FESTERING SPATTER, I SENSED THE EROSION OF MY HUMANITY.** I prayed for death, but it would not come to pass. In its place, a terrible deliverance was to be had.

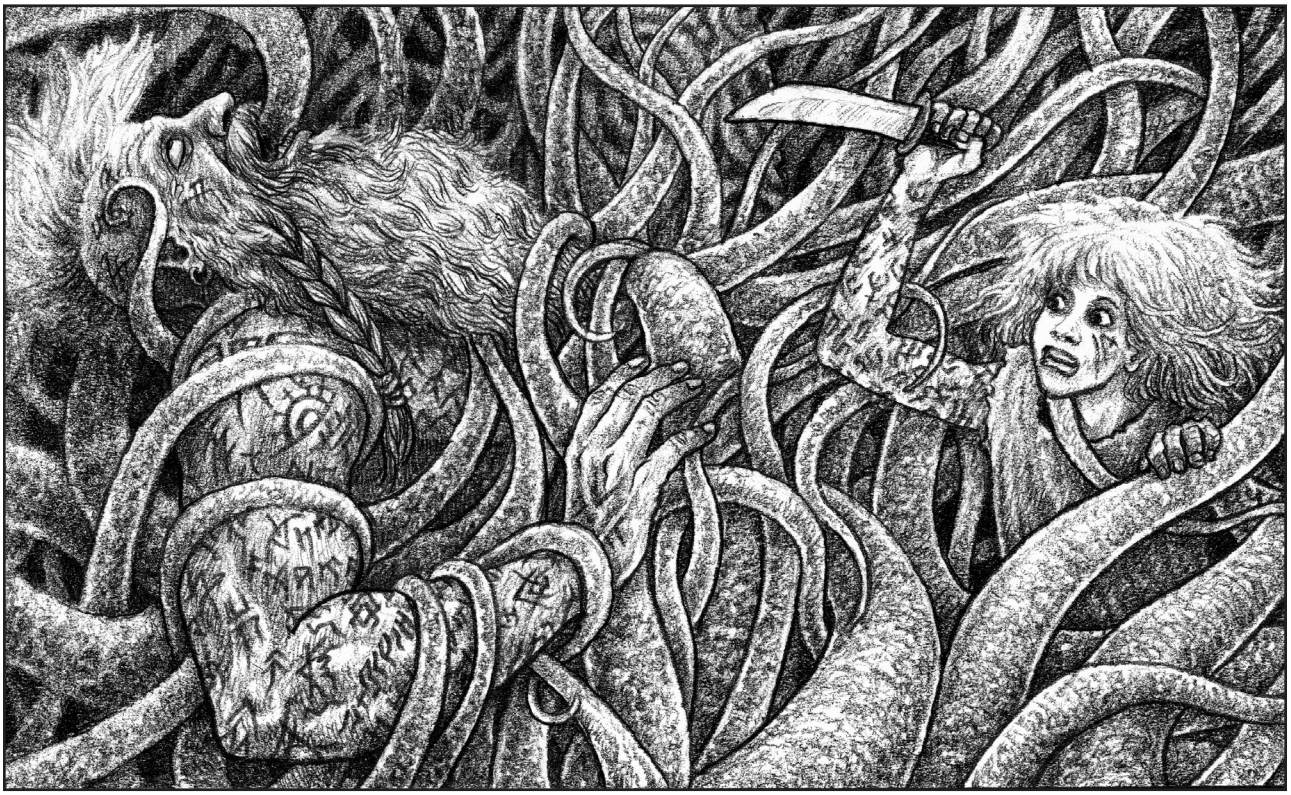




WHEN I FINALLY AWOKEN FROM INTERNMENT, I WAS STRUCK BY THE BLINDING INTENSITY OF LIGHT FROM HUNDREDS OF BLOOD RED CANDLES. Slowly I arose, blinking against the harsh glare. I was alone and unchained. There remained no sign of my abductors, but shadows enveloped the edges of a rough cavern. In the center of the floor stood three large obelisks; deep furrows had been carved into each of the Stones, unmistakably intended to ensconce a human shape. Something stirred within those channels – a teeming mass of algae wreathed in a dense miasma. The strange, moist growth shuddered and heaved like a giant lung. Even the light of the candles seemed to flee from it.

Immediately, I was filled with a palpable terror, a primal shiver worming its way from beneath the skin. It was then that I heard the whispers – thousands of them – echoing inside my head. My mouth opened in a scream, but no sound emerged. My limbs twitched and shuddered, but I could not flee. Slowly, against every fiber of my being, I took a step toward the Stones, and then another. I could do nothing but watch as my body was wrested completely from my control. I was being drawn into the Stone's furrow and the mossy entity within its folds began to envelope me. The cold slither of gelatinous tendrils slid across, under and into every orifice. The blackness began to inexorably overtake me. I closed my eyes, as I knew death was finally here.

I felt myself passing into the Custodian's embrace when I saw the shine of a knife pierce the blackness. Thin, strong hands grasped my wrists and wrenched me from the depths of a shadowy grave. As I lay upon the floor of the ritual chamber, I beheld a waifish figure. **STILL HOLDING THE KNIFE IN A SHAKING HAND WAS A SMALL GIRL, MOUTH ARRESTED IN A SILENT SCREAM.** Her flesh was carved with runes similar to my own.



Before I could ascertain what had happened, a strange shuffling echoed throughout the chamber. One by one, the blood red candles were being snuffed out. The girl dropped the knife with a clatter; she was frozen in fear, and her face began streaming with tears. As darkness spread across the chamber, I saw brief glimpses of strange, hunched figures scuttling around the edges of the light, their features hidden within the folds of gray robes. Immediately, I grabbed one of the few remaining candles, lifted the girl into my arms and sprinted wildly away.

I did not look back. Cradling the girl and acting on blind instinct, I barreled through the grasping outstretched hands of our abductors to the edge of the light. There, I discovered a narrow fissure in the cavern wall, hidden from view. Squeezing both of us through the crack, I ran through endless tunnels, careening madly off the walls as enraged hisses erupted from behind us.

Long we fled into the constricting darkness, with the flickering candle our only guide. A low, droning chant writhed through the tunnels, the promise of perdition borne upon its insidious crescendo as our pursuers drew ever closer. The path ahead became more and more treacherous, yet I persisted forward, each agonizing step more difficult than the last. The candle was nearly consumed when exhaustion had overtaken me. Gasping for breath, I slumped to the floor of the tunnel. The girl's arms unclasped from around my neck and her green eyes met mine, wet with tears.

I cradled the frightened girl, stroking her hair. I began to think about my daughter, to the many times I wished I could hold her again just like that. It seemed a lifetime ago. That night, the young girl had saved my life… but together, we were doomed. Even if it was only the faintest chance, one of us might be able to escape. A sacrifice had to be made. And I knew what I had to do.

In one swift motion, I grasped her ankle and twisted hard. I felt the bones give with a soft snap, like breaking a wet twig. There was a soundless scream of pain and forlorn sobs. Her tiny fingers outstretched toward the last of the light as I carried it around the corner.

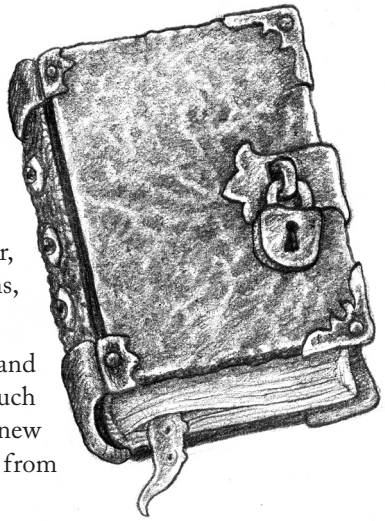
I NEVER LOOKED BACK.

— Danziger Eckhardt, Soldier and Ex-Convict

DESIGNER'S NOTE

ow! It seems like yesterday when **ZWEIHÄNDER Grim & Perilous RPG** came out. Since its release in 2017, the team at Grim & Perilous Studios has given birth to 13 new products, launched the **Grim & Perilous Library** (a Dungeon Masters Guild-like community content program at DriveThruRPG), and won not one, but two ENnie awards at Gen Con 2018 for Best Game and Product of the Year. We now have distribution to every brick-and-mortar store in the United States, and availability at Barnes & Noble, Books-a-Million, Target, Simon & Schuster and Walmart through our new publisher Andrews McMeel Universal. You've proven to us – and the RPG industry at large – that there's room for more gritty, low fantasy tabletop role-playing games! The book you now hold in your hands is a testament to **ZWEIHÄNDER**'s success. We're so proud of what you've helped us achieve, and couldn't have done it without you – the loyal grim & perilous community.

So, what is **MAIN GAUCHE**, you may be asking yourself. In short, it's a supplement for **ZWEIHÄNDER**, containing a number of new Professions, weapons, vehicles, combat approaches, alchemical systems, Magick and a whole lot more for your grim & perilous game. **MAIN GAUCHE** also contains material we left on the cutting room floor when we originally developed **ZWEIHÄNDER**. But this is no mere 'splatbook'. Within, we ensure that 1) every new mechanic had undergone extensive rounds of playtesting, 2) all math adheres to our bounded accuracy model introduced in the Powered By ZWEIHÄNDER™d100 game engine and 3) the writing fits into the themes of the original work. The result? A well-playtested supplement with a host of awesome options that can be used by players and Gamemasters alike. And like **ZWEIHÄNDER**, the entire book is fully illustrated cover-to-cover with deliciously chaotic illustrations, oozing with dark themes by Dejan Mandic.



Here's a chapter-by-chapter overview of what you'll find inside:

- **Liber Mortalium** (Book of Mortals) introduces a host of all-new Professions. Ranging from the pedestrian to the truly chaotic, this chapter has 18 regular Professions and 25 Expert Professions.
- **Liber Armorum** (Book of Weapons) provides new materials to craft armor, weapons and shields from. It also includes a garrison of over 65 new weapons, armor, shields and war machines to add to your grim & perilous campaign.
- **Liber Vehiculorum** (Book of Vehicles) greatly expands upon carriages, carts and steeds. It also introduces a number of Wytchstone-powered fantastic machines, such as the Arkwright Cauldron, Kugelpanzer and Rumblebutler. Finally, it sets up new rules for vehicle combat, which can be easily plugged into standard combat rules from the **ZWEIHÄNDER** core rulebook.
- **Liber Alchemiae** (Book of Alchemy) teaches your Characters how to brew decotions from salvaged parts of creatures. It also introduces the radical new practice of Wytch-science for your campaign world. Plus, new Diseases, Disorders, Poisons and Treatments expand the Gamemaster's palette of tools to run their game.
- **Liber Daemonum** (Book of Demons) explains the nature of banned gods (called Demons), how the daemon's will is imposed upon the Material Realm through their occultists and the rewards of venerating forbidden deities: Daemonic Gifts!

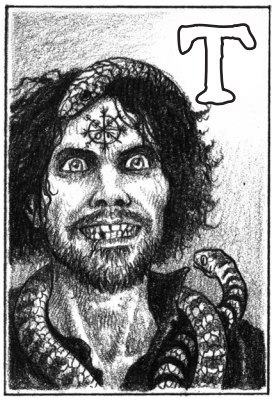
- **Liber Umbrarum** (Book of Shadows) opens up the new tradition of Covenant Magick for those who venerate Daemons. Over 99 new spells await your occultist, and 6 frightening Rituals offer ways to create golems, exorcising demons and much, much more.
- **Liber Malus** (Book of Evil) unlocks all the necessary mechanics required to custom create your own creatures and non-player Characters in tabletop role-playing games Powered By ZWEIHÄNDER™d100 game engine. Aided by helpful tables and in-depth knowledge of how the foundation of the D100 game engine works, you will be able to craft any type of monster for your campaign world.
- **Liber Obscurus** (Book of Mysteries) sets out an optional framework for Gamemasters to run investigative Conspiracies in their campaign world.
- **There's Something About Marié** is a full-length adventure that picks up after the events of "A Bitter Harvest" from the **ZWEIHÄNDER** core rulebook. Within, players will be challenged to unravel a mystery set in the riverside village of Minuet, in a race against time as a ruthless Inquisitor, petty criminal lord, local madame and the remnants of a secret society come to a head over an illegal shipment of Wytchstone.
- **MAIN GAUCHE** then concludes with an **Appendix**, which includes expanded Taints of Chaos, Creature Traits and helpful worksheets to make your own NPCs and bespoke creatures.

Welcome to a new realm of Magick & beyond in **MAIN GAUCHE**, where chaos awaits!

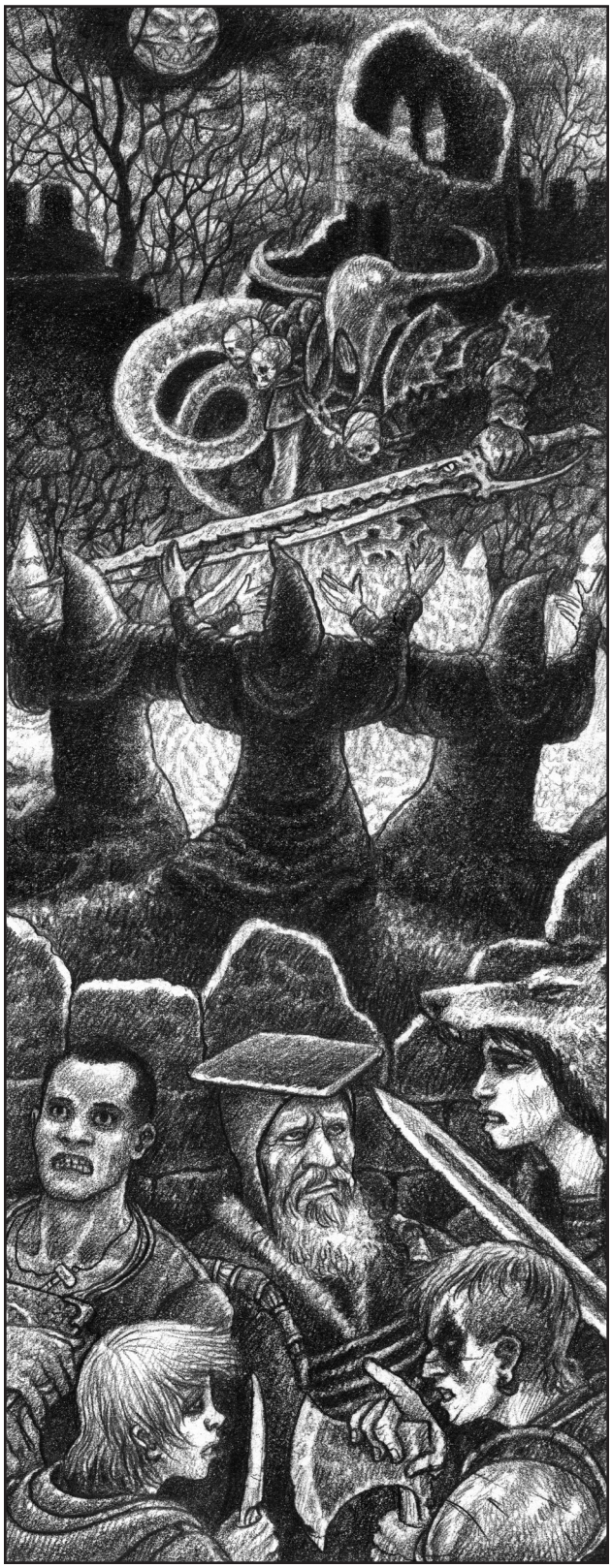
Daniel D. Fox

- Daniel D. Fox, Creator and Lead Designer

LIBER MORTALIUM



There are 72 regular Professions and 46 Expert Professions found in the **ZWEIHÄNDER** core book. This chapter adds 18 new regular Professions to the mix, along with 50 new Expert Professions to **MAIN GAUCHE**. In total, the game now offers 90 regular Professions and 96 Expert Professions. This brings an endless host of combinations for you to explore as you embark upon grim & perilous adventures!



PROFESSIONS

Professions are arranged alphabetically, using the following format:

NAME: The general name that the Profession follows. These names are merely a guideline; your GM may have very different ideas about how each Profession is named and can change them to suit their campaign world's milieu. Following each Profession is a general explanation of its role in the world. When considering how your Character's Profession influences their background, you can refer to this description to form a better idea about who they were before they took on the mantle of an adventurer (or who they will become if moving into this Profession).

PROFESSIONAL TRAIT: Every Profession possesses a unique knack, an ability that no other Profession has access to. The Professional Trait immediately follows the Profession's description.

SPECIAL TRAIT: Although not every Profession has a Special Trait, when it does, the Special Trait may provide further insight and specializations your Character will possess. Professions which grant access to Arcane Magick are indicated in the table below with an asterisk (*) beside their name. Those which grant access to Divine Magick are indicated with a plus (+) beside their names. Remember: you automatically gain the Special Trait once you adopt the Profession, and do not have to invest Reward Points to acquire it.

DRAWBACK: Much like Special Traits, some Professions possess a Drawback. These Drawbacks are generally unique to that Profession, providing background information and distinct mechanics you must adhere to with your Character when role-playing that Profession. Remember: you automatically gain the Drawback once you adopt the Profession, and do not have to invest Reward Points to acquire it.

NEW ARCHETYPE TABLES

As **MAIN GAUCHE** adds a number of new Professions, we have revised *Professions by Archetype* in the following table. New Professions from this book are indicated below in **bold** font. After determining your Archetype from Character Creation in **ZWEIHÄNDER**, determine your first Profession by rolling D100 and consulting the table below by your Archetype. Write your Profession on the first page of your Character sheet as normal:

D100	ACADEMIC PROFESSION	COMMONER PROFESSION	KNAVE PROFESSION	RANGER PROFESSION	SOCIALITE PROFESSION	WARRIOR PROFESSION
1 to 6	Adherent +	Artisan	Beggar	Animal Tamer	Anarchist	Berserker
7 to 13	Anchorite	Barber Surgeon	Burglar	Bailiff	**Apostle**	Bravo
14 to 20	Antiquarian	**Blitzballer**	Charlatan	Bonepicker	Courtier	Buccaneer
21 to 27	Apothecary	Boatman	**Convict**	Bounty Hunter	Cultist +	**Cadet**
28 to 34	Astrologer *	Camp Follower	**Fence**	Gamekeeper	Entertainer	Dragoon
35 to 41	Diabolist *	Cheapjack	Footpad	Hedgewise *	Envoy	Hedge Knight
42 to 47	Engineer	Coachman	Gambler	**Nomad**	Fop	**Henchman**
48 to 54	**Forger**	Doomsayer	Graverobber	Old Believer	Jester	Man-At-Arms
55 to 61	Informer	Jailer	Guttersnipe	Outrider	**Messenger**	Militiaman
62 to 68	Investigator	Laborer	Highwayman	Pilgrim	Provocateur	Pit Fighter
69 to 75	Monk	Peasant	Prostitute	**Pioneer**	**Quacksalver**	Pugilist
76 to 82	**Pamphleteer**	Rat Catcher	**Reaver**	Reeve	Racketeer	Sellsword
83 to 89	Preacher +	Servant	Smuggler	**Rustler**	Raconteur	**Skald**
90 to 95	**Quartermaster**	**Stevedore**	Vagabond	Slayer	Rake	Squire
96 to 100	Scribe	**Undertaker**	Vigilante	Trapper	Valet	Watchman

APOSTLE

The divine blessings of the gods are a powerful force, seemingly the only thing keeping people from doubting their existence in a grim & perilous world. However, not every priest has the capacity or desire to channel holy might. Enter the Apostle. These novitiates have just started working for the faith, and come from all walks of life – child or adult, starved or sated, pauper or prince. They are laymen who have recently joined the church and have yet to earn the full raiment that friarhood has to offer. Many Apostles are given charge of the menial tasks necessary to the church's operation, whether it is leading small prayers, handing out sacraments or attending to the church's Abbot. An Apostle spends most of their day involved in studying liturgical works, in prayer and often severe boredom. While their numbers may be many, few ever finish their training and go on to become a Friar. Many Apostles lapse in their official duties and turn to other means to convert the faithless.

If one thing eats at the back of the Apostle's mind, it is their desperate itch to prove themselves – not only to the faith, but also to the wider world without. In the church, they are often seen as little more than part-time workers or children, which obviously rubs them the wrong way. Many are willing to do basically anything in order to move up the ecclesiastical ranks – steal from other churches, or even serve as enforcer goons for anyone who denigrates the faith. Many pick up the implements of 'peaceful enforcement' to beat their religion into others, often with an iron shod stick. The forces of Corruption love nothing more than a cleric abusing their divine mandate, and if they can manage to influence an Apostle, their movement up the ranks could result in thousands of the church's flocks to become sway to these fell powers of darkness.

BY CROOK OR BY HOOK

There is a willingness to Apostles to spread their faith by all means necessary. Others protest at such unethical approaches, but that's generally because they're being berated while suffering the Apostle's wrath.

Effect: Whenever you deal Damage with a weapon, you also inflict an equal amount of mental Peril. This only affects creatures that are classified as a Humanoid or Mutant (including player Ancestries).

DRAWBACK: VOW OF 'NONVIOLENCE'

Most find it deeply ironic that Apostles take upon bludgeoning instruments to convert others to their faith. To an Apostle, bloodshed is 'at least' mitigated in this fashion, as their martial instrument of conversion serves as a grim reminder to not denigrate the faith.

Effect: You can only use weapons that are of the Brawling or Crushing types. Otherwise, you cannot use any of your Traits or Talents conferred by this Profession.

APOSTLE ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	Carousing
SKILL RANKS	Toughness	TALENTS	Rural Sensibility

BLITZBALLER

Life is full of pain, misery and death, but that does not mean there is little time for recreation. Ironically, that recreation sometimes involves pain, misery and death in the form of 'Bloodblitz' – a rough serf sport of unknown origins. Played by bruisers, cretins and dunces known as Blitzballers, the sport of Bloodblitz is played by two lineups of eleven players who compete to place an inflated animal's stomach (affectionately called a *pigskin*) past a post to score points. In Bloodblitz, savagery reigns, save from a universal 'no-weapons allowed' rule. Blitzballers otherwise have free reign to throat punch, eye-gouge and land cheap shots on members of the opposing team. The game is complex but brutal, and has seen a rapid spread in popularity because of the unadulterated violence. The best Blitzballers have even gained a little fame, such as Herr Jervis Jänsen of the team *Spiele Werkstatt* – or is that notoriety?

Well-to-do merchants sometimes find themselves sponsoring Bloodblitz, forming teams to settle perceived (and material) scores between rivals. Although Blitzballers are brutish, many are little more than dim-witted youths – drafted off of the ploughshare and press-ganged onto the field to play for the masses and to settle disagreements between feuding merchants. Deep down, many are vulnerable, scared and unsure of how to deal with their newly-found fame in responsible ways. The very best of Blitzballers may see riches heaped upon them by their merchant-managers for their vicious acts of violence. Few understands how to properly cipher or take under account a life beyond Bloodblitz, thus spending their coin lasciviously, burning out like a candle at both ends. Of course, as much as the crowd roars at the sight of a Blitzballer smashing their elbow into a defender's face and breaking their nose before slamming the bladder past the post and scoring a point, there is nothing more fitting than seeing a gold-laden Blitzballer in the throes of anguish – sobbing for their mother – as they lose the big game.

LINE OF SCRIMMAGE

You have the body of an icebox, the arm of a blunderbuss and the head of a boulder. Once you get going, nothing can stop you from running roughshod over everyone.

Effect: Select one of these roles: blitzer, blocker, catcher, lineman, runner or thrower. You gain one of the following Traits by role:

- As a ***blitzer***: whenever you Charge or Run towards a foe, attempt a Stunning Blow or Takedown for 0 AP;
- As a ***blocker***: whenever a foe Charges or Runs toward you, attempt a Disarm or Chokehold for 0 AP;
- As a ***catcher***: you can Parry ranged weapons with the Throwing Quality, and throw it back as an Opportunity Attack if successful;
- As a ***lineman***: when you Assist others with Skill Tests, they may flip the results to succeed at the Test;
- As a ***runner***: add your [BB] to Movement whenever you Charge or Run;
- As a ***thrower***: when using ranged weapons, you can ignore the Throwing Quality for purposes of Medium and Long Distances. In addition, ignore the Ineffective Quality and add the Pummeling Quality when using pigskin.

DRAWBACK: FOR THE GLORY!

Blitzballers have a reputation to uphold. That reputation is oftentimes foisted upon others by constantly roaring and pumping their fist from the thrill of violence, but such is the life of these dunderheads.

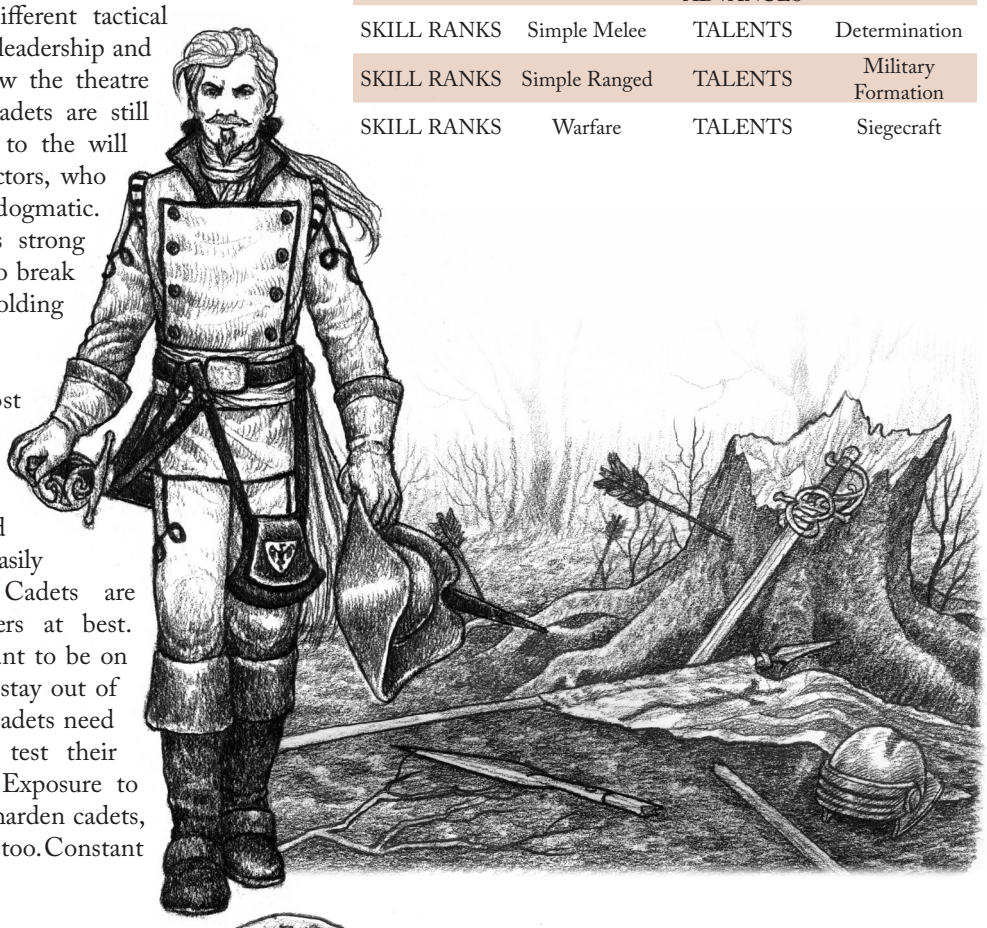
Effect: You must always leave one hand free. This means you cannot wield 2 one-handed weapons, a two-handed weapon or a weapon with shield. Otherwise, you cannot use any of your Traits or Talents conferred by this Profession.

BLITZBALLER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Long-winded
SKILL RANKS	Simple Ranged	TALENTS	Run Amok
SKILL RANKS	Toughness	TALENTS	Strongjaw

CADET

Though a few great military minds have been forged on the heat of the battlefield, many commanders and generals were raised in halls of martial knowledge. Starting their martial journey as a Cadet, they are officers in training. Most Cadets are children of wealthy aristocratic families sent away to continue the family tradition of service. These military academies teach different tactical methods, the best words for leadership and a peerless knowledge of how the theatre of war works. That said, Cadets are still students who must submit to the will of the sergeants and instructors, who are often authoritarian and dogmatic. This methodology produces strong soldiers, as weak Cadets who break were never worthy of holding command in the first place.



Cadets are not always the most experienced in the ways of war, but they can lead small platoons and skirmishers in maneuvers that any seasoned soldier or mercenary would easily recognize. Unfortunately, Cadets are generally inadequate fighters at best. Though officers are not meant to be on the frontlines, having them stay out of a battle is bad for morale. Cadets need battle experience to truly test their stratagems and leadership. Exposure to violence is also expected to harden cadets, but at times it can break them too. Constant pressure from their master chiefs, vigorous exercise that can leave one sick and harsh study can lead to a frail mind – one that ends with the Cadet muttering arquebus drills to themselves while incarcerated in a sanatorium.

SEIZE THE OPPORTUNITY

Spouting a litany of orders, others quickly fall in line under your order. And when words fail, you take it upon yourself to fight.
Effect: When Engaged with an ally and they fail to strike, you may immediately use an Opportunity Attack in their stead for 1 AP. You must be armed with a melee weapon in order to use this Trait.

CADET ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Determination
SKILL RANKS	Simple Ranged	TALENTS	Military Formation
SKILL RANKS	Warfare	TALENTS	Siegecraft

CONVICT

In the criminal underworld, there are three important life-lessons one must know. Lesson one: *you can't earn anything in this world*. The justice system is often corrupt and exploitative, and there is a certain stripe of criminal the system loves to exploit. Enter the Convict: a petty miscreant who knows nothing else but incarceration. Following their release from having served their first jail sentence, unable to find work which society would let them do, they committed another crime, got caught, and found themselves back in the fortified jail only a fortnight after having been released. This is a pattern that has repeated itself again and again. Some Convicts never escape the pattern, some look for a way out and become adventurers. Convicts are not sneaky rogues or dashing swashbucklers – they are firebugs and drug peddlers, pimps and grifters, rebels and bandits who have become resigned to a fate which imprisonment leavened by a few weeks' freedom. Serious incarceration is a rarity – usually a few days in a Reeve's jail or an evening in the stockades functions well enough to deter most criminals. The vilest of criminals are locked up deep in castle dungeons, cast-off to man the walls of far-flung fortresses, press-ganged into the navy and forced to become a sailor or even exiled upon an island of like-minded criminals. Surprisingly, death sentences are reserved for blue-blooded nobles to make an example out of. Justice has a strange predilection towards reform, but the Convict is rarely assuaged by it, returning to their roots often after having been reprimanded.

When a Convict is finally released from their confinement, many will adventure because few places will employ a former criminal. This brings us to lesson two: *a man will do anything he can to survive.* Life inside changes many Convicts – they become hard and brutal, learning how to best protect themselves and the handful of people they place even a small amount of trust in. Many are ruthless and unfeeling, able to kill at a moment's notice if it means their survival. Though some Convicts are wrongly imprisoned as scapegoats or from misunderstandings, there are many, many more who actually deserve their punishment. From this, we learn the third and most important lesson: *life is pain and death.* Once they have been let out of jail, they will fulfill their bloodlust or primal urges by preying on their unsuspecting fellows.

JAILHOUSE ROCK

Your style of fighting is dirty and chaotic, confounding more traditional martial styles of combat.

Effect: Whenever you Parry a melee weapon, immediately make an Opportunity Attack against that same opponent. You may only make this attack if you are wielding a melee weapon of the Brawling type.

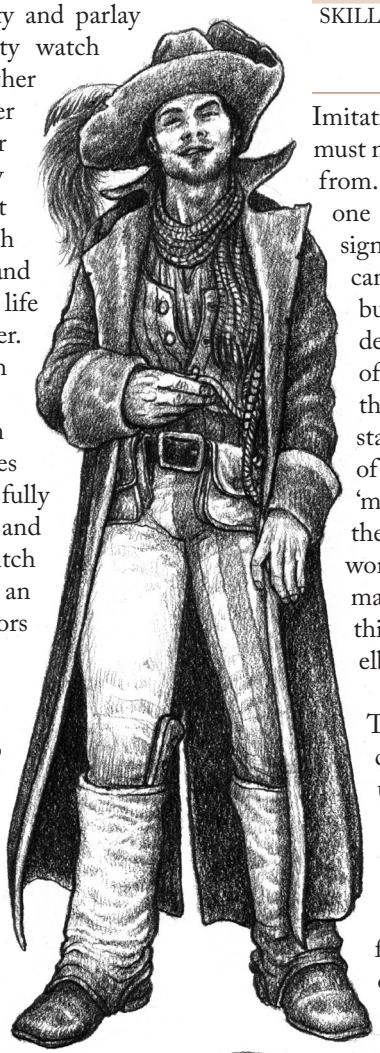
CONVICT ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Guile	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Holdout
SKILL RANKS	Stealth	TALENTS	Lightning Reaction
SKILL RANKS	Toughness	TALENTS	Light Sleeper

FENCE

The criminal underworld is difficult to navigate and enter – one wrong word or a backwards glance can result in your being taken down an alleyway to be sternly talked to, beaten up or worse. The need for rival criminals to talk to each other and sometimes for the ordinary folk lacking in streetwise to talk to criminals, gave rise to the need for the crafty Fence, the ultimate middleman. The Fence's main job is to sell and buy illegal goods, serving as a defense against official interest in the local underworld's activities. Not only that, they also serve as communicators for criminal higher-ups, usually as messengers or contractors looking to distribute more 'unsavory' work. Rarely does the Fence do anything extremely illegal – they just serve as go-betweens that make evidence trails harder to follow. Fences are charismatic and disarming, but always vague as well; everyone to them is either an 'associate' or an 'employer'. This is good for them and the people they usually associate with, but frustrating if trying to get more out of any bargain.

Fences usually stay within a city and parlay as best they can with the city watch (paying them off to look the other way), though some wander either looking for greener pastures or to escape the law. Fences know how to defend themselves, but their main expertise comes with swaying others, striking deals and influencing market places. The life of a Fence is very lonely, however. For their business to flourish and them to stay safe, Fences must distance themselves from everyone, often using fake names or identities. Fences will never fully trust anyone they journey with, and many will end up alone in a ditch or in prison, screaming into an endless, uncaring void that mirrors their souls.



THIEFSPAWN

You are the go-to when it comes to trafficking 'hot items' on the black market.

Effect: Any object you fence is treated and appraised at its full value. Furthermore, you may flip the results to succeed at Skill Tests to identify and sell stolen goods.

DRAWBACK: BLACK MARKETEER

Every time some stolen good passes from your hands to another, you cannot shake the feeling that somebody is watching you.

Effect: Whenever attempting to buy, sell or trade stolen goods, you cannot use Fortune Points to modify your Skill Test results.

FENCE ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Simple Ranged	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Larceny

FORGER

Imitation is said to be the sincerest form of flattery, so that must mean the Forger cares deeply for the people they steal from. The Forger is both an academician and con-artist, one whose job it is to professionally counterfeit seals, signatures, coins and so on. Any simple back alley filcher can clip a coin or scrawl out fraudulent handwriting, but the educated Forger treats it like the art form it deserves to be. A replicated painting from the hand of a master forger is nearly indistinguishable from the original, while a Forger's debased coins invariably stand up to official scrutiny. The Forger has a knack of making something out of nothing, so that their 'masterpieces' represent nearly pure profit, even if they are actually worthless. In addition to their own work, Forgers can modify passports, replicate letters of marque, forge death certificates, and hundreds of other things. A good Forger may find themselves rubbing elbows with intellectuals and criminals alike.

The Forger's life is not an easy one though. The crime of forgery is tantamount to treason, which usually results in the Forger being sentenced to an excruciating death (being boiled alive or having the molten metal of forged coins poured down one's throat are common forms of punishment). Forgers must stay hidden at all times lest they be ousted – for once they are found, the evidence against them is often staggering and there is little hope of a proper

trial. That is why some Forgers take upon the mantle of an adventurer's life, both to lay low and to learn new, more advanced techniques by traveling the world. Forgers are road scholars at heart – they seek out new lore and cultural touchstones in order to best hone their craft. Plus, moving from town-to-town means that they can abscond quickly should a buyer get wise to the counterfeited work. However, as the stress of living weighs down upon a Forger's head, they soon begin to doubt what is real. It may start something simple as wondering if the newly acquired coin in their hand is legitimate, but these paranoid delusions can become so grand that a Forger will start to question the very nature of reality.

SECOND OLDEST PROFESSION

While prostitution is often heralded as the world's oldest profession, the work of a Forger is said to come a close second. Your handiwork is nearly unparalleled, both by seekers of art and by Fences who know your craft.

Effect: Any object you counterfeit is treated and appraised at its full value. Furthermore, you may flip the results to succeed at Skill Tests to identify and create counterfeit items.

DRAWBACK: FORGER'S FOURRÉE

Being a master counterfeiter has its perks and disadvantages. Despite the sheer quality of your fraudulent work, trafficking it into the local economy makes you extremely nervous. Thus, you often work through a Fence.

Effect: Whenever attempting to buy, sell or trade forged materials or use counterfeited coins, you cannot use Fortune Points to modify your Skill Test results.

FORGER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Ambidexterity
SKILL RANKS	Simple Ranged	TALENTS	Determination
SKILL RANKS	Tradecraft	TALENTS	Incredible Numeration

HENCHMAN

For every grizzled soldier or erudite sage (read: adventurer), there is always someone who looks up to them, mostly in adoration, but sometimes in envy, the latter typically in secret too. Some people actually make it their mission to aid their heroes, and these annoyances are called Henchmen. Henchmen are followers and servants who themselves aspire to become like their liege. Some are weak and sickly, wishing nothing more than to become a knight-in-shining-armor. Others are religious sectarians, following a priest as if they are the very incarnation of a god. Henchmen are willing to do most anything for prestige and coin, and willing to suffer many abuses as well. Not all Henchmen are willing however – some are forced into their position, usually as a form of bondage or a way to alleviate a sentence. Henchmen are often exploited for their naiveté, and many are treated as throwaway sidekicks. That does not stop the Henchmen – in fact, it usually drives them forward, for if they survive it merely proves their loyalty to their master.

Henchmen are often oblivious and vapid, but they are loyal, willful, and – yes – surprisingly helpful. More than a few Henchmen have thrown themselves on their swords for paragons, and in the process, instantly casting themselves in a better light. Henchmen are still, however, pitiable and

prone to the worst of abuses. The saddest cases are when a bright-eyed hireling follows a cruel liege who hurls nothing but insults, beatings and danger their way, all while laughing it off. The Henchmen may take it for a time, but some come to resent their treatment with a boiling, seething hatred stewing behind their subservient demeanor. This bile can come to a head, and when it does, the Henchman's liege usually is found dead, having been stabbed in their sleep, left drowned and bloated face down in the river or suffered some other cruel fate. The Henchman is, of course, suddenly nowhere to be found… nor is their former liege's treasure.

FAIR SHARE

Love it or hate it, you are a professional hireling. This rough-and-tumble life has taught you a few important lessons before you joined an 'adventuring party'.

Effect: Add 3 to your Encumbrance Limit. In addition, whenever you negotiate your rate of pay, add your [FB] in the type of coins you will be paid in. For instance, if you are being paid as a Stevedore (2bp daily) and have a [FB] of 4, you would be paid 6bp a day instead.

DRAWBACK: HIRELING'S DILEMMA

Henchmen often go unrecognized for their sacrifices and rarely win accolades for their daring-do.

Effect: Treat a result of 1% on percentile dice as a Critical Failure, no matter whether you would have succeeded or Critically Succeeded the Skill Test.

HENCHMAN ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper
SKILL RANKS	Stealth	TALENTS	Strong Jaw

MESSENGER

A grim & perilous world is often fraught with communications errors. This is primarily due to the distances between settlements. Crucial information is lost or never makes its way to its intended source. Countless obstacles stand in the way of news and events – corrupt politicians, roving armies and long distances all provoke uncertainty. Enter the Messenger. Messengers are solely charged with making it their job to get information from place or person to another, on time. There are countless types of these couriers: some are town criers who warn of an impending attack (recall Paul Verehen's warning that, "the redcloaks are coming!"), runners who ferry messages between underground citadels and officers of the law who mount fast stallions to deliver parcels and letters. Messengers are especially useful to imperial rulers, ferrying official laws and orders from the capitol to far-flung bastions or outposts, whether they be a simple commendation or new orders in a battle strategy. If roads are a nation's veins, Messengers are its lifeblood.

Neither snow nor rain nor heat nor gloom of night stays these couriers from the swift completion of their appointed rounds, for that is the Messenger's official motto. Messengers are cunning, spry and able to adapt to a change in circumstances at a moment's notice. Sadly, that makes Messengers somewhat lacking in versatility – they just deliver messages, don't directly influence policy or know how to read or write. This also makes them prime targets for enemies of all sorts – whether they be opposing armies or information-brokers, disrupting communication lines can easily cause an entire country to crumble if executed correctly. Messengers often develop paranoid delusions that their failure to deliver their message on time will have disastrous consequences. As long as they are wary of whatever lurks around each corner or beyond each hill, they will be safe. In reality though, they are just as vulnerable as us all.

LICKETY-SPLIT

As the old saying goes 'it is not a sprint, it's a marathon'. Lithe of limb and spry of spirit, the Messenger is ready to show others that it can be both.

Effect: Increase your Movement by +3. In addition, reduce all Movement Actions by 1 AP (to a minimum of 1 AP).

MESSENGER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Navigation	BONUS ADVANCES	[BB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Long-winded
SKILL RANKS	Survival	TALENTS	Sprint
SKILL RANKS	Warfare	TALENTS	Spirited Charge

NOMAD

Large tracts of land in many grim & perilous worlds remain unsettled and hazardous to travelers. From dangerous deserts to arid tundra, very little grows and it is hard for folk to thrive. Thus, many who live within these areas are itinerant travelers called Nomads. Being a Nomad is not so much a 'profession' as a way of life. Nomads travel with their tribe or village in order to follow herds, migrate between dry seasons, live as peripatetic workers or even to flee oppressors in a diaspora. Nomads have to be able to handle nearly any hardship the environment throws against them, from long marches through desolate wastes and hunting rabid beasts to protecting themselves from roving armies and other unspeakable horrors. Nomads are often hard and weather-worn, but they are also strong of heart and close of kin. Family is vital to a Nomad's survival, for if one person falls, the whole tribe does, too.

Nomads make most of their living off livestock, itinerant workmanship or other less savory, vaudevillian tasks. Nomads take easily to the adventuring life, though many are hesitant to leave their tribe behind as it amounts to their entire life and family. Therein lies the cruel irony for the Nomad – for not having a formal home, many of them grow homesick quite easily. Many Nomads will try to form bonds with their adventuring companions, but even then, it is not the same or as close as their tribe. Paranoia and loneliness can easily weigh down upon them, particularly as they strike out into the strange away from their traditional lands. From here, it is not difficult to implant a final seed of doubt that can lead them wandering off alone to their deaths.

WEATHER-WORN

Every Nomad hails from one of three regions. Each region has 'borne in' a natural resistance and hardiness into those who grew up in it.

Effect: Select one of these regions: northerner, midlander or southerner. You gain one of the following Traits by region:

- As a ***northerner***: you always succeed at Skill Tests to Resist the effects of physical Peril. In addition, you never suffer from Frostbite;
- As a ***midlander***: you always succeed at Skill Tests to Resist the effects of physical Peril. In addition, you never suffer from Starvation;
- As a ***southerner***: you always succeed at Skill Tests to Resist the effects of physical Peril. In addition, you never suffer from Heatstroke.

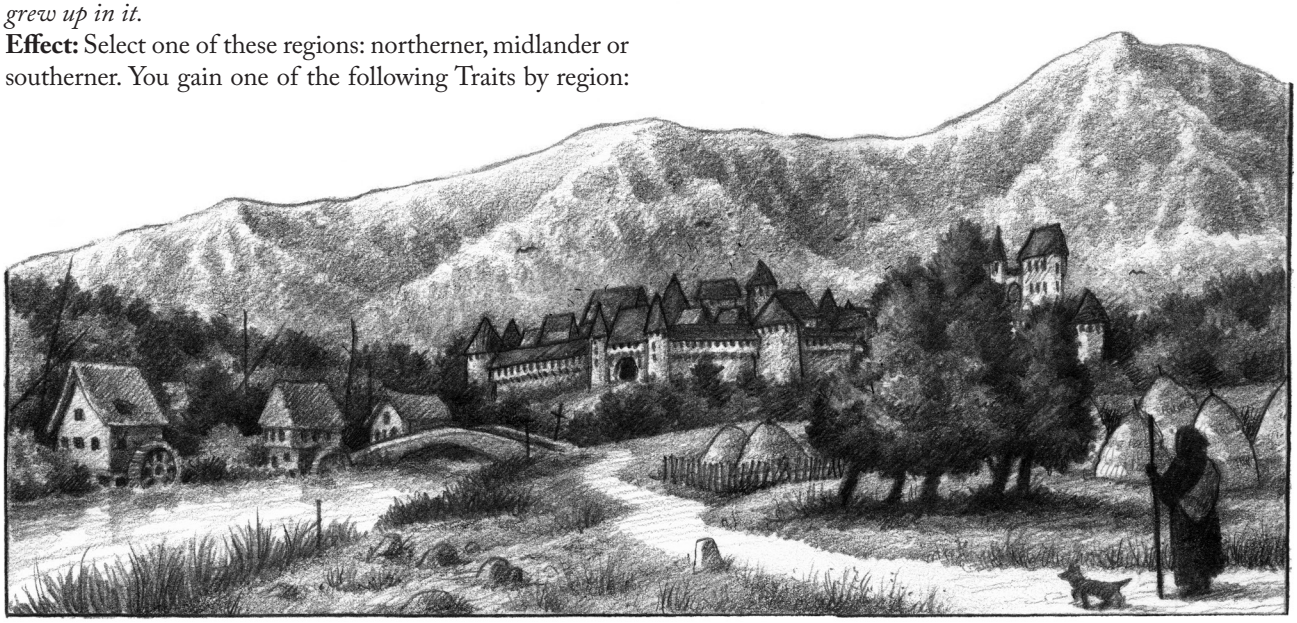
DRAWBACK: WANDERLUST

A Nomad dislikes being tied down to one place permanently. A vagabond's life is what best suits them.

Effect: Any time you are in an urban environment, you can never be restored to Unhindered on the Peril Condition Track, only to Imperiled.

NOMAD ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[AB]
SKILL RANKS	Navigation	BONUS ADVANCES	[BB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Azimuth
SKILL RANKS	Stealth	TALENTS	Light Sleeper
SKILL RANKS	Survival	TALENTS	Long-winded



PAMPHLETEER

One of the most important inventions of the last few decades is not the mechanical clock, the microscope or even gunpowder, but rather something simpler – movable type. The printing press has revolutionized how stories are made, spread around and read, allowing even the poorest folk the chance at education and modernization. The humble Pamphleteer operates these printing presses, and disseminates what they print to the streets. Since the technology is relatively new, many are printing simple things like leaflets, religious tracts and written notices. This is what sets them apart – though some Pamphleteers print erotic poems, penny dreadfuls and other less intellectual material, most are taking it upon themselves to gather and spread news otherwise unobtainable. Many Pamphleteers are champions of the common folk, giving them information and ideas they would otherwise have no access to.

And that is precisely why many see Pamphleteers as dangerous – clergy and kings alike have long decided what citizens should and should not know, and many a Pamphleteer has had to face the consequences of publishing the oft-dangerous rhetoric in their broadsheets. Despite their resourcefulness, cunning and intellect, many are run out of smaller towns if the propaganda does not meet its ruler's decrees. All the better perhaps, for a Pamphleteer can instead live their own fascinating adventures to publish in the future. Sometimes those adventures turn sour or strange compulsions absorb the Pamphleteer's attention – it is then that the elite have to worry, as the Pamphleteer returns to publish works of alternative thinking, sedition and anarchy. These ideas begin to sow chaos and discord, and not all stories the Pamphleteer prints are necessarily true. There is a thin line between being an upright journalist and a rabble-**r**ousing **p**erfidious **g**ame-playing *pundit*, and some Pamphleteers are not afraid to cross it to achieve notoriety.

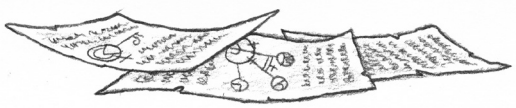
EXTRA! EXTRA!

The Pamphleteer has their ear to the proverbial ground and when it comes to rumor or gossip, local or from further away, there is no one better to chew the fat with.

Effect: When you fail a Folklore or Rumor Test, you can re-roll to generate a better result, but must accept the outcome.

PAMPHLETEER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Worldly



PIONEER

There are no mountains high enough, no valleys low enough or no rivers wide enough to keep a Pioneer from reaching the peak. Pioneers are both rock-climbers and navigators, crawling around ranges and deep furrows in search for deposits of gold, gems and more. Pioneering is a thankless and often unfruitful job – very few actually discover any deposit worth digging up, and those that do are often swiftly pushed out by petty land barons looking for new resources. When not searching for these treasures, Pioneers also often serve as bearers or forward scouts for the military, as they have spent many long years learning the best routes over peaks and dales and across moors and valleys. Such duties rarely last long, which is how they prefer it, for the clarion call of riches and glory always awaits them. So it is not long before they pick up their sifting pan or dowsing rod in search once again for their big break.

Pioneers are natural survivalists who can forge over high peaks, across dry wastelands and through fetid swamps with little concern. They are also purveyors of folksy wisdom, tall tales and occasional survival tips, all conveyed with a sense of optimism. Although many who travel in their company find their happy-go-lucky attitude infectious, it can sometimes hide a sad truth – they are often willing to give up anything to seek out riches. They sell their possessions, disown their family and forget to take care of both themselves and the daily necessities, all because of their thirst for those golden hills. Some go insane, blathering in their shacks about how they are kings who have made their fortune on skill or intuition, all the while surrounded by mounds of pyrite and slags of peat, both great monuments to their failure. They are truly pitiable, for they have lost everything, but believe they have gained everything.

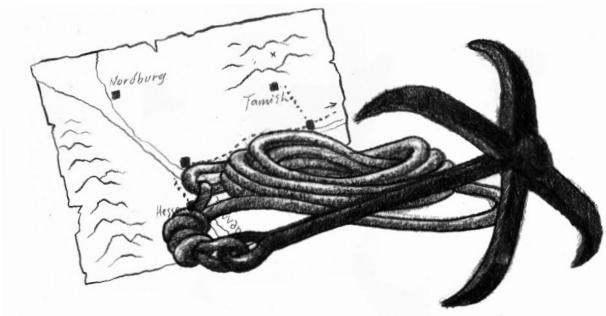
TRAILBLAZER

Whether across rock, snow or ice, you remain undeterred by the rigors of passing over its hardships.

Effect: You may flip the results to succeed at Athletics Tests. When you succeed, it is always considered a Critical Success. In addition, when using the Movement subtype of Climb, you do not have to add the additional 1 AP cost.

PIONEER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Toughness	TALENTS	Long-winded



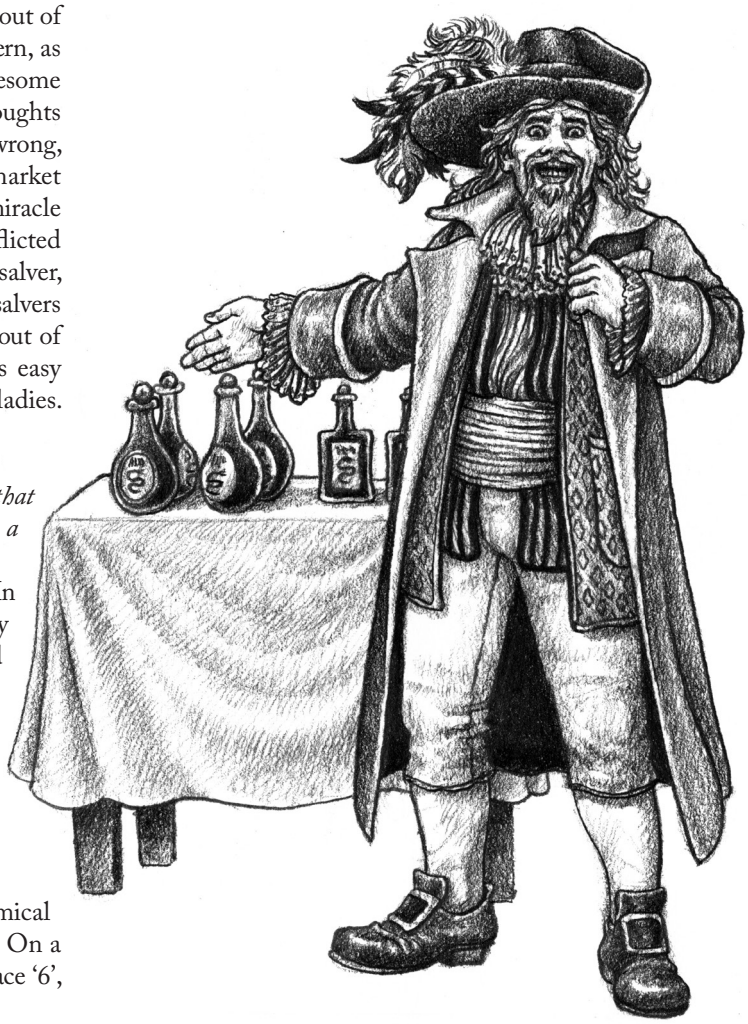
QUACKSALVER

The Lowborn do not trust many things – wizards, politicians, or even each other. However, when they become sick or weary, and the local Old Believer has been strung up by witch hunters, the poor and the gullible will instead turn to the itinerant Quacksalver. Quacksalvers are purveyors of 'patent medicine' and usually con artists of the first order. They take mundane reagents like beef fat, turpentine and pepper, mixing them with venoms to produce 'wondrous solutions' said to cure any type of malady. Their showmanship and slick tongues make them sales that line their pockets with coins aplenty, but rarely do their remedies have the desired effect that purchasers want. Some of the Quacksalver's medicines are sometimes impotent and have no effect, but others though, can have severe after-effects. Usually, a Quacksalver will luck out and actually find that a certain oil drawn from a snake does in fact aid joint pain, but these are either flukes or stolen remedies from Hedgewise and worse.

Once a Quacksalver is found out to be a fraud, it does not take long for locals to round up a posse and run them out of town – or worse. This seems to be a continuous pattern, as many Quacksalvers take up a life of vagrancy. This lonesome path of schemes and lies can lead them to dark thoughts and darker means. Looking to prove everyone else wrong, some Quacksalvers will resort to pushing black market pharmaceuticals and strange 'cures from the Orient' as miracle cures (such as Devilweed and Madam Geneva). The afflicted who take them become dependent upon the Quacksalver, coming back again and again for a fix. Some Quacksalvers have built themselves up a small drug empire purely out of scorn and spite. And, as we know, Corruption finds easy targets in addled brains in distress and peddlers of maladies.

QUACKSALVER ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Doppelganger
SKILL RANKS	Survival	TALENTS	Forked Tongue
SKILL RANKS	Tradecraft	TALENTS	Gallows Humor



SNAKE OIL

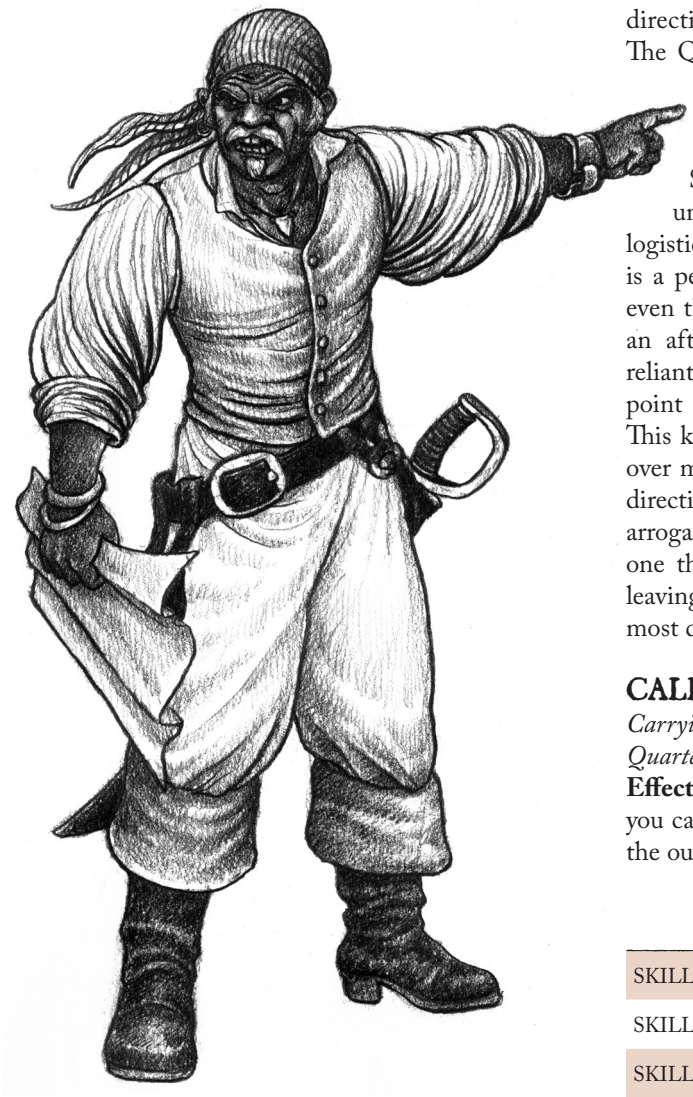
With a few drops of mineral oil, turpentine and a bit of that "ol' black magic", you turn any normal ointment into a miracle liniment.

Effect: You treat the Alchemy Skill as a Common Skill. In addition, you may substitute Snake Venom in place of any needed reagent to alchemize consumables (as outlined under *Materia Medica* from the Hazards & Healing chapter in **ZWEIHÄNDER** and in **Chapter 4: Liber Alchemiae**). The only exception to this is when Wytchstone or its byproducts are required as regents.

DRAWBACK: QUACKERY

The quality of your 'remedies' is questionable, at best.

Effect: After a person imbibes one of your alchemical concoctions and goes to sleep, roll a 1D6 Chaos Die. On a result of face '1-5' nothing happens. On a result of face '6', the imbiber suffers 2D10+2 physical Peril.



QUARTERMASTER

An army goes to war with its men-at-arms, cavalry, and siege engines, often fueled by patriotism or other great cause. This is not enough, for every army marches on its stomach, which requires a specialized non-combatant role – the Quartermaster. These educated women and men, found in all large militaries, martial vessels and mercenary groups, do not handle strategy, but rather orchestrate the logistics of their fighting unit. This boils down to two main roles: distributing munitions or tactical navigation. Most Quartermasters within an army emphasize the former purpose, while the navy Quartermaster emphasizes the latter. Quartermasters have the trust of their senior officers, but they are also able to interact with foot soldiers and mercenaries to ensure battle preparedness. Their position is extremely valued by warriors of all stripes, because without enough provisions or the right direction, these soldiers and sailors are as good as dead. The Quartermaster is more than aware of this position and they take it with quite some pride, though often that can be misinterpreted as arrogance.

Some Quartermasters eventually leave their military units, trading in their skills in cartography and logistics for opportunity and coin. An adventuring party is a perfect place for a Quartermaster, as they can make even the longest hike through a mountain pass seem like an afternoon stroll. Sometimes, the group becomes so reliant on them, that the Quartermaster's ego grows to the point where they believe themselves superior to others. This kind of sedition can bring about smaller food shares over misunderstandings, refusal to listen to other people's directions and a general sense of 'never being wrong'. This arrogance breeds doubt and sews conflict within a party, one that can cause their bonds to strain or even break, leaving the Quartermaster refusing to budge in even the most dangerous of wildernesses or waters.

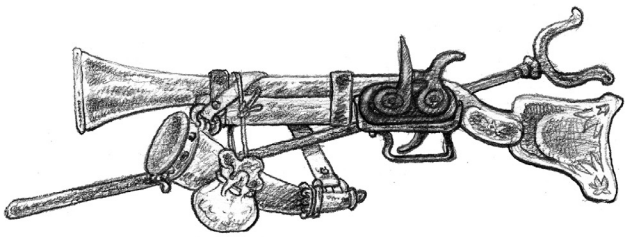
CALL TO ARMS

Carrying forward their victories (and defeats) in battle, a Quartermaster brings puissance to any party they serve.

Effect: Whenever you fail a Navigation or Warfare Test, you can re-roll to generate a better result, but must accept the outcome.

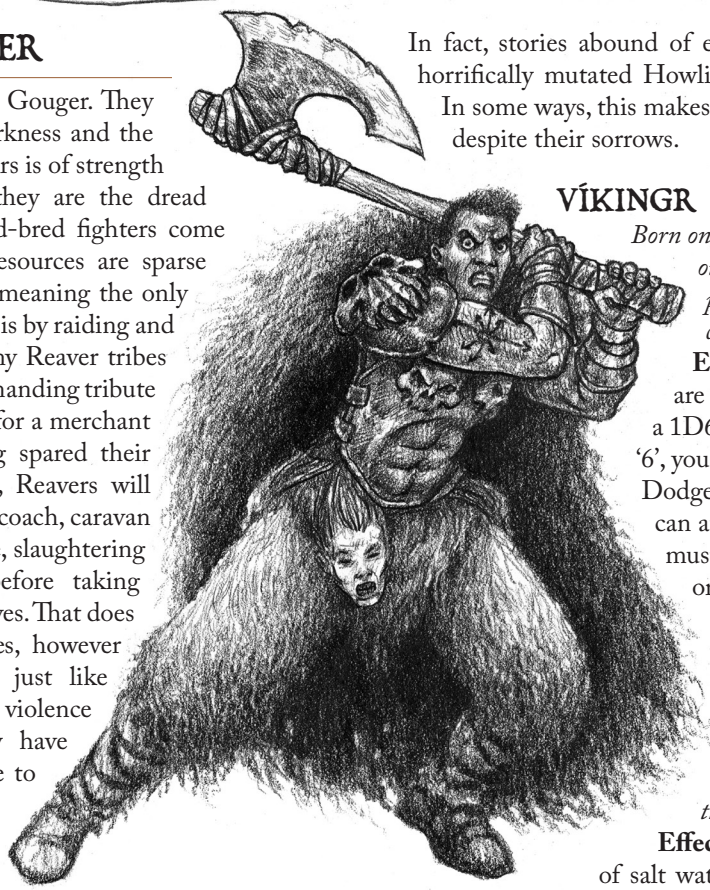
QUARTERMASTER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[CB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Determination
SKILL RANKS	Simple Ranged	TALENTS	Incredible Numeration
SKILL RANKS	Warfare	TALENTS	Siegecraft



REAVER

Ripper. Tearer. Slasher. Gouger. They are the teeth in the darkness and the talons in the night. Theirs is of strength and lust and power: they are the dread Reaver. These born-and-bred fighters come from cultures where resources are sparse and the land is hard – meaning the only way for them to survive is by raiding and plundering others. Many Reaver tribes will threaten at first, demanding tribute and fealty in exchange for a merchant or even a village being spared their ravages. If they refuse, Reavers will hold no mercy, putting coach, caravan and village to the flame, slaughtering guards and militia, before taking livestock, riches and slaves. That does not make them savages, however – Reavers are people just like everyone else, but their violence is an adaptation they have had to make if they are to survive. Most simply know no other way, and see their plunder as a form of placating their violent gods and ensuring that their family survives. Most Reavers are nomadic and horse-borne, but some do take to shallow-drafted, dragon-prowed boats to sail up and down coastlines and far up rivers in search of communities to raid and plunder. Reavers of this sort pay tribute to far older gods than those prayed to in the hallowed halls of civilized humanity. Despite their seafaring ways, they have learned to fear the Leviathan and His storm-Daemons who thunder above. Rarely though do they travel without their trusty steed, however, borne upon boats shoulder-to-shoulder with their masters.



Reavers will often sacrifice the good of the individual for the good of the group – the sick, elderly or weak are usually expelled or even killed, and poor leaders are cut down. Children who are born lame or sick are often tossed to the wolves, or Martyr's mercy, buried by their grieving parents. Most cast-aside Reavers are these scorned warriors who have lost everything, and must either live as outcasts or go through terrible trials to return to their peoples and loved ones. These stalwarts – usually bent, broken or misshapen – are usually sullen and taciturn, but extremely intimidating to the common folk. Sadly, they may also be the people closest to Corruption – many of their gods or Daemons they pay tribute to can be traced in some way to the Abyssal Princes. In fact, stories abound of entire tribes transformed into horrifically mutated Howling Marauders in a fortnight. In some ways, this makes many Reaver outcasts blessed despite their sorrows.

VÍKINGR

Born on foot or by horse, you quickly leap out of the way from danger… providing you can see the danger coming.

Effect: When you or your steed are struck by a ranged weapon, roll a 1D6 Chaos Die. If it lands on face '6', you ignore it as you automatically Dodge it for 0 AP. Otherwise, you can attempt to Dodge as usual. You must be unarmored, or wearing fur or hide to take advantage of this Trait.

DRAWBACK: SEA-BORNE FEAR

A Reaver does not trust the seas or the ocean, for they nor their horse can drink from it.

Effect: Whenever you cross a body of salt water (out of sight of land), you are made victim to Fear.

REAVER ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Gamble	BONUS ADVANCES	[AB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[BB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Menacing Demeanor
SKILL RANKS	Survival	TALENTS	Saddle-born
SKILL RANKS	Toughness	TALENTS	Spirited Charge

RUSTLER

Horseflesh and livestock remain an important industry no matter how far technology progresses. Leather, meat, lard and bone are all bounties that beasts of the land can provide. As a result, thievery of livestock is fairly rampant, often committed by the devious Rustler. Rustlers like to strike when livestock is being herded for sale prior to being branded. Come nightfall, they will dispatch the unfortunate shepherd and their watch dogs, then drive the animals themselves to sell for a bounty. Rustlers rarely act alone and in lands of sweeping prairies and far-apart settlements, they are often more common than bandits. Selling the livestock is usually the easiest part of the Rustler's task. After all, no one in the settlement where the herd's original owner was going to sell it is likely to know what the herd looks like or who its original owner was, so the Rustler simply walks in, sells the stolen beasts and pockets the profits. At other times, Rustlers are not in it for money, but rather in desperation–having turned to stealing cattle in order to feed their starving villages or appease despotic rulers. Unsurprisingly, when stealing the herds of others, Rustlers often wear a neckerchief over their faces so as to prevent their countenance from being discovered.

Rustlers know as much about the lay of the land as any hunter does, plus they know how to operate in secrecy fairly well. They also possess a powerful persuasiveness when it comes to handling animals. Yet the loneliness of their thievery, the emptiness of the wilderness when it is not full of slavering monsters or horrors and the threat of punishment should they be caught, can push Rustlers to the edge of sanity – and beyond. Such men snap and instead of having a care for the animals they wish to rustle and steal, they grow heartless. Severe and cruel to both man and animal, they take up with the dregs of humanity, or worse, allow themselves to be recruited into the ranks of cults who follow the call of Daemons. Such Rustlers can obtain fresh sacrifices with little hassle and are willing to drive chattel off cliffs or leave without a shepherd in the middle of a wolf-haunted forest. The beast-like Grendel employ Rustlers to round up both animals to mate with and shepherds to defile. These Rustlers take a sadistic pleasure in their job, armed with barbed whips and scalding brands to drive innocent beasts and their keepers through pain and misery to their sacrificial end.

RAWHIDE!

Don't try to understand 'em, just rope, throw and brand 'em. Soon we'll be livin' high and wide!

Effect: You influence any number of creatures classified as Animals who can see and hear you clearly with Fellowship-based Skill Tests. In addition, whenever you attempt to rustle and coerce Animals and Beasts, you may flip the results to succeed at Handle Animal Tests. When you succeed, it is always considered a Critical Success.

RUSTLER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Instincts
SKILL RANKS	Stealth	TALENTS	Rural Sensibility
SKILL RANKS	Survival	TALENTS	Saddle-born

SKALD

Upon the battlefield, the screams of terror and the sound of hewn flesh can nearly drive a person to rout and flee their comrades in arms – the soldiers need something to distract them, to keep them focused on the battle. The person who does that is called the Skald, a musician, drummer or speaker whose job is to inspire the troops. Skalds differ from Entertainers in that Skalds are soldiers rather than civilians, albeit specifically trained to boost the morale of the men and women around them. Their tools vary: many modern armies have drum and flute corps, while more tribal people may shout intimidating chants or exaltations of valor. It is even known for Skalds to accompany crusaders in their wars in the holy lands, their Skalds belting out scripture and divine providence to show that god is on their side. When not in the midst of battle, Skalds bring cheer to the troops, sometimes on the march, but usually when encamped, performing raucous songs of victory and love while the soldiers drown their sorrows in ale over comrades and loves lost.

Skalds rarely concern themselves with the size or type of military unit they perform for, whether mercenary band or adventuring group, as to them the ballad played to a Squire is much the same as a song played to a Sellsword. One curious aspect of a Skald is their age. Often, in many 'civilized' lands, armies will recruit young boys to serve as drummers and fifers – many of these boys being more than willing to join up, typically out of a sense of patriotism as much as adventure. Sadly, exposing children to the often unspeakable sights and horrors of war, having them see their eager comrades and jaded mentors cut down before them and then expecting them to march over their corpses and leave them behind with barely a glance, is not without its consequences. Many go mad far before they reach adulthood, that is, if they are captured and turned into child soldiers by less scrupulous armies and mercenary companies. For there is nothing more sorrowful and pitiable than seeing a hollow-eyed child returning home, their life and spirit taken from them by the brutal truths of war.

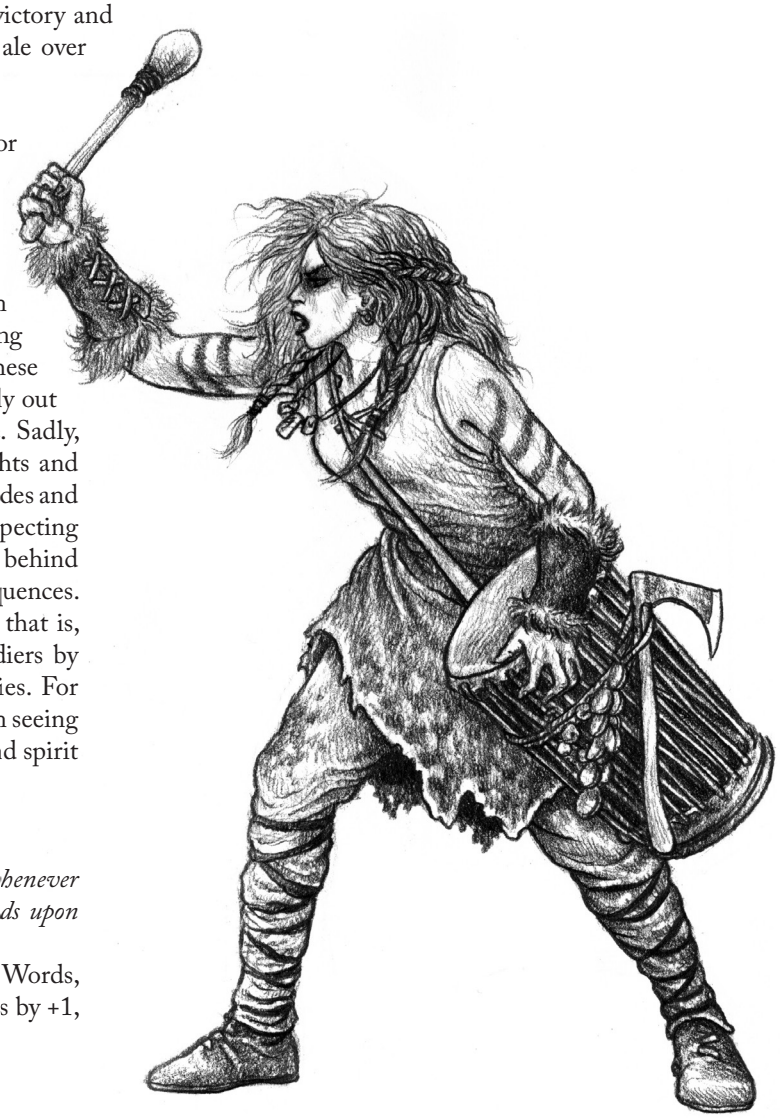
THE BARD'S TALE

You inspire great courage and alacrity in arms whenever you belt forth anthems, speak poetry or play ballads upon the battlefield.

Effect: When you succeed at using Inspiring Words, allies increase their Damage and Peril Thresholds by +1, and add +3 to their Initiative.

SKALD ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	TALENTS	Carousing
SKILL RANKS	Simple Ranged	TALENTS	Nerves of Steel
SKILL RANKS	Warfare	TALENTS	Worldly



STEVEDORE

When ships come in, the cargo comes out, and in doing so, that freight lies upon the literal backs of the Stevedore. A breed apart from petty Laborers, medieval work-gangs called Stevedores are dockworkers and longshoremen who spend their days upon the wharfs. They haul and move cargo, clean fish for market, repair and scuttle ships, and even run ferries or other small boats as needed. They are fiercely protective of their docks and ward away rival work gangs with both strong words and wooden sticks. Stevedores are rough-and-tumble because they have to be – the work they do is both physically and mentally demanding. They are also charged with keeping cargoes safe once warehoused or before its trafficked, as the docks are a favored place for illegal trade and smugglers. Stevedores work hard and celebrate harder – every river or sea-side tavern knows that when the dockworkers end their day, their pockets rattling with brass and their throats parched from a long day's work. After celebrating, Stevedores sleep deeply, before waking at the crack of dawn to repeat the day all over again.

While there is much to do as a Stevedore, the routine of work/drink/work, week over week, can grow monotonous and degrading. Those confident in their physicality and hardiness may grab a scaling knife and cargo hook, and strike out for other opportunities that bring faster coin and more restful days. Stevedores are good to have along as brutes and handlers, able to easily break down doors or break an arm or two when needed. However, with many not being aware of just how dangerous the job of leg-breaking is, their confidence is a slow and insidious killer. For when a Stevedore sees a Fomorian drag an ally down into the briny deeps, they realize that they sea they love can be just as cruel, if not even more so. When that happens, they often go back to the drudgery of laboring, and when that is not enough, replace their routine with a constant stream of wine to dull the memories, rotting in an alleyway.

WHARF RAT

A Stevedore passes the drudgeries of the day away with bawdy songs and small contests with their brethren. It may be who can tie a knot the tightest or who can lift the most weight at once without wobbling over.

Effect: You may flip the results to succeed at Toughness Tests. When you succeed, it is always considered a Critical Success. Furthermore, you never reduce your Movement due to Overage.

STEVEDORE ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gambling	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	Carousing
SKILL RANKS	Toughness	TALENTS	Menacing Demeanor

UNDERTAKER

Death is inevitable. Whether it be from violence, disease, or the rarity of old age, everyone returns to the dust from where we were all raised from. The transition into the Custodian's embrace is best handled by the Undertaker. If Augurs, the priests of the Custodian, most often must deal with the destruction of a corpse if it rises again, the Undertaker deals with everything else – ministering, burying the bodies, maintaining graveyards and distributing last will and testaments. Undertakers are no mere gravediggers, but they do have a secondary role few speak about – they are wardens of the graveyards. Undertakers protect the sanctity of these places of rest, whether they be from nascent Grave Robbers or unspeakable rituals that bring the slumbering residents back to life. They are the first defense against grave robbing and corpse-theft, and they bear this responsibility quietly.

Many towns and villages are too poor or out of the way to afford a proper burial, so many Undertakers will travel and perform their duties for free. At other times, they are recruited by adventurers because of their knowledge of the graveyard and how to best rob a tomb. Undertakers are surrounded by death so often, that it becomes second nature to them – some even wish to delve further into forbidden dark arts and foul experimentations. Perhaps a loved one has died they wish to see again, so they seek to revive them as they feel they know best how to handle the abomination. More often than not, though, these dead spouses and children come back different, changed and hungry. An Undertaker who meets this foul fate will learn that death is a better outcome.

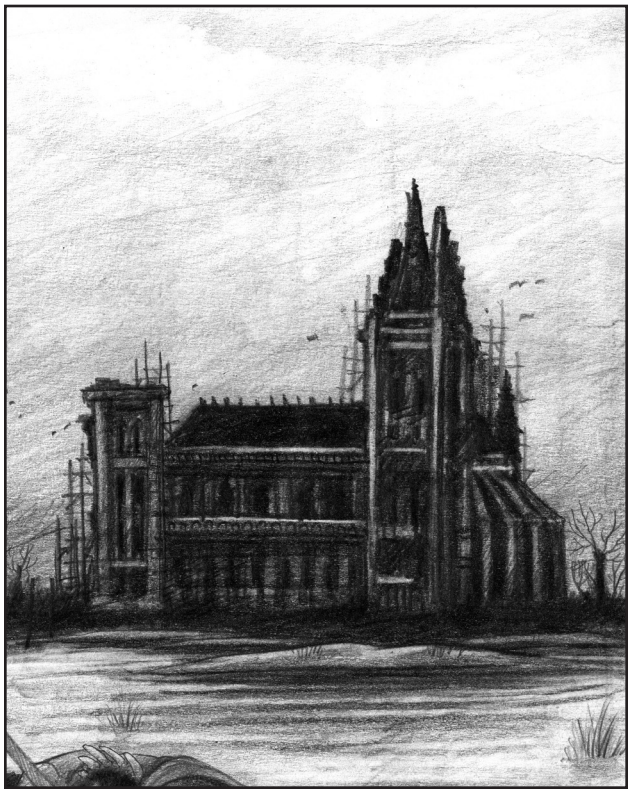
DUSK TILL DAWN

You are charged with filling your days with funerary needs and your nights warding the graveyard against corpse thieves and tomb robbery. Thus, you have grown accustomed to just a few hours of sleep a night.

Effect: You may flip the results to succeed at Resolve Tests. When you succeed, it is always considered a Critical Success. In addition, you only need 3 hours of uninterrupted sleep to recover your Peril Condition Track.

UNDERTAKER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Stealth	TALENTS	Instincts
SKILL RANKS	Toughness	TALENTS	Meeting of the Minds



EXPERT PROFESSIONS

Unlike regular Professions, Expert Professions have specific requirements that must be met before a Character can enter them. Special requirements are indicated in italics below the Profession's name. Expert Professions which grant access to Covenant Magick are indicated with a hash (#) beside its name. You will learn more about Covenant Magick and its usage in **Chapter 6: Liber Umbrarum**.

EXPERT PROFESSIONS

Abbot	Hexer
Alienist	Infernal Saboteur #
Armiger	Jackdaw
Artillerist	Kinslayer
Barnstormer	Maestro
Bladedancer	Minister of Rot #
Burgomaster	Mootwarden
Butcherpriest #	Natural Philosopher
Caravan Mystic	Oathkeeper
Chamberlain	Occult Magician #
Chevalier	Opener of the Way #
Condottiere	Outlaw Chief
Courtesan	Physiker
Cult Leader	Rime Maiden #
Dirgesinger #	Rune Jarl
Ecstatic Celebrant #	Sanguine Legionnaire
Exorcist	Sharpshooter
Fanatic	Shipmaster
Fell Knight	Shopkeeper
Friar	Sirocco Prophet #
Grand Master	Skinwalker
Grey Vivimancer #	Sworn Sword
Grognard	Vampire Hunter
Havoc Conjuror #	War General
Howling Marauder	Witch Doktor #

ABBOT

You must possess at least two Skill Ranks in both Education and Heal in order to enter this Expert Profession.

Many who are chosen by the gods revel in their power and authority, their divine might and Magickal power marking them as chosen above others. This is not so for the Abbot (or *Abbess* for women), an ordained religious leader who has not been touched by the divine spark in a traditional sense, but nevertheless speaks with the authority of the heavens. An Abbot is always canonized by a monastery's chapter by secret ballot and rare are the few who reach such a position outside of the ecclesia. Upon election to this holy office, they remain so until the end of their lives (or until frailty demands another to be elected to their position). Many head monasteries, meditative branches of church or even more secular faiths. Abbots also serve as trusted advisors to kings and emperors, while also reporting on the civil needs of the faith to the board of church elders. Abbots are generally more cloistered and calm than a traditional firebrand, many studying the histories and myths of their religious order to obtain a better understanding of how the church has changed and what policies will change over time.

Without a doubt, an Abbot is humbler than their Friar brethren, but their deferential and subdued attitudes make them particularly susceptible to infirmity of the mind. While they certainly respect and follow the traditions of the church, Abbots are oft so lost in self-reflection that they begin to lose sense of the world around them. They may absentmindedly forget their sermons, losing hold of what ties them to their fellow clergy. Some may develop strange habits, navel-gazing and imbibing all manner of drugs to find 'true oneness' with their god. Moments of lucidity become less frequent, as the Abbot slips towards total impairment, until they simply wither away and another Abbot is canonized. Thus, the eternal cycle continues as a new Abbot is put into their place.

ABSOLVE SIN

Although you do not command divine Magicks, you are charged with a sacred duty: to absolve others of their sinful through penance and acts of contrition.

Effect: You can spend a Fortune Point to immediately remove a curse or dispel harmful Magickal effects that ail another. In addition, you can spend a Fate Point to immediately reduce another Character's Chaos Ranks equal to your [WB]. You must be able to touch the person in order for them to be absolved.

DRAWBACK: FEEBLE-MINDEDNESS

Corruption affects everyone differently. For the Abbot, it does not result in the erosion of their spirit, but instead leads to frailty of the mind.

Effect: Whenever you would gain 10 Chaos Ranks, you do not gain a Disorder. Instead, reduce your Willpower by 9% each time you would normally gain a Disorder. Should your Willpower ever reach 0%, your Character must be retired.

ABBOT ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Impervious Mind
SKILL RANKS	Simple Melee	TALENTS	Meeting of the Minds
SKILL RANKS	Toughness	TALENTS	Multilingual

ALIENIST

You must possess at least one Skill Rank in Heal in order to enter this Expert Profession.

For centuries, the mind has been a mystery. Though Physikers are finally starting to understand the body and how people get sick, the mind remains an enigma. Many explore the reaches of the conscious, trying to figure out what makes people tick. The most common method of this is hypnotism, and those who devote themselves to hypnotism and the workings of the 'mental machine' call themselves Alienists. The average Alienist speaks calmly and soothingly, assuring their convalescent that what they are experiencing is completely 'normal'. They then subject their patients to tests with all sorts of medieval and unusual devices like calipers and silver charms, before plunging them into a twilight dream-state to find out what haunts them. Alienists are often employed by the rich and powerful, but often they care little if they are actually helping or not – most are striving to find a breakthrough that will grant them medical acclaim. Alienists may truly have developed an understanding of the mind's mysteries, but even if this approach is not 'real', the placebo effect it can have on patients is certainly determinable.

Alienists are not well-trusted by the common populace nor the priesthood, as the idea of someone 'picking around in your head' is not something most rational people find appealing. Regardless, Alienists see the power that hypnotism and suggestion can have. They pose as innocent enough, worming their way into haughty circles of blue-bloods or in with jumped up burghers who crave a social status a notch above their peers. The Alienist's end goals may be to eventually entrance these fools and request they reveal family secrets and treasures, or entreat them to far worse outcomes under suggestive influence. Understandably, those desperate and truly damaged long for their problems to be fixed, and thus turn to this heinous form of treatment. Corruption loves a good Alienist, as it allows them to infiltrate their filth and hatred into someone's subconscious willingly, leading to a servant who runs less on suggestion and more on animal instinct.

DOKTOR MIND-BENDER

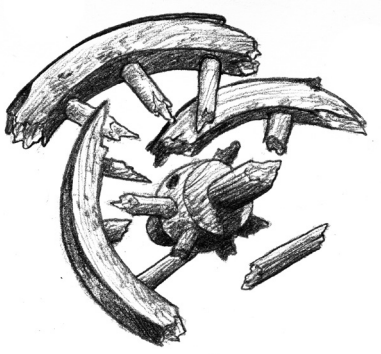
While hypnotism can lead the insane toward the path of sanity, the power of your voice can also force others to do things more unsavory.

Effect: Whenever you perform Hypnosis, the patient is also Entranced. While Entranced, the person can be commanded to take any single action you desire over the next week (e.g., quack like a duck, steal a carriage, poison your lord). Should they be commanded to undertake a dangerous task, they can attempt a Resolve Test to Resist this effect prior to taking the action. Once the action has been taken, they are no longer Entranced. Entrancement can only affect Humanoids and Mutants (including player Ancestries). Substitute Heal in place of Incantation when using Perform Hypnosis. Finally, the same person cannot be made subject to Entrancement more than once a week. Performing Hypnosis can be found in **Chapter 4: Liber Alchemiae**.

DRAWBACK: PLACEBO EFFECT

Unfortunately, your words sometimes fall on deaf ears. But this only leads you further down the spiral, as you enact even more vicious studies that threaten to unravel your grasp of sanity.

Effect: Whenever you fail to perform Hypnosis, both you and the patient suffer from Stress.



ALIENIST ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Incredible Numeration
SKILL RANKS	Scrutinize	TALENTS	Secret Signs
SKILL RANKS	Simple Melee	TALENTS	Supernatural Paranoia

ARMIGER

You must possess at least one Skill Rank in both Martial Melee and Warfare in order to enter this Expert Profession.

As the world has changed and evolved, so too has the nature of war altered. Rarely do feudal lords field large armies, crashing against each other like waves against a shore. Today's warfare mostly consists of small skirmishers, where only the members of the fighting elite are able to stand against the tide. As a result, a new breed of soldier has emerged to take their place on the battlefield: the Armiger. These warriors clad themselves in the heaviest of armors and carry the largest and most explosive of weaponries. Whether they wield massive hand cannons, steel-headed hammers or razor-sharp pikes, they stand as a bulwark against their enemies. They are solitary, powerful and worthy of respect, though many refuse to speak of the horrors they have faced or the allies they have lost.

After the fields have been reaped free of soldiers, many an Armiger then moves onto a more adventurous living somewhere in the gloom and the shadows. Given their specialty, they head into the fetid depths and haunted tunnels of the earth below. These Armigers spend the rest of their brief lives learning to fight in labyrinthine caverns, pressing deeper into the folds of the world. Within the under-tunnels, Armigers know no rest, only the constant struggle to protect the lands above by hunting down the enemy below. When they return, they have countless stories of terror to tell, but few return without some kind of scar – either physical or psychological. An Armiger may appear to be glamorous for all their brawn and fortitude, but an old Armiger is a rarity. A completely sane Armiger is rarer still.

IRON CITADEL

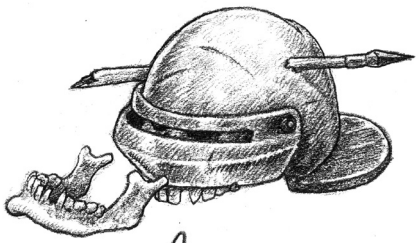
You are literally a living bulwark of defense, growing more and more implacable with every strike.

Effect: Every time you suffer Damage from a melee weapon, temporarily increase your Damage Threshold by +1 cumulatively, lasting until you are Slain! or combat ends. You must be wearing armor with the Heavy Quality to grant this advantage.

DRAWBACK: VISOR OF POOR VISIBILITY

Ironclad as you are, you refuse to fight with the visor of your helmet up.

Effect: While wearing armor with the Heavy Quality, you must flip the results to fail all Perception-based Skill Tests that rely on vision.



ARMIGER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Die Hard
SKILL RANKS	Survival	TALENTS	Hard To Kill
SKILL RANKS	Toughness	TALENTS	Light Sleeper

ARTILLERIST

You must possess at least one Skill Rank in Warfare in order to enter this Expert Profession.

The battlefield has drastically changed in recent years: what were once simple hills and valleys of the dead have become pockmarked with craters, scarred landscapes and diseased trenches. This scattershot landscape is borne from the terrible war machines that have entered the theatre of conflict… and the Artillerists who operate them. Artillerists maintain and man a host of infernal machines upon the fields of battle. They work hand-in-hand with Engineers to find their enemies' weak points, strongest defensive positions, and most important sites of strategic value – in fact, many Artillerists were once Engineers themselves. In general, it is the common Man-At-Arms who does the actual firing of war machines, but they would be useless if it was not for the Artillerist's ever-vigilant eye. Obviously, this makes them high priority targets – the bolt throwers and cannons whose fire they direct can rip frontlines apart, so targeting them – whether by a Sharpshooter or a strike squad – makes both perfect tactical sense and prevents many casualties.

It is no wonder that many take to adventuring instead, or even loaning out their services to higher bidders (mercenary-minded as they are). Like all military men, Artillerists can defend themselves, but they are most dangerous behind the ballast of a catapult or the giant windlasses of a bolt thrower. The life of an Artillerist is not easy – the constant strain on their senses while standing next to war machines leave many deaf or with ragged vocal cords, while others have found themselves maimed or killed after a cannon has misfired or the arm of a trebuchet snaps under the strain.

It is a career of deep lows and soaring highs, with little in between. While the drums of war may beat as soldiers take to the field, Artillerists are generally focused on waiting for an opening through which their great war machines can pound their enemies without harming their friends. Unfortunately, not every cannon or catapult is as accurate as Artillerists claim and their commanders would want. Nor is every Artillerist as skilled as they claim. Which at best often means that the field of battle is littered with miscalculated shots and at worst, an Artillerist's comrades-at-arms face the danger of being crushed, blown apart, or impaled by friendly fire.

BOMBS AWAY!

Within your hands, you wield a power that dwarfs all other weaponry on the battlefield. The complex hardware and clever gadgetry of the great war machines are like an extension of your eye as much as your hand, having taken to it like a swordsman does to their blade.

Effect: You may flip the results to succeed at Warfare Tests. When you succeed, it is always considered a Critical Success. In addition, whenever using Burst, Cone and Explosion Templates with a war machine, you can spend a Fortune Point to not harm your allies after firing the weapon.

DRAWBACK: HARD OF HEARING

The high-pitch sounds of war machines operating and bombastic explosions of gunpowder have left you partially deaf. Or, maybe you are just dense, and care little to listen to others as the power of a god rests in your very hands!

Effect: You cannot add Skill Ranks to Skill Tests that rely on hearing or speaking aloud.

ARTILLERIST ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Eagle Eyes
SKILL RANKS	Simple Ranged	TALENTS	Instincts
SKILL RANKS	Warfare	TALENTS	Siegecraft

BARNSTORMER

You must possess at least one Skill Rank in Awareness in order to enter this Expert Profession.

Most common folk have grown up listening to the rumbling of a blueblood's carriage, the rattling of a pedlar's cartwheels and the thundering of hooves as the soldiery rides into town. However, clever philosopher-naturalists and daring Natural Philosophers have developed vehicular technology far ahead of others – rotor-driven velocipedes, horseless carriages and floating gondolas borne in the air by balloon. These vehicles of the 'new science' are awe-inspiring and fantastical, yet dangerous and unpredictable. Thus, only daredevils called Barnstormers dare grasp hold of the tillers, steering wheels, and control ropes in order to operate these mad devices. Barnstormers are professional aeronauts and drivers. While they can pilot almost any horse-driven vehicle, they tend to favor those of the motorized variety. Their daring stunts might cause onlookers heart palpitations, but any Barnstormer worth their salt has lived to tell the tale of death-defying flights and misadventure – despite the injuries that they might have suffered!

Barnstormers are a rarity, if only for the scarcity of their vehicles of choice. Though useful for piloting new-fangled

gyrocopters to drop bottle bombs on enemy soldiers, racers of horseless 'rumblebutlers' or to serve as royal bargees commanding floating pleasure skiffs cradled beneath a dirigible, Barnstormers do not loan out their skills cheaply. Undoubtedly bedlamites, risk-takers and thrill seekers, this does not stop adventuring parties from making fast friends with Barnstormers; after all, having an ally with a fast vehicle or a getaway driver is extremely tempting. What this means though is that a Barnstormer's life is fast and loose, often finding their end entangled in the metal and oil of their trusty steeds or plummeting towards the earth in an explosive, fiery end – along with their unfortunate passengers

RED BARON

You are the ace-of-aces, able to keep even the most ramshackle carriage or airborne dirigible from turning into a heaping, flaming wreck of wood and iron.

Effect: You may substitute Pilot in place of any Skill required to drive a vehicle, use a boat or ride a creature. Furthermore, whenever your vehicle is Wrecked!, you do not crash. Instead, your vehicle coasts a Distance of 6 yards and stops, collapsing to pieces.

DRAWBACK: DEVIL-MAY-CARE

You are a 'stuntman', taking wild chances and pushing your luck when no others would dare. As such, your reckless attitude makes you a liability.

Effect: You cannot use Fortune Points to change the results of any Skill Tests, save for Agility-based ones.

BARNSTORMER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Pilot	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Eagle Eyes
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Ranged	TALENTS	Instincts

BLADEDANCER

You must possess at least two Skill Ranks in Martial Melee in order to enter this Expert Profession.

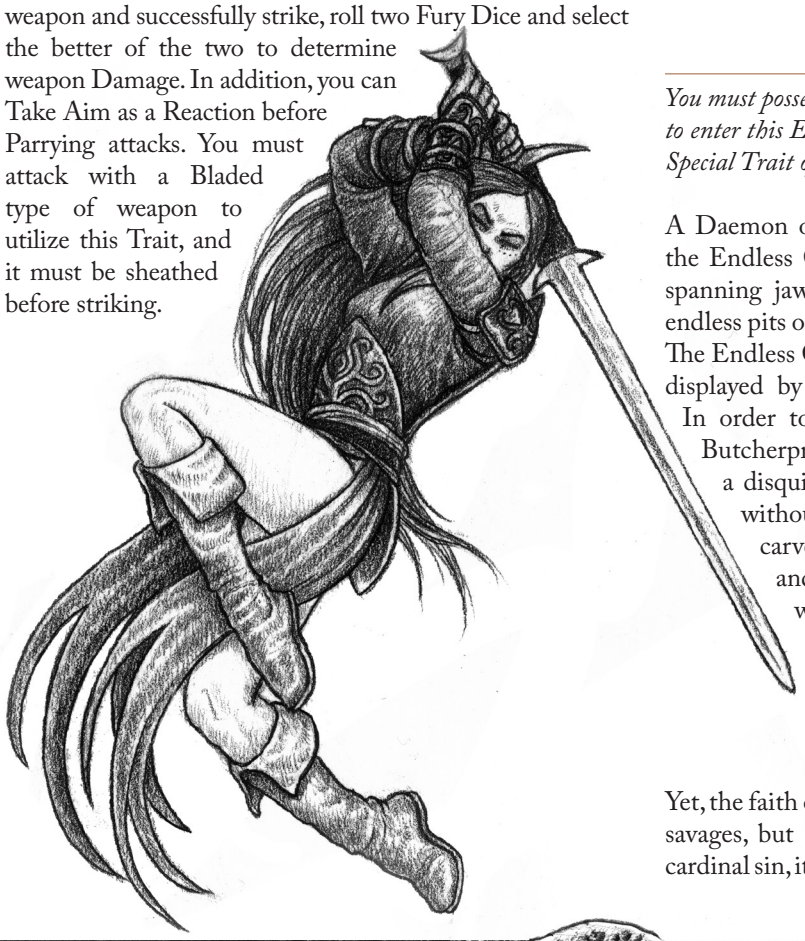
To the Bladedancer, war is not a means to an end, but rather an art form. The Bladedancer is the ultimate warrior-ascetic: one who has trained their entire life to bring their mind and body into perfect alignment to be able to strike down their enemies swiftly and without pain. They traditionally study a single weapon, 'bonding' with it as one does a beloved pet. Of all weapons, the long and deadly *greatsword* is often the implement of choice. The Bladedancer's ideology revolves around inward and outer grace, harmoniously living in simpatico with nature far removed from civilization in a hermitage, all to prepare body and mind for the study of their martial art. In order to achieve true equilibrium with the world around them, Bladedancers meditate, perform intricate ceremonies by rote, and even create art and poetry to align their martial spirit with their mortal self. But when battle rears its head, they put down the quill and pick up the sword, carrying the careful strokes of the brush they applied to parchment forward into the melee. Bladedancers then paint the battlefield not with ink, but with the blood of their enemies.

As a result of their training, many Bladedancers are oftentimes aloof and distant, either feeling themselves superior to others or just generally apathetic. This can make them hard to deal with, but the force of their personality, mind for tactics and martial poise are all but unparalleled. The Bladedancer tradition is long and mysterious, and some whisper that certain members of their orders do more than meditate and practice with their weapons. Such Bladedancers seek both *revelation* and sorcerous abilities to bolster their martial power from cult-like religions that have been banned by civilized society. There may be a kernel of truth to such rumors, for while Bladedancers try to bend instead of break, when they do break – they break hard. If they do suffer this fate, many Bladedancers would rather fall upon their swords than give into to the vile promises of Daemons. But for those who are not brave enough to fall upon their sword, a vaunted new beginning awaits them in the hell-pits of the Abyss.

LEAF ON THE WIND

With inward focus, you can attune yourself to the world as a combative technique. Taking in all the subtle noises, the rhythm of your opponent's breathing and movement, you swiftly draw your sword – exhaling "kiai!" – to strike true.

Effect: Whenever you Take Aim for 2 AP with a melee weapon and successfully strike, roll two Fury Dice and select the better of the two to determine weapon Damage. In addition, you can Take Aim as a Reaction before Parrying attacks. You must attack with a Bladed type of weapon to utilize this Trait, and it must be sheathed before striking.



DRAWBACK: NIRVANA

Bladedancers value individualism over traditionalism. The struggle they face is having to shed their humanity to find enlightenment. Their ultimate goal: to enter a final, blessed state marked by the absence of suffering and desire.

Effect: Immediately change your Order Alignment to Enlightenment and your Chaos Alignment to Detachment.

BLADEDANCER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[BB]
SKILL RANKS	Coordination	BONUS ADVANCES	[CB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Handspring
SKILL RANKS	Simple Melee	TALENTS	Lightning Reaction
SKILL RANKS	Warfare	TALENTS	Overwhelming Force

BUTCHERPRIEST

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

A Daemon of inexorable appetites and ceaseless hunger, the Endless Gullet is a being that is said to be a world-spanning jaw and whose gullet is said to lead into the endless pits of the Abyss where all are devoured after death. The Endless Gullet is a Daemon of ceaseless hunger, a trait displayed by His chosen acolytes – the Butcherpriests. In order to communicate with their Daemon patron, Butcherpriests must consume and serve flesh-meats in a disquieting and grotesque manner. They are never without their hefty war choppers, using them to carve up their fallen enemies, wrapping innards and limbs in brown paper to cook and consume with their comrades. Though cannibalism is not unheard of within some savage societies, others look upon this practice with disgust. As far as mankind is concerned, there no sin in their eyes as awful as cannibalism.

Yet, the faith of the Endless Gullet is found not only among savages, but in mankind as well. Although gluttony is a cardinal sin, it is not surprising to see 'civilized' folk succumb

to greed, falling to their knees and paying homage to the Daemon when all else fails. Some become Butcherpriests themselves, but for others it is merely enough to travel as part of the Butcherpriest's greed-driven pack. There are those for which this is not enough and they willingly join the packs led by Butcherpriests, but even then, they will try to remain at arm's length from Butcherpriests for fear of being bloodily rent by the Butcherpriest's war chopper and messily eaten after making some misunderstood sleight. The most 'blessed' of Butcherpriests are enormous and corpulent, constantly trying to slake the hunger the Endless Gullet has charged them with filling. Those who are found worthy grow massive and powerful, full of belly and full of the Daemon's disquieting power. A Butcherpriest eventually will split apart at the seams, with entrails spilling out like sausages and blood oozing out like pudding. When this happens, the Butcherpriest willingly sacrifices themselves as the rest of the members of the pack engorge themselves on the holiest of delicacies – a gift from their Daemon master and their former pack leader.

GROG, GUTS & GLORY

You satisfy the Endless Gullet's hunger by savoring every last drop of booze, blood and befouled water.

Effect: Whenever you are Intoxicated, add +3 to all Damage you inflict. Furthermore, you can consume spoilt or uncooked meat and drink filthy water without getting sick or diseased.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.

Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Endless Gullet. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.

Effect: You immediately gain a Disorder. In addition, select one of the Endless Gullet's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 6: Liber Umbrarum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, you must eat three meals a day or else suffer from *Starvation* (as outlined under Starvation from the Hazards & Healing chapter in **ZWEIHÄNDER**).

BUTCHERPRIEST ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[CB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Carousing
SKILL RANKS	Survival	TALENTS	Indifference
SKILL RANKS	Toughness	TALENTS	No Mercy

BURGOMASTER

You must possess at least two Skill Rank in Folklore in order to enter this Expert Profession.

Not all politicians hold a large power base. Unlike members of the nobility they will never govern an entire country or even a county and neither will they take command of an army and take to the field of battle. Instead, a Burgomaster is a petty politician, typically the mayor of one of the many villages that dot the landscape, a village elder of a tribal clan, a seneschal for a province or county, or a spokesperson for a city borough. Burgomasters are generally not elected by their constituents, but are installed by the aristocracy to act in their stead. Burgomasters are a means to an end for the nobility; a necessary cog in the political machine who takes care of local concerns. That being said, they exist only in part because bluebloods lack the time or patience to govern every community beneath their rule. Surprisingly, Burgomasters do make fairly decent strategists, as it is they who organize the militias as part of a town or village's defense.

That does not necessarily mean that Burgomasters are well-loved by their people. Many are prone to political corruption, levying a sales tax on all goods coming in and going out of village markets; raising taxation to benefit from others' labor; and hiring out the labor of constituents while skimming off the top – all to line their own coffers. Burgomasters are often not very strong or even that smart, but many are of low cunning, and able to sway individuals to do their dirty work for them. Sometimes such efforts lead to Burgomasters hiring bands of miscreants to protect their interests and to prevent do-gooding adventurers from interfering. However, when they are found out, Burgomasters are forced to flee, often forced to join the miscreants they hired to survive beyond the wooden palisades of the village or the curtain walls of the town they once controlled. Here they find the world quite savage and forced to turn to banditry to survive, continuing to make miserable – or worse – the lives of the townsfolk whose lives they previously governed.

DE FACTO

A Burgomaster speaks with their master's or lady's voice, and has at their command a breadth of knowledge and tools in negotiation.

Effect: When you fail a Bargain or Education Test, you can re-roll to generate a better result, but must accept the outcome.

DRAWBACK: DO YOU KNOW WHO I AM?

Burgomasters are often dogmatic in their worldview and impart these same values over the people they rule over.

Effect: Immediately change your Order Alignment to Dignity and your Chaos Alignment to Vehemence.

BURGOMASTER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Warfare	TALENTS	Meeting of the Minds

CARAVAN MYSTIC

You must possess at least one Skill Rank in Folklore in order to enter this Expert Profession.

At every festival or carnival, in a far-off corner there often sits a lone caravan – one resplendent in faded colors and baubles, an enticing presence for anyone seeking to know their future. These enigmatic huts on wheels are home to the Caravan Mystic – an itinerant fortune teller and fate weaver. Caravan Mystics spend their lives wandering from town to town, offering their services as a seer and a scryer for a modest fee. Many brush them aside as peddlers of lies, but the Caravan Mystic has utmost faith in their craft. Using instruments such as tarot cards, bird bones and crystal balls, they can read the stars and feel the winds of the universe to prognosticate the fate to come. Caravan Mystics are not traditional arcanists, but they can tap slightly into the beyond for their craft. Their predictions may not always be accurate, but at times an almost preternatural accuracy overtakes them – a foreboding omen that takes over their body and leaves them weak.

Caravan Mystics are always travelling, and often end up on explorations and expeditions with little inkling of their own safety. They find the nature of fortune and fate terribly fascinating, so following occult activities is not an uncommon practice. Risking life and soul, some Caravan Mystics enter into fugue states they never come out of, clawing at their eyes as revelation upon revelation is divulged to them, constantly muttering of the things they see in their visions, until they die of starvation. Caravan Mystics are rarely respected or given aid, so many are left to rot in insanity.

WEAVER OF FATE

Destiny is largely unknown, even to workers of miracles and arcane might. But in the Caravan Mystic, they can sacrifice a sliver of their soul to discover what lies in store for others.

Effect: You understand how to use the Ritual of *Fortune-telling.* Furthermore, you treat the Incantation Skill as a Common Skill for purposes of Fortune-telling. Finally, after successfully using Fortune-telling, the person to whom you told their future gains a Fate Point, which must be used within a month or it is lost. A person can only gain the benefits of the Weaver of Fate Trait once a month.

DRAWBACK: FUGUE STATE

Once the strands of fate have been pulled apart, they cannot be woven together again so easily.

Effect: Once a person has used their Fate Point from your Weaver of Fate ability, you cannot walk for 1D10+1 days.

CARAVAN MYSTIC ADVANCES

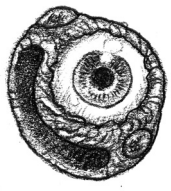
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Survival	TALENTS	Impervious Mind

CHAMBERLAIN

You must possess at least one Skill Rank in Education in order to enter this Expert Profession.

Though a duchess or count may rule over a noble house and its surrounding lands, very rarely do they deal with the minutiae and bureaucracy necessary to governing. The Chamberlain, instead, fills that job. A Chamberlain is a household servant; unlike the Valet who serves as a personal butler, the Chamberlain actually manages the logistics of the house. They direct workers, balance budgets, advise their lady or lord, maintain the grounds and direct or carry out every other piece of daily work a lord is too busy to bother with. Many Chamberlains are taken for granted, although a select few are treated as trusted friends and the right-hand of the noble they serve. Rest assured, without a Chamberlain, a noble household would quickly fall into ruin as the small intricacies of rulership quickly become too much to bear for the master of the house. Chamberlains find comfort in this knowledge and use it as a balm to soothe the verbal barbs they may suffer from their employers.

Some Chamberlains take up an adventuring spirit if the house they are working for is dissolved or they were removed from their position. Though Chamberlains are not the greatest of fighters, their knowledge and head for logistics can keep a party operating far beyond its normal capabilities. But that is also their biggest weakness – to a Chamberlain, everything must go according to plan at all times. When confronted by the inscrutable machinations of Corruption, bandit hordes or deadly plagues, the Chamberlain finds little that fits into their worldview of prosperity and book-balancing. Many end up insane, rambling to themselves about schedules and dividends as waves of blood and brain splash about their feet.



PRIVY COUNCIL

You are likely a member of a private body of advisors who serves a house. You hold an office that requires a deep understanding of politics and bureaucracy, and speak with the authority of your lord or lady.

Effect: When you fail an Education or Leadership Test, you can re-roll to generate a better result, but must accept the outcome.

DRAWBACK: MASTER & SERVANT

Chamberlains have a strong sense of commitment to their sovereign. To turn away from their post or to abandon their ideal is almost unheard of.

Effect: Immediately change your Order Alignment to Duty and your Chaos Alignment to Fatalism.

CHAMBERLAIN ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[CB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Melee	TALENTS	Meeting of the Minds
SKILL RANKS	Simple Ranged	TALENTS	Multilingual

CHEVALIER

You must possess at least one Skill Rank in both Martial Melee and Ride in order to enter this Expert Profession.

One of the greatest privileges that can be afforded is to be raised to knighthood – a martial rank of pedigree and honor. Though some work their way up from Squire or journey as a Hedge Knight, the most common knight is the Chevalier. These knights do not wander or loan their skills out to the highest bidder like Hedge Knights. Instead, they become members of an order, a group of sisters and brothers who have earned their spurs and share the bonds of a common cause. Knightly orders are broadly arranged into three types: *secular,* who are pledged to a province and lead soldiers into battle; *templars*, who are pledged to a religion and are usually the military arm of a church and *noble*, who are pledged to a social stratum and awarded for excellence. While many attests that these three orders are not similar at all, they often share the same principles, morals and views – though one claims it is for god, the other for country and the last for blue-blooded excellence.

Chevaliers like to see themselves as infallible and paragons of what it means to be a citizen or a believer, and this often breeds a superiority complex. Many Chevaliers see themselves as a cut above everyone else. At best they are merely arrogant, at worst they see this as an excuse to abuse, exploit, and plunder to their heart's content. It does not help that the other Chevaliers play off this, building each other's travesties up feed off of it. At the end of the day, they legitimize it as being for the 'good of the people', but is most often for the stock they raise for their own coffers and horrific accolades.

KNIGHTLY ORDER

There is a multitude of knightly orders, but at their very basic, they are divided into three broad orders.

Effect: Select one of these orders: *noble, secular or templar.* You gain one of the following Traits by order:

- As a ***noble*** Chevalier: whenever you fail a Martial Melee or Education Test, you can re-roll to generate a better result, but must accept the outcome;
- As a ***secular*** Chevalier: whenever you fail a Martial Melee or Ride Test, you can re-roll to generate a better result, but must accept the outcome;
- As a ***templar*** Chevalier: whenever you fail a Martial Melee or Resolve Test, you can re-roll to generate a better result, but must accept the outcome.

DRAWBACK: STRICTURES OF THE ORDER

Chevaliers have a strong sense of commitment to their order. To turn away from their post or to abandon their ideal is almost unheard of.

Effect: Immediately change your Order Alignment to Duty and your Chaos Alignment to Fatalism.

CHEVALIER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Lightning Reaction
SKILL RANKS	Toughness	TALENTS	Saddle-born
SKILL RANKS	Warfare	TALENTS	Sword & Board

CONDOTTIERE

You must possess at least one Skill Rank in Martial Melee in order to enter this Expert Profession.

Most Sellswords travel for coin and glory, plying their martial skills sword-to-mouth. But the Condottiere has developed their own way of thinking – instead of journeying simply for the clink of coin, they journey for either the clash of swords, the taste of far-flung cuisine or pure rapine. Oftentimes leading a *mercenarium*, they accrue many scars, war stories and exotic weaponry on their journeys. Condottieri are mostly unpredictable but not stupid – their erratic attacks, foreign feints and hunger for experience makes them some of the best warriors around. Many stride into battle in heavy armor, often bedecked in the styles and fashions of the world at large. A dizzying array of weapons often adorn their belts and back, marking their approach with a characteristic rattling of iron and leather. Condottieri love nothing more than an opportunity to stretch their martial muscles – offering their services for the pure thrill of the fight.

While Condottieri can be found amongst most Ancestries, Ogres take a particular liking to the life of the Condottieri. Ogrish mercenaries of this kind often call themselves 'man-eaters', for they profess to consume the martial soul of every warrior they fell. Once these martial juggernauts have won the battle or the war, they head on their way, looking to the next burg for opportunities to pillage and for rapine. Their wanderlust, however, can turn into quite a problem, as their journeys expose them to less than holy ideas and dishonorable ideals. In the best cases, this results in a conflicting mindset that gives Condottieri a bizarre world view, but not much else. In the worst cases, they fall in with the wrong groups, learn darker knowledge and viler methods, eventually coming to a dark truth that no man living or dead should ever have to face – that *there is no truth at all.* This revelation can make the Condottieri less a martial champion and more a true butcher of man-flesh. Stories abound of Ogre man-eaters eating the flesh of the dead, boiling meat in a cauldron amidst the carnage to make a stew.

SOLDIER OF FORTUNE

Your unpredictable fighting style originates from your mercenary attitude and the many victories you've gained in lands both native and foreign.

Effect: Whenever you make an Attack Action or Perilous Stunt using a melee weapon, foes must flip the results to fail to Dodge, Parry or Resist it.

DRAWBACK: SAVAGERY

Your martial spirit is not easily sated and you are large in both raw appetite, adventurous spirit and belligerent attitudes.

Effect: Immediately change your Order Alignment to Ferocity and your Chaos Alignment to Hatred.

CONDOTTIERE ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Hard to Kill
SKILL RANKS	Toughness	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	No Mercy

COURTESAN

You must possess at least one Skill Rank in Charm and Rumor in order to enter this Expert Profession.

Among those of the court and upper echelons of society, Prostitutes are seen as contemptible wretches - selling their bodies for coin or a filling meal, who have no self-respect. No, to the bluebloods of polite society, Courtesans are preferable. Courtesans are 'professional' paramours and mistresses – hanging on the arm of widows and dandies to laugh at their jokes, pour their sparkling wine or make it appear that these wretched nobles are something besides detestable. Courtesans know the value of their sex appeal - not only can it buy them houses and fine clothes, but can also buy information. The sweet whispering of pillow talk and the proximity to movers and shakers make Courtesans valuable allies who can depose dukes and knights with a single rumor of their… predilections.

Courtesans move easily in social circles and don't carry the same stigma as a brothel worker. However, that doesn't make them immune from tragedy. If a countess is both powerful enough and ignoble enough, the words of their extramarital affairs can be silenced with a court order or even an assassin's blade. Courtesans that escape the red dagger are thrown below the status of the lowliest beggars, seen as tramps, liars and manipulators. Even if they had lofty goals of bringing despots to justice or shame, those get easily dashed if love letters or evidence of their petty treasons are discovered. These low Courtesans have lost their good name and will look for repairers of reputation to help them return to a normal life. However, sometimes these 'aids' come from the dark outside of Corruption, especially from the Prince of Pleasure who sees a willing supplicant in exchange for a Faustian bargain.

DEADLY BEAUTY

Courtesans are particularly adept at capturing the attention of others, and all eyes turn towards them as they enter a room. You possess an unnaturally radiant countenance, as if you were painted by the finest of Maestros to be the very image of perfection.

Effect: By succeeding a Charm Test, a single person who can see you clearly is Captivated, and will come towards you. Should they enter a dangerous area to approach you, they can attempt a Resolve Test to Resist this effect. Once they are Engaged with you, the effects end. Captivation can only affect Humanoids and Mutants (including player Ancestries). Finally, the same person cannot be made subject to Captivation more than once in any 24 hour period.

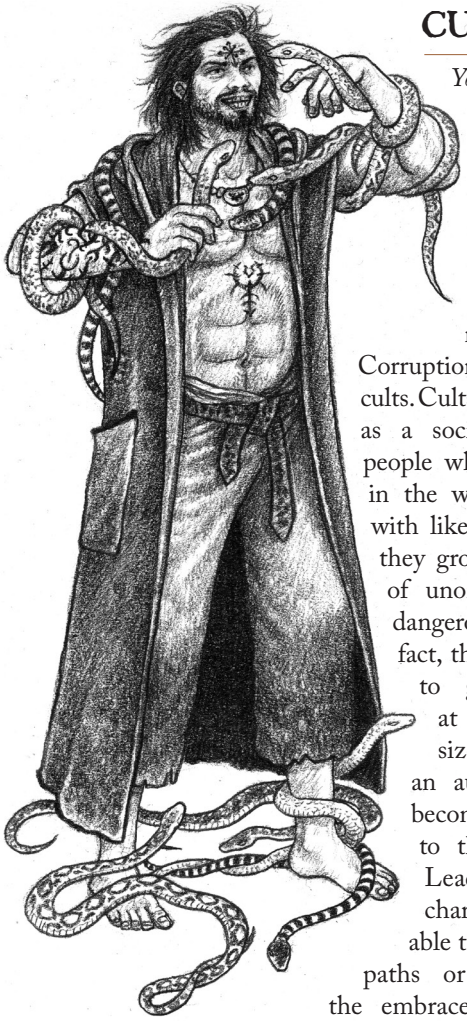
DRAWBACK: SKIN DEEP

People have a hard time looking past your beauty, and generally ignore the deeper aspects of your personality and skills. As such, you must work twice as hard to prove yourself

Effect: You cannot Assist other Characters unless you have at least two Skill Ranks in the Skill you are Assisting.

COURTESAN ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Silver Tongue
SKILL RANKS	Stealth	TALENTS	Streetwise



CULT LEADER

You must possess at least two Skill Ranks in Charm or Education in order to enter this Expert Profession.

Despite stories of 'vast armies of chaos', most seedlings of Corruption are borne from cults. Cults are generally formed as a social groups between people who've lost their faith in the world. When aligned with like-minded individuals, they grow towards a system of unorthodox beliefs and dangerous philosophies. In fact, they rarely pay tribute to gods or Daemons at all. No matter its size, every cult has an authority figure who becomes a shining beacon to their following. Cult Leaders are these charismatic individuals, able to sway those on hard paths or uncertainties into the embrace of their 'religion'. To fully indoctrinate others to their beliefs, potential followers are at first separated from friends and family. Once separated, the Cult Leader goes to work, spitting venomous doctrine in their ears and often ask of their followers vile things. The cult and its devotees eventually accept and follow the Cult Leader's words without question.

A Cult Leader is more than just a charismatic person - they are a pontiff and a parent, and perhaps even a deity in their own right - feeding off the emotions of their followers. Many Cult Leaders become enamored with themselves, turning not to gods or Daemons, but towards self-worship. When gripped by insanity, a Cult Leader can easily destroy their own congregation for selfish purposes. More than one story has been told of a Cult Leader trapping their flock inside a compound while soldiers bargain for release - only for the Cult Leader to kill everyone inside, rather than being taken alive. More often than not, a disavowed Cult Leader will simply die, writhing in their own emissions as their flock abandons them at their last waking moment.

CULT INDOCTRINATION

Cult groups often have a dynamic leader whose authority is respected and often unquestioned. Using merely power of their voice, Cult Leaders can erase memories, implant new memories or cajole a frail mind to experience a forgotten event from their past.
Effect: You treat the Incantation Skill as a Common Skill for purposes of Hypnosis. By succeeding an Incantation Test, the person you perform Hypnosis on is Brainwashed, and you choose one of three effects to occur:

- you remove a single memory;
- you implant a new memory;
- the person can recall an event that has transpired with perfect clarity.

Should your Brainwashing impose new beliefs that are dangerous, they can attempt a Resolve Test to Resist this effect. Brainwashing can only affect Humanoids and Mutants (including player Ancestries). Finally, the same person cannot be made subject to Brainwashing more than once a week. Performing Hypnosis can be found in Chapter 4: Liber Alchemiae.

DRAWBACK: PUBLIC ENEMY

Your face and name are well-known. Very likely, there's a reeve, bounty hunter or worse on your tail. As such, you are forced to live a life in the shadows, using trusted confidantes to carry out your tasks in public.
Effect: When in places where you may be recognized, you cannot use Fortune Points unless you make means to hide your true identity. The GM will likely ask you to make a Secret Test for Disguise when in public, only revealing the results at the most inopportune of times.

CULT LEADER ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Scrutinize	TALENTS	Nerves of Steel
SKILL RANKS	Simple Melee	TALENTS	Silver Tongue

DIRGESINGER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

The Black Lodge is the most mystifying and puzzling of all Daemons. It is both a place and an entity, a singular thing built from the ossified remains of dead gods. It is inscrutable, inexplicable and not even overtly malevolent. However, it is so alien that its agents and agendas are abhorrent to humanity. The Black Lodge lends an inkling of its power to occultists, whether they be human or Fey, but this power is far too extreme and obtuse to handle through the standard traditions of Magick. Instead, those blessed by the Black Lodge intone haunting melodies, ones that erode the Æthereal Veil and allow the whispers of the Black Lodge to creep back into our reality. These unsettling *troubadours* are known as Dirgesingers, and are the primary proselytizers of the Black Lodge 'faith'... if it can be called that. They are taciturn and inscrutable – though their manner comes to be marked by a capriciousness as the seasons pass – making them inscrutable and alien indeed. Manipulating the Æthereal winds merely with their voice, a Dirgesinger warps both their voice and the winds into something both haunting and beautiful, frightening and tearful. Dirgesingers are a thankful rarity, as outright devotion to the Black Lodge is a peculiarity. It is also said that Dirgesingers do not die, so much as they transmutate into *the other*. Those of an older age begin to take upon an unmistakable tree-like appearance. They suffer from wart-like lesions that grow under their skin and nails. Their flesh takes on the texture of rotted wood. Insects and animals nest in their clothes and hair. Their songs turn from laments of loss to wails of pain. Slowly, as they undergo their arboreal transformations, they become direct conduits to the Black Lodge, with old Dirgesingers eventually driving roots into the ground and becoming portals to that dark dimension.

SEASONS OF CHANGE

Dirgesingers take upon an aspect of the season they are in. Changeable like the leaves of the tree, both their ability and personality evolve as the months pass.

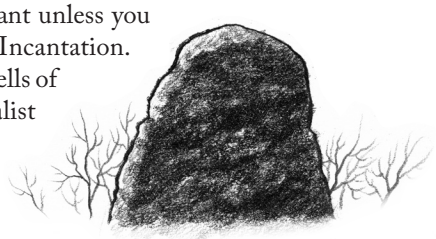
Effect: During each in-game season, you can take advantage of the following appropriate Traits:

- In ***spring***, anytime you generate a Critical Success after rolling D100, automatically add one Fortune Point to the Fortune Pool;
- In ***summer***, at your option you may substitute Incantation in place of any Skill required to Resist Magick spells;
- In ***autumn***, you never suffer mental Peril as a result of failed Resolve Tests nor Corruption due to it.
- In ***winter***, whenever you succeed at casting Magick, you do not expend reagents. This benefit does not apply to Rituals.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.

Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Black Lodge. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.



DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.
Effect: You immediately gain a Disorder. Select one of the Black Lodge's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 6: Liber Umbrarum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, whenever you Critically Fail to cast Magick in a season other than that of your birth (as outlined under *Background* from the Character Creation chapter in **ZWEIHÄNDER**), you gain 6 Corruption.

DIRGESINGER ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[AB]
SKILL RANKS	Incantation	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Ambidexterity
SKILL RANKS	Stealth	TALENTS	Indifference
SKILL RANKS	Survival	TALENTS	Instincts

ECSTATIC CELEBRANT

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

The rich and powerful enjoy much leisurely idling – from banquets and boating to billiards and bowling. But what happens when a marchioness becomes bored of her masquerades or a duke grows grim of his drink? The Prince of Pleasure sees this as an opportunity to subtly plant His Daemonic seed, so thus sending one of His Ecstatic Celebrants to the door of their estates in order to spread the dark prince's influence. Celebrants pose as well-landed *bon vivants* or wondrous mystics, come to offer the pleasures of the wider world to those who are bored of *calcio* and have had enough of *primero*. Once welcomed into manor houses by their curious patrons, the Ecstatic Celebrant quickly gets to work, leading the vapid nobility into pleasures unheard of… as well as pains. Saying that they will soon unlock 'ultimate bliss', the Ecstatic Celebrant organizes secret clubs of libertines and debauchees. These sybarites fill their nights with Bacchic carousing, opioid-induced spirit journeys, joyous erotica and self-mutilation, only to bring decadence to its final level, cavorting in the foul halls of the Prince of Pleasure Himself.

Ecstatic Celebrants ooze charisma. With but a word, they can instill orgasmic nocturnal emissions in an attentive student or send a joyous convert spiraling down into endless pain with a brush of their fingertips. Heedless of the dangers involved, Celebrants seek to experience every and any type of amusement and torment imaginable, so that they can 'share' it with others through their insidious whisperings. This of course will drive them into the arms of lunacy, but the Prince of Pleasure cares little for His occultist's madness, for the dark prince loves to see them writhe in their own wanton, joyous destruction. He, too, was born from mankind's willingness to engage in jubilant decadence and self-destructive hubris, so the Prince of Pleasure knows He will always hold sway for time immemorial. This is why many Ecstatic Celebrants do not even know that they glorify Him – they are simply too far removed from reality to realize that their debauchery is fueling the Prince's destructive ends.

INSIDIOUS WHISPER

Whispering but a few words, you compel another to experience feelings unbecoming of their situation or nature.

Effect: When you are standing next to or Engaged with a person (who can also hear you), you can use your voice to compel another. By succeeding a Guile Test, you force a person to experience an emotion of your choice for a number of minutes equal to your [WB]. Suggestions include anger, anticipation, disgust, fear, joy, sadness, surprise or trust. As the emotion is felt, choose whether they move one step up or one step down the Peril Condition Track. Once the experience of the instilled emotion has passed, the person has no memory of who compelled them to do so. Insidious Whisper can only affect Humanoids and Mutants (including player Ancestries). Finally, the same person cannot be made subject to Insidious Whisper more than once in any 24 hour period.

SPECIAL TRAIT: COVENANT MAGICK

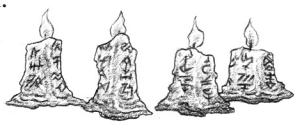
You have permanently bound your soul to a single Daemon and can harness its forbidden power.

Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Prince of Pleasure. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.

Effect: You immediately gain a Disorder. In addition, select one of the Prince of Pleasure's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 5: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, whenever you are Incapacitated!, you cannot recover your Peril Condition Track under any circumstance until you indulge in a vice first. Suggestions include blasphemy, gambling, intoxication, prostitution and self-harm.



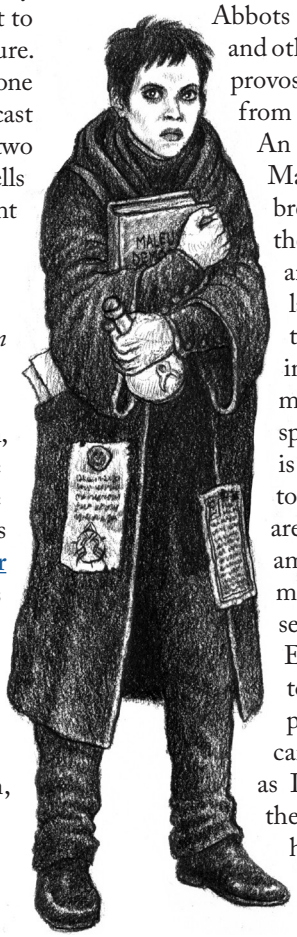
ECSTATIC CELEBRANT ADVANCES

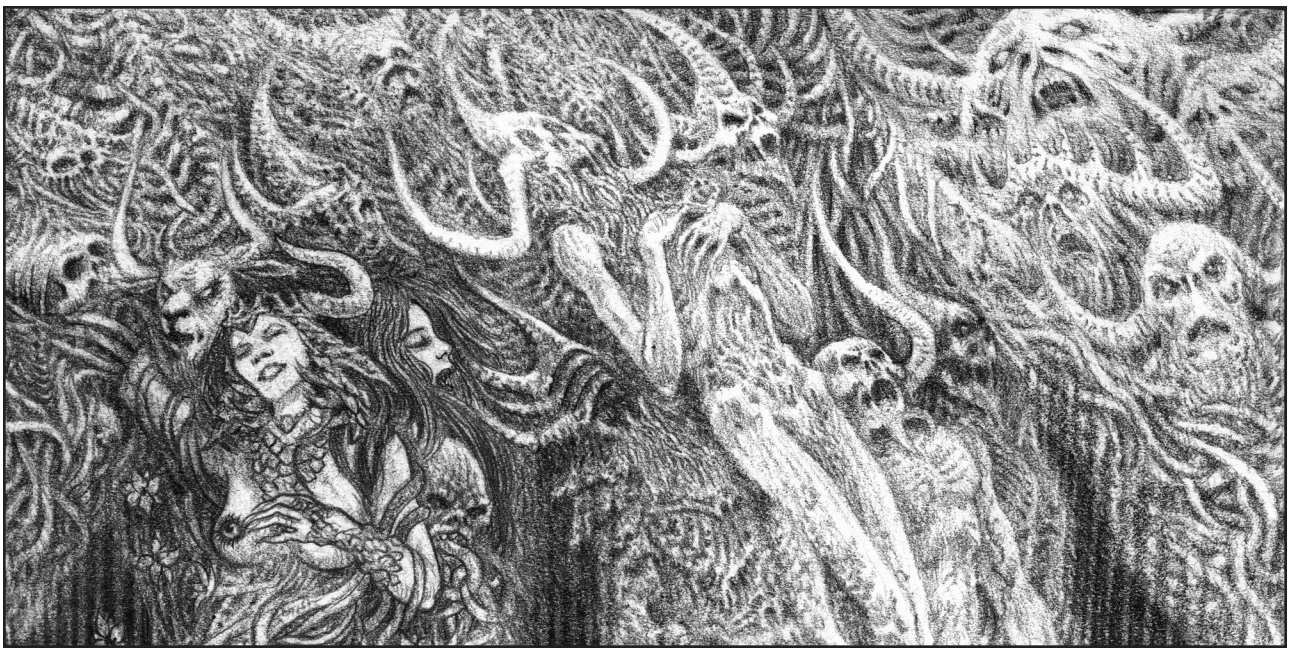
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Left-handed Path
SKILL RANKS	Toughness	TALENTS	Worldly

EXORCIST

You must possess at least one Skill Rank in both Education and Folklore in order to enter this Expert Profession.

Most ecclesiastical hierarchies consist of Apostles who protect their shrines, Friars who teach their guidance, Abbots who head churches and monasteries and others. Among these others, is a singular provost whose duty it is to excise heresy from within – and that is the Exorcist. An Exorcist does not have access to the Magickal prayers of their more mystical brethren, but what they do possess is the unique ability to cast out haunts and spirits from the possessed. The layman may think exorcism involves the simple laying on of hands and incanting a few words, but it is much more complicated than that. Every spirit, haunt or other foul abomination is different, and the Exorcist must adapt to each of them on the fly. Exorcists are more feared than respected, both among the common folk and fellow members of their church, but both see the unique abilities wielded by Exorcists as necessary if corruption is to be driven out. Their skills and their perspicacity means that Exorcists can come to rank nearly as high as Inquisitors, but however high they ascend in the church hierarchy, their approach will always inspire trepidation.





Though many Exorcists are given their assignments by an Abbot, others operate as freelancers, leading an itinerant life in search of those who are driven to seek their help. They travel the countryside, moving from village to village and town to town, where with detective-like precision, they expose hoaxes and put to rest real hauntings. Some are hucksters, convincing people that they are 'plagued by spirits' and offering their services for a hefty fee. Exorcists may not be intimidating combatants, but what they lack in martial spirit is made up in spades by their being intimately knowledgeable about the occult and taboo subjects – including the nature of worlds beyond our own. Unsurprisingly, Exorcists are prone to possession by spirits and daemons themselves. Some chase away their experiences with deliriants, but more than a handful have thrown themselves from balconies after taking in a spirit that was haunting a young girl or frail widow. Sadly, most Exorcists find their lives on the receiving end of the vitriol and vengeance of the spirits they fight, leaving them ripped asunder by forces unknown or confined to an asylum.

SPIRITUS SANCTUS

Exorcizamus te, omnis immundus spiritus, omnis satanica potestas omnis incursio infernalis adversarii!

Effect: When facing a creature that is classified of an Abyssal or Supernatural nature, make an Interrogation Test. If successful, they remain Stunned for a number of Turns equal to your [WB]. However, this only works if the creature can both see and hear you clearly. You also understand how to use the Ritual of *Exorcism*. Substitute Interrogation in place of Incantation when using the Ritual of *Exorcism*, but you cannot Channel Power.

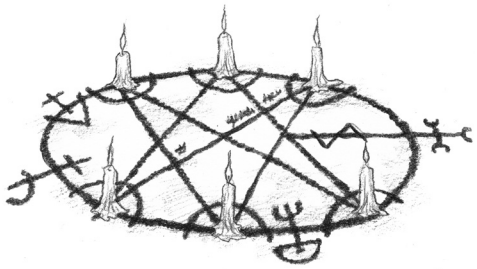
DRAWBACK: LIBERA A MALO

The Exorcist walks on the razor's edge, with one foot in the Abyss and the other in the Material Realm. This dangerous path can lead them to damnation in both body and spirit.

Effect: Any time you suffer Damage or Peril from a Restless Spirit, you suffer 3 Corruption.

EXORCIST ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Impervious Mind
SKILL RANKS	Simple Melee	TALENTS	Nerves of Steel
SKILL RANKS	Skulduggery	TALENTS	Supernatural Paranoia



FANATIC

You must possess at least one Skill Rank in Folklore in order to enter this Expert Profession.

To most common folk, religion and the gods serve as a balm - as the world crumbles around them and descends into anarchy, they know that they are right with the gods and will receive their just reward upon death. However, there are those who believe that weekly prayers are not enough. These Fanatics feel their flesh is weak and unable to achieve or understand the full extent of divinity, and they must harden and temper it to achieve perfection. The ultimate result of the Doomsayer, Fanatics know nothing but pain and devotion. The more 'benevolent' Fanatics purge others' sin with iron and fire, while others spend the remaining years of their life stripping their backs to ribbons to reveal the divine mysteries. Abbots of the faith can find some of their most militant and stalwart followers in the Fanatic, but many balk and cower at those who have blinded themselves for faith - sometimes even quite literally.

Daily do Fanatics toe the line between their obsession and the calls of Corruption. True, Fanatics know much canon and many have become so inured to pain they are resilient warriors of their god, but at what cost? They are already exiles among the common folk and often heretics among their own faithful, but the Abyssal Princes lauds and loves the Fanatic for their passion and dedication. What difference is there in flaying yourself for the God-Emperor or the Prince of Violence aside from a slight change in name? Even the most experienced, enlightened Fanatic can see the passion and fury in the hordes of Daemon-worshipers, and feel what may be called a form of begrudging respect. Thus, many of these lambs go to the lion's den of outer darkness, and they are consumed by it.

RELIGIOUS FERVOR

The power of a Fanatic's beliefs are so real that they manifest in supernatural ways.

Effect: Select one of these three sects: flagellant, heretic or zealot. You gain one of the following Traits by sect:

- As a ***flagellant***: for every Injury you are suffering from, add a cumulative +1 to Damage Threshold (until reaching +6) – this includes Injuries you inflict upon yourself;
- As a ***heretic***: you may Counterspell Divine Magick spells, substituting Interrogation in place of Incantation – if you Critically Succeed, the spell instead affects the caster;
- As a ***zealot***: whenever you or an ally render a foe of an opposing faith Slain! in combat, add a cumulative +1 to Damage (until reaching +6). Only enemies who are classified as Humanoids or Mutants (including player Ancestries) counts toward these cumulative bonuses. Once combat ends, this bonus resets to 0.

DRAWBACK: GOSPEL OF DESOLATION

The world is going to end – there is no doubt in your mind. You treat every battle as if it would be your last. And, it must be a glorious end.

Effect: You immediately gain a Disorder. In addition, you can never wear armor as it violates your tenets. Should you don armor, you do not gain the benefits of any Professional Trait – Fanatic or otherwise – that you possess.

FANATIC ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Die Hard
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Toughness	TALENTS	Indifference

FELL KNIGHT

You must possess at least two Skill Ranks in Martial Melee in order to enter this Expert Profession. In addition, you must have the Drawback of Ruinous Power.

Fell Knights are fierce, vociferous warriors who stand above other warriors, exemplifying unadulterated sanguinity and devotion to the causes of Corruption. They do not come to this exalted position with any ease, however. The Daemon requires the ultimate sacrifice before any soldier can become a Fell Knight: they must murder their comrades. Only by ritually slaying their entire unit – leaders, confidantes and 'battle buddies' alike – can they begin the transformation that turns them into a Fell Knight. Scraping together the remains of their dead comrades' armor, they undergo a grotesque transmutation by fastening iron to their naked muscle and stepping into a bonfire. Sloughing off their skin, they reemerge, fused with an amalgamated harness of iron. Now far from recognizable as being 'human', both body and mind have been warped by the umbral gifts of their Daemon lord. They are mortal champions who do not suffer dissension, warriors who do not abide debility and fanatics who know only devotion. The ritual must be performed precisely though, as for every warrior who has successfully accepted the embrace of both iron and their Daemon master's love, there are many more whose transformative endeavors have failed. Their fate is ignored by the Daemon they worship, left to die in agony as their flesh seers off and the superheated iron cracks their bones.

The newly-born Fell Knight who emerges from the flames is already on the road to damnation. In fact, they welcome it – their only motivation is to further their blasphemy to such depths that they will be accepted into the hallowed ranks of the Dread Counts. The only obstacle to this are other Fell Knights. They share no sense of fraternity or brotherly love with each other, instead conducting violent rivalries and holding murderous grudges against their peers. The Abyssal Princes only sponsor a mere few Dread Counts every century. As a consequence, Fell Knights are constantly embattled, constantly conspiring against and attempting to one-up each other in order to obtain their Daemon's favor. The Princes encourage this, as it weeds out the weak and leaves only the truly devoted. This makes Fell Knights paranoid, quick to react and rash when it comes to any decision or situation that would give them advantage over a rival. And for the unique few who have reached these heights, they *do* win – joining as one with a Havoc Conjuror and ascending to the unhallowed, disgusting ranks of the infernal Dread Counts.

BONDS OF DAMNATION

Literally fused with a harness of steel, your body absorbs the metal's strength as it takes upon the tensile nature and flexibility of muscle. It is now a part of you as much as your bones, skin and blood are.

Effect: You can metaphysically 'bond' with a full suit of armor. By bonding with it, you automatically gain 1 permanent Chaos Rank. Once bonded, you ignore its

Encumbrance Value and any negative Qualities it confers. Furthermore, it cannot be destroyed or gain the Ruined! Quality. Finally, the bonded armor does not negatively impact any Skill Tests that would normally be affected by the type you wear (e.g. swimming, sprinting, climbing, Dodging, etc.). This bond can be broken, but you must undergo the ceremony again. Your GM will outline the requirements for the ceremony.

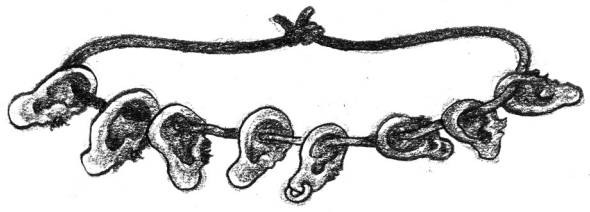
DRAWBACK: AMBITION DENIED

Petty squabbling and infighting reigns among the forces of Corruption. The rank and file rarely engage openly in such activities, crushed and cowed as they are by their officers, but between its lieutenants it can run rampant, the machinations of others apparent to you connive, deceive and maneuver your way through the ranks. When your plans and connivances succeed, you are exultant, but when they go awry, you fall into a fit of self-loathing and despair.

Effect: You immediately gain a Disorder. In addition, for every enemy that is Slain! by your allies you did not render the killing blow to, you gain 3 Corruption.

FELL KNIGHT ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Hard to Kill
SKILL RANKS	Toughness	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	Overwhelming Force



FRIAR

You must possess at least one Skill Rank in both Education and Heal in order to enter this Expert Profession.

Not all priests of the gods have been blessed with the potential to invoke divine spells – in fact, that blessing is often a rarity. Apostles who rise to the ability of religious leadership, without divine blessing, generally become Friars. Though Abbots serve as paragons of faith, often heading churches and temples with massive congregations or monasteries staffed by many, many monks, the Friar is humbler – educating monastics within a cloister, serving as a deacon for a rural church or any other number of roles that an Abbot finds themselves too busy to fulfill. Friars are far more sociable than most novitiates, and many wander among their congregation, offering charity, healing and aid where the superior general and their congregation cannot. Some Lowborn even say that Friars are more holy than the godhead, Magick-using High Lector.

At some point, it is not uncommon for Friars to venture out from their churches as itinerant priests, either to bring the 'good word' of their god to villages too small to be served by a priest or to enter virgin territory where they will convert the heathen. In addition to their humbleness, Friars have learned to take care of themselves well-

enough, able to avoid or face dangers that would turn away the laity in fear. Like any person of religious bent on a journey, Friars have their faith constantly tested. Some are emboldened by danger and know their deity has a divine plan for them, while others see the horrors of reality and wonder how any god could allow such a thing to happen – or even curse their god when the horrors of the world are inflicted upon the innocent. Perhaps this is why the gods rarely turn an eye earthward anymore, and is also possibly why Friars are becoming more scarce.

HOLY RAIMENT

Although you may not harness the Magicks granted by a deity, you are no less blessed by your god. Living a hardscrabble life upon the road, the religious habit you wear and symbol you carry are blessed, safeguarding you against wrongdoers.

Effect: Whenever you wear the robes of your office and bear a holy symbol around your neck, add +1 to both your Damage and Peril Thresholds. Furthermore, you may add the Defensive Quality to any weapon you wield.

DRAWBACK: AVOWED

Although Friars are not monastic, they have taken a sacred vow of poverty, ministry and evangelizing. Should you stray from the path, you are wracked with extreme guilt, a sin which requires tithe or self-flagellation to correct.

Effect: You cannot accumulate property, except for what you may be able to carry upon yourself. Violation of this sacred tenet means you cannot add Skill Ranks to Skill Tests, until you unburden yourself by donating the excess to your religious order and causing yourself enough harm to move three steps down the Peril Condition Track negatively.

FRIAR ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Lightning Reaction
SKILL RANKS	Toughness	TALENTS	Long-winded

GRAND MASTER

You must possess at least two Skill Ranks in both Martial Melee and Ride in order to enter this Expert Profession.

A knight brings gallantry and reputation to a military force, for without chivalric leadership, they would simply be another group of armed brigands fighting at the behest of some petty count. Yet when a Grand Master stands in the vanguard, emperors and kings alike pay heed. A Grand Master is the head and *de facto* commander – though in their declining years some Grand Masters do delegate the latter role – of a fraternal order of Grail Knights and Chevaliers and their Squires. Grand Masters wield nearly as much power and respect as some rulers, granted special dispensations by both the clergy and state alike to operate unfettered by the law. Veterans of countless campaigns, they are military leaders and advisers of great skill, earning the respect of their peers and sometimes the jealousy of religious figures and powerful politicians. It is rare to find a Grand Master living a sheltered life, for the horn of war is trumpeted often. Grand Masters wade into battle pauldron-to-pauldron with their brothers and sisters, resplendent in gleaming armor and their order's banner snapping in the wind above their head. Each order has but one Grand Master and how they achieve

that station varies. Nevertheless, Grand Masters remain a close confidante to their fellow knights, no matter how high they soar politically… or fall tragically.

Grand Masters whose orders have been destroyed or been disenfranchised often operate undercover to restore their lost valor. Grand Masters are without peer in combat, both from a tactical point-of-view and in actual engagement. They can rouse even the weariest of spirits and make even the darkest cause seem divine and true. All that responsibility, however, weighs heavy upon the shoulders of a Grand Master. To lead an order of virtual sisters and brothers, bonded by fidelity and love, means watching their closest of kin fall under the sword time and time again. It is not unsurprising that some Grand Masters eventually break under such pressure, becoming a lone wolf hell-bent on vengeance without end in a campaign of terror.

VALOROUS AURA

From how you carry yourself to the impassioned words you speak, your allies are inspired by your very presence.

Effect: Whenever you succeed at using Inspiring Words, your foes also suffer from Litany of Hatred. In addition, all allies who can clearly see and hear you reference your Percentile-based chances to succeed at Skill Tests to withstand the effects of Stress and Fear.

DRAWBACK: AND JUSTICE FOR ALL

Grand Master Dunklewasser von Artur once famously said, "... when I cross the river Lethe, my last conscious thoughts will be of the order, and the order, and the order." Nothing is more sacred to a Grand Master than the order they serve, holding it above their own family and blood.

Effect: Immediately change your Order Alignment to Pride and your Chaos Alignment to Arrogance.

GRAND MASTER ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Hard To Kill
SKILL RANKS	Toughness	TALENTS	Military Formation
SKILL RANKS	Warfare	TALENTS	Second Skin

GREY VIVIMANCER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

Deep below the earth, the Kabals of the Skrzzak chitter, scratch and connive over the divine authority of their mysterious god, the Thirteen. It is unknown what brings about the creation of the Grey Vivimancer, but it is a curse indeed. Both Skrzzak and other folk that become one of these dark priests grow goat-like horns that arch back past their heads. These are seen as a blessing from the Thirteen, though their Human servants must go to great lengths to hide their affliction (oftentimes beneath an oddly-shaped turban). The Grey Vivimancer sees events not in seconds, but in years as they constantly peer into the delirious haze of Wytchstone Essence. Thus, most Grey Vivimancers have green within green eyes – a signature of their Wytchstone addition. Skrzzak Vivimancers serve as close advisors to the Broodmother of a Kabal, while humanoid Vivimancers serve as liaisons of Skrzzak power on the surface world. Grey Vivimancers are both incredibly intelligent and damningly cunning.

The Magicks of the Thirteen are both rotten and dark, not to be tampered with by anyone save the Grey Vivimancer. Unsurprising, they become absorbed with the Skrzzak's foul gestalt god as they grow more powerful. Even their fellow Skrzzak become more frightened of them, seeing them less as occultists and more as direct hands (and feet) of the fury of the Thirteen. That said, Skrzzak and their allies are mostly jumped-up ruffians disrespected by other forces of Corruption – they are a new blight and one that will most likely eat its tail long before it gains ground. That does not stop the Grey Vivimancers, however, as they believe the destiny of reality is to be swallowed into the foul embrace of the Thirteen.

WYRDING WAY

Grey Vivimancers move through the folds of space-time, metabolising Wytchstone at an immeasurably chaotic rate,
Effect: Whenever you are under the effects of Wytchstone Essence, reduce the number of AP to cast Magick spells of your Covenant by 1. In addition, you never suffer from the ill-effects of using multiple ampules of Wytchblight.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.
Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Thirteen. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.
Effect: You immediately gain a Disorder. In addition, select one of the Thirteen's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter V: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, you immediately gain a Mutation called Goat Horns (as outlined under *Taint of Chaos* from Appendix G in **ZWEIHÄNDER**).

GREY VIVIMANCER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Ambidexterity
SKILL RANKS	Scrutinize	TALENTS	Lightning Reaction
SKILL RANKS	Simple Melee	TALENTS	Instincts

GROGNARD

You must be in the Adult, Middle Aged or Elderly Age Group, and possess at least two Skill Rank in Warfare in order to enter this Expert Profession.

Although veterans of all stripes share the same mirthless disposition, Grognards are a breed apart. Due to their flagging physical abilities, they are oftentimes retired from service but notable for their compendious knowledge of simulation and war. Not only visibly hard-bitten and battle-scarred, they articulate these rough qualities with their legendary complaining. While most veterans sulk and let their bitterness turn to self-interest, Grognards vent their frustration loudly, moaning about lamentable conditions they find themselves in. Strangely, instead of being punished, leaders can't help but find the stubborn candor of the Grognard endearing. Armed with charts, tables, miniature soldiers and unit statistics, the Grognard simply can't help but to be one step ahead of an opponent – a trait even the foremost soldiers of war find useful.

Eventually, the obstinate nature of the Grognard can turn even their most ardent defenders against them. Forward-thinkers find the Grognard's unwillingness to grasp new concepts – or change their routine – somewhat pathetic. The stories of past battles becomes repetitive, and pearls of wisdom devolve into long-winded lectures. These ancient militants become engrossed in bitter feuding with younger warriors. Leaders quickly consign Grognards and their ilk to the back of the camp, as to not bring down the morale of the troops. Fortunately for others, Grognards tend to align with other Grognards, complaining together in veterans' halls and other echo chambers where obsequious hanger-ons virtually worship every word the Grognard espouses. The constant grumbling about the 'swine' of the *new school*, Gygaxian musings over the many pole weapons of garrisons from yesteryear and grousing over the value of the *old school* and newly-found military stratagems quickly whittles down even the Grognard's ability to learn new things. A Grognard simply can't help it. They see this sort of progressiveness as surrender, and Grognards will always choose death over capitulation.

HEX-AND-COUNTER

There is a rule for every action on the battlefield, and it took you years to master all those subtle rules, no matter how esoteric.
Effect: You may flip the results to succeed at Warfare Tests. When you succeed, it is always considered a Critical Success. In addition, whenever the GM intends to spend a Misfortune Point against you, roll a 1D6 Chaos Die. If the result is face '6', they must use two Misfortune Points instead of one.

DRAWBACK: GRUMBLER

Being a remnant of the old guard, you can't help but struggle adjusting to new things. It is your duty to remind these youngbloods that sometimes the old ways are the best ways.
Effect: Immediately change your Order Alignment to Wisdom and your Chaos Alignment to Rancor. In addition, you must spend an additional 50 Reward Points to buy Skill Ranks.

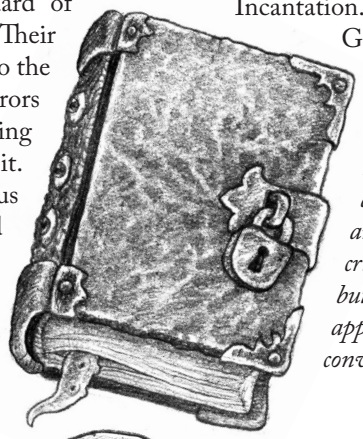
GROGNARD ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[CB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Incredible Numeration
SKILL RANKS	Rumor	TALENTS	Long-winded
SKILL RANKS	Warfare	TALENTS	Military Formation

HAVOC CONJUROR

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Covenant Magick and Drawback of Ruinous Power.

Arcane and Divine Magick are both dangerous prospects, but Covenant Magick is an even more vile concept. Those who manage to physically survive the black energies of their Daemon are deemed worthy, thereby entitled to follow the path of a Havoc Conjuror. Unlike the paths of a Black Magister, Dark Disciple or Occult Magician, Havoc Conjurors are considered to be the vanguard of Corruption, fully embracing chaos as an idea. Their powers evolve in grossly different ways, privy to the foulest of Covenants imaginable. Havoc Conjurors revel in their seemingly limitless power, inspiring despair and adoration upon those who behold it. Considered lieutenants to Corruption's zealous forces (akin to Fell Knights), they are devoted fully to their Daemon. They are fanatical in approach, above all reproach and act without hesitation to obliterate those idlers and sluggards who do nothing to further their Daemon's cause.



Havoc Conjurors' minds are constantly wracked by seething, Daemonic energies. Thus, their sanity and physical state are always under question. Like Fell Knights, they too compete against other Havoc Conjurors to be 'elevated' to the position of Dread Count. However, these extremists prefer to use subtlety and manipulation rather than the overt brutality of Fell Knights. If the Fell Knight is a blasphemous barbarian, the Havoc Conjuror is a cunning courtier – using machinations, sorceries and falsities to first foil other Havoc Conjurors from ascending to greater power, then render them impotent by 'absorbing' their essence. As a consequence, it is very rare for Havoc Conjurors to trust anyone and they often see reality as an elaborate chess game that they alone are destined to win. And for the unique few who have reached these heights, they *do* win – joining as one with a Fell Knight and ascending to the unhallowed, disgusting ranks of the infernal Dread Counts.

FINAL BENEDICTION

In place of the Daemon Prince, you shall have me! Not dark, but bewitching and beauteous as the dawn! All shall adore me, and bask in my light of despair!

Effect: Whenever you Critically Succeed at casting a Magick spell from your Covenant, you inspire Stress if it is Petty Magick, Fear if it is Lesser Magick and Terror if it is Greater Magick. Foes can attempt to Resist its effect by making a successful Resolve Test. Once a foe has been subjected to Stress, Fear or Terror from the casting of this spell, they cannot be subjected to it again until after 24 hours have passed.

SPECIAL TRAIT: COVENANT MASTERY

Having reached the ultimate stratum of Magickal practice, you have discovered the secrets of your Daemon. Unraveling these devoted mysteries, you call forth unearthly and befouled sorceries at your fingertips, distorting reality around you.

Effect: You can now attempt to learn Greater Magick from the Covenant your Expert Profession granted you, provided you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from your Covenant.

DRAWBACK: AMBITION DENIED

Petty squabbling and infighting reigns among the forces of Corruption. The rank and file rarely engage openly in such activities, crushed and cowed as they are by their officers, but between its lieutenants it can run rampant, apparent to you as you connive, deceive and convince your way through the ranks. When

your plans and connivances succeed, you are exultant, but when they go awry, you fall into a fit of self-loathing and despair. **Effect:** You immediately gain a Disorder. In addition, every enemy that is Slain! by your allies you did not render the killing blow to, you gain 3 Corruption.

HAVOC CONJUROR ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Æthereal Alignment
SKILL RANKS	Scrutinize	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Winds of Change

HEXER

You must possess at least one Skill Rank in Folklore in order to enter this Expert Profession. In addition, you must have successfully imbibed a Mutagenic Potion (which is found in ***Chapter 4: Liber Alchemiae****).*

In a world rife with monsters and witches, there are many who take up the mantle of monster or chaos hunter. Slayers have long heeded the call to destroy chaos in all its forms. Few live long lives though, as Slayers are driven by a singular wish to die a glorious death. Diabolists and other practitioners of Magick also see themselves as hunters of beasts, but only to further their study of the Material Realm. Somewhere between the two is the true professional monster hunter – the Hexer. Graduates of remote schools which combine intense martial training with a study of herbalism, alchemy and toxins, Hexers make their mark upon the world as stalkers of inhuman prey. As a Hexer grows in age and power, so does their understanding of both the natural and supernatural world. Every Hexer worth their salt carries two swords, one wrought of steel to protect themselves against sentient beings, the other of cold iron to fight monsters. If necessary, they coat both blades with oil-based Toxins they specialize in concocting.

Hexers are not true warrior-mages, but they do possess an inherent predilection towards simple Magick practices. Most rely on the use of *Sigils* – elemental-based cantrips traced in the air by hand – to hedge themselves against monsters and their ilk.

Yet behind the closed doors of every Hexer school, the staff keep a dirty secret. Hexers-to-be, known as 'potentials', are usually accepted into the school as children. Some are orphans, others are simply mouths their families can no longer afford to feed. In their first year, they undergo a series of grueling physical and mental trials, culminating in the consumption of a strange mutagenic potion. Imbibing this concoction has three distinct results – transmutation into a Hexer, being driven insane or simply death. If they survive the process, training resumes and they continue to hone their skills until they graduate as a true Hexer. Although some adults have undergone these same trials, it is rare for them to result in anything other than death. However, mutagenic potions have a tendency to corrupt those that imbibe them and unlike their Diabolist cousins, Hexers do not have the same mental fortitude with which to withstand their effects, especially when combined with the corruptive side effects of the Sigils they use. Under the influence of both, their minds begin to twist and contort. Those rare few whose minds unravel become assassins and king slayers, as their prey changes from beast to mankind.

THE TRIALS

Before a person is made a Hexer, they must go through three rigorous trials, culminating in the consumption of intense alchemical decoctions to mutate their physiological selves.

Effect: Whenever you attempt to Resist Disease or Poisons (including Intoxication), you may flip the results to succeed at Toughness Tests. When you succeed, it is always considered a Critical Success. You also understand how to use the Ritual of *Trace Sigil*. Substitute Folklore in place of Incantation when using the Ritual of *Trace Sigil*, but you cannot Channel Power.

DRAWBACK: MUTAGENIC TRANSFORMATION

After swallowing a host of mutagenic compounds, a Hexer is born. However, they become sterile as a result of their mutations.

Effect: You gain the Eunuch Drawback upon entering this Profession. In addition, you are also considered both a Humanoid and Mutant for purposes of being affected by Magick, Toxins and the like.

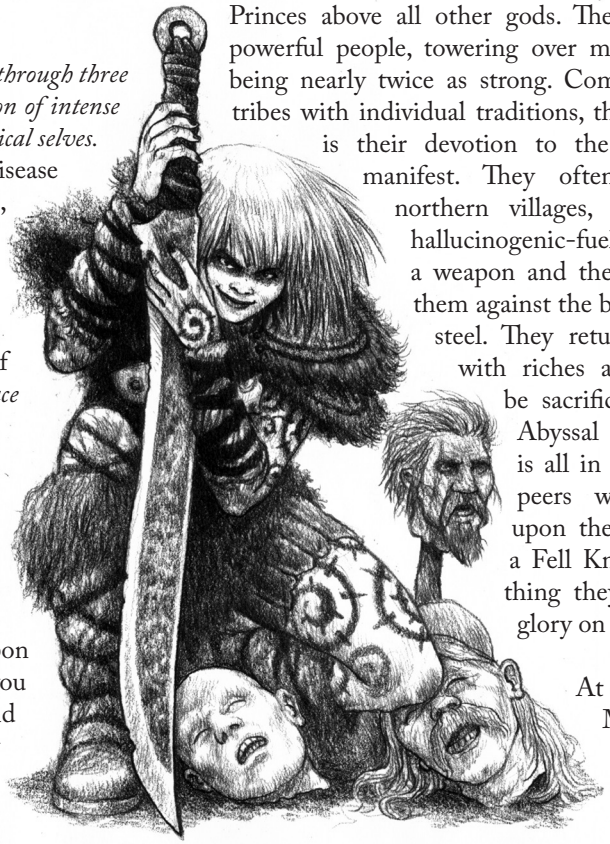
HEXER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[CB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Die Hard
SKILL RANKS	Simple Ranged	TALENTS	Instincts
SKILL RANKS	Survival	TALENTS	Secret Signs

HOWLING MARAUDER

You must possess at least one Skill Rank in Martial Melee in order to enter this Expert Profession.

Living far to the north of civilization, where both the Abyss and the frozen gales bite at the soul, the Howling Marauders make their savage homes. Born on horseback, Marauders are barbarians: women and men who grew up in their frost-rimmed villages taught to hold the Abyssal Princes above all other gods. They are a hardy and powerful people, towering over most other men and being nearly twice as strong. Composed of countless tribes with individual traditions, their one consistency is their devotion to the Corruption made manifest. They often raid defenseless northern villages, storming walls in hallucinogenic-fueled rages with only a weapon and their armor to defend them against the bite of both cold and steel. They return to their homes with riches and slaves, both to be sacrificed to a myriad of Abyssal abominations. This is all in the hope that their peers will look favorably upon them and grow to be a Fell Knight. It is the only thing they desire more than glory on the battlefield.



At first sight, Howling Marauders seem to have no culture aside from outright

barbarism, but that is not the case. Each tribe has its own nuanced traditions and Daemon its members pay tribute to which together sets it apart from the tribe in the valley on the other side of the mountain. Infighting is extremely common among the tribes, so much so that brother often runs brother through in the heat of battle. Howling Marauders do not hate those who have not tasted Corruption; they are not enemies, but rather mewling babes who have yet to taste the sweet nectar of life. No matter their Ancestry, creed or faith, if someone can storm into a Marauder camp, drink their weight in mead, devour a whole boar and bed the first person they see, the raiders will take you in as one of their own without a second word.

DISCIPLE TO CHAOS

You venerate the entire pantheon of the Abyss, undivided in your loyalties. However – of them all – one has taken particular notice of you. Whether this is favorable or not towards your path of Fell Knight is yet untold.

Effect: Select one of the following Abyssal Princes: Change, Decay, Pleasure, Violence or the Outsider. You gain an associated Trait from the list below, but must have an infernal holy symbol branded and visible on your body:

- As an occultist to the ***Prince of Change***, after you successfully use a Litany of Hatred, those same foes reverse their Difficulty Ratings until combat ends (e.g., if they have a Routine +10%, it becomes Challenging -10% instead);
- As an occultist to the ***Prince of Decay***, your weapons cause Infection whenever you deal Damage. Whenever you Critically Succeed at the Skill Test to strike, your foes also suffer Chaotic Rot;
- As an occultist to the ***Prince of Pleasure***, foes who are Engaged with you are enraptured by your hypnotic musk and cannot add their Apprentice or Journeyman Skill Ranks to Combat and Willpower-based Skill Tests;
- As an occultist to the ***Prince of Violence***, when you deal Damage to a foe using a melee weapon with the Punishing or Vicious Quality, they begin to Bleed;
- As an occultist to the ***Outsider***, when fighting against occultists of the other four Abyssal Princes, you add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.

Effect: You immediately gain a Disorder. In addition, select one of your Daemon's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 5: Liber Daemonum**. Finally, whenever you take the life of an occultist to the Abyssal Princes unprovoked, you automatically gain 1 permanent Chaos Rank.

DAEMONIC GIFTS & HOWLING MARAUDERS

Some Daemonic Gifts grant occultists ways to manipulate their Magick. As a Howling Marauder doesn't immediately have access to Magick, simply re-roll the Daemonic Gift for these situations.

HOWLING MARAUDER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[BB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Gatecrasher
SKILL RANKS	Toughness	TALENTS	Instincts
SKILL RANKS	Warfare	TALENTS	No Mercy

INFERNAL SABOTEUR

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

The Abyssal Princes are forever seeking ways of insinuating their influence into society – high, low and in-between. Their methods range from the brutal to the subtle, but the Prince of Change's occultists are by far the most insidious. His earthly agents – called Infernal Saboteurs – like to hide in plain sight. Their primary goal is to ensconce themselves into positions of power and influence, and when the time comes to strike at the heart of polite society, they are more than ready. They have infiltrated scholastic circles to disseminate false rhetoric, misdirected knightly orders to strike at targets in their favor, rigged guild elections and tuned many a merchant-lord's fortunes to ruin. Infernal Saboteurs operate as part of a global conspiracy, greasing the wheels of progress and pushing it into the direction they want… into the ever-shifting and cunning hands of their Daemonic master.

In addition to being powerful manipulators of minds, Infernal Saboteurs possess the strangest, most alien and incalculable of Magicks. The Prince of Change is sometimes called the 'architect of chaos sorcery', in that He is able to tear and warp the Æther in unseemly ways. But manipulating Magick energies is very dangerous. Grotesque things lurk within the Æthereal Veil – not just spirits and monsters, but also powers lost to the gods and sorcery unknown to mankind. Working too much with the weft and weave of the Æther can easily 'rip' at time and space, rendering unnatural ruin upon Infernal Saboteurs. Stories are whispered of occultists whose haphazard manipulations resulted in their bodies being ripped asunder, exploding from the inside to form a fleshy portal from which monsters spill forth into the Material Realm. As a consequence, Infernal Saboteurs know to be careful and deliberate – one false move, and the schemes and conspiracies they have spent years building can come tumbling down like a house of cards.

PURPLE HAND OF CHANGE

The Prince of Change has given you a special, damning gift: the power to understand all Magick in its myriad of forms.
Effect: You do not need to spend Reward Points to learn Magick spells. Furthermore, triple your [IB] to determine how many Petty Magick, Lesser Magick and Greater Magick spells you may learn.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.
Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Prince of Change. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

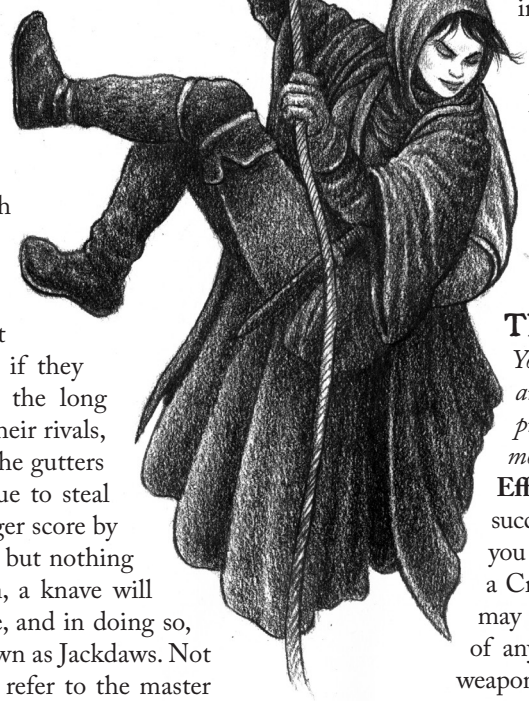
You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.
Effect: You immediately gain a Disorder. In addition, select one of the Prince of Change's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 5: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, whenever you invoke a Chaos Manifestation, add +25% to your percentile dice results to determine what happens.

INFERNAL SABOTEUR ADVANCES

SKILL RANKS	Disguise	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Doppelganger
SKILL RANKS	Simple Melee	TALENTS	Gallows Humor
SKILL RANKS	Stealth	TALENTS	Holdout

JACKDAW

You must possess at least two Skill Ranks in Skulduggery in order to enter this Expert Profession.



Thieves, rogues and cutpurses are such a part of everyday life that news of someone being robbed or one of their number being sent to the gallows is common enough to barely warrant a comment by society at large. Even if they survive long enough without feeling the long arm of the law or the knife of one of their rivals, few of these ne'er do wells rise above the gutters from whence they came. They continue to steal from their own, perhaps making a bigger score by breaking into a merchant's warehouse, but nothing more. However, once in a blue moon, a knave will strike it lucky or make a massive score, and in doing so, join the esteemed ranks of thieves known as Jackdaws. Not so much a career as the term used to refer to the master thieves who steal crown jewels, plunder relics from church reliquaries and even cozen a duchess' lady-in-waiting. Few in number, Jackdaws are thieves of legend, glamorous and nigh-untouchable. Unlike lesser thieves, there is never less than begrudging respect between one Jackdaw and another, but many are on friendly terms with one another even if they are professional rivals. Although their highly romanticized image means that young men want to be them and young ladies want to be whisked away by them, Jackdaws are the bane of lawful society, the source of scandal in polite society and reviled by almost everyone they steal from.

Despite their skills, charm and wit, the life of the Jackdaw is far from sterling. Just like other thieves, they also live a life of squalor, although emotional rather than physical squalor. Jackdaws abandon many people they know and care for, invariably to avoid them learning the Jackdaw's secret and revealing or their being used to blackmail the Jackdaw. A Jackdaw must always work keep up a *façade* of respectability and some even go as far to maintain identities as upstanding members of society, but it is always a cover for the terrible secret they can tell no one. If they are ever caught or investigated, the Jackdaw's reputation – and the reputation of every Jackdaw before them – they know that they face nothing less than the headsman's axe, if only to send a message to others who would aspire to the romanticism of the Jackdaw. All Jackdaws are caught in this predicament. They spend their days looking for their one last job to 'set them up for life' and allow them to escape their peripatetic life of crime. However, the last job is never the last job, thus the vicious cycle repeats over, and over, and over…

THE BLACK ART

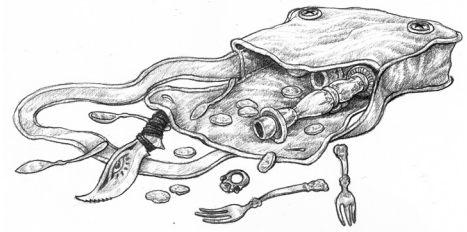
You are a practitioner of the 'black art', a simple yet deceptive form of prestidigitation where your hands move lightning-quick.

Effect: You may flip the results to succeed at Skulduggery Tests. When you succeed, it is always considered a Critical Success. Furthermore, you may substitute Skulduggery in place of any Skill required to Parry melee weapons.

DRAWBACK: RED-HANDED

Whenever your acts of larceny have been discovered, you are unable to continue with your escapades until reaching safety.

Effect: Whenever you fail at an attempt to use Skulduggery or Stealth, you cannot use Fortune Points to change your results.



JACKDAW ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Ambidexterity
SKILL RANKS	Skulduggery	TALENTS	Gallows Humor
SKILL RANKS	Stealth	TALENTS	Lighting Reaction

KINSLAYER

You must possess at least one Skill Rank in Resolve in order to enter this Expert Profession.

In some societies, there is a curious institution called *weregild* – an old word meaning 'man price'. Every object and person has a price, and if something untoward happens to a person or property, the guilty party is required as a penance to pay the weregild to victims. However, not everyone is willing to make these reparations. Enter the Kinslayer, whose job it is to collect the weregild through use of force. If necessary, Kinslayers can be utterly ruthless in their execution of duty, for their mandate includes the broad authority to do basically anything in order to retrieve a weregild and hand it over to its rightful owners – even if it involves murder. Often, the reputation of a Kinslayer is enough that word of their being hired will persuade the guilty party to pay the weregild. Though many other civilizations have mostly abandoned the idea of weregild and their Kinslayer enforcers, Gnomes roundly embrace its ideals. They openly boast of the 'heroic' Vigilante-turned-Kinslayer, where Gnomish bastard-borne amalgams of Elves and Dwarves are less upset about someone in their extended family being murdered, and more upset about the production that murder halted. Being a Kinslayer requires tenacity, apathy, ruthlessness and a little jadedness, all of which Gnomes embody in spades. Since Gnomes despise even their own, it is no wonder that they hold Kinslayer justicars in such high regard.

Make no mistake: Kinslayers are killers, through and through. Many become entranced with this lifestyle, as there is great money to be made in being a professional killer – living off the reputation of being a professional killer. Such Kinslayers become more interested in the gaudy clothes, expensive carriages and fine food that their duties can buy rather than in carrying them out. The worst Kinslayers are those that steal weregild and keep it for themselves – some even steal property because they believe to be the rightful inheritor of the bounty. These Kinslayers are not officially supported, but their esteem and celebrity means many common folk have at least heard rumors of the worst of the Kinslayers. The Daemon Princes do so love the Kinslayer, as this greed and avarice is sure to bring other disenfranchised people to follow these decadent lifestyles and do the same: to throw the world further into chaos.

BLOOD OATH

Written in blood, you have sworn an oath against another. Bound by blood, you will ensure that it is carried through to the bitter end.

Effect: You may voluntarily move three steps down the Damage Condition Track negatively. Unlike Damage done during combat, you do not suffer Injuries from this Damage, but you can enact a Blood Oath against a single foe whose real name you know (or True Name for creatures who are Abyssal or Supernatural). Whenever you use Fury Dice to determine weapon Damage against this foe, they explode on face '1' or '6'. You can enact another Blood Oath once the current one is completed by the person being Slain!.

DRAWBACK: DEAD OR ALIVE

Should you waiver or fail in your duty, you will carry the weight of the Blood Oath until it sees its end… or yours.

Effect: Whenever you enact a Blood Oath, you are considered to be under the effects of *Vow of Fealty* (as outlined under *Generalist Magick* from the Grimoire chapter in **ZWEIHÄNDER**).

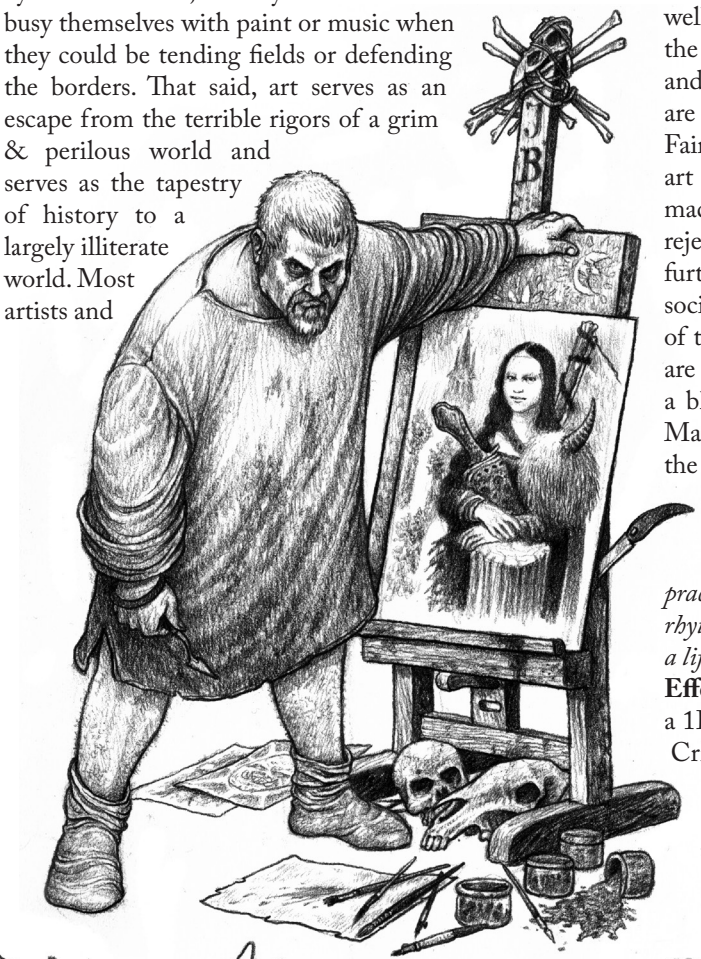
KINSLAYER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[AB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[BB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[CB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Appalling Mien
SKILL RANKS	Stealth	TALENTS	No Mercy
SKILL RANKS	Survival	TALENTS	Rural Sensibility

MAESTRO

You must possess at least two Skill Ranks in Tradecraft in order to enter this Expert Profession.

Art and performance are often seen as frivolous activities by common folk, as why should someone busy themselves with paint or music when they could be tending fields or defending the borders. That said, art serves as an escape from the terrible rigors of a grim & perilous world and serves as the tapestry of history to a largely illiterate world. Most artists and performers are little more than journeymen, their talents enough to earn them a living, painting portraits of merchants or minor nobles or strutting the boards in front of one village after another as part of a travelling theater, but others are truly talented. As their talent grows, so does their renown, until they become the Maestros who create great works of art. Whether a playwright, a composer, a sculptor or a painter, Maestros are the masters of their craft who become the darlings of the poor and the elite alike. Maestros can achieve a level of fame rarely seen outside of royalty. Playwrights like Wilhelm Speerschüttler or painters like Johannes Weisz are not only well-known in their own countries, but often around the world.



The Maestro's reputation and position in the public eye are what allow them to continue following their passions, but this also puts unimaginable pressure on them. They are constantly pestered by high-ranking members of royalty, the nobility and the clergy, seeking commissions for ever greater pieces of art or mobbed in the streets by their fanatic followers. Further, everything they do is dissected down to the minutest detail – broadsheets spread salacious rumors of opiate-fueled abuse and romantic trysts, their admirers follow them like scorned lovers and their creative wells dry up due to this pressure. Some Maestros withstand the pressure and able to draw from their creative well again and again, but for some, the pressure is too much. They are driven mad by the use of alcoholic spirits like Green Fairy, and begin to draw from it as inspiration. Thus, their art and their performances radically changes, becoming maddening and corrupt, and the more it fails and is rejected, the greater their spiral into abuse, depression and further madness. Scorned by their former patrons and society at large, they become conduits for the vile influence of the Abyssal Princes, but deep down, they feel that they are still following their muse – even if it has twisted into a blasphemous form. Look no further than the work of Malen Fulci and his painting, 'The Beyond', to understand the grotesqueries of a Maestro turned to madness and chaos.

VIRTUOSO

There is a 'music' that plays in your head whenever you practice the arts. Matching your brushstrokes, chisel or pen to the rhythm of the music, you create works of art that last not only a lifetime, but will gain acclaim long after you are long gone.

Effect: Whenever you perform or create works of art, roll a 1D6 Chaos Die. If it lands on face '6', you automatically Critically Succeed at the related Skill Test. Otherwise, you can attempt a Skill Test as usual. You must be Unharmed during the creative process to take advantage of this Trait.

DRAWBACK: CELEBRITY STATUS

Everywhere you go, your renown precedes you. It makes it difficult to find a quiet spot at the local watering hole and especially hard to get any work done when your admirers are gathered in throngs outside the doorstep!

Effect: When in places where you may be recognized by your real name or by your works, you suffer from Stress.

MAESTRO ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Secret Signs
SKILL RANKS	Tradecraft	TALENTS	Worldly

MINISTER OF ROT

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

The streets are filled with the downtrodden, left to a hardscrabble life while the blue-blooded cavort in comfort and luxury above. It is in these poor wretches that the Prince of Decay sees the most potential. In His eyes, they need to feel the embrace of disease and death, and to understand its sweet sickness before succumbing to the Prince of Decay's unwholesome love. This is exactly how the Ministers of Rot aid their Daemonic lord. They are always loving and charitable, offering instant comfort with a smile and a hug that seems almost supernatural in its effectiveness. They are champions of the unfortunate – they volunteer at soup kitchens, shelter the lame and the blind and to embrace children orphaned on the fetid streets.

On the surface, a Minister of Rot may seem innocuous and charitable, but a pernicious nature lies within: a drained cyst into the day's soup, a warm blanket infected with pox or a mangy cur given as a play companion. They encourage reliance from the lame, the sick and the desperate, who come to them for necessities only to return later with worse symptoms. Eventually, the Minister of Rot will offer the

ultimate solution: joining a church at which their 'papa' will cure them of everything. As members of this fateful congregation, the sick are turned to final and deadly embrace of the Prince of Decay. And, as a Minister of Rot brings more and more fodder to the table, their favor grows exponentially with their infernal master.

CHESHIRE GRIN

Ministers of Rot always seem to wear a wide grin, even in the hardest of circumstances. It leads to disquieting moments, when others don't realize that the Minister's inscrutability may be luring them further into danger.

Effect: At your option, you can substitute the Charm Skill in place of Guile. Furthermore, you can substitute Charm in place of any Skill required to Parry melee weapons.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.

Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to

learn spells from the Covenant to the Prince of Decay. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.
Effect: You immediately gain a Disorder. In addition, select one of the Prince of Decay's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in Chapter 5: Liber Daemonum. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, you cannot be treated or cured of any Disease, regardless of what Traits, Magick or otherwise you have.

MINISTER OF ROT ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Nerves of Steel
SKILL RANKS	Toughness	TALENTS	Silver Tongue

MOOTWARDEN

You must possess at least one Skill Rank in Survival in order to enter this Expert Profession.

Within fortified townships and walled cities, residents have little worry about potential violence beyond the gates. While their gates are guarded by soldiers of an army or by the town watch, beyond in the hamlets and villages that dot the landscape, there is no such protection and the inhabitants must rely on their own wits and strengths to defend against the dangers of a grim & perilous world. At times, when this is not enough, a champion of the people rises up to take on the mantle of Mootwarden. As provincial peasant-heroes, they see it as their duty not to focus on attacking active threats, but to deter unwanted visitors and persuade them to move on. Mootwardens lead border patrols, staying out of sight while watching for threats attempting to enter the settlement they are protecting. Any unwanted intruder, beast or monstrosity who makes such an attempt are either deterred or dealt with, depending on the situation.

As more of the countryside is settled, and travel between settlements is increasingly commercialized, Mootwardens are becoming a rarity. However, they are still found in the service of those remote settlements which do not fall under the jurisdiction of some local baron or count, while many Halfling shires proudly employ these 'wardens of the road' to shoo away unwanted visitors and so maintain the status quo. Their stealth and dedication to their home is admirable, but can also backfire. As more vicious creatures and unscrupulous bushwhackers encroach upon their lands, the Mootwarden starts to see everything as a threat – from clueless mutts and itinerant peddlers to lost travelers and desperate refugees, even their own kin. Soon the Mootwarden runs all outsiders away from the settlement, believing that only they can preserve the village and that only they know what is best for it. These delusional lawmen are often left alone – either that, or they become the target of a mob of villagers they once swore to protect.

BORDER PATROL

To ensure the safety of the village, Mootwardens employ skirmisher tactics at range. This keeps both themselves and the people they've sworn to protect safe from harm.
Effect: Select one foe in combat. That foe is left Defenseless to all Ranged Attacks and Called Shots made with ranged weapons you make against them until they are defeated. You may select another foe once the current one is defeated.

DRAWBACK: NOBLESSE OBLIGE

Nobility extends beyond mere entitlements and a Mootwarden who claims such status must fulfill their obligation.
Effect: Immediately change your Order Alignment to Duty and your Chaos Alignment to Fatalism.

MOOTWARDEN ADVANCES

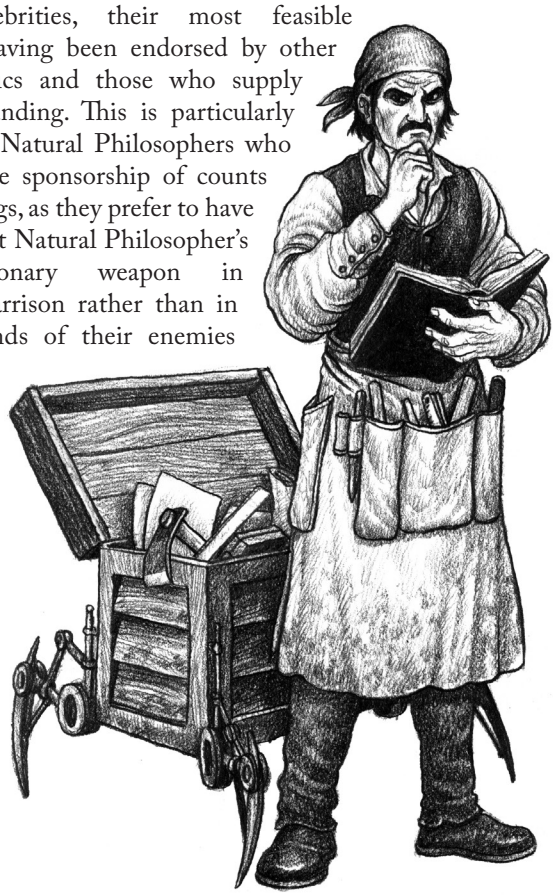
SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Ride	BONUS ADVANCES	[BB]
SKILL RANKS	Rumor	BONUS ADVANCES	[CB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Eagle Eyes
SKILL RANKS	Toughness	TALENTS	Light Sleeper
SKILL RANKS	Warfare	TALENTS	Rural Sensibility

NATURAL PHILOSOPHER

You must possess at least one Skill Rank in both Alchemy and Education in order to enter this Expert Profession.

Quartered away in steamy laboratorium, deep in the cloistered halls of the great universities and colleges, surrounded by bubbling vials, endless shelves of scrolls and ticking machinery sits the quizzical Natural Philosopher. They are natural philosophers and mathematicians, and many of the most radical inventions born of this age from their philosophical explorations. Gunpowder, boneshakers, difference engines and other oddities have come from these cloistered colleges of learning. Natural Philosophers are eccentric to say the least – many have been ousted from the great guilds or are collegiate dropouts, their ideas deemed too radical or improbable to be taken seriously. Natural Philosophers of means maintain their own workshops, where they and other naturalists can collaborate and grow together in their breadth of knowledge and experimentation, but others seek patronage and funding from radical universities or the courts of forward-looking nobles.

Although Natural Philosophers often have reputations as crackpots, a few have become minor celebrities, their most feasible ideas having been endorsed by other academics and those who supply their funding. This is particularly true of Natural Philosophers who have the sponsorship of counts and kings, as they prefer to have their pet Natural Philosopher's revolutionary weapon in their garrison rather than in the hands of their enemies



so that they can make money from it rather than their rivals. Those who refuse sponsorship or are out of favor are forced to look to other sources for funding. In their haste to further their research, they care little as to the source of said funding. This, of course, makes the strange yet adaptable mind of the Natural Philosopher open to influence from the forces of Corruption. This adaptability also makes them perfect agents for such forces and since many are so eccentric and odd, few are surprised when a Natural Philosopher develops quirks that could be damning in others. Make no mistake, a deranged Natural Philosopher would happily let their inventions and automatons run amok, with little in the way to stop them. Forget not the stories of Doktor Fraustein's monster or Albertus Magnus's mechanical *androides* to understand the dangers of a Natural Philosopher left unchecked.

WYRD SCIENCE

Metal tubes and pots and pans, bits and pieces and magic from the hand, we're making Wyrd Science!

Effect: You can use Tradecraft Skill to forge fantastic machines. These machines can take practically any form you can imagine (e.g. horseless carriage called a *rumblebutler,* flintlock pistol that transforms into a sword, 'living' paintings, personal glider, etc.), of which the GM must approve of the design. You also understand how to use the Ritual of *Construct Golem*. Substitute Tradecraft in place of Incantation when using the Ritual of *Construct Golem*, but you cannot Channel Power.

DRAWBACK: ICARUS COMPLEX

Unsurprisingly, Natural Philosophers are overly-ambitious, thus blind to any faults or dangers that may be found in their studies. Many have fallen victim to their own insane machineries – recall the story of Daedalus' folly.

Effect: Any time you or someone else Critically Fails at an attempt to use a fantastic machine or Golem you have crafted or it is Ruined!, Slain! or Wrecked!, roll a 1D6 Chaos Die. On a result of face '1-5', it fails to work, requiring a week to clean and repair. On a result of face '6', it explodes, effectively destroyed. Those caught in a Burst Template area of effect must succeed at a (Challenging -10%) Coordination Test or suffer 3D10+3 Damage from fire.

NATURAL PHILOSOPHER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Determination
SKILL RANKS	Simple Ranged	TALENTS	Multilingual
SKILL RANKS	Tradecraft	TALENTS	Incredible Numeration

OATHKEEPER

You must possess at least one Skill Rank in Folklore in order to enter this Expert Profession.

In isolated towns and tribal villages, the written word is a luxury and education even more so. However, this does not stop the common folk from wanting to remember their ancestors, where they came from and the histories that preceded them. Those whose job it is within these villages to remember and pass on these stories are known as Oathkeepers, warrior-poets who in their communities

are as respected as any tribal leader. An Oathkeeper is a sacred position and it is their responsibility to know their people's apocrypha – tales of heroes and villains, droughts and rainfall, gods and demons – and to pass it onto the younglings of the village. Oathkeepers also keep track of community agreements, marriages, trades and vendettas, usually recorded in their namesake 'book of oaths'. Some Oathkeepers also study events about the world at large, and can talk just as easily about a war between two empires as their village's last harvest.

Given their duties, Oathkeepers rarely keep to one place. Many were Skalds, used to travelling between tribal villages, a kind of itinerant teacher and vagabond. As Oathkeepers age, they grow stubborn in their ways, lamenting the 'old days' and 'how it used to be'. These Oathkeepers first foment resistance against change and progress, then outright sedition against any rulers they deem unfit. If successful, their words have been known to raise armies. Armed insurrections are nothing new, but when they are led by a twisted yet trusted warrior, they are much more difficult to put down. Ethnocentric violence, pogroms and other atrocities are said to be fed from the propaganda and agitprop that is purveyed by corrupted Oathkeepers.

BOOK OF OATHS

Oathkeepers oftentimes keep a book of 'grudges' against others, but sometimes these stories are more inspirational rather than being fueled by hatred of other clans or Ancestries.

Effect: You can attempt a Skill Test, related to your Focus in the arts, to tell a story to others. If successful, a number of allies equal to your [FB] may either ignore any one Critically Failed Skill Test or treat one Fury Die as a face '6' without spending a Fortune Point within the next 24 hours. If you Critically Succeed, you influence a number of allies equal to three times your [FB] instead. A Character may only gain the benefit of this storytelling once per day, which takes at least an hour of time to perform.

DRAWBACK: BOOK OF GRUDGES

Through the annals of time, Oathkeeper's kinfolk have been felled by many rival tribes. Those who bring you to the end of their blade will remain your enemy forever, both kith and kin.

Effect: After you have been Injured or Slain! by a creature and survived (providing it is classified as a Humanoid, Mutant or of a player Ancestries), their kind then becomes your grudge-born enemy. When your grudge-born enemy attacks, they always add a 1D6 Fury Die to melee weapon Damage against you. In addition, they are immune to the Intimidate Skill – along with Stress, Fear and Terror – used by you. Note that there is no upper limit to the number of chosen grudge-borne enemies types an Oathkeeper can have.

OATHKEEPER ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[CB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Bad Axx!
SKILL RANKS	Survival	TALENTS	Impervious Mind
SKILL RANKS	Warfare	TALENTS	Secret Signs

OCCULT MAGICIAN

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Covenant Magick and Drawback of Ruinous Power.

Covenant Magick is dangerous indeed, and most do not have the faculties (or lack of sanity) to study the eldritch mysteries of their Daemon. The Occult Magician gladly takes upon this role. Often working hand-in-hand with a Havoc Conjuror, they channel the true might of their Daemon. Some Occult Magicians manage to form cabals of their own, but they are almost always organizations of like-minded occultists, created in order to best perform more unsavory spells. Occult Magicians are without a doubt powerful wizards, but they differ from Havoc Conjurors as they have not fully succumbed to dark temptation. They somehow still retain a shred of their humanity. Sometimes this is born of ignorance of the true reality of their Daemonic 'god', while in other instances, it is a cruel joke the Daemon will reveal (and revel in) when all the cards are laid out on the table.

Occult Magicians choose to operate from the shadows, leading their cabals through indirection and suggestion rather than direct missive. This leaves time to focus on their Magickal studies, always pushing the edge of their limitations while legitimizing it. Occult Magicians strike many, many deals with a myriad of Daemons; deals that they generally feel are ironclad in their favor. To an Occult Magician, the price of hubris is but a drop in the ocean of souls owed to their Daemon master. On the contrary, the Daemon has seen everything three steps in advance. Whether it be a foul coupling between man and beast, or a sanguination to open a portal to another mind-blasting reality, a Daemon will always come to collect - no matter how small the price.

PSIONIK DISRUPTION

Occult Magicians are feared for their ability to rip through fragile minds, and to change the course of the immediate future using mind tricks.

Effect: Whenever a Character you can see clearly takes their Turn, you may make a Scrutinize Test as a Reaction for 1 AP. By succeeding a Scrutinize Test, the person you see is Disrupted, and you command them to take any Action In Combat (but it must be a 1 AP action). Should your Disruption cause them to bring harm to their allies, they can attempt a Resolve Test to Resist this effect. Disruption can only affect Humanoids and Mutants (including player Ancestries). You can use this ability outside of combat, but the action you declare cannot exceeds 10 seconds of time to complete it. Finally, the same person cannot be made subject to Disruption more than once in any 24 hour period.

SPECIAL TRAIT: COVENANT MASTERY

Having reached the ultimate stratum of Magickal practice, you have discovered the secrets of your Daemon. Unraveling these devoted mysteries, you call forth unearthly and befouled sorceries at your fingertips, distorting reality around you.

Effect: You can now attempt to learn Greater Magick from the Covenant your Expert Profession granted you, provided you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from your Covenant.

DRAWBACK: DAMNED

Unfortunately, the power you wield is highly destructive – not only to others, but to your very soul.

Effect: You immediately gain a Malignancy. Any time you gain a Disorder, you gain a Malignancy as well (as outlined under *Malignancies* from the Game Mastery chapter in **ZWEIHÄNDER**).

OCCULT MAGICIAN ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Blood Magick
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Supernatural Paranoia

OPENER OF THE WAY

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

The Outsider is an enigma wrapped within a mystery, so much so that even His followers do not understand Him. The Outsider was once an Abyssal Prince, said to have been the Prince of Anarchy. However, the Outsider was exiled from the Abyss by His four peers for the dangers He had sown among the forces of Corruption, cast out into the infinite Æthereal Veil. Thus, the Outsider has few followers, but those He does have are called the Openers Of The Way. Their overarching goal is to root out the religion of the Abyssal Princes wherever it spreads, so as for the Outsider to have *carte blanche* to rule. Openers Of The Way strive to honor their anarchic lord through agnosticism and contradiction. The forces of the Outsider do not believe in the existence of any god or Daemon, save their own. Even then, belief that the Outsider is truly real is sometimes questioned by his occultists. Openers Of The Way are truly queer specimens, but their goal stands clear: *kill all believers.*

Journeying with an Opener Of The Way is often a strange and paradoxical experience, as they are allying themselves with a follower of a former Abyssal Daemon whose sole purpose is to fight other Abyssal Daemons. Openers outwardly attract trouble, very rarely veiling their purpose or allegiance, and tend to seek out powerful demons and their ilk to destroy. When there are none left to suffer the vengeance of the Outsider, Openers turn their eyes towards the commonly-accepted faiths to squash. Their outward agnosticism means they care little for their safety or the safety of others who join them in these tasks, simply seeing them as hindrances, holding them back from their mission. So, they prefer to work alone, but what they do not realize is that the Abyss feeds on isolation, as corruptible Openers Of The Way may end up being swayed to another Daemon, another casualty of the Outsider's liberation.

RENEGADE MAGICK

Your mission is unwavering and unquestionable. You shall bring the Abyssal Princes and their vassals to their knees. In Him, you believe. In you, He trusts.

Effect: Your Magick can affect Abyssal & Supernatural creatures, despite not knowing their *True Name*.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.

Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Outsider. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.
Effect: You immediately gain a Disorder. In addition, select one of The Outsider's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 5: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, you cannot be made the subject of any beneficial Divine Magick spells.

OPENER OF THE WAY ADVANCES

SKILL RANKS	Counterfeit	BONUS ADVANCES	[CB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Higher Mysteries
SKILL RANKS	Scrutinize	TALENTS	Impervious Mind
SKILL RANKS	Simple Melee	TALENTS	Supernatural Paranoia

OUTLAW CHIEF

You must possess at least two Skill Ranks in Simple Melee in order to enter this Expert Profession.

In a grim & perilous world, the roadways are no longer safe – at least for the rich. Bushwackers and blackguards of all stripe make their coin off of the misfortunes of the wealthy, but in times of war, they need coordination to avoid the swords and spears of imperial armies. That is why many brigands come together to form gangs and from their ranks pick an Outlaw Chief – someone crafty, ruthless and larger than life. The Outlaw Chief takes a share of everyone's plunder in exchange for their expertise in cunning and derring-do. A shrewd leader can quickly raise one of these bands to legendary status, being viewed as champions of the small folk who rob from the rich and give to the poor. While a few Outlaw Chiefs do take pride in protecting the downtrodden and destroying the rich, many are just opportunists who see the Lowborn as… well, too poor to bother with.

The Outlaw Chief is nothing if not paranoid – many of their followers are jealous of their position of power and will stop at nothing to usurp or simply kill their leader in order to assume their mantle as chief. Outlaw justice and succession rules are often brutal and cutthroat, so there is no fear of reprimand by shoving a knife in the back of a rival or a silent death in the rival's sleep. Those Outlaw Chiefs who become too obsessed with watching their own backs grow to be extremely delusional, suspecting even their most trusted friends of conspiracy. Many will even begin preying on their own, dispatching 'trusted' outlaws to haunt the woods and clear them of other bands of outlaws in turn. These 'border princes' carve out ragtag tyrannical kingdoms where they must either kill or be killed.

WARMONGER

Raise the shield or be cast into death! Take a final look, your final breath! No turning back, in battle there is no law!
Effect: Add both the Punishing and Reach Qualities to all one-handed melee weapons you wield.

DRAWBACK: WATCH YOUR BACK

The Outlaw Chief is always mindful of 'beta knaves' trying to usurp the top dog.
Effect: Whenever you fail Resolve Tests, you suffer from Stress.

OUTLAW CHIEF ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Light Sleeper
SKILL RANKS	Simple Melee	TALENTS	Military Formation
SKILL RANKS	Warfare	TALENTS	Supernatural Paranoia

PHYSIKER

You must possess at least two Skill Rank in both Education and Heal in order to enter this Expert Profession.

Imagine a monocle-wearing academic, standing at the center of a lecture auditorium, wielding a series of frightening blades while cutting into the brainbox of a vivisected corpse. Surrounding the corpse are wide-eyed and eager students observing, as the prodding of a nerve bunch by the academic shows them what makes the corpse move. These academics are called Physikers – trained medical professionals with years of work and study under their belt. They believe illness and pain are not imposed by gods or a result of imbalanced humors. Instead, it can be solved by studying vivisected corpses and use of intensive treatments that border on necromancy. Physikers often work at universities or maintain hospices under the strict, watchful eye of the church to make certain their body of work does not veer into heresy. These hospitals vary greatly in the quality of treatment they provide or the reputation they accrue; many are either sanatoriums where the near-dead 'live', while others are only reserved for blue-blooded. Still, whatever chance the Physiker has to further their knowledge and influence, they will take it… even if it means having their work routinely reviewed by church Inquisitors.

Of course, just as the church is present to ensure that medical research does not stray into heresy, it is also the Physiker's biggest obstacle in their journey to understand the human condition. Many churches see the desecration of corpses and vivisection as heretical and blasphemous, as they feel most sickness and pain is godly punishment. Funerary Mages follow a similar path of thinking, claiming that the dead require respect and death is inevitable, and should not be forestalled by science or sorcery. Many Physikers take to the road because they have been run out of their hospitals, forced to operate in secret at the risk of being strung up as a heretic. The most unstable among them – spurned by the stress of losing their life's work – often start performing drastic, unnecessary surgeries. This is but a slippery slope before the plunge into the true realm of necromancy and biological reconstruction not meant for this world.

BEDSIDE MANNER

You've given up the spiritual approach of humorism to embrace a more modern (but still questionable) approach to medicinal practice.
Effect: Whenever you successfully bind wounds, you also move the patient an equal a number of steps up the Peril Condition Track positively. In addition, you always Critically Succeed at Heal Tests to treat injuries (as outlined under *Bind Wounds* and *Treat Injuries* from the Hazards & Healing chapter in **ZWEIHÄNDER**).

DRAWBACK: OVERWORKED

The long hours can lead to stress, anxiety and depression… making you an easy target for the influence of Corruption.
Effect: Whenever you suffer Peril due to Stress, Fear or Terror, move one additional step down the Peril Condition Track negatively while suffering 1 additional Corruption.

PHYSIKER ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Long-winded
SKILL RANKS	Toughness	TALENTS	Nerves of Steel
SKILL RANKS	Tradecraft	TALENTS	There Will Be Blood

RIME MAIDEN

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

In the icy climes of the Witch-Queen, Magick takes on a much different hue. The only winds to be harnessed there are the boreal squalls from crevasses between icebergs, said to be the insidious whispers of the Witch-Queen Herself. Some of Her occultists take their mistress' chilly words and use them to speak with spirits and conjure forth blizzards. Known as Rime Maidens, they are the 'spiritualists' of the Witch-Queen. While the name and position can also be bestowed upon men, it is far less common. Powerful occultists of the Witch-Queen, Rime Maidens are intelligent, regal, and know how to survive the often-barren steppes and tundra they call home. They are seen as mediums and leaders among their tribes, but on their own, Rime Maidens are feared and greatly mistrusted.

Rime Maidens are groomed from an early age for their position, taking years and years to fully grow into their powers. They become much like their Lady – indifferent, cruel and mystifying. Rime Maidens have glacial whims, and may come off as unapproachable and hostile. At the end of the day, they still idolize and follow the gelid vagaries of a Daemon. The Witch-Queen wants nothing more than to spread Her wintry breath across the land, locking all in its place and rendering the world into a barren tundra where life is forever frozen. Rime Maidens desire such a thing as well, but they hope within their hearts that their people will adapt and grow in this new world. Unfortunately, even the Witch-Queen's chosen ones will not escape Her arctic grip should the Daemon's plans reach its bitter fruition.

COLDHEART

Within every Rime Maiden's breast beats a heart of ice and fire, a gift from their Daemonic mistress.

Effect: You always succeed at Skill Tests to Resist Damage and Peril from cold weather. In addition, you take no additional penalties to movement in winter from inclement weather or icy surfaces.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.

Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Witch-Queen. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.

Effect: You immediately gain a Disorder. In addition, select one of the Witch-Queen's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 5: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add

1 additional Chaos Die when Channeling Power. Finally, whenever you Critically Fail to cast Magick, you provoke Winter's Surge - immediately roll a 1D6 Chaos Die. On a face '1', you are struck numb as you are Stunned for one minute. On face '2-4', your fingers grow frigid, as you must spend three times the normal amount of time (or AP if in combat) to complete casting. On face '5', you are paralyzed from cold, unable to move and left Helpless for one minute. Finally, on face '6', you summon a momentary winter storm, causing those within an Explosion Template to Resist with a Toughness Test or else suffer 2D10+2 physical Peril.

RIME MAIDEN ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Incantation	BONUS ADVANCES	[IB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Appalling Mien
SKILL RANKS	Simple Ranged	TALENTS	Instincts
SKILL RANKS	Survival	TALENTS	Winds of Change

RUNE JARL

You must possess at least two Skill Ranks in both Resolve and Tradecraft in order to enter this Expert Profession.

Rune Thanes may have devoted their life to the art of the Elder Futhark and all it entails, but the Rune Jarl has forged a new form of rune Magick, colloquially called *Younger Futhark*. Rune Jarls are undoubtedly the leaders of runic study and some are said to have been the very first to research the symbols. While a mere Rune Thane may take hours to bind a singular rune to an item, a Rune Jarl can do the same process in a matter of minutes. Their power also blossoms – they can construct runes that affect things such as war machines, buildings and sometimes even entire cities. Rune Jarls are considered near-royalty who have as much say as the greatest artisans and warriors. In others, Rune Jarls are actually considered level-headed and proper fighters, rather than simply scribes of an ancient language.

Level-headed thinking can escape the Rune Jarl – not out of spite, but by taking on too much responsibility. People begin to see the gregarious and quick-acting Rune Jarl as an easy solution, coming to them with all their problems while expecting a missive with some 'magic words' upon them. Many Rune Jarls see through this ploy and offer

their services at a premium – this usually casts them out of favor of the smallfolk, but it keeps them stable. Those who don't can easily buckle from it all, usually from making sloppy runes that backfire or don't work. One tale tells of a Rune Jarl who was so exhausted from their requests for runes of protection that the Rune Jarl inscribed one upon the land of a whole dukedom. When it was finally activated, the rune backfired and destroyed the duchy – a deadly result of Magick done under too much stress!

YOUNGER FUTHARK

The secrets of Elder Futhark have been passed down by generations. However, Rune Jarls have mastered a simpler, battle-ready form called Younger Futhark. These runes possess even more power than their forbearers.

Effect: You reduce the binding time to one hour for Apprentice Runes, two hours for Journeyman Runes and three hours for Master Runes. Furthermore, the items you inscribe can bear up to 6 Apprentice, 4 Journeyman or 2 Master Runes. Finally, any object you inscribe a Rune upon (including buildings, vehicles or objects larger than a man is tall) takes upon the benefits of the Rune.

DRAWBACK: RUNIC INSTABILITY

Your Runic enhancements are unstable, and threaten to explode with Ætheric might. Your Runes cannot be inscribed upon living things – unfortunate for those who wished to raise a litter of exploding kittens!

Effect: Whenever an object you have inscribed a Rune upon is broken, Ruined! or Wrecked!, it explodes, destroying the object. Those caught in a Burst Template area of effect must succeed at a (Challenging -10%) Coordination Test or suffer 3D10+3 Damage from fire.

RUNE JARL ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Second Skin
SKILL RANKS	Simple Ranged	TALENTS	Secret Signs
SKILL RANKS	Tradecraft	TALENTS	True Grit

SANGUINE LEGIONNAIRE

You must possess at least one Skill Rank in Martial Melee in order to enter this Expert Profession.

Though all Daemons field a number of fearsome warriors, none are more unnerving than the battle-hungry Sanguine Legionnaires. Forming the bulk of the Prince of Violence's hordes, these bellicose soldiers see the battlefield as their church and the blood of their enemies as sacrament to their unyielding god of bloodshed and war. Knowing their nature, the recruitment of Sanguine Legionnaires is rather insidious, for the Prince of Violence knows that being too visible will result in the elimination of His occultists. Thus, Sanguine Legionnaires usually carry themselves off as military consultants, infiltrating aristocratic families, mercenary bands and other fraternities in order to teach the martial disciplines. Slowly but surely, the Legionnaires sways their students into becoming barbaric killers, changing from simple drills to ritualized gladiatorial combat and hardened discipline to blood-addled sacrifices.

The Sanguine Legionnaire does not suffer the wizard, seeing no value in anything but flesh and metal. Therein lies their greatest weakness: they are often so caught up in battle lust

that they fail to plan, strategize or even watch their own steps. Some never retreat out of their self-inflicted rages, caring little for the consequences. The Prince of Violence cares just as little, for even an occultist's death fertilizes the Material Realm with blood and bone.

ANOINTED BY CHAOS

Slathering your weapon with sacred oil, you call forth to the Prince of Violence to guide your hand. Hopefully, your invocation is answered… but there are no guarantees when you toy with Corruption.

Effect: You can Channel Power in order to increase your chances to succeed Combat-based Skill Tests. This follows many of the same rules as Channeling Power to cast Magick, but with these specific requirements: you must have a weapon in-hand, you must be able to see and speak and a phial of sacred oil must be poured onto the weapon. This sacred oil is determined by your GM, based on the weapon you intend to bedevil with chaotic might.

You may Channel Power up to three steps. However, if you generate one face '6', you invoke a Petty Manifestation. If you roll two face '6s', you invoke a Lesser Manifestation and if three or more face '6s', you invoke a Greater Manifestation. Furthermore, if a Chaos Manifestation inflicts any sort of negative effects upon you to Cast Magick, apply them instead to your Combat-based Skill Tests. The GM will change the effects of the table to best match the mechanical results.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.

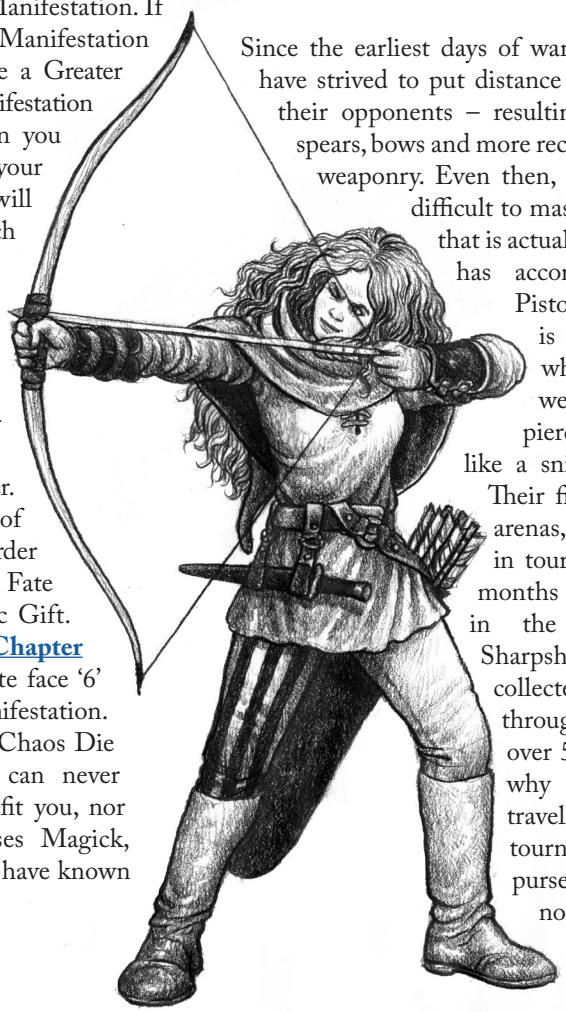
Effect: You immediately gain a Disorder. In addition, select one of the Prince of Violence's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter V: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, you can never be affected by Magick intended to benefit you, nor can you adopt any Profession that uses Magick, 'unlearning' any spells or Rituals you may have known before becoming a Sanguine Legionnaire.

SANGUINE LEGIONNAIRE ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Indifference
SKILL RANKS	Toughness	TALENTS	Military Formation
SKILL RANKS	Warfare	TALENTS	There Will Be Blood

SHARPSHOOTER

You must possess at least one Skill Rank in Coordination in order to enter this Expert Profession.



Since the earliest days of war, war parties and armies have strived to put distance between themselves and their opponents – resulting in such weaponry as spears, bows and more recently modern gunpowder weaponry. Even then, these weapons are often difficult to master with precise skill, but that is actually what the Sharpshooter has accomplished. Unlike their Pistolier kin, the Sharpshooter is an unparalleled targeteer who specializes in strung weapons, able to strike and pierce a coin out of the air like a snipe can snatch a worm. Their finesse is prized in many arenas, with some performing in tournaments during summer months and turning to hunting in the colder seasons The Sharpshooter is silent, calm and collected, able to drive an arrow through a helm's eye slit at over 50 paces. It is no wonder why so many are acclaimed, travelling from tourney to tourney, commanding large purses and the accolades of the nobles who sponsor them as they put on display their sharpshooting skills.

Sharpshooters are not necessarily great warriors, but they are great shots do appreciate opportunities to test their skill. There is no greater place to test their skill than on the field of battle where they are employed to target important individuals. In comparison to the simple man-at-arms, the tactics employed by Sharpshooters take advantage of their skill, their stealth, and their ability to separate the man from the target. It is no longer another man they are targeting with a shot, but rather just a bullseye to shoot – and another purse to be won depending upon the terms of their contract. Both this disconnect and willingness to kill another being tends to break at the most inopportune of times, like when they are given the order to attack a helpless serf or their younglings. This sedition leaves them broken and doubting their entire life, as they realize all they have been doing is killing poor souls their whole career.

PRECISION SHOTS

Whenever your shots find purchase, you whittle away at your opponent's ability to react accordingly.

Effect: Every time you inflict Damage using a ranged weapon, temporarily increase your Damage by +1 cumulatively, lasting until you are Slain! or combat ends. You cannot wear armor with the Heavy Quality to take advantage of this Trait.

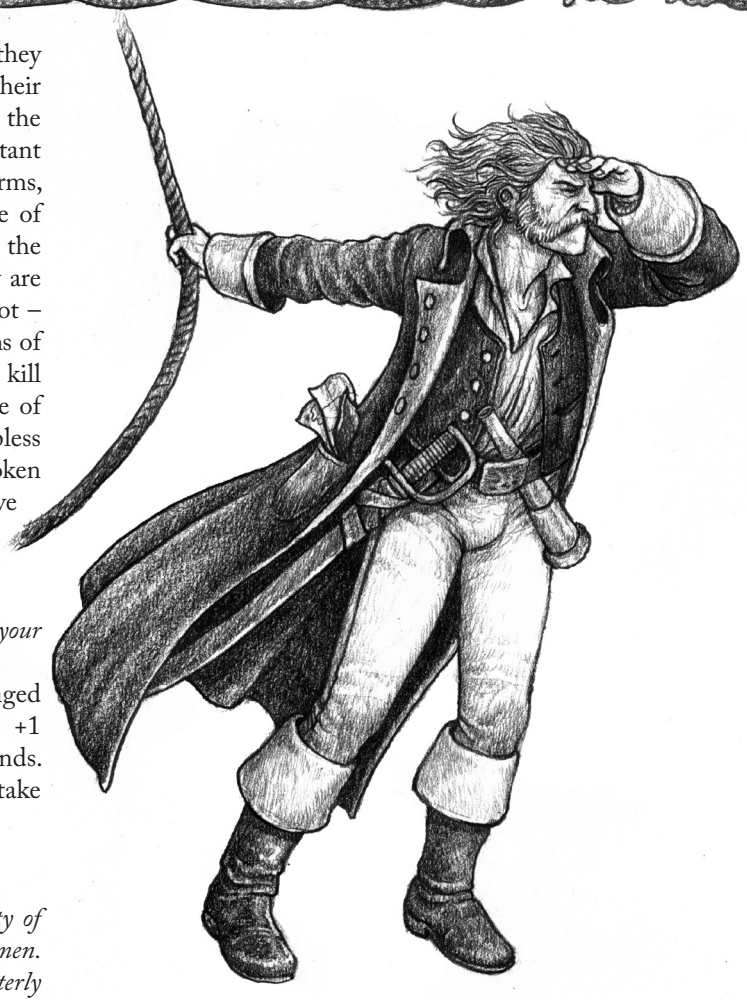
DRAWBACK: PSYCHOTIC BREAK

One must have a callous indifference towards the sanctity of life to move from being a tourney archer to a hunter of men. Targeteers who are consumed by the act of killing are utterly corrupted, while others who maintain proper decorum will remain untainted by their grisly work.

Effect: When you take an innocent life unprovoked, you automatically gain 1 permanent Chaos Rank.

SHARPSHOOTER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Arbalest's Speed
SKILL RANKS	Stealth	TALENTS	Instincts
SKILL RANKS	Survival	TALENTS	Take 'em Down



SHIPMASTER

You must possess at least two Skill Ranks in Pilot in order to enter this Expert Profession.

Every country must have a king, and upon the high seas where there is no country, every Shipmaster is a king in their own right. Shipmasters are captains of seafaring vessels, whether they be long boats, merchant clippers or large galleys. Shipmasters not only lead and direct their crews, they also plot courses, negotiate trade deals, order attacks and when tales of their exploits and explorations reach the shore, become legendary figures in their own right. Some Shipmasters are fine spending their days commanding their family's fishing vessel, while others make a name for themselves as brilliant admirals or dread pirates. Owning a ship is no mere trifle – it serves as transport, housing and livelihood all-in-one for the Shipmaster and the crew. The Shipmaster is a thankless task that requires strong leadership, either with closed fist or open palm – if that does not exist, these 'kings of the sea' can easily be dethroned and cast into the deeps.

Shipmasters go where the wind or their pockets take them, and many hire their services out as both privateers and ferrymen for adventurers looking for new vistas. They know their way around a sword, a wheelhouse and a podium, able to lead and back that leadership up with force into the bargain. Aside from their vessel, Shipmasters rarely have more than a few possessions – their crew substitutes as family, the ocean as their homeland and their ship as home. More than a few Shipmasters' brains have been 'cooked' by the blazing summer sun or their hearts 'frozen' by the ice of winter, their ship coming to mean more than the crew which is willingly left to starve and die in order to keep the ship from sailing into port ever again. Rumors abound that ghost ships of the high seas are indeed these cursed Shipmasters, fleeting between corporeal reality and a ghostly demise.

AYE AYE SKIPPER

Both on the sea and by land, you attract both admiration and respect for your position as a captain of the sea.

Effect: You may flip the results to succeed at Navigate Tests. When you succeed, it is always considered a Critical Success. In addition, when using the Movement subtype of swim, add your Initiative value to the Distance you swim.

DRAWBACK: SEA LEGS

You live for the sea and the rising of the tide. But when you stand on land, the swell of the sea fills your head with dizziness.

Effect: When not borne upon water or a boat, reduce your Initiative by your Chaos Ranks (to a minimum of 1).

SHIPMASTER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Instincts
SKILL RANKS	Warfare	TALENTS	Light Sleeper

SHOPKEEPER

You must possess at least one Skill Rank in Bargain in order to enter this Expert Profession.

Artisans, merchants and traders all create and peddle their own wares, but not every store front holds exotic goods or forged steel. Running the inns, *bordellos*, rathskellers, coaching houses and grocers are the Shopkeepers. These under-the-counter, blunderbuss-wielding purveyors of fine goods either peddle services or sell and buy local goods. An innkeeper, a brothel owner or a chef would be considered a Shopkeeper, spending their days opening their storefronts and their nights balancing their books. Shopkeepers often wear a variety of hats in their business, but all strive to be effective leaders that can be both charismatic to their employees and their customers. Some stay small and humble with but a single shop, while the more visionary-minded work to spread their business among multiple venues and ventures.

Shopkeepers rarely leave their business for any extended period of time – most who do are either looking for new locations to move their business to or have grown tired of the life of a clerk. They have few survival skills, but they know a great deal about logistics and getting the most out of a little bit. Unfortunately, eking the most out of very little and being able to balance the books is often their biggest downfall – some Shopkeepers become so absorbed in their work that it becomes all they care about. They become dismissive and angry towards their workers and customers, first driving everyone away with words and ill manners and then by word of mouth as their poor reputation spreads. Soon they will not be able to make enough money to support their storefront and will lose their entire livelihood. Many of these Shopkeepers end up at the end of a rope or the barrel of their own blunderbuss, having undone all of their success by their own hand.

NO MERE NPC

Although some may mistake you for just another hawker on the docks or greengrocer, you're anything but. You are a big spender, a wheeler-dealer and know how to distinguish trash from real treasure.

Effect: Any object you sell is treated and appraised at its full value. Furthermore, you may flip the results to succeed at Skill Tests to appraise and sell legal goods.

DRAWBACK: THE CUSTOMER IS ALWAYS RIGHT

Shopkeepers adhere to the time-honored rule that the customer is always right. This has been a throne in the side of every Shopkeeper for generations, but ensures that their dealings are seen as upright.

Effect: Whenever you fail at an attempt to use Bargain or Rumor, you cannot use Fortune Points to change your results.

SHOPKEEPER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Incredible Numeration
SKILL RANKS	Rumor	TALENTS	Meeting of the Minds
SKILL RANKS	Simple Ranged	TALENTS	Multilingual

SIROCCO PROPHET

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

The Tusked One is comprised of three forms, the most mysterious and merciless of which is the *Hellfurnace*. Supposedly having manifested in the deepest reaches of a black burbling pit and made from bitumen and brass, the Hellfurnace demands ceaseless subjugation and sacrifice from the Dvergar. Though they rarely practice Magick, His Sirocco Prophet clergy exalt in their Daemon-lord's blessing by using their foul Magick to fuel the flames of the Hellfurnace's unearthly belly. These Prophets are both mighty chaos sorcerers and unsparing shaman of the Dvergar people, often directing them in their efforts to build their wretched hell-vaults and Daemon-born machines. Sirocco Prophets spend most of their time divining the meaning of the smoke and pitch their furnaces splurt out, viewing them as divine messages from their 'father of darkness'. They also see His hatred in sand storms and heatwaves, and take these words as prophetic, too.

Sirocco Prophets are rarely found beyond the halls of the Dvergar's inverted pyramids, but they are not unheard of. The Hellfurnace's rites and witchcraft are absurdly unnatural though, and not just due to its Daemonic influence. His Magick is truly cursed – as Sirocco Prophets manifest their Covenants, their joints stiffen and their movement slows. Over time, they find their skin hardens and begins to flake, starting at their feet and spreading upwards across their whole body. Twisted by their befouled Covenants, their skin becomes stone, their voices become hoarse and gravid with calcified, stony might. The most powerful Sirocco Prophets are nigh immobile, but this is seen as an honor and a true conduit of the Hellfurnace's power. It is said that when they turn completely pitch-black into stone, their ossified remains are used to forever fuel the fires of the Hellfurnace – a fitting and worthy end indeed.

HELLFURNANCE'S GIFT

Once they profess their might, a Sirocco Prophet's body grows gravid with black, stone-like growths and their voice becomes but a harsh whisper – the sound of tectonic plates slowly moving beneath the earth.

Effect: You do not need to be able to speak to cast Magick, use Rituals or Counterspell. In addition, you automatically Resist touch-based spells.

SPECIAL TRAIT: COVENANT MAGICK

You have permanently bound your soul to a single Daemon and can harness its forbidden power.

Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Hellfurnace. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.

Effect: You immediately gain a Disorder. In addition, select one of the Hellfurnace's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 5: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, whenever you gain 1 permanent Chaos Rank, a Disorder or Malignancy, you also permanently suffer a -1 penalty to Movement. Should your Movement permanently reach zero, you are immediately Slain!, turned entirely to stone.

SIROCCO PROPHET ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Incantation	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Instincts
SKILL RANKS	Survival	TALENTS	Left-handed Path
SKILL RANKS	Tradecraft	TALENTS	Mine Craft

SKINWALKER

You must possess at least two Skill Rank in Survival in order to enter this Expert Profession.

In some cultures, the light of the 'true gods' have yet to shine upon them. Instead, these lost cultures worship Primevals – superior apex creatures of the natural world that represent their best interests, and looks over their clan. Skinwalkers claim these spirits have taken a special interest in them, choosing them as their champion and to serve as an avatar of sorts. Often discovered through vision quests in the wilderness or near-death experiences with Primeval creatures, Skinwalkers seem to obtain the traits of their primal guardian; the cunning of a silverback warg, the strength of a barrel-bellied orc or what have you. Those of a more academic bend chalk this up to simple self-realization, but when viewed through the lens of Magickal insight, these warriors do seem to emanate some sort of animistic, otherworldly energy.

Skinwalkers, regardless of their culture, are highly-respected individuals who serve as paragons for everything their clan stands for. However, shamen warn fresh-to-the-fold Skinwalkers of the danger of relying too much on these spirits, for they are very old and not completely benevolent. Those who do not heed these warnings start to take on a more physical appearance of their Primeval - the water panther causes the skin to become squamous and rigid, the howlbear causes the Skinwalker's shoulders to become hunched or webbing between digits and limbs for those who worship of death bats. Eventually, these Skinwalkers who have given into their desire for power become more beast than man, and are either banished, imprisoned or killed. Rumors of half-man/half-beasts may not be fully lycanthropic, but rather ones of unbound hubris.

PRIMAL RAGE

Through intense focus, you can channel the might, speed and intelligence of the Primeval your clan has bound themselves to.
Effect: Select one of these spirits: attercap spider, barrel-bellied orc, death bat, dire rat, howlbear, silverback warg or water panther. You gain one of the following Traits by spirit:

- For an ***attercap spider***: you gain the Inescapable Trait from the self-same creature (as found in the Bestiary chapter of **ZWEIHÄNDER**);
- For a ***barrel-bellied orc***: you gain the Chomp Trait from the self-same creature (as found in the Bestiary chapter of **ZWEIHÄNDER**);
- For a ***death bat***: you gain the Dark Sense Trait from the self-same creature (as found in the Bestiary chapter of **ZWEIHÄNDER**);
- For a ***dire rat***: you gain the Disease-Ridden (Bloody Flux) Trait from the self-same creature (as found in the Bestiary chapter of **ZWEIHÄNDER**);

- For a ***howlbear***, you gain the Primal Scream Trait from the self-same creature (as found in the Bestiary chapter of **ZWEIHÄNDER**);
- For a ***silverback warg***, you gain the Ripping Teeth Trait from the self-same creature (as found in the Bestiary chapter of **ZWEIHÄNDER**);
- For a ***water panther***, you gain the Death Roll Trait from the self-same creature (as found in the Bestiary chapter of **ZWEIHÄNDER**).

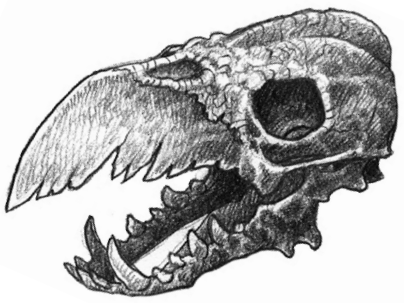
DRAWBACK: MONSTROUS WEAKNESS

Like an ancient creature of the world, you are particularly susceptible to certain metals and Magicks. Eventually, you will become victim to it in ways that are worse than death, dragged onto all fours as the animal you worship.

Effect: Whenever you are struck by weapons wrought from Cold Iron or Mithril and those which have been imbued with Magick, you suffer an additional 3 Damage. In addition, whenever you gain 1 permanent Chaos Rank, a Disorder or Malignancy, you also permanently suffer a -1 penalty to Encumbrance. Should your Encumbrance permanently reach zero, you are immediately Slain!, turned entirely into the spirit you worship.

SKINWALKER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Hard to Kill
SKILL RANKS	Survival	TALENTS	Instincts
SKILL RANKS	Toughness	TALENTS	Light Sleeper



SWORN SWORD

You must possess at least two Skill Rank in both Martial Melee and Resolve in order to enter this Expert Profession.

Among bluebloods and the *nouveau riche*, there exists a curious legal procedure where one may try to prove their innocence through trial by combat. Usually in these cases, the accused is unable to fight in their own defense, but may call upon a judiciary champion to adjudicate in their stead. Few in number, but practiced in a number of arms, these so-called Sworn Swords are more than capable of defending the honor of the accused. They excel in the martial arts and act with an incredible precision. Oftentimes, Sworn Swords pledge themselves to a noble house, serving as judicial champions in all capacities. Others instead are travelers, offering their services to lesser nobles and Burghers who either lack the martial skill necessary to defend their honor or are too cowardly to stare death in the eye. The Sworn Sword is always ready to lay their life on the line, but their confidence in their own abilities keeps them headstrong and unswerving.

Though most duels are usually to 'first blood' (that is, to Injury or Bleeding), deaths are not uncommon. However,

duels to the death are mandated for crimes such as treason and heresy. These are the type of face-offs that truly haunt the Sworn Sword at night – visions of the lives they have crushed, royal houses they have ruined or images of their own life's blood pouring from gaping wounds. Many become indifferent to the violence, emotionless and seemingly cruel as a coping mechanism. Sworn Swords train their bodies and minds against breaking, for if they do not, their next opponent will eviscerate both their bodies and their reputations. These imposing figures are perfect vessels for darker thoughts as the Sworn Sword comes to disassociate themselves from other fellows and believes themselves superior to all. Once this empathy is lost, there is nothing left but a stone-cold killer – an ideal way to sow discord and intimidation.

TRIAL BY COMBAT

What justice giveth, justice can just as easily taketh away.
Effect: Whenever you inflict a Grievous Injury upon a foe, they are instantly Slain! instead. You must use a melee weapon to take advantage of this Trait.

DRAWBACK: ACHILLES HEEL

Despite your (mostly) unerring martial attitudes, you become overwhelmed when facing three or more combatants at once.
Effect: When attackers outnumber you 3:1 or more in an Engagement, they add a 1D6 Fury Die to Total Damage results made with melee weapons against you. This means you can never take advantage of the *Impenetrable Wall* Talent.

SWORN SWORD ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Overwhelming Force
SKILL RANKS	Toughness	TALENTS	There Will Be Blood

VAMPIRE HUNTER

You must possess at least two Skill Ranks in Resolve in order to enter this Expert Profession.

The restless dead have taken many from us – whether they be sick or healthy, young or old, rich or poor – the unliving and their necromantic resurrectionists do not discriminate. Others, such as the esurient vampire, wish nothing more than the opportunity to eat away at the foundations of civilization, to enslave others and to bring about the downfall of the world. It is not unknown for the survivors of such predations, having loved ones taken from them or seen their homes pulled out from under them, to take to carving out stakes, tar-dipping torches and filling phials with holy water and setting out on a drastic change of career – the Vampire Hunter! These brave, and often foolhardy, hunters stalk the bloodsucking and spirit-stealing supernatural threat of the Vampire and their ilk. Many Vampire Hunters will often group with others to fight the midnight coterie, not only to exchange lore about the nosferatu and its brood, but to combat the restless dead en masse – as many are too powerful to fight alone. One such story tells of a female hunter named Lady Sommers, who surrounded herself with roughshod apprentices, an

Antiquarian named Rupert, a man who could transmutate into a wolf and Willow the Hedgewise. At one point, she even reputedly aligned with a vampire to hunt down other vampires!

Unlike Slayers, who often loan out their services to fight beasts for glory in the afterlife, Vampire Hunters actively seek out their prey to either earn salvation, enact revenge or fulfil a death wish from an existence made meaningless without their loved ones. Vampire Hunters possess limited knowledge about the foes they seek to destroy, due to the lack of scientific understanding of vampire's ecology and true weaknesses. Thus, they rely on folklore and apocrypha to prepare themselves. It is said that there is no such thing as an inexperienced Vampire Hunter and that they are often 'made' into hunters having somehow survived a vampire's reign of terror. Even those who do survive constantly look over their shoulder, as they never know who among them could be a vampiric thrall seeking to please their master by capturing the Vampire Hunter.

CHOSEN ONE

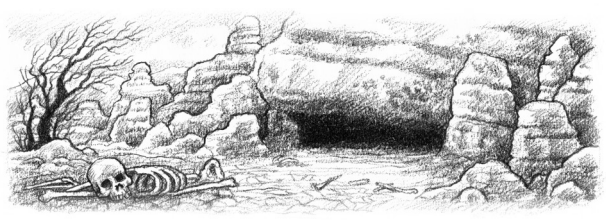
In every generation, there is a chosen one. They alone will stand against the vampires, demons and forces of darkness. They are the slayer.

Effect: Any weapon you wield is always under the effects of the Generalist Magick called *Anoint Weapon* (as outlined under *Generalist Magick* from the Grimoire chapter in **ZWEIHÄNDER**). You also understand how to use the Ritual of *Blessed Sacrament*, but only to create holy water, despite not having the Special Trait of Divine Magick. Substitute Folklore in place of Incantation when using the Ritual of *Blessed Sacrament*, but you cannot Channel Power.

DRAWBACK: CURSE OF DARKNESS

Vampire Hunters are haunted by terrible dreams, and in them, they turn from hunter to hunted. Perhaps there is some truth within these nightmares, a precognition of the fate the Vampire Hunter is doomed to suffer.

Effect: Any time you suffer Damage or Peril from a Vampire, you suffer 3 Corruption.



VAMPIRE HUNTER ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Impervious Mind
SKILL RANKS	Simple Melee	TALENTS	Instincts
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper

WAR GENERAL

You must possess at least two Skill Ranks in Warfare in order to enter this Expert Profession.

"No bastard ever won a war by dying for his country. You won it by making the other poor dumb bastard die for his country." This is the common sentiment among War Generals, some of the keenest minds and strategists to ever step onto the field of battle. These soldiers have worked their way up through the ranks by slogging through midden heaps, sleeping in inhospitable territory and slaughtering countless enemies. After all the mud and pain and shit, they now lead armies and stand shoulder-to-shoulder with sultans and emperors alike in war rooms. War Generals rarely engage in combat due to their value and importance, but their charisma, tactical mindset and iron will have made them the lynch-pin in many victories. Their words inspire thousands of warriors and their wins change the strategy of war for years to come. Theirs is a hardened mind who only believes in victory, often at any cost. War Generals are not ones to bend, but when they do, they rarely break underneath the pressure. Even when they are forced to accept defeat, their staunch military minds are ready to regroup the forces under the command and to drive the next battle towards an eventual victory.

A sword is only useful if it stays sharp, and War Generals are often teetering on the edge. One slip-up or defeat can ruin their reputation and deem them 'too old and inflexible' to hold the fate of empires on their hands. Those who do not remain honorable or are incapable of swallowing their pride may instead turn to drink to wash away their failures on the battlefield. Some may even fall upon their sword. However, they may rally, and the itch of violence

returns. Though their voices bellow and their tactics are exceptional, the War General needs the power – needs the control they have grown accustomed to wielding. Some begin to drive their allies harder and harder or instead rally up small armies for blind causes. Finally, a psychotic break happens and they seek to command an army at all costs. If this means leading hordes of grossly mutated marauders, then so be it, these War Generals, desperate to retain their former glory, having exchanged it for their very soul.

ART OF WAR

Herr Sunna once said, "...in the midst of chaos, there is also opportunity". You will implore your comrades to find an opening when mayhem rises.

Effect: Whenever you succeed at using Inspiring Words, allies may immediately make an Opportunity Attack. In addition, whenever you succeed at using Litany of Hatred, enemies affected by it cannot Counterspell, Dodge or Parry the next Attack Action your allies make.

DRAWBACK: HIGH-HANDED

War Generals are oftentimes more concerned with the point of the spear, not the heavy lifting required to get soldiers and supplies to the front.

Effect: For every step you move down the Peril Condition Track negatively, reduce your Initiative and Movement in kind. As an example, if you are suffering from Imperiled, you would reduce your Initiative and Movement by a -1 penalty.

WAR GENERAL ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[CB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Light Sleeper
SKILL RANKS	Simple Ranged	TALENTS	Military Formation
SKILL RANKS	Warfare	TALENTS	Nerves of Steel

WITCH DOKTOR

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of either Arcane or Divine Magick.

Of all Daemons in the Abyss, the Tusked One's form of the *Slavering Maw* is the wildest and most unpredictable of them all. It would only make sense, then, that their Witch Doktor priests would be just as anarchic as the lord they hold so high. The Magick of the Tusked One is truly odd, as it relies on the collective willpower of their believers. If there is no group around a Witch Doktor, their sorcerous potential drops severely. Witch Doktors are rarely seen among 'civilized' peoples, but in some societies, they are viewed as representatives of the Slavering Maw Himself and as such, there are many taboos against killing or injuring the Witch Doktor. In addition to their massive psychic energies that allow them to manifest the will of the Slavering Maw, Witch Doktors also have a sort of ancestral memory of the tribe that they serve. As self-professed, if barbaric scholars and historians, Witch Doktors are an extraordinary dichotomy of raw id and pure intellect.

A Witch Doktor's Covenants are truly unhinged, requiring the occultist to abandon much of their common sense in order to properly harness them. Madness amongst the Witch Doktors is a rule rather than an exception, though this often only manifests as eccentricities and odd babbling. A Witch Doktor is not that hard to spot – their erratic behavior, scant method of dress and constant gibbering makes their fate at the hands of any Inquisitor (or individual who does do not suffer the heretic to live) who sees them a foregone conclusion. Yet for the hordes who follow Witch Doktors wholeheartedly, there comes a

tipping point – some become so powerful, that they snap entirely. They switch from manic to a placid, sage-like calm, and their power invokes the true fury of the Slavering Maw. It is more terrifying to see a Witch Doktor calmly stroll into battle than to see one leap into the fray with fervor and righteous fury.

OOH-EE-OOH-AH-AH

Finishing the intonation with 'ting tang walla walla bing bang!', you summon forth the Slavering Maw's barbed tongue to mend believers of their ailments, but at a high price.

Effect: Whenever you successfully invoke a Petty Chaos Manifestation, you may heal one person who you can clearly see one step up the Damage Condition Track positively. If it is a Lesser Chaos Manifestation, two people are healed two steps positively. Finally, if it is a Greater Manifestation, three people are healed three steps up the Damage Condition Track positively.

SPECIAL TRAIT: COVENANT MAGICK

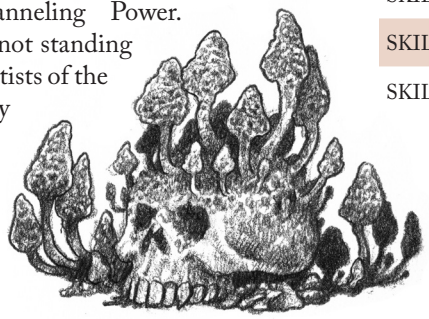
You have permanently bound your soul to a single Daemon and can harness its forbidden power.

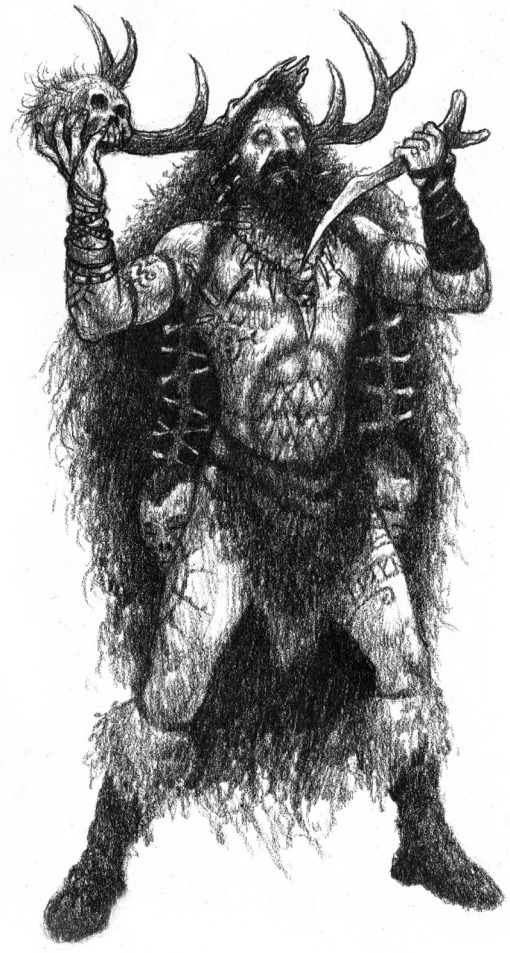
Effect: You are now a practitioner of Covenant Magick and ignore any Drawbacks your former Arcane or Divine Magick-using Expert Profession required of you (but may continue using your old Magicks). You can now attempt to learn spells from the Covenant to the Slavering Maw. In addition, you automatically learn one Petty and one Lesser Magick spell from this Covenant. You cannot cast Lesser Magick from this Covenant unless you have two Skill Ranks in Incantation. You can only learn new spells of this Covenant and Generalist Magick from this point forward.

DRAWBACK: RUINOUS POWER

You obtain power, but at what cost? The eyes of your Daemon are fixated on you, judging you – eager to reward, or to punish.

Effect: You immediately gain a Disorder. In addition, select one of the Slavering Maw's Aspects and replace your Order Alignment with it. Instead of gaining Fate Points, you may opt to gain a Daemonic Gift. Aspects and Daemonic Gifts are found in **Chapter 5: Liber Daemonum**. When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, whenever you are not standing among three or more occultists of the Slavering Maw, foes may flip the results to succeed at their Skill Tests to Resist your Magicks.





WITCH DOKTOR ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Die Hard
SKILL RANKS	Toughness	TALENTS	Indifference
SKILL RANKS	Warfare	TALENTS	Left-handed Path

EXPERT PROFESSIONS ADDENDUM

Unlike regular Professions, Expert Professions have specific requirements in order to qualify for them. What follows is a summary of all requirements to move into any Expert Profession, including the Tier you must be in to qualify for it. If you want to plot out your Character path to Intermediate and Advanced Tiers, this should give you a broad overview of what will be required to get there.

Professions which grant access to Arcane Magick are indicated in the table below with an asterisk (*) beside their name. Those which grant access to Divine Magick are indicated with a plus (+) beside their name. Finally, those which grant access to Covenant Magick are indicated with a hash (#) beside their name.

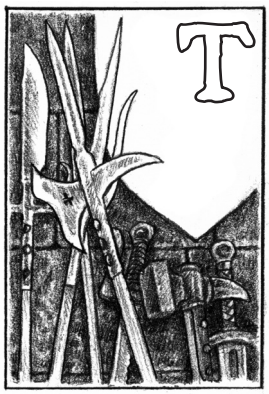
EXPERT PROFESSION	QUALIFYING TIER		SKILL REQUIREMENTS	OTHER REQUIREMENTS
	INT. TIER	ADV. TIER		
Abbot		✓	2 Skill Ranks in Education & Heal	
Alienist	✓	✓	1 Skill Rank in Heal	
Archmage *		✓	2 Skill Ranks in Incantation	Special Trait of Arcane Magick & 1 Fate Point
Armiger	✓	✓	1 Skill Rank in Martial Melee & Warfare	
Artillerist	✓	✓	1 Skill Rank in Warfare	
Assassin		✓	2 Skill Ranks in Stealth	
Augur +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Badlander	✓	✓	1 Skill Rank in Survival	
Barnstormer	✓	✓	1 Skill Rank in Awareness	
Barrister	✓	✓	1 Skill Rank in Bargain & Guile	
Black Magister *		✓	2 Skill Ranks in Incantation	Special Trait of Arcane Magick
Bladedancer		✓	2 Skill Ranks in Martial Melee	
Bloodmonger +	x	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Burgomaster		✓	2 Skill Ranks in Folklore	
Butcherpriest #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Caravan Mystic	✓	✓	1 Skill Rank in Folklore	
Chamberlain	✓	✓	1 Skill Rank in Education	
Chattel Slaver	✓	✓	1 Skill Rank in Interrogation	
Chevalier	✓	✓	1 Skill Rank in Martial Melee & Ride	
Condottiere	✓	✓	1 Skill Rank in Martial Melee	

EXPERT PROFESSION	QUALIFYING TIER		SKILL REQUIREMENTS	OTHER REQUIREMENTS
	INT. TIER	ADV. TIER		
Courtesan	✓	✓	1 Skill Rank in Charm & Rumor	
Crime Boss		✓	2 Skill Ranks in Skulduggery	
Cult Leader		✓	2 Skill Ranks in Charm or Education	
Dark Disciple +		✓	2 Skill Ranks in Incantation	Special Trait of Divine Magick
Demagogue	✓	✓	1 Skill Rank in Leadership	
Dirgesinger #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Drowned One +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Druid +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Duelist	✓	✓	1 Skill Rank in Coordination	
Dungeoneer	✓	✓	1 Skill Rank in Folklore	
Ecstatic Celebrant #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Elementalist *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Executioner	✓	✓	1 Skill Rank in Interrogation	
Exorcist	✓	✓	1 Skill Rank in Education & Folklore	
Explorer	✓	✓	1 Skill Rank in Education & Navigation	
Fanatic	✓	✓	1 Skill Rank in Folklore	
Fell Knight		✓	2 Skill Ranks in Martial Melee	Drawback of Ruinous Power
Friar	✓	✓	1 Skill Rank in Education & Heal	
Funerary Mage *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Godsworn +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Grail Knight	✓	✓	1 Skill Rank in Martial Melee	
Grand Master		✓	2 Skill Ranks in Martial Melee & Ride	
Grey Guilder +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Grey Vivimancer #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Grognard		✓	2 Skill Ranks in Warfare	Middle Aged or Elderly Age Group
Guildmaster		✓	2 Skill Ranks in Tradecraft	

EXPERT PROFESSION	QUALIFYING TIER		SKILL REQUIREMENTS	OTHER REQUIREMENTS
	INT. TIER	ADV. TIER		
Havoc Conjuror #		✓	2 Skill Ranks in Incantation	Special Trait of Covenant Magick & Drawback of Ruinous Power
Hermetic *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Hexer	✓	✓	1 Skill Rank in Folklore	Successfully imbibe a Mutagenic Potion
Hierophant *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
High Lector +		✓	2 Skill Ranks in Incantation	Special Trait of Divine Magick & 1 Fate Point
Howling Marauder	✓	✓	1 Skill Rank in Martial Melee	
Illusionist *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Infernal Saboteur #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Inquisitor		✓	2 Skill Ranks in Resolve	
Iron Abbot +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Jackdaw		✓	2 Skill Ranks in Skulduggery	
Kinslayer	✓	✓	1 Skill Rank in Survival	
Maestro		✓	2 Skill Ranks in Tradecraft	
Merchant Lord		✓	2 Skill Ranks in Bargain	
Military Officer	✓	✓	1 Skill Rank in Leadership & Warfare	
Minister of Rot #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Mootwarden	✓	✓	1 Skill Rank in Survival	
Natural Philosopher	✓	✓	1 Skill Rank in Alchemy & Education	
Necromancer *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Oathkeeper	✓	✓	1 Skill Rank in Folklore	
Occult Magician #		✓	2 Skill Ranks in Incantation	Special Trait of Covenant Magick & Drawback of Ruinous Power
Opener of the Way #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Outlaw Chief		✓	2 Skill Ranks in Simple Melee	
Physiker		✓	2 Skill Rank in Education & Heal	
Pistolier	✓	✓	1 Skill Rank in Coordination & Martial Ranged	

EXPERT PROFESSION	QUALIFYING TIER		SKILL REQUIREMENTS	OTHER REQUIREMENTS
	INT. TIER	ADV. TIER		
Plague Doktor	✓	✓	1 Skill Rank in Heal	
Pledged Guard	✓	✓	1 Skill Rank in Athletics & Toughness	
Pyromancer *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Revered Mother +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Rime Maiden #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Rune Jarl		✓	2 Skill Ranks in Resolve & Tradecraft	Know the Ritual of Inscribe Magick Rune
Rune Thane	✓	✓	1 Skill Rank in Resolve & Tradecraft	
Sanguine Legionnaire	✓	✓	1 Skill Rank in Martial Melee	
Scholar	✓	✓	1 Skill Rank in Education & Resolve	
Shaman *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Sharpshooter	✓	✓	1 Skill Rank in Coordination	
Shipmaster		✓	2 Skill Ranks in Pilot	
Shopkeeper	✓	✓	1 Skill Rank in Bargain	
Sirocco Prophet #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick
Skinwalker		✓	2 Skill Ranks in Survival	
Soothsayer *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
Sworn Sword		✓	2 Skill Ranks in Martial Melee & Resolve	
Truthsayer +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Vampire Hunter		✓	2 Skill Ranks in Resolve	
Veteran		✓	2 Skill Ranks in Warfare	
War Dervish	✓	✓	1 Skill Rank in Martial Melee & Resolve	
War General		✓	2 Skill Ranks in Warfare	
Warlock *	✓	✓	1 Skill Rank in Incantation	Special Trait of Arcane Magick
White Wolf +	✓	✓	1 Skill Rank in Incantation	Special Trait of Divine Magick
Witch Doktor #	✓	✓	1 Skill Rank in Incantation	Special Trait of either Arcane or Divine Magick

LIBER ARMORUM



There are generally three types of settlements, and for the most part, they work together in concert, reliant upon one another for trade and protection. Settlements are often built near sources of water, either a river or a lake. If not that, they are built near some kind of natural resource, such as an old growth forest or perhaps an iron mine. While each settlement may have its own economic resources and forms of trade, they are always inevitably linked together by main roads, access to which is through toll gates. Reeves, Bailiffs and other lawmen gather at these gates, exchanging news, pleasantries and rumors before setting out to patrol the roads nearby and then outwards towards some far-flung settlement.

SETTLEMENTS & AVAILABILITY

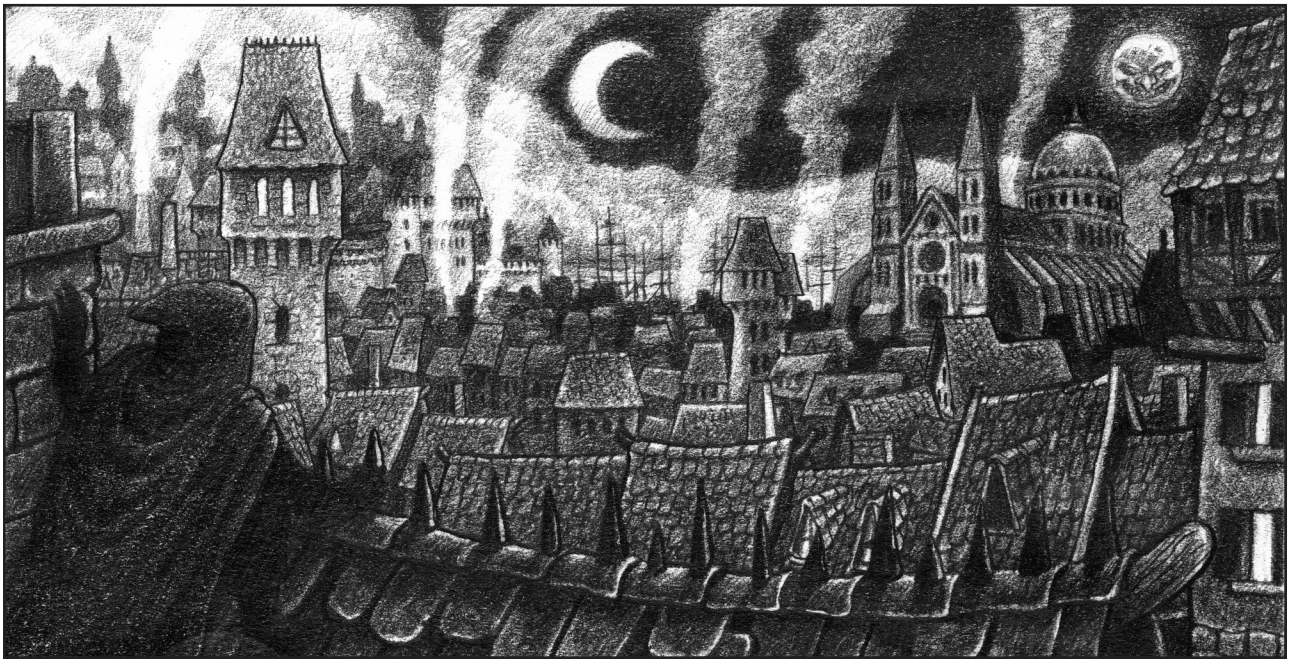
The size of a settlement determines the most common dwellers by Social Class. It also dictates the immediate availability of goods and services within the settlement.

CITY

The first sort of community is the city, often quite large and inhabited by populations of 10,000 or more people. Most cities are ruled by the Aristocracy, with one noble possessing a title related to the city. Below them, guild masters, entrenched blue-bloods and upjumped merchants fight for political control, all while maintaining a mask of civility in public. Behind this mask, no quarter is given as the Aristocracy vies politically – and sometimes violently – against each for power, while Burghers fight for the scraps and the Lowborn suffer from the fallout. In some cities, the guilds and merchants hold power rather than the aristocracy, but even so, the same struggle for power continues unabated.

Many cities are dominated by a number of fortified manors or the rare castle or two hedge their walls, forming the lynchpin of their defense. Cities are always surrounded by a number of villages within a day's walk, and the villages are solely dependent upon the city to pave their roads, protect their borders and open its markets to trade. Villages two or more days' walk away are located in largely uncultivated lands and while they enjoy some of the city's protection, they are more self-sufficient and independent. It is rare to find isolated villages more than three days' walk from a city. If they are, then they are generally within half a day's travel of a town.

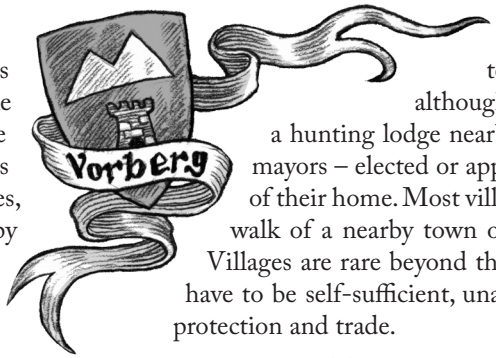
AVAILABILITY OF GOODS: A Character can acquire practically any trapping or service, although local shortages may affect what is available. Items which have a price in gold crowns (gc), silver shillings (ss) or brass pennies (bp) can be priced as-is from the book. The GM may have other thoughts on what may be available.



TOWN

Most towns lie within four days' travel of a city, to which they owe their fealty. Their populations range between 1,000 and 10,000 people, and while they are also the seat for some noble or other, most towns are dominated and governed by Burghers and the guilds. Burghers trade from the town while the guild craftsmen send their trinkets and goods to the city to sell. Most of each town's population consists of Burghers and the Lowborn who owe both allegiance and fees to the guilds which in turn pay homage to the guild masters of the cities.

Landed knights or governors lord over towns from either a fortified manse or familial castle of yore. Towns are largely dependent upon the Lowborn for production. While some towns are located on the main roads between cities, most are easily reachable within a few days by horse. Where there is no large city nearby, towns extend their protection to nearby villages.



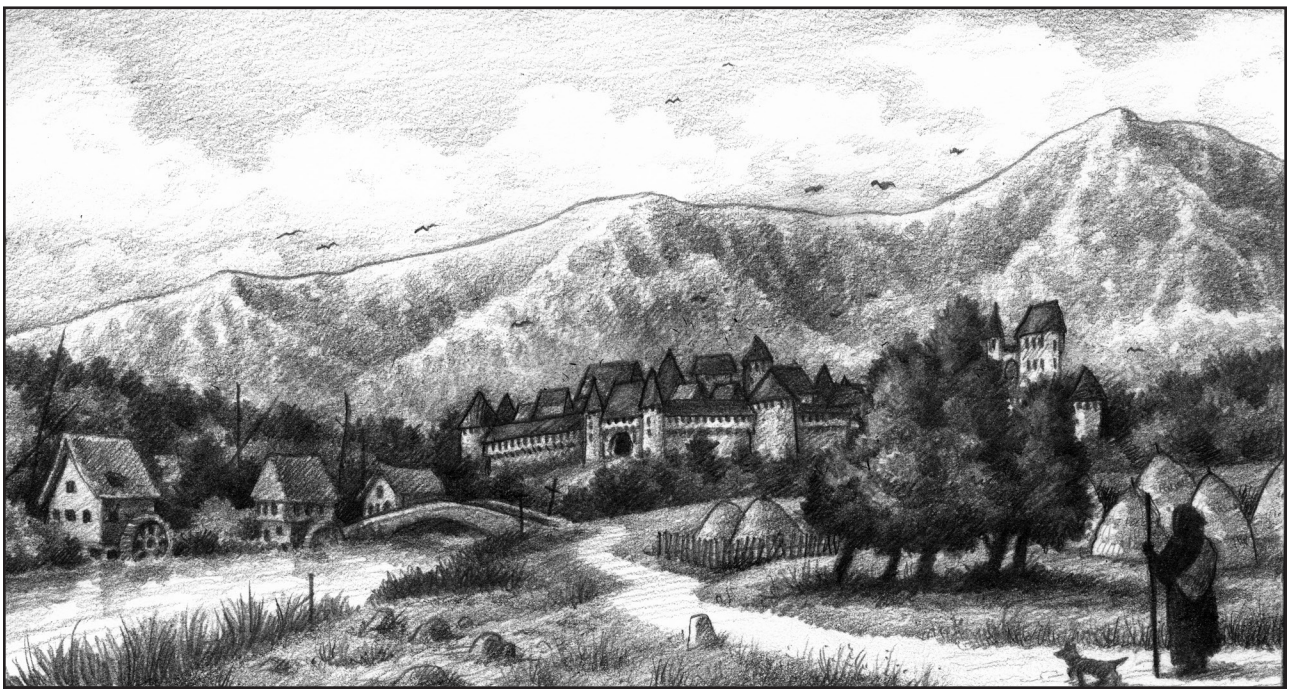
AVAILABILITY OF GOODS: A Character can acquire practically any trapping or service, although local shortages may affect what is available on-hand. Items which have a price in silver shillings (ss) or brass pennies (bp) can be priced as-is from the book. Items that have a price in gold crowns (gc) may command two times the normal price (if available at all). The GM may have other thoughts on what may be available.

VILLAGE

Villages are rarely home to more than 500 people, most of them Lowborn, with perhaps a prominent Burgher or two. Villages are home to farmers and laborers, who work and toil, spending their days in the fields and their nights preparing for the next day. Most of their produce or goods are sold in nearby towns. Most cities are surrounded by hundreds of villages – many without an assumed name – while those around the towns can at least enjoy a name of their own. After all, there is less competition for names.

Villages are rarely home to fortified manor or castles, although an aristocrat might have a hunting lodge nearby. Instead, burgomasters or mayors – elected or appointed – run the village out of their home. Most villages are either within a day's walk of a nearby town or three days' walk of a city. Villages are rare beyond this limit, since it means they have to be self-sufficient, unable to rely upon a town for protection and trade.

AVAILABILITY OF GOODS: A Character can acquire practically any trapping or service, although local shortages may affect what is available on-hand. Items which have a price in brass pennies (bp) can be priced as-is from the book. Items with a price in silver shillings (ss) may command two times the normal price, whereas items with a price in gold crowns (gc) may command three times the normal price (if available at all). The GM may have other thoughts on what may be available.



NEW MATERIALS IN CRAFTSMANSHIP

While most weapons and armor are made from traditional materials like iron and leather, there are unusual materials that can be used to fashion better (or less expensive) equipment. The price of some special materials would deter most adventurers, causing them to draw their purse strings closed all too quickly. However, plundering these materials – or committing unsavory tasks in exchange for them – is not unheard of.

Note that weapons, armor and shields can only be crafted from one type of material. Your Gamemaster will prescribe further definition where there may be confusion as to which armor, weapons and shields can be crafted from these materials.

MATERIALS	PRICE
Bronze	2/3rd normal price
Cold Iron	3x normal price
Cuir Bouilli	6x normal price
Iron	standard price
Ironwood	9x normal price
Meteoric Iron	12x normal price
Mithril	15x normal price
Steel	2x normal price

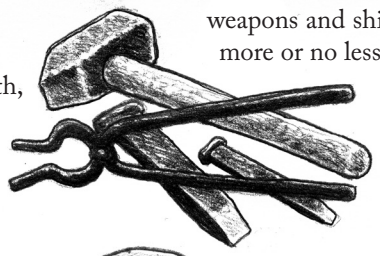
BRONZE

Whereas weapons of stone and bone ruled during the first epoch, the rise of bronze weaponry reputedly sprang from the cradle of civilization. Coats and blades of bronze were vastly superior to their simpler cousins of stone and bone; soldiers who bore them brought desolation and ruin to 'primitives' who stood before them. Today, bronze is not commonly used by standard society for purposes of crafting weapons.

PROPERTIES: Whenever the wielder of a bronze weapon or shield Critically Fails to Parry an attack, the weapon or shield is instantly Ruined!. Whenever the wearer of bronze armor is struck by a Critical Success from a melee attack, the armor is instantly Ruined!.

COLD IRON

Cold iron is dug from deep below the earth, a rare metal that appears similar to iron. However, a discerning eye can tell the difference – regular iron has a pallid shine, while cold iron glimmers like the stars in the Vault of Night. While weapons wrought from cold iron are far more brittle than their iron and steel cousins, they are naturally inimical to the Fey and other unnatural creatures. Hexers generally carry a sidearm wrought from cold iron to combat supernatural creatures.



PROPERTIES: Weapons made from cold iron are treated as if they had been made the benefactor of the Generalist Magick spell called Anoint Weapon. However, whenever its user Critically Fails a Skill Test to strike with one of these weapons, roll a 1D6 Chaos Die. If the die lands on face '6', the weapon is Ruined! and must be repaired.

CUIR BOUILLI

By adding royal water to the leather-crafting process, an artisan can turn soft leather into a more molded, durable material. Traditionally utilized by rich militias, cuir bouilli (pronounced 'kweer-boo-yee') is used strictly in times of war. Often tasseled and covered in fur, it makes for great protection and it is highly flexible.

PROPERTIES: Only fur or hide, leather, ringmail and brigandine armor types can be made from cuir bouilli. Those who wear armor of cuir bouilli gains the Natural Quality. All armor made from cuir bouilli increases their Encumbrance Value by 1.

HOW MUCH DO I 'WEIGH' IN ENCUMBRANCE?

In cases where a GM would require a more specific Encumbrance value for a Character, assume 15 lbs equals 1 Encumbrance. Once again, realism trumps expectations in the rules, and we encourage you to treat Encumbrance in an abstract fashion.

IRON

At the third epoch of humanity's rise from primordial ooze, weaponry graduated from the soft tensility of bronze into iron. Today, iron is the most common metal used for crafting arms of war.

PROPERTIES: Assume all prices of standard armor, weapons and shields are wrought of iron, commanding no more or no less than the standard prices as listed.

IRONWOOD

Within petrified forests grows young, sapling trees. These sproutlings are of a highly unusual nature, an amalgamation of naturally-grown trees of wood and those turned to stone. Called ironwood, these trees are hewn down and reworked into incredibly strong yet tensile materials. Glades of ironwood trees are fiercely guarded by foresters. Knowing its strength, ironwood is sought after by poor marksmen and nobles alike, able to be made into strong shafts for bows and stocks for crossbows.

PROPERTIES: 'Strung' ranged weapons that are made from ironwood increase their Distance by 6 yards.

Lyndon Geneveux raises his ironwood hunting bow to take a shot at a white hart. Normally, a hunting bow has a Distance factor of 9+[PB]. However, Lyndon's ironwood hunting bow has a Distance of 15+[PB].

METEORIC IRON

Smelted from fallen stars, meteoric iron is incomprehensibly adamantine-strong, rare to find and even more difficult to work. The techniques to forge meteoric iron are closely guarded by the Dwarves and kept secret by the same blacksmiths who practice the lost art of Runesmithing.

PROPERTIES: Melee weapons and ranged weapons made from meteoric iron which possess the Throwing Quality add an additional Chaos Die when determining whether they Injure a foe (even if they already possess the Vicious Quality). Armor made from meteoric iron with the Heavy Quality enables its wearer to subtract an additional Chaos Die when determining whether they suffer an Injury.

Dooger von Clud reduces a foe down to Grievously Wounded. The foe is wearing mail armor made from meteoric iron. Normally, Dooger would roll 3D6 Chaos Dice to determine whether she Injured the foe. However, she gets to roll 2D6 Chaos Dice instead.

MITHRIL

Worked by the hand of incanter-blacksmiths, mithril is Ætherically-bonded to steel and other materials, making it stronger and lighter. Exquisitely-woven suits of mithril mail are highly prized and regarded as the height of Elven blacksmithing. The practice of bonding Æther into mithril is kept secret by the Elves, closely guarded and rarely taught to others outside their kindred.

PROPERTIES: Weapons made from mithril gain the Fast Quality and lose the Slow Quality, whereas shields made from mithril gain the Light Quality. Mail, scale, munitions plate and full plate armor made from mithril gain the Flexible Quality. Any armament from mithril decreases its Encumbrance Value by 1 (to a minimum of 1).

SPECIAL: In order to bond armor or weapons with mithril, its creator must successfully cast the Ritual of *Bond Mithril* at the end of the crafting process.

STEEL

Born from the crucible where iron is smelted, steel is decidedly a stronger cousin of iron. Known for its lighter weight and sterner tensility than iron, it didn't take long for knights to demand that all their armaments be wrought from steel.

PROPERTIES: Any armament from steel decreases its Encumbrance Value by 1 (to a minimum of 1).

NEW WEAPONS

MAIN GAUCHE includes a variety of unusual and uncommon weapons. Meant to accompany the Trappings chapter from **ZWEIHÄNDER**, these weapons possess an assortment of different Qualities and traits.

WEAPON QUALITIES

We have repeated the old Qualities below, along with new Qualifies for weapons specific to this work. Remember, as a general rule, if your Character is wielding two weapons at once which both confer the same Quality, they cannot take advantage of it twice; only account for it once, and only when held in-hand:

ADAPTABLE: Whenever weapons of this Quality are held in two hands instead of one for Attack Actions, add +1 to Damage.

ARMING: Weapons and shields of this Quality cannot be Disarmed from their wielder.

BINDING: Whenever a foe is threatened with Disarm with a weapon of this Quality, they suffer a -10 Base Chance when Resisting its effects.

BREAKER: Whenever weapons of this Quality successfully Parry a melee weapon with the Finesse Quality, its wielder can spend 1 Action Point (called AP throughout the rest of this chapter) to force the attacking foe to Resist with a Warfare Test. If they fail, the foe's weapon gains the Ruined! Quality.

BRACE: A wielder of a weapon with this Quality cannot Charge, Maneuver or Run.

CASTLE-FORGED: Armor, weapons and shields of this Quality cannot acquire the Ruined! Quality, outside of special exceptions by the GM.

DEFENSIVE: Shields and weapons of this Quality add a +10 Base Chance to Parry.

DETONATE: Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. In addition, Detonate weapons always inflict a Grievous Injury whenever a target suffers Damage.

DISTRACTION: Immediately after Taking Aim at a foe, weapons and shields of this Quality force the foe to Resist Dirty Tricks.

ENTANGLING: Immediately after striking a foe, weapons of this Quality force a foe to Resist either a Chokehold or Takedown. In addition, whenever a foe is threatened with a Chokehold or Takedown with this weapon, they must flip the results to fail when Resisting its effects.

FAST: Whenever a foe is struck by weapons of this Quality, they suffer a -10 Base Chance to Dodge or Parry.

FIERY: After a foe is struck with a weapon of this Quality, both the foe and one other combatant who are Engaged with them must succeed at a Coordination Test or be set On Fire.

FINESSE: Weapons of this Quality always reference [AB] whenever dealing Damage, instead of [CB].

GAS: Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Gas effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed.

GUNPOWDER: Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried. Finally, they explode on a face '1' or '6'.

IMMOLATE: After a foe is struck with a weapon of this Quality, they must succeed at a Coordination Test or be set On Fire. The weapon is immediately extinguished after a successful attack, until relit.

FLAMING ARROWS & OTHER WEAPONS

Using a bandage and a pot of oil, you may impart the Immolate Quality to 9 ammunition (such as arrows or bolts), provided the weapon which uses the ammunition doesn't possess the Wytchfire or Gunpowder Qualities. In addition, you can grant the Immolate Quality to melee weapons and ranged weapons that possess the Throwing Quality, but immediately gains the Ruined! Quality upon dealing Damage.

In order to ignite the weapon during combat, you must spend 2 AP as a Special Action. Ignited weapons remain lit for 9 minutes before extinguishing.

INEFFECTIVE: Weapons and shields of this Quality cannot deal Damage or inflict Injuries.

LIGHT: Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.

MAKER'S MARK: Weapons of this Quality gain a +5 Base Chance to strike. Armor of this Quality reduces its Encumbrance Value by 2 (to a minimum of 1). Shields of this Quality adds a passive +1 to Damage Threshold Modifier.

POWERFUL: Immediately after striking an Engaged foe, weapons of this Quality force a foe to Resist with Toughness or be shoved out of the Engagement.

PUMMELING: Weapons of this Quality always refer to [BB] whenever inflicting Damage, instead of [CB]. Pummeling weapons can only inflict Moderate Injuries, never Serious or Grievous Injuries. Finally, Pummeling weapons cannot be used to cause Bleeding.

CONE, BURST & EXPLOSION TEMPLATES

Some weapons and Magick effect multiple targets at once. In these cases, refer to one of the Template types below:

CONE TEMPLATE: A Cone will extend straight in a 16 yard line from where you stand, 1 yard wide at its starting point and 5 yards wide at its end point. You can aim weapons and Magick, so that it can be used to affect only foes. However, you will need to succeed at an Awareness Test to not harm your allies.

BURST TEMPLATE: A Burst will radiate outwards in a circle with a diameter of 6 yards in all directions. Select a point of origin within sight – whether it is a creature, object, person or place – and the Burst then takes effect. A Burst affects both allies and foe alike. Your GM will make the determination who is affected.

EXPLOSION TEMPLATE: An Explosion will radiate outwards in a circle with a diameter of 10 yards in all directions. Select a point of origin within sight – whether it is a creature, object, person or place – and the Explosion then takes effect. An Explosion affects both allies and foe alike. Your GM will make the determination who is affected.

Distinct barriers limit areas over which Templates takes effect. However, soft barriers such as clothing lines, trees, foliage and the like will not. The best rule of thumb to follow is that if the barrier totally prevents a Character's line of sight, it will limit the area of effect for the Template, reshaping it to meet the constraints of the space available. As an example, a blunderbus (which uses the Cone Template) could be fired through a crate of bottles, but not through a wooden palisade.

PUNISHING: Immediately after striking a foe, weapons of this Quality may add a 1D6 Fury Die to Total Damage in exchange for spending 1 additional AP on this Turn.

REACH: Weapons of this Quality may strike a foe the wielder is Engaged with or standing one yard away from outside of an Engagement. In addition, foes who are armed with a Reach weapon can make an Opportunity Attack whenever someone Charges or Runs toward them.

RECOIL: After being fired, weapons of this Quality force its wielder to Resist with Toughness or be shoved out of the Engagement. If they Critically Fail this Skill Test, they also suffer an Injury based on their current Damage Condition. If Moderately Wounded, they suffer a Hyperextended Elbow; if Seriously Wounded, they suffer from a Stress Fracture; and if Grievously Wounded, they suffer a Splintered Elbow. Finally, these weapons require three ammunitions to Load instead of one.

REPEATING: Ranged weapons of this Quality can be fired up to three times without having to spend APs to load.

RUINED!: Armor of this Quality does not add to Damage Threshold. Shields of this Quality cannot be used to Parry. Weapons of this Quality suffer a -3 penalty to Total Damage. Fixing Ruined! trappings require an appropriate tradesman who can fix it, who must be paid six days' wages. Alternatively, a successful Tradecraft Test after six days of repair will fix it. If already Ruined! trappings are once again Ruined! before they can be fixed, they are destroyed.

SHRAPNEL: Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.

SLOW: Whenever a foe is struck by weapons of this Quality, they gain a +10 Base Chance to Dodge or Parry its Damage.

SMOKE: Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike.

THROWING: Weapons of this Quality do not have a Medium or Long Distance increment for ranged weapons. VICIOUS: Weapons of this Quality grant an additional 1D6 Chaos Die to determine whether a wielder inflicts an Injury upon a foe.

VOLATILE: When a wielder Critically Fails an Attack Action or Perilous Stunt using weapons of this Quality, roll a 1D6 Chaos Die. On a result of '1' to '5', the weapon misfires, requiring an hour to clean and repair. On a result of face '6', it explodes, destroying the weapon and dealing 2D10+2 Damage from fire to its wielder. This Damage cannot be Dodged, Parried or Resisted.

WEAK: Weapons of this Quality can only inflict Moderate or Serious Injuries, never Grievous Injuries.

WYTCHFYRE: After a foe is struck with a weapon of this Quality, they must succeed at a Coordination Test or be set On Fire. Finally, a foe suffers 3 Corruption whenever they suffer Damage from these weapons.

WEAPON STATISTICS

Weapons are presented in the following format:

NAME: Every type of weapon possesses a proper name. Many weapons are known by different names (such as the *bec de corbin* may also be called a "crow's beak", whereas a claymore may also be called a "bastard sword"). However, you will refer to its proper name when recording it on your Character sheet.

SKILL: Every weapon requires a specific Combat-based Skill to use it. These four Skills are Simple Melee, Martial Melee, Simple Ranged and Martial Ranged.

LOAD: Ranged weapons, which can be used at a Distance outside of one yard, require its wielder to load it with ammunition before firing. Loading a weapon requires a certain number of APs. Loading can be a time-consuming process, taking more than your allotted time during a fight. You must complete the load action before using the weapon again and the action cannot be interrupted; meaning, you cannot halfway load a bolt onto a crossbow. If you are interrupted, you will need to take the loading action again, even if it carries between your Turns.

HANDLING: Weapons are always used in either one or both hands. Providing you have use of both hands, you must carry two-handed weapons; most cannot be simply strapped to the back (without the approval of the GM). One-handed weapons are generally sheathed or hidden away.

DISTANCE: Melee weapons require you to be standing toe-to-toe or Engaged with an opponent. Ranged weapons are able to be used at distinct ranges between the Character firing it and their target. Distances are always expressed in yards and are derived from [PB]. As an example, an arbalest crossbow has a Distance of 9+PB. This means that if you have a 4 [PB], you can fire this weapon at a Short Distance of one yard, up to 13 yards away (9+4). Medium Distance is equal to Short Distance times two and Long Distance is equal to Short Distance times three. So, if the aforementioned Short Distance is 13 yards, the Medium Distance is between 14 to 26 yards (13×2) and Long Distance is between 27 to 39 yards (13×3). Attacks made with ranged weapons fired outside of the Short Distance are penalized by a Difficulty Rating, which the GM will determine.

QUALITIES: All weapons possess a combination of Qualities, as outlined above. A weapon's Quality, however, is only conferred when you are wielding it in your hands. Meaning, you cannot take advantage of a lasso's Defensive Quality if it is stowed at your side.

TYPE: There are five specific subcategories which all weapons belong to: Bladed, Brawling, Crushing, Gunpowder and Missile. In addition, there is one new Type: Wytch-Science. These Types are generally referred to by your Character's Talents and Traits.

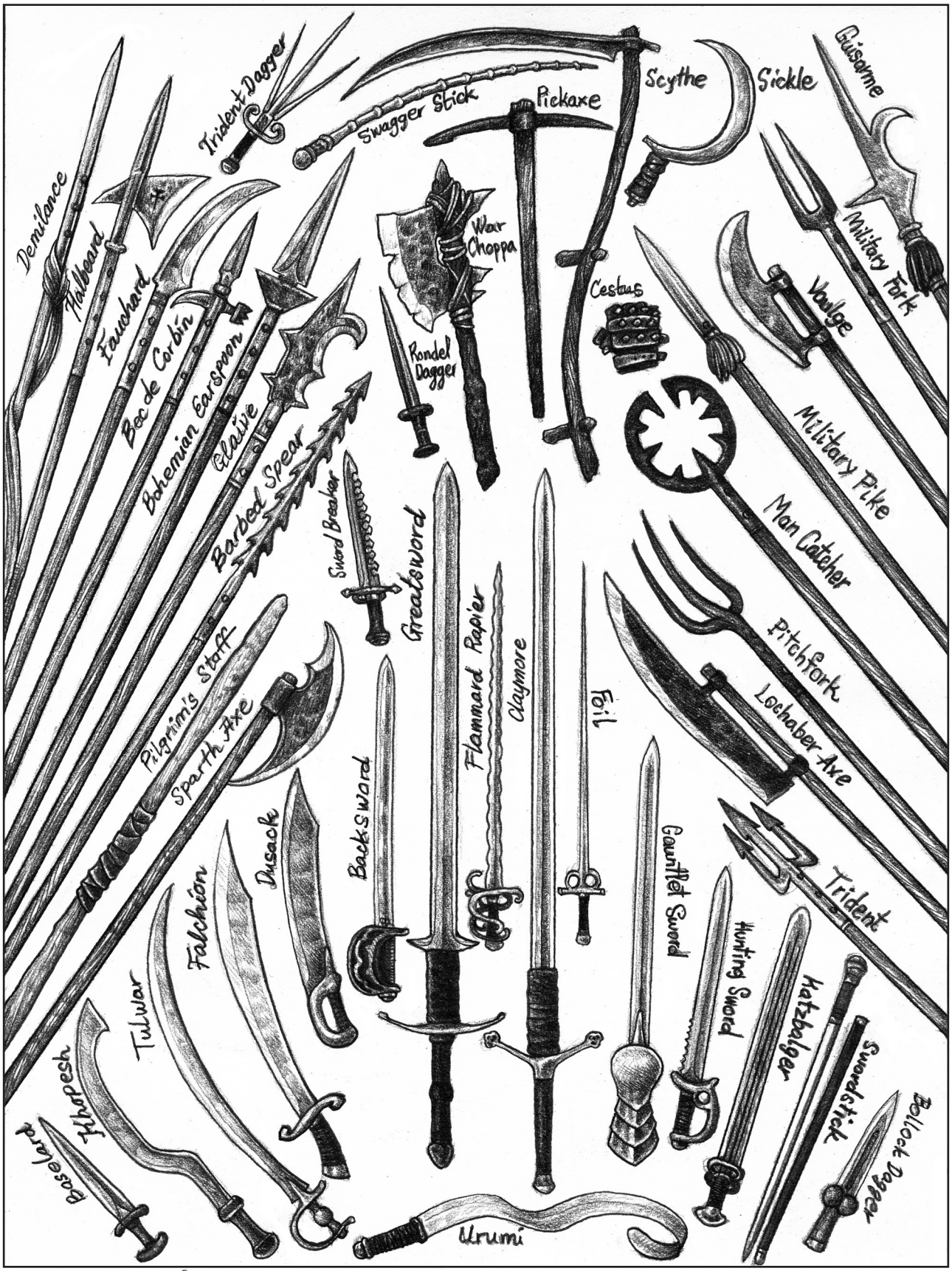
ALT. DAMAGE: Damage is normally determined by [CB]+1D6 Fury Die. If your GM allows it, you can instead use Damage by weapon type combining the weapon's alternative Damage and rolling 1D6 Fury Die to determine Total Damage.

ENCUMBRANCE VALUE: Weapons have very little Encumbrance, but just enough to make sure you're not walking around like a living armory. Encumbrance Values are added up to determine whether or not you're suffering from Overage. However, reasonable assumptions trump mechanics. Just because you have a 14 Encumbrance Limit does not mean you can realistically haul around fourteen foils!

PRICE: This is how much the weapon normally costs. Prices may vary during wartime or periods when there are shortages in the area of iron, stone, leather, wood and the other types of trade goods used to craft weapons.

WYTCH-SCIENCE

Extremely rare items have a price of UNIQUE and cannot be acquired with money. They must be taken from the hands of enemies who wield them using deception, force or murder.


Trident Dagger
Swagger Stick
Pickaxe
Scythe
Sickle
Guisarme
Demilance
Halberd
War Choppa
Military Fork
Fauchard
Bec de Corbin
Cestus
Voulge
Bohemian Earspoon
Glaive
Rondel Dagger
Military Pike
Barbed Spear
Sword Breaker
Man Catcher
Greatsword
Pilgrim's Staff
Flamard Rapier
Claymore
Pitchfork
Sparth Axe
Fail
Lochaber Axe
Backsword
Gauntlet Sword
Trident
Dusack
Falchion
Hunting Sword
Katzbalger
Tulwar
Swordstick
Basilard
Khopesh
Bollock Dagger
Urumi

MARTIAL MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT. DAMAGE	ENC. VALUE	PRICE
Backsword	0	One-handed	Engaged	Finesse, Light, Vicious	Bladed	AB+1	2	7gc
Barbed Spear	0	One or two-handed	Engaged	Adaptable, Fast, Vicious	Bladed	CB+1	2	1gc
Bec de Corbin	0	Two-handed	Engaged	Fast, Powerful	Bladed, Crushing	CB+2	3	4gc
Bohemian Earspoon	0	Two-handed	Engaged	Defensive, Vicious	Bladed	CB+2	3	4gc
Claymore	0	One or two-handed	Engaged	Adaptable, Punishing, Slow	Bladed	CB+2	2	10gc
Demilance	0	Two-handed	Engaged or 1 yard	Powerful, Reach	Bladed	CB+2	2	1gc
Falchion	0	One or two-handed	Engaged	Adaptable, Vicious	Bladed	CB+1	2	7gc
Flammard Rapier	0	One-handed	Engaged	Binding, Defensive, Finesse, Weak	Bladed	AB+2	1	5gc
Gauntlet-Sword	0	One-handed	Engaged	Arming, Finesse, Slow	Bladed	AB	2	7gc
Glaive	0	Two-handed	Engaged or 1 yard	Reach, Vicious	Bladed	CB+3	3	2gc
Greatsword	0	Two-handed	Engaged or 1 yard	Finesse, Reach, Slow	Bladed	AB+3	3	12gc
Guisarme	0	Two-handed	Engaged or 1 yard	Entangling, Finesse, Reach	Bladed	AB+2	3	4gc
Halberd	0	Two-handed	Engaged or 1 yard	Powerful, Reach, Slow	Bladed	CB+2	3	5gc
Katzbalger	0	One-handed	Engaged	Defensive, Weak	Bladed	CB	1	2gc
Lochaber Axe	0	One or two-handed	Engaged	Adaptable, Powerful	Bladed	CB+2	2	2gc
Man-Catcher	0	Two-handed	Engaged or 1 yard	Arming, Entangling, Reach, Weak	Crushing	CB+1	3	7gc
Military Fork	0	One or two-handed	Engaged	Adaptable, Finesse	Bladed	AB+2	2	7gc
Military Pike	0	Two-handed	Engaged	Slow, Powerful, Punishing	Bladed	CB+2	3	5gc
Rondel Dagger	0	One or two-handed	Engaged	Adaptable, Vicious, Weak	Bladed	CB	1	1gc
Sparth Axe	0	Two-handed	Engaged	Punishing, Slow, Vicious	Bladed	CB+3	3	2gc
Swagger Stick	0	One-handed	Engaged	Powerful, Pummeling, Slow	Crushing	BB	1	1gc
Swordbreaker	0	One-handed	Engaged	Breaker, Finesse, Weak	Bladed	AB	1	8ss
Tulwar	0	One-handed	Engaged	Fast, Finesse	Bladed	AB	1	7gc
Urumi	0	One-handed	Engaged	Distraction, Fast, Weak	Bladed	CB	2	2gc
Voulge	0	Two-handed	Engaged or 1 yard	Reach, Vicious	Bladed	CB+2	3	4gc
War Chopper	0	One or two-handed	Engaged	Adaptable, Slow, Vicious	Bladed	CB+1	1	7gc

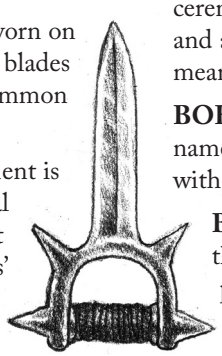
SIMPLE MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT. DAMAGE	ENC. VALUE	PRICE
Baselard	0	One-handed	Engaged	Fast, Finesse, Light, Weak	Bladed	AB	1	1gc
Bollock Dagger	0	One-handed	Engaged	Slow, Vicious, Weak	Bladed	CB	1	10ss
Cat O' Nine Tails	0	One-handed	Engaged	Fast, Pummeling	Brawling	BB-2	1	7ss
Cestus	0	One-handed	Engaged	Light, Pummeling	Brawling	BB	1	8bp
Cleaver	0	One-handed	Engaged	Slow, Punishing, Weak	Bladed	CB	1	2ss
Fauchard	0	Two-handed	Engaged or 1 yard	Entangling, Reach, Weak	Bladed	CB+1	3	7ss
Foil	0	One-handed	Engaged	Binding, Finesse, Slow, Weak	Bladed	AB	1	3gc
Hunting Sword	0	One-handed	Engaged	Finesse, Light, Vicious, Weak	Bladed	AB	2	2gc
Khopesh	0	One-handed	Engaged	Slow, Vicious, Weak	Bladed	CB+1	1	1gc
Pick Axe	0	Two-handed	Engaged	Slow, Punishing, Weak	Bladed	CB+1	2	2ss
Pilgrim's Staff	0	Two-handed	Engaged	Defensive, Powerful, Pummeling	Crushing	BB+1	2	2ss
Pitchfork	0	Two-handed	Engaged or 1 yard	Reach, Slow, Weak	Bladed	CB+1	2	2ss
Scourge	0	One-handed	Engaged or 1 yard	Pummeling, Reach	Brawling	BB-1	2	12ss
Scythe	0	Two-handed	Engaged	Powerful, Slow, Vicious, Weak	Bladed	CB+1	3	4ss
Sickle	0	One handed	Engaged	Finesse, Slow, Vicious, Weak	Bladed	AB	2	3ss
Swordstick	0	One-handed	Engaged	Finesse, Weak	Bladed, Crushing	AB	1	3gc
Trident	0	One or two-handed	Engaged	Adaptable, Finesse, Weak	Bladed	AB	2	4ss
Trident Dagger	0	One-handed	Engaged	Binding, Light, Weak	Bladed	CB	1	1gc

MELEE WEAPON DESCRIPTIONS

The following entries give general descriptions of all melee weapons. These weapons are not necessarily portrayed in a historical light. Instead, they are simple accounts on how a weaponsmith might speak to a would-be warrior:

BACKSWORD: Although technically not worn on the back, these knuckle-guarded single-edged blades are favored by kilt-wearing screamers and common infantry.

BARBED SPEAR: This frightening instrument is generally found in the hands of coldly-neutral Elves of the forest. Its vicious barbs pull at the flesh when expunged from their victims' bodies.



BASELARD: These weapons go from occupying tombs to finding their way into the hands of criminals. Oversized versions of these daggers are sometimes a centerpiece of discussion among nobles as a fashion accessory.

BEC DE CORBIN: A pole weapon rarely seen outside ceremonies, it is tipped with both a hammer on one end and a hook on the other. Bec de corbin is an ancient word meaning "raven's beak".

BOHEMIAN EARSPOON: This diabolical yet oddly-named weapon is little more than a winged spear, affixed with twin, sharply-bent 'ears' on either side.

BOLLOCK DAGGER: They say it is not the size of the dagger, but the way you use it. So-named for its phallic-like shape, the bollock dagger has been used for both clean kills and unsanitary, penetrative means.

CAT O'NINE TAILS: Sometimes called 'the cat', this short lash is used to flagellate oneself in service for penitence to a god, or as a 'gentle' reminder across the face of your enemies that gods are real.

CESTUS: A battle glove with hardened iron around the knuckles, a cestus is perfect for beating others to a bloody pulp. Usually, they are seen as 'against the rules' in street brawls.

CLAYMORE: An enormous sword that takes two hands to wield, it can slice the head off a stallion in one swing. It is also oftentimes conflated with a bastard sword; the namesake of the bastards who wield them.

CLEAVER: These broad-bladed knives are the favored tools of butchers of meat and men alike. With one fell swoop of the blade, it can hew a ragged sliver of 'money muscle' right off the bone for a barbeque.

DEMILANCE: When playing at the joust, the demilance is a choice weapon, held in one hand much like its military lance contemporary. Out of the saddle, it is treated as a cavalry lance for footmen, held in two hands.

FALCHION: A weapon with broad regional differences, the falchion's blade is always curved and seen as the implement of foreigners and sailors alike.

FAUCHARD: Rebellious serfs often use this rudimentary, bastardized version of a polearm to yank knights and nobles off their high horses.

FLAMMARD RAPIER: These wavy-bladed rapiers stand apart from other duelists' blades in that the undulating design of their blades can inflict deadlier wounds. However, this is a misnomer – it instead makes it flimsier. But it does provide one genuine advantage: its curves slow an opponent's sword down, thus making it a more defensive weapon.

FOIL: A thin and flexible blade, the foil – along with the rapier and court sword – are considered the three most popular blades for fencers and duelists alike.

GLAIVE: With a long, shivering pole and a cumbersome ornamental blade affixed at its tip, the glaive is the most recognized of polearms.

GREATSWORD: Oftentimes confused with the ubiquitous (but ill-named) mortuary sword, these long, elegant and graceful swords are the marque of Bladedancers. Notoriously heavy, tall and requiring a flexible grasp, this sword (like its war hammer cousin) has mostly fallen out of favor to the far-superior zweihänder blade.

GAUNTLET-SWORD: As the name prescribes, this oddity of foreign lands is generally wielded by those on horseback against other cavalrymen. However, the derring-do may bewilder their foes with such armaments, despite being restrictive and cumbersome.

GUISARME: Similar to the fauchard, the guisarme is of military design, and has a hook on it to drag opponents around the battlefield or riders from their saddles.

HALBERD: A spear that terminates with an oversized axe head, the halberd is perfect for swings rather than stabs. However, it makes a poor substitute for a woodsman's axe when it comes to splitting logs.

HUNTING SWORD: These blades are commonly carried by hunting parties to humanely finish off their prey. Dungeoneers, knaves and other ne'er-do-wells call them "short swords"; an obvious description of their length but common misconception of their utility.

KATZBALGER: These 'improper' arming swords with a figure 8-shaped guard are never found far from the waistband of an archer or other coward who uses a ranged weapon. At least, that's what knights tend to say about those who wield these strange blades.

KHOPESH: Seen often in desert lands, the khopesh adds an odd, sickle-like arc to the blade. They are generally wrought of bronze, telling of a lost age of desert-kings who were worshipped as gods.

LOCHABER AXE: The lochaber, like its other polearm cousins, is often the subject of Gygaxian musings on the multitude of pole axes of the world.

MILITARY FORK: A long and elegant bident on a pole, the fork impales with the best of them.

MILITARY PIKE: Little more than a military-grade spear, the pike is extremely long and often used to either dispatch horses and their riders or used in the thicket of a phalanx.

MAN CATCHER: This odd halberd terminates in a barbed-ring, designed to be placed around a foe's neck or limb. This allows the wielder to control the movement and direction of the foe who risks impalement if they resist while held in the man catcher.

PICK AXE: A normal pick usually swung to mine for ore or dig for corpses, it can also cause severe puncture wounds and death when hefted at flesh.

PILGRIM'S STAFF: Oftentimes seen in the hands of wayward travelers to navigate the wilderness, this utilitarian

stick is obscenely large. It is often a prop wielded by clerics, wizards and their ilk, who like to make a grand entrance before they preach the word.

PITCHFORK: A tool for farmers, put to the right use it can be just as deadly as any formal polearm. Also, the name of a leaflet distributed between cities which criticizes bards and other entertainers, written by disillusioned, entitled Burghers.

RONDEL DAGGER: A favored sidearm of the Chevalier, this dagger is always made from steel. While not sharpened, it can still punch a hole through plate if held in two-hands.

SCOURGE: This painful 'kill-whip' is used to dole out lasting punishment to enemies, with barbs or iron balls affixed to the end of its leather lashes.

SCYTHE: A massive curved blade at one end with a jagged pole on the other, the scythe is terrifying if used as a weapon. The scythe is also seen as a symbol of death – many students of Morticism, Necromancy and the Custodian revere them.

SICKLE: Similar to a scythe, but much smaller and able to be wielded in one hand, it is normally used to cut sheaves of wheat, but druids are said to use sacred versions of this weapon to cut the holly they revere. It is also used in-hand by the common rabble when pushed to the fore of battle.

SPARTH AXE: Similar to a halberd, the sparth axe blade sweeps up, meaning it is better for upward strikes. Unfortunately, it is a clumsy affair for its wielder.

SWAGGER STICK: Commonly carried by military officers, this rod is a rattan stick tipped in iron and wielded by off-duty soldiers. It serves as a grim reminder to criminals who would step up with the intent to harm or rob a veteran of the arse-beating they will receive in turn.

SWORDBREAKER: A broad dagger with deep metal grooves along the back end of the blade, it is used to catch and snap opponents' blades.

SWORDSTICK: Called 'the aristocrat's weapon', the swordstick is a narrow blade hidden within a walking stick or cane. A favorite of the well-to-do or enfeebled military veteran to intimidate others, but senseless on the battlefield.

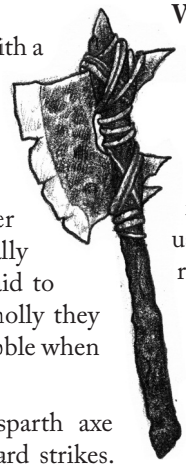
TRIDENT: Originally designed for spearfishing, the trident is similar to the military fork, albeit terminating in three prongs. The weapon is associated with both the sea and the Leviathan.

TRIDENT DAGGER: These spring-loaded knives look like ordinary heavy blades, but with a click of a button, the blades split into three. They are used by common street duelists, 'sprung' at a moment's notice when they need to catch an incoming attack.

TULWAR: A curved sword like the sabre or falchion, the tulwar is often much longer and much thinner than their cousins. They, too, evoke the feel of the distant East.

URUMI: These strange swords are not only flexible, but downright floppy. When swung, it acts like a whip – one shod entirely in metal, and with two deadly edges. It is generally worn like a belt when not in use, making it easy to conceal.

VOULGE: Gygaxian musings have taught weapon masters that the voulge is nothing more than a halberd with a sharp spear tip on the end. Or was it a lochaber axe?



WAR CHOPPER: The *weapon-du-jour* of vile barbarians, war choppers are cruel hand axes fixed with barbs, spikes and scrap metal. They are ugly yet brutal.

RANGED WEAPON DESCRIPTIONS

The following entries give general descriptions of all ranged weapons. These are the most common names used, although mileage may vary, depending on what region you are from:

BLOWPIPE: Found in many hunter cultures, the blowpipe is little more than a hollow reed you blow into to propel a dart. The dart, however, is harmless unless laden with toxic poison.

CAST-IRON GRENADE: Made from sturdy iron and often filled with shards of metal, these explosives tear limb from body in a grisly fashion.

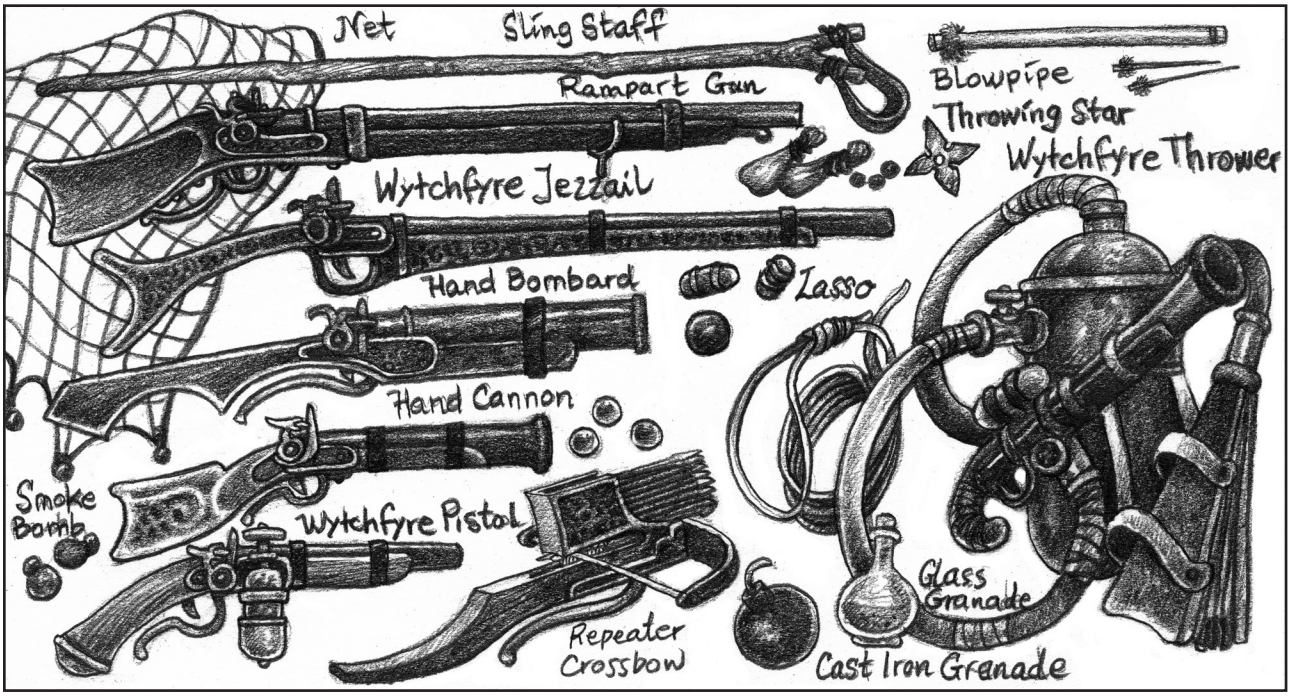
GLASS GRENADE: Little more than a glass or clay flask, these grenades are filled with toxins that splash upon foes when the vial breaks.

HAND BOMBARD: This deadly precursor to the bazooka is uncommon, and only a brave few dare tote one around in a fight. Many a limb and life have been lost to a grenade that didn't fire from the mouth of this absurd launcher.

HANDCANNON: The size of a pistol with the power of a musket, you will make others pray, 'Is this your lucky day, knave?' when you level it at them.

LASSO: A length of rope used by rustlers and horsemen alike, a lasso can prove useful in wrangling cattle or foes in a pinch.

NET: Usually used to catch fish or game, a net is perfect for entangling an enemy in order to get a few jabs in for free. It is also used in theatrical fights in arenas, oftentimes snagging a gladiator when they least expect it.



MARTIAL RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT. DAMAGE	ENC. VALUE	PRICE
Cast-Iron Grenade	2 AP	One-handed	1+[PB] yards	Detonate, Gunpowder, Throwing, Volatile	Gunpowder	BB+1	2	3gc
Hand Bombard	4 AP	Two-handed	3+[PB] yards	Detonate, Gunpowder, Volatile	Gunpowder	CB+2	3	68gc
Handcannon	2 AP	One-handed	3+[PB] yards	Gunpowder, Punishing, Recoil, Volatile	Gunpowder	CB+1	2	34gc
Rampart Gun	6 AP	Two-handed	18+[PB] yards	Brace, Gunpowder, Punishing, Vicious	Gunpowder	CB+3	6	154gc
Repeating Crossbow	4 AP	Two-handed	6+[PB] yards	Fast, Punishing, Repeating	Missile	CB+2	3	10gc
Wytchfyre Jezzail	4 AP	Two-handed	12+[PB] yards	Finesse, Gunpowder, Volatile, Wytchfyre	Wytch-Science	AB+2	4	UNIQUE
Wytchfyre Pistol	3 AP	One-handed	9+[PB] yards	Finesse, Gunpowder, Vicious, Volatile, Wytchfyre	Wytch-Science	AB+1	2	UNIQUE
Wytchfyre Thrower	4 AP	Two-handed	3+[PB] yards	Brace, Finesse, Gunpowder, Repeating, Shrapnel, Volatile, Wytchfyre	Wytch-Science	CB+2	6	UNIQUE

PIGSKIN: This oblong-shaped inflated ball is made from pig or cow's stomach. Despite its origins, the slang term pigskin is used by Blitzballers out on the field, whom often throw the ball at the heads of opposing players to take them out.

RAMPART GUN: These smooth-bore muskets are used by defenders along a wall to take 'pot shots' at besiegers. Generally affixed with either a barrel hook or lain atop a window ledge to fire, tall tales abound of the infamous Condottiere *Arnolt Uberschwarz* wielding it one-handed against an onslaught of soldiers.

REPEATING CROSSBOW: A crossbow with an automatic feeding and reloading mechanism, even the least trained soldier can unleash a hail of bolts in a matter of seconds.

SMOKE BOMB: Used by self-named 'experts on the Orient', these small incendiaries are filled with minute amounts of sage, gunpowder and charcoal wrapped in

SIMPLE RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT. DAMAGE	ENC. VALUE	PRICE
Blowpipe	1 AP	One-handed	1+[PB] yards	Fast, Ineffective, Throwing	Missile	NONE	1	1gc
Glass Grenade	1 AP	One-handed	1+[PB] yards	Gas, Ineffective, Throwing	Wytch-Science	NONE	2	UNIQUE
Lasso	2 AP	Two-handed	1+[PB] yards	Arming, Entangling, Ineffective, Throwing	Missile	NONE	2	5ss
Net	2 AP	One-handed	1+[PB] yards	Entangling, Ineffective, Throwing	Missile	NONE	2	5ss
Pigskin	1 AP	One-handed	18+[PB] yards	Fast, Ineffective, Throwing	Missile	NONE	1	1ss
Smoke Bomb	1 AP	One-handed	1+[PB] yards	Ineffective, Smoke, Throwing	Missile	NONE	1	10s
Staff Sling	2 AP	Two-handed	3+[PB] yards	Fast, Pummeling, Throwing	Missile	BB	1	6ss
Throwing Star	1 AP	One-handed	1+[PB] yards	Distraction, Fast, Ineffective, Throwing	Bladed	NONE	1	1gc

waxed paper. Detonating upon impact, thick plumes of smoke arise from where it was thrown.

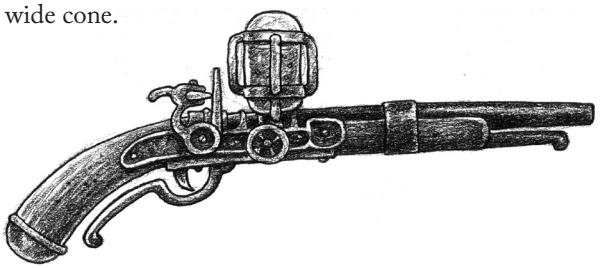
STAFF SLING: A walking staff as expected, but with a leather sling attached to the tip in order to toss stones or other objects at a moment's notice. It should not be confused with the 'wrist rocket on a stick' of thieving little Halflings.

THROWING STAR: Usually found in the collections of mercenary agents from the mysterious East or in the hands of Skrzzak assassins, throwing stars are handheld bladed projectiles, tipped with venom.

WYTCHFYRE JEZZAIL: A long range rifle used by the Skrzzak, the jezzail shoots a fast and accurate screaming ball of Wytchfyre that explodes in green flames upon impact.

WYTCHFYRE PISTOL: Like a normal pistol, save that the barrel propels a Wytchstone propels a charge that explodes upon impact in warping pain. It is the favored sidearm of the Skrzzak.

WYTCHFYRE THROWER: Appearing as a broad tube with a billow at one end and connected to an iron-bound barrel full of oil, pitch and Wytchstone Essence, the thrower shoots out plumes of flame that consume those in a wide cone.



NEW ARMOR

It takes far more than physical fortitude to protect oneself against the risk of death. A harness of plate or a coat of mail bridges the gap between those who have little combat know-how and those who are combat-ready. While some elect not to wear armor (a penchant perhaps of half-naked Dwarf Slayers), it is always wise to wear some sort of protection – regardless of whether you are a simple fop or a political mastermind.

ARMOR QUALITIES

Much like weapons, armor possesses specific Qualities. However, not all armor has Qualities associated with it. Also included – should you use alternate armor rules – is Piecemeal Armor costs and areas of protection, carried over from the Game Mastery chapter of **ZWEIHÄNDER** (includes parts covered on the body for area-specific hits):

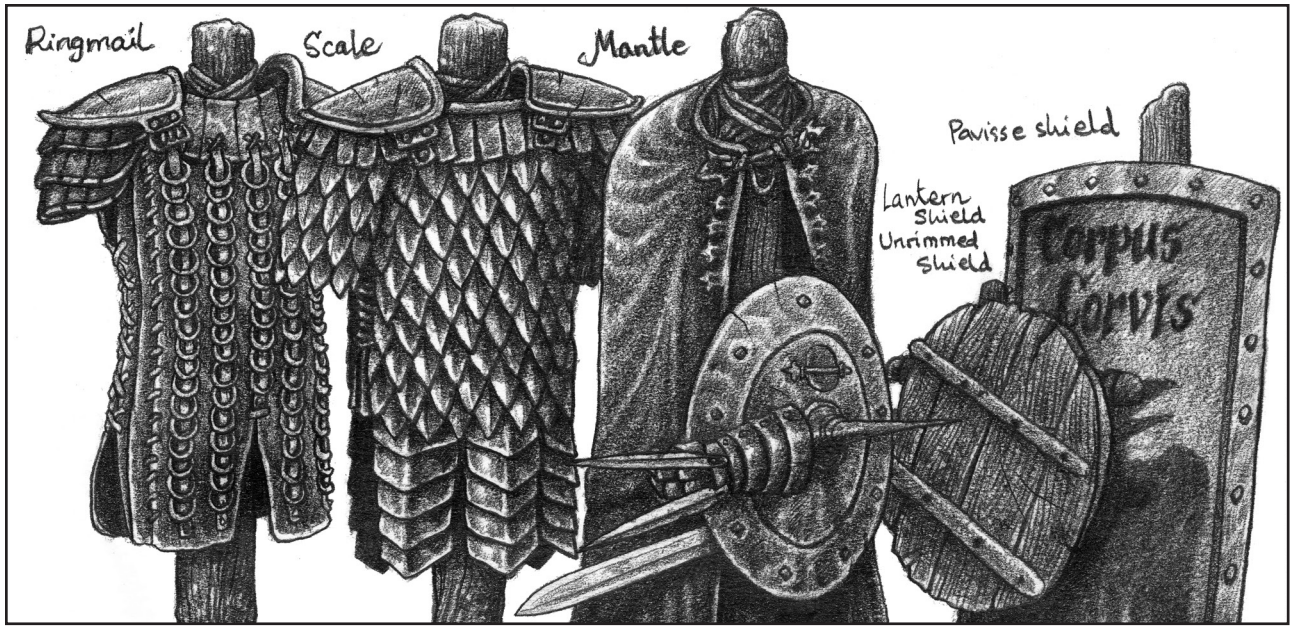
FLEXIBLE: Armor of this Quality allows its wearer to Dodge attacks using Athletics.

HEAVY: Armor of this Quality prohibits the use of the Incantation Skill to cast Magick and Coordination in order to Dodge attacks.

NATURAL: Armor of this Quality adds a +10 Base Chance to Dodge attacks.

ARMOR DESCRIPTIONS

The following entries give general descriptions of each type of armor. Note that the descriptions do not aim for true historical 'accuracy', but reflect how Characters would perceive these type of armor in a grim & perilous world.



ARMOR NAME	DAMAGE THRESHOLD MODIFIER	QUALITIES	ENCUMBRANCE VALUE	PRICE
Ringmail	3	NONE	5	28gc

PIECEMEAL RINGMAIL	PARTS COVERED	PRICE
Doublet	Arms & Body	20gc
Nasal helmet	Head	3gc
Trousers	Legs	5gc

ARMOR NAME	DAMAGE THRESHOLD MODIFIER	QUALITIES	ENCUMBRANCE VALUE	PRICE
Scale	5	Heavy	7	77gc

PIECEMEAL SCALE	PARTS COVERED	PRICE
Coat	Arms, Body & Legs	69gc
Tunic	Body	35gc
Ridge Helmet	Head	8gc

RINGMAIL: Oftentimes confused with its brigandine cousin, ringmail armor is nothing less than a poor man's version of mail armor. Made from interlocking rings woven into a flexible coat of leather, ringmail is a common form of armor worn by rebels and highwaymen alike. Cheap and affordable, many a bitpenny-pinching baron has foisted this conciliatory form of armor upon his militia.

SCALE: As a relatively new-fangled approach to reproducing plate armor at a more generous cost, scale armor is a far cry cheaper than its contemporary. Made of overlapping disks (or rectangular plates) of thin metal, it makes the wearer look akin to a fish or some other nautical creature. Oftentimes, scale is decorated with pearls and seashells, only further underscoring its namesake. Fortunately, it affords better protection than mail, but has a considerable amount of weight.

SHIELD	HANDLING	QUALITIES	ENC. VALUE	PRICE
Heater shield	One-handed	Arming, Defensive	2	2gc
Lantern shield	One-handed	Distraction, Light	2	3gc
Mantle	One-handed	Distraction, Ineffective	1	3gc
Pavise	Two-handed	Free-standing, Protective	3	4gc
Unrimmed shield	One-handed	Ineffective, Splintered	1	2ss

NEW SHIELDS

Used to block arrows and bash enemies about, a shield can mean the difference between life or death. A shield is primarily used to protect its wielder from ranged attacks, but some can be interspersed between melee attacks.

SHIELD QUALITIES

Much like weapons, shields possess specific Qualities:

ARMING: Weapons and shields of this Quality cannot be Disarmed from their wielder.

DISTRACTION: Immediately after Taking Aim at a foe, weapons and shields of this Quality force the foe to Resist Dirty Tricks.

FREE-STANDING: Shields of this Quality must be affixed into the ground for 1 AP to be useful. Once affixed, it provides medium cover for purposes of Take Cover. In addition, a single person who is Engaged with the shield can take advantage of the shield's Protective Quality (despite not wielding it in-hand). If left unfixed, a shield with this Quality is useless.

INEFFECTIVE: Weapons and shields of this Quality cannot deal Damage or inflict Injuries.

LIGHT: Whenever weapons or shields of this Quality are held in the off-hand while attacking with a melee weapon in the primary hand, add +1 to Total Damage.

PROTECTIVE: Shields of this Quality can be used to Parry any Attack Action made with a ranged weapon.

SPLINTERED: Immediately after the wielder of a shield with this Quality suffers Damage from a melee or ranged weapon, they can spend a Fortune Point to automatically ignore it. The shield is then destroyed.

SHIELD STATISTICS

The benefits and drawbacks shields gives to its wearer are as follows:

NAME: Every type of shield possesses a proper name. These names are purposefully abstract: a pavise is sometimes (mistakenly) called a tower shield and an unrimmed shield may potentially be construed as being a small shield or a target shield. However, you will refer to its proper name when recording it on your Character sheet.

HANDLING: Unless otherwise noted in other supplements, a shield is always held in one hand (and considered to be an improvised hand weapon if used to strike with).

QUALITIES: Akin to weapons, shields can also possess Qualities. Refer to the Qualities above to understand their effect.

ENCUMBRANCE VALUE: Overall, shields are relatively easy to carry around. However, when their Encumbrance Value is added to armor, weapons and other sundries, it can create Overage. PRICE: This is how much shields normally costs. Prices may vary based on the settlement, or even during wartime as certain materials command a premium.

SHIELD DESCRIPTIONS

The following entries give general descriptions of each type of shield.

HEATER SHIELD: These shields are used by common stock soldiers and mounted knights alike. Known for their clothes iron-like shape, they have several straps attached to the wearer's arm, making it impossible for the wielder to have their shield disarmed.

LANTERN SHIELD: These personal defense devices are carried by burghers and other nobles who conduct their business in dangerous parts of the city, or in the dead of night. Utilizing a bizarre combination of a gauntlet and buckler – affixed with a candle light on the inside of a mirrored shield – it can be used to maim or blind would-be robbers.

MANTLE: While not technically a shield, this fancy cloak with tassels is worn by duelists and nobles alike. When grasped in one hand, it can be used to temporarily blind a foe by whipping them in the face, or flat-out embarrass yourself by acting the fool.

PAVISE: These wholly cumbersome, but highly useful shields are used by archers and others to take cover behind. The pavise is generally decorated with gaudy or explicit images, intended to draw the attention and fire of others who intend their wielders harm. A pavise is useless, unless affixed into the ground.

UNRIMMED SHIELD: Considered to be a cheap form of defense, an unrimmed shield is usually made from a bucket lid or other poorly-made bits of lumber and bound together with a leather strap. In desperation, they are typically interposed to entirely absorb a single blow… only to shatter into splinters afterwards.

NEW WAR MACHINES

Beyond the standard bolt thrower, cannon and stone hurler, other war machines exist within the world. Some are fielded aboard naval ships, as others are affixed to the top of parapets to protect from interlopers. A few can even be hidden inside a wagon, uncovered at the right moment to pound the ever-living hell out of highwaymen with a rain of lead and smoke. Below is a small host of new war machines to include in your **ZWEIHÄNDER** game.

WAR MACHINE QUALITIES

Much like weapons, war machines possess a few unique Qualities:

ARTILLERY: Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons force foes to flip the results to fail whenever they attempt to Dodge or Parry an attack made with an Artillery weapon.

DETONATE: Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. In addition, Detonate weapons always inflict a Grievous Injury whenever a target suffers Damage.

GUNPOWDER: Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried.

FIERY: After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire.

REPEATING: Ranged weapons of this Quality can be fired up to three times without having to spend APs to load.

SHRAPNEL: Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.

SIEGE: Whenever a weapon with this Quality is fired, it affects multiple targets in an Explosion Template. In addition, Siege weapons always inflict a Grievous Injury whenever a target suffers Damage.

VOLLEY: Ranged weapons of this Quality can be fired up to nine times without having to spend APs to load.

WAR MACHINE STATISTICS

All war machines possess unique statistics. Unlike regular melee or ranged weapons, they are handled very differently.

SKILL: All war machines require the use of the Warfare skill to operate. The chance to strike is derived from the crew's highest Warfare value. However, whenever firing a war machine, they gain the benefits of one Assist Die.

CREW: War machines require the attention of many people to appropriately handle it. Some focus on assessing distance, a few others on positioning it and a crew leader to either pull the lever or light the fuse when the time is right.

LOAD TIME: Unlike other ranged weapons, all war machines require not only a crew to man it, but also to Load it. Load times are expressed in minutes, instead of APs. Whenever Loading, it is assumed that the crew are using 3 APs to operate it.

DISTANCE: War machines are able to be used at distinct ranges between the Character firing it and their target.

Distances are always expressed in yards, multiplied by the crew's highest [PB]. As an example, a ribauldequin gun has a Distance of 9×PB. This means that if the highest crew member's [PB] is 8, you can fire this weapon at a Short Distance of up to 72 yards. Medium Distance is equal to Short Distance times two and Long Distance is equal to Short Distance times three. So, if the aforementioned Short Distance is 72 yards, the Medium Distance is between 73 and 144 yards (72× 2) and Long Distance is between 145 and 216 yards (72× 3).

Attacks made from ranged weapons fired outside of the Short Distance are penalized by additional Difficulty Rating, which the GM will determine. The only exception to this is for the battering ram, which has a limited range.

DAMAGE: War machine Damage is expressed using a number of 1D6 Fury Dice added to [PB]. Damage is always derived from highest [PB] of the crewmember that is manning the war machine.

QUALITIES: War machines possess a combination of Qualities, as outlined above.

TYPE: There are three specific subcategories which war machines belong to: Crushing, Gunpowder and Missile. These Types are generally referred to by your Character's Talents and Traits.

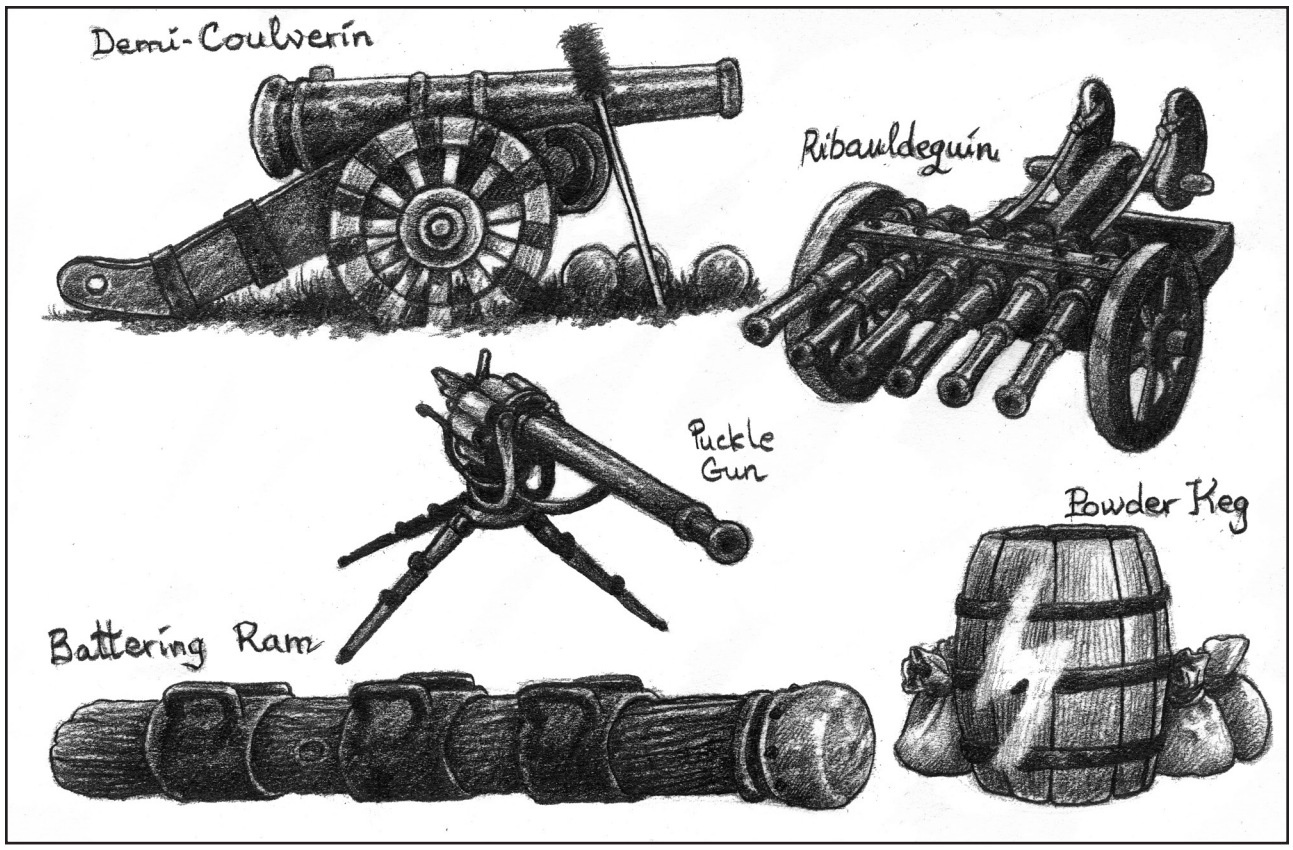
PRICE: Although these prices are normally prohibitive to run-of-the-mill Characters, it can infer the immense cost that a settlement must incur in order to build a war machine.

WAR MACHINE DESCRIPTIONS

Below are three new types of war machines. While the noble battering ram is fielded by even the most ignorant of barbarians, gunpowder-driven artillery is reserved for nations rich in resources and/or a strong navy.

BATTERING RAM: Battering rams are the mainstay of any besieging force, used to bash down gates. Most are hewn of rough wood and carried by a forlorn hope, whereas true militaries have ones that sit inside a protected 'house' borne on wheels and roofed in soaked hides. Battering rams sometimes carry a namesake, such as the *God-Emperor's Fist* or the *Nightfather's Cock.* In these cases, it is common to find that the head of the battering ram is decorated accordingly, using paint or an iron-shod masthead.

DEMI-CULVERIN: These eleven-foot long barreled-cannons are frightening to behold, considered to be the deadliest and most accurate of all medium cannons. Most burn red-hot once fired, as their payload is perfectly delivered to demolish walls and soldiers alike.

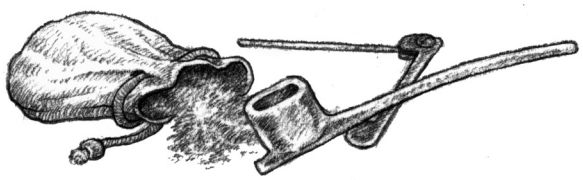


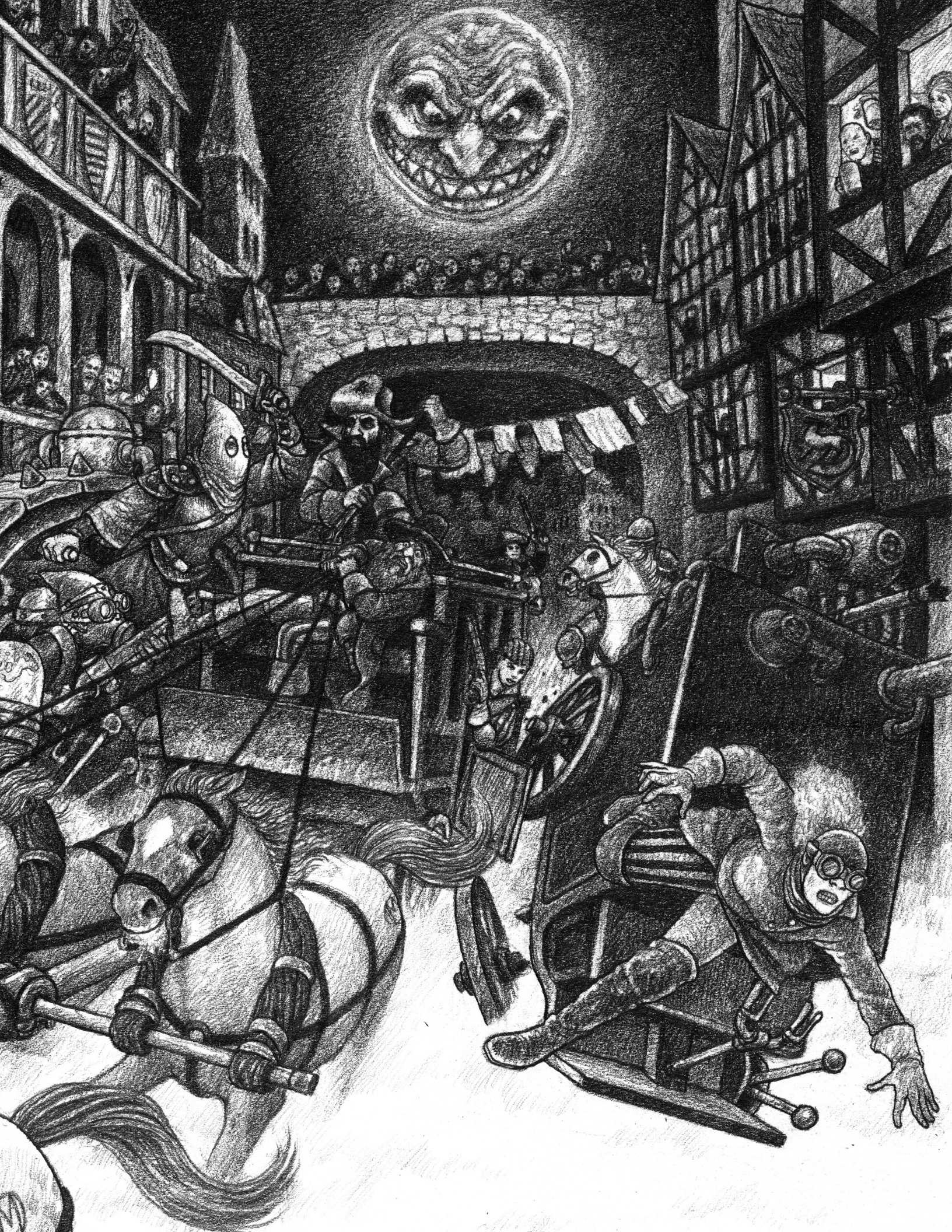
WAR MACHINES	CREW	LOAD TIME	DISTANCE	DAMAGE	QUALITIES	TYPE	PRICE
Battering ram	6	1 minute	Engaged or 3 yards	3D6+[PB]	Artillery	Crushing	110gc
Demi-culverin	3	9 minutes	9 x [PB] yards	9D6+[PB]	Artillery, Gunpowder	Gunpowder	952gc
Powder barrel	2	3 minutes	Engaged	9D6+[PB]	Gunpowder, Siege	Gunpowder	24gc
Powder keg	1	1 minute	Engaged	6D6+[PB]	Detonate, Gunpowder	Gunpowder	13gc
Puckle gun	3	3 minutes	6 x [PB] yards	6D6+[PB]	Artillery, Gunpowder, Repeating	Gunpowder	634gc
Ribauldequin	6	12 minutes	9 x [PB] yards	6D6+[PB]	Artillery, Detonate, Gunpowder, Volley	Gunpowder	317gc

POWDER BARREL *or* KEG: Gunpowder is stored and shipped in two types of casks – either in 25 lbs. keg or 100 lbs. barrels. Special coopered casks create an airtight seal, protecting it from humidity and air. Although durable, they are oftentimes painted red as a warning to others not to fire a flintlock at it… or else premature combustion is its deadly consequence.

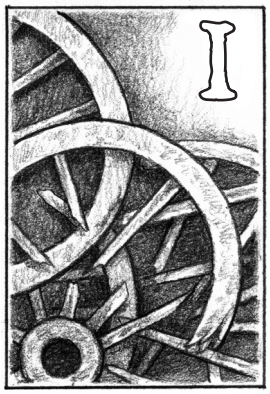
PUCKLE GUN: These primitive flintlock guns are affixed to a tripod, pivoting where the crew may wish to point it. A puckle gun either fires conventional round bullets, while square ones are specially reserved for heretics and infidels. Oftentimes, square bullets are bathed in pig's blood, believed to be a great insult to the Orx.

RIBAULDEQUIN: Not to be confused with ribald matters (although one could argue that any gun is a form of compensation for small genitalia), the ribauldequin is an organ gun. Pulled behind wagons, they fire a series of grapeshot, penetrating both soldiers and beast alike while impregnating them with deadly shrapnel.





LIBER VEHICULORUM



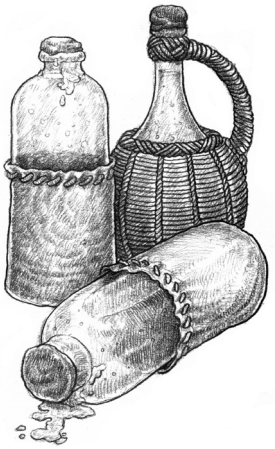
In tucked away corners of the world, there exists such machinery that defies all logic. Natural Philosophers have puzzled their way through series after series of experimentation to create automated machines – marvels of a new grim & perilous age. These erudite and arcane creations of steel and Wytchstone can sometimes be seen racing through the streets, piloted by daring Barnstormers. Above in the skies, flotillas given the power of flight beneath an aerostat laze overhead. Ticking of clocks and whirring of gears in the back of Natural Philosopher workshops are automated orrery mechanisms, laboring away to make calculations. And by sea, ironclad war galleys cast off to spear whales and make war.

FANTASTIC MACHINES

At the heart of every fantastic machine labors the Arkwright Cauldron – an engine which converts Wytchstone Essence into an unadulterated, dangerous power called Bottled Lightning. What follows is a mere inkling of such wonders that have come from the minds of madmen.

ARKWRIGHT CAULDRON: The Arkwright Cauldron is a marvel of the pre-industrial age – the engine that powers almost every fantastic machine. Greatly resembling a witch's cauldron (thus its namesake), they are cradled within machines powered by Wytchstone. Little is known about their construction or how it works, save for the fact it harnesses Bottled Lightning to conjure immeasurable power, without the aid of wood, wind or fire. Some whisper that it is devilry and sorcery, but the erudite Natural Philosopher simply sighs, pointing their finger towards science.

BOTTLED LIGHTNING: In the modern age, Natural Philosophers began development of a combustible substance known as Bottled Lightning; a highly dangerous, elemental source of Wytchstone fuel. Resembling oil flasks marked with a characteristic greenish hue, its manufacture is a closely-guarded secret. Whispers persisted of deals struck with Daemons, and how the substance was a corollary to dabblers of sorcery. Reputedly, only a handful of Natural Philosophers (and potentially Skrzzak) understand how to create it. Using it is just as dangerous, as a measure of Bottled Lightning is required to properly run a fantastic machine… lest it fail at the wrong moment.



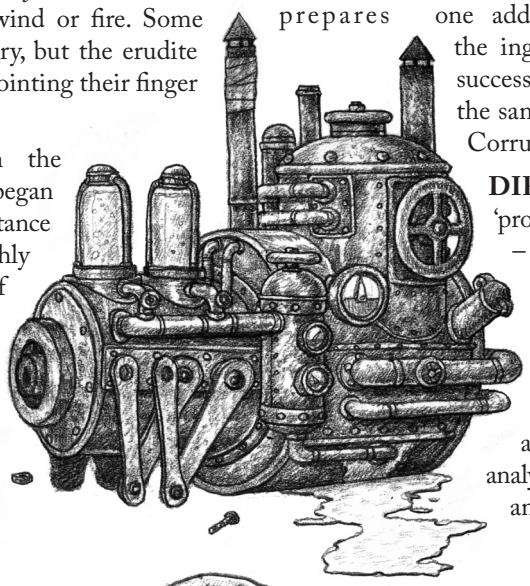
CREATING BOTTLED LIGHTNING

Wytchstone can be prepared into bottles, then dumped into an Arkwright Cauldron for power. After being dumped, it will power any one fantastic machine for up to 3D10+3 hours. Up to three bottles can be prepared at a time. The more bottles you wish to prepare at once, the greater the Difficulty Rating of the Alchemy Test gets:

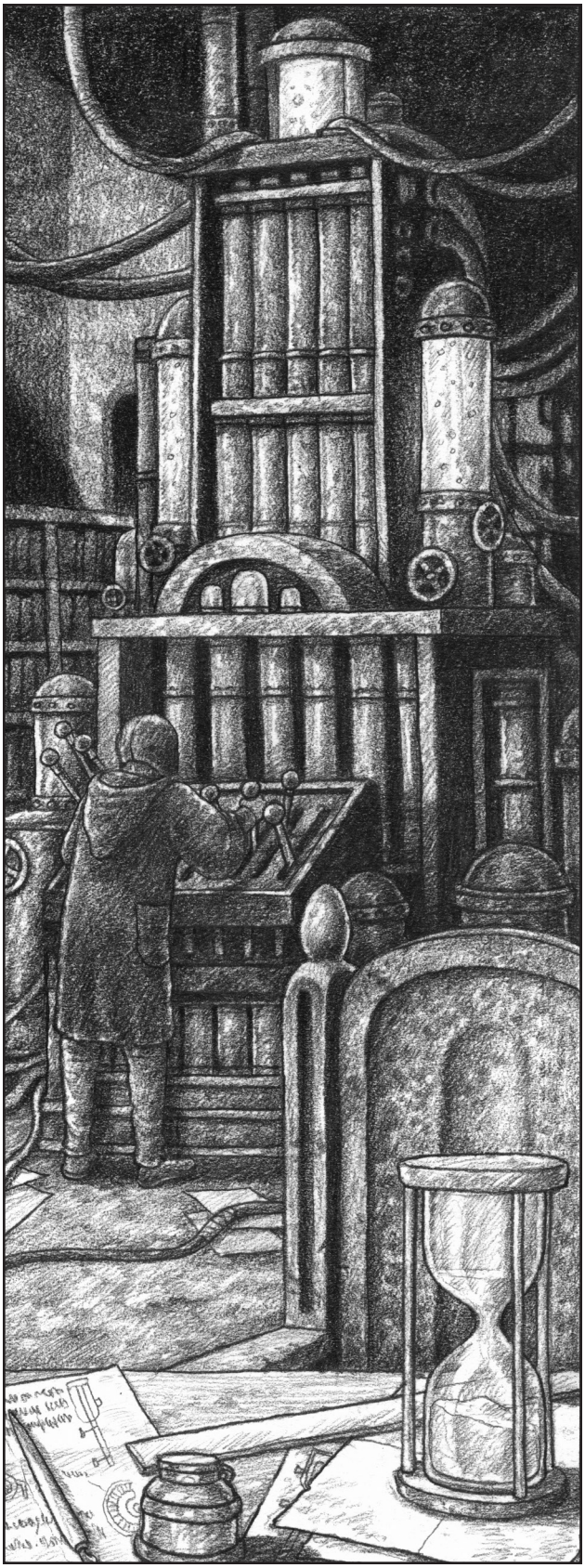
- One bottle: (Routine +10%) Alchemy Test
- Two bottles: (Standard +/-0%) Alchemy Test
- Three bottles: (Challenging -10%) Alchemy Test

To have a chance of preparing Bottled Lightning, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a powder of Wytchstone Essence and a quintessence of Royal Water (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of bottles you intended to make. A Critical Success prepares one additional bottle. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 9 Corruption.



DIFFERENCE ENGINE: These 'prophetical' devices have two functions – both to tell time by the passing of the stars in the sky as an orrery device, and also to make massive calculations when normal algebra would not suffice. Calculating complex mathematical problems and determining astrological analytics, the difference engine whirs and clicks with unusual fervor. Like



CRAFTING FANTASTIC MACHINES

Following the same rules as presented under Crafting from the Trappings chapter in **ZWEIHÄNDER**, Characters can create vehicles and other works of wonder from this chapter. The materials required usually require shards of Wytchstone, Prima Materia, Void Salts and other unusual concoctions to make them operate. Work with your GM to determine which of these machines are available in their campaign world to create.

its fantastic machine-kin, it too is powered by Wytchstone. Difference Engines are entirely immobile, and it usually takes up an entire workshop to house its timepieces, gears and spring-driven calipers.

HALDAVINSON: These one-man automated velocipedes are bulky, extremely loud and dangerous to pilot. Meant to resemble a destrier born upon either one or two wheels, they can traverse practically any landscape (albeit a bumpy, loud ride in the process). Although they can bear just the one driver (and perhaps a passenger, should they squeeze onto the back seat), these motored cycles are fast and nimble. Due to the arcane craftsmanship involved in their manufacture, Haldavinsons are also notoriously unreliable, Wytchstone fluid constantly leaks from its V-shaped Arkwright Cauldron.

IRON HORSE: Powered by Bottled Lightning, Iron Horses are unmanned carriages which ferry charcoal and other heavy goods both below the earth and across the open plains. Capable of automated locomotion, but guided by rails, Iron Horses trudge slowly laden with cargo that would normally require an entire wagon train. Multiple Iron Horses, coupled together by detachable iron bands, are called a *gestalt*.

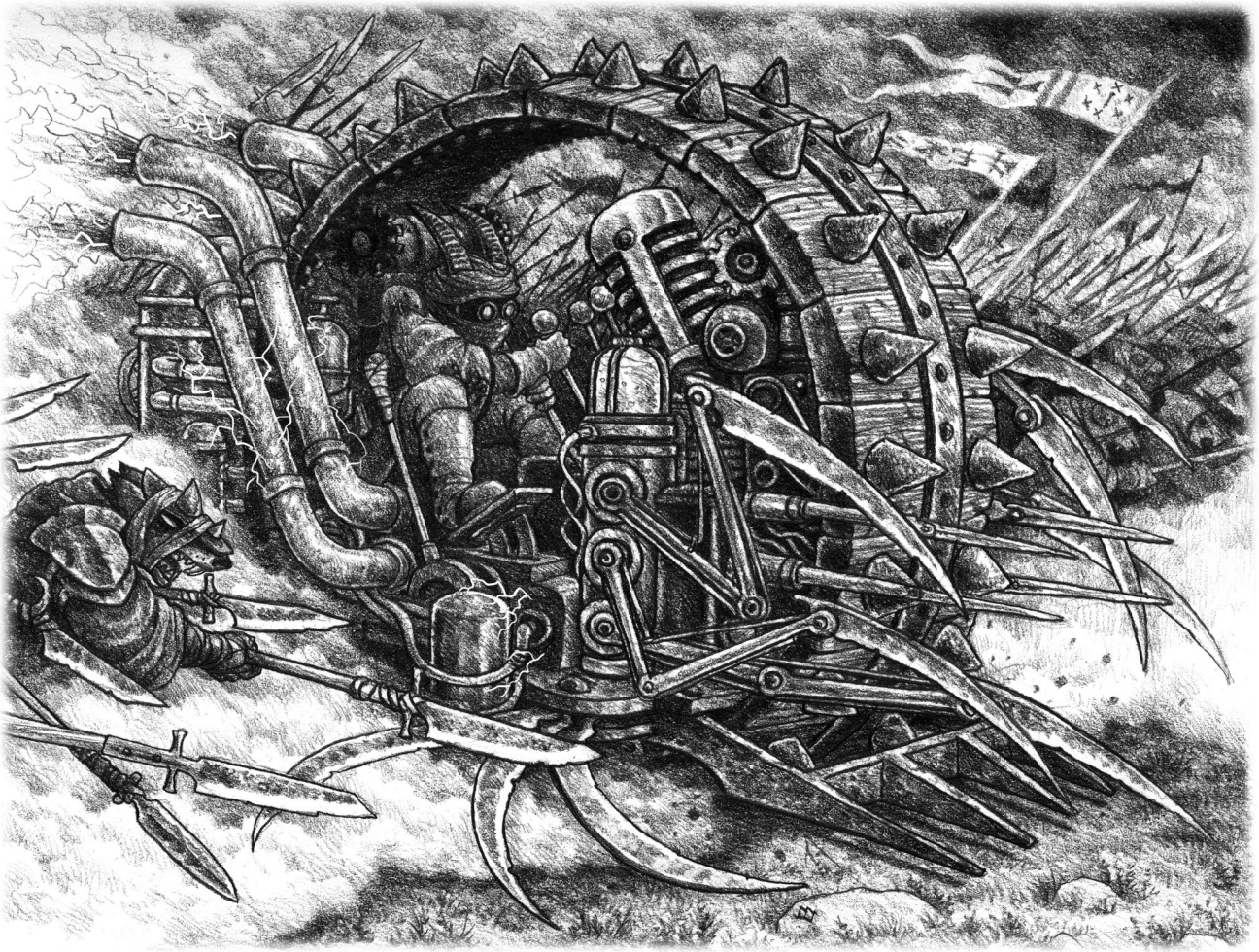
JUGGERNAUT FRIGATE: Looming ominously in a haze of green smoke, lurking atop the water and crested with three inhumanly tall torches lay the Juggernaut Frigate at harbor. Closely modeled after war galleys of the ancient past, these ironclad galleons do not have a sail, instead relying on an Arkwright Cauldron to give them power. Fleets of ships powered by an Arkwright Cauldron fail to complete even a single voyage across the sea. Indeed, a characteristic of some harbors is the 'graveyard' of half-sunken Frigates to be seen off the shore – a mark of the Natural Philosopher's folly.

KUGELPANZER: This infernal machine strikes awe and fear in those who behold its peculiar glory. Resembling a gargantuan wooden beer keg split in half, it sits upon an elliptical track where peasants scurry to draw power from the Arkwright Cauldron to its treads. Bedecked in spikes, surrounded by a green Wytchstone haze and operated by a Grey Vivimancer, this infernal device is the scourge of any battlefield it is deployed upon.

RUMBLEBUTLER: Resembling a carriage borne without a team of horses, a Rumblebutler is low and overly ponderous, given its Arkwright Cauldron takes up most of its cabin. A complicated system of levers and knobs are used to steer a Rumblebutler, requiring a specialized *coachee* called a Barnstormer to drive it. In parts of the world where they are more common, Rumblebutlers are a mark of both prestige and wealth. Unlike its Iron Horse cousin, it moves without need for a railway to guide it.

TORCHLAMP: Burning ever-bright with a greenish haze, the Torchlamp demarcates the winding streets of the city. Torchlamps require Bottled Lightning to power, and guilds of lamplighters are charged with refilling them each day before dusk. The elite pay a premium to pipe Bottled Lightning from a wellspring throughout their properties, enabling the rooms to burn with a great green light. Dare you ask what happens to manors powered by Torchlamp should the wellspring be set alit by a masked rebel with a vendetta?

ZEPPELIN: Resembling floating pleasure barges slung well-below an aerostat, zeppelins are mankind's first attempt to conquer the skies. Lazing slowly aloft and born within the air, green haze surrounds it, giving it the mark of some Daemon made manifest in a viridescent cloud. It is a landmark achievement, but also speaks to the struggle every Natural Philosopher faces: personal over-ambition and its consequence. Unfortunately, much like the mythological Icarus, most zeppelins are prone to plummet out of the sky once the Cauldron runs dry, crashing in a green explosion of smoke and Wytchfyre.

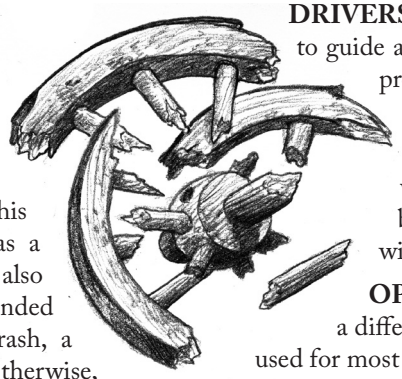


VEHICLES & STEEDS EXPANDED

In a grim & perilous world, not every fight will be borne upon foot. Coachmen, Barnstormers and other daredevils will take to the road to escape their pursuers or take flight after their enemy. Meant to accompany the Trappings chapter from **ZWEIHÄNDER**, these vehicles and steeds possess an assortment of different Qualities you will apply whenever engaging in vehicle combat (which you will learn more about below).

VEHICLE QUALITIES

Much like weapons, vehicles possess unique Qualities. These Qualities distinguish one vehicle from another:



ARKWRIGHT: Vehicles with this Quality require Bottled Lightning as a replacement for Horsepower. This also means that they ignore Mishaps intended for dray horses. Whenever they Crash, a driver must succeed at a Pilot Test. Otherwise, the vehicle also inflicts 3D10+3 Damage from fire, affecting multiple targets in a Burst Template. You'll learn more about Crashing below.

BAT OUTTA HELL: Vehicles with this Quality allow its driver to Gun It for 1 less AP.

BELLOWS TOP: Vehicles with this Quality suffer an additional 1D6 Chaos Die to determine whether it gains a Mishap when Damaged.

CANTANKEROUS: Vehicles of this Quality cannot Bootleg Turn.

CIRCUS MINIMUS: Vehicles with this Quality cannot Swerve.

GHOST RIDE: Vehicles with this Quality allow its driver to Change Speed for 1 less AP.

LEAF SPRINGS: Vehicles with this Quality allow its driver to flip the results to succeed at Sideswiping. However, they must also flip the results to fail to Jink.

LEAKY: Vehicles with this Quality must spend 4 AP to stop. In addition, Bottled Lightning only powers these vehicles for 2D10+2 hours.

RICKETY: Whenever vehicles of this Quality suffer Damage from another vehicle, they move one additional step down the Vehicle Condition Track negatively.

SCISSOR SUSPENSION: Vehicles with this Quality can Bootleg Turn for 1 less AP.

SPIKED WHEELS: Vehicles with this Quality inflict 1D10+1 Damage after successfully Sideswiping.

VEHICLE STATISTICS

Vehicles are presented in the following format:

NAME: Every manufacture of vehicle possesses a proper make or name. Many are known by different names (such as the Rumblebutler may also be called a 'horseless carriage', whereas a Kugelpanzer may also be called a 'doom wheel'). However, refer to its proper name when recording it on your Character sheet.

DRIVERS: Every vehicle requires at least one person to guide and steer it. Some require multiple drivers to properly pilot.

PASSENGERS: Vehicles may also carry passengers alongside their driver. For vehicles, they may be sitting 'blunderbus' beside the driver, inside the vehicle, atop it with the trunks or even on the running boards.

OPERATE CHECK: Every vehicle references a different Skill to operate it. For instance, Drive is used for most horse-drawn vehicles, but in some cases may require Pilot for Rumblebutlers. When called to make an Operate Check, you will reference the required Skill in the table that follows.

QUALITIES: All vehicles possess a combination of Qualities. A vehicle's Quality, however, is only conferred when you are driving it. Meaning, you cannot take advantage of a carriage's Ghost Ride Quality if the reigns are not in-hand.

MOVEMENT: Vehicles that can be used in vehicle-based combat have Movement values. These values are always modified by the driver. For instance, a Rumblebutler has Movement of 7+[AB]. If a driver's [AB] is equal to 9, then a Rumblebutler's Movement is 16 (7+9=16). Where Movement is mentioned, you can adjust the value up or down. A Rumblebutler has Movement of 16. This means Movement can be adjusted anywhere from 1 to 16 yards.

SIZE MODIFIER: Size Modifier functions as both a foundation of a conveyance's Vehicle Threshold, and also how much base Damage it inflicts whenever it strikes another vehicle of person. Unsurprisingly, the larger and sturdier the vehicle, the higher the Size Modifier is.

HORSEPOWER: This is the number of dray horses you need in order to pull the vehicle. Note that a vehicle with the Arkwright Quality does not need dray horses to pull it, thus no value is listed.

PRICE: This is how much the vehicle normally costs. Prices may vary during wartime or periods when there are shortages in the area of iron, wood, leather and the other types of trade goods used to build vehicles.

NAME	DRIVER	PASSENGER	OPERATE CHECK	QUALITIES	MOVEMENT	VEHICLE SIZE MOD.	HORSEPOWER	PRICE
Arkwright Cauldron	*Not usable in vehicle combat*							5547gc
Bottled Lightning	*Not usable in vehicle combat*							222gc
Carriage	1	4	Drive	Ghost Ride, Leaf Springs	7+[BB]	14	2	111gc
Chariot	1	1	Drive	Circus Minimus, Rickety, Spiked Wheels	9+[BB]	9	2	20gc
Covered Wagon	1	8	Drive	Bellows Top, Cantankerous, Ghost Ride	5+[BB]	12	4	75gc
Difference Engine	*Not usable in vehicle combat*							11095gc
Fancy Coach	1	4	Drive	Bellows Top, Scissor Suspension, Rickety	6+[BB]	15	4	333gc
Haldavinson	1	1	Pilot	Arkwright, Bat Outta Hell, Leaky	6+[AB]	9	SPECIAL	3075gc
Iron Horse				Not usable in vehicle combat				9923gc
Juggernaut Frigate	*Not usable in vehicle combat*							18945gc
Kugelpanzer	5	1	Pilot	Arkwright, Bat Outta Hell, Circus Minimus	7+[AB]	12	SPECIAL	11568gc
Rumblebutler	1	4	Pilot	Arkwright, Cantankerous, Bat Outta Hell	7+[AB]	15	SPECIAL	5459gc
Stagecoach	1	5	Drive	Ghost Ride, Leaf Springs	9+[BB]	18	4	222gc
Torchlamp	*Not usable in vehicle combat*							1105gc
War Wagon	2	10	Drive	Cantankerous, Circus Minimus, Ghost Ride, Spiked Wheels	4+[BB]	21	4	444gc
Zeppelin	*Not usable in vehicle combat*							18352gc

VEHICLE DESCRIPTIONS

The following entries give general descriptions of vehicles. Note that the descriptions do not aim for true historical 'accuracy', but reflect how Characters would perceive them in a grim & perilous world. The aforementioned fantastic machine descriptions can be found earlier in this chapter.

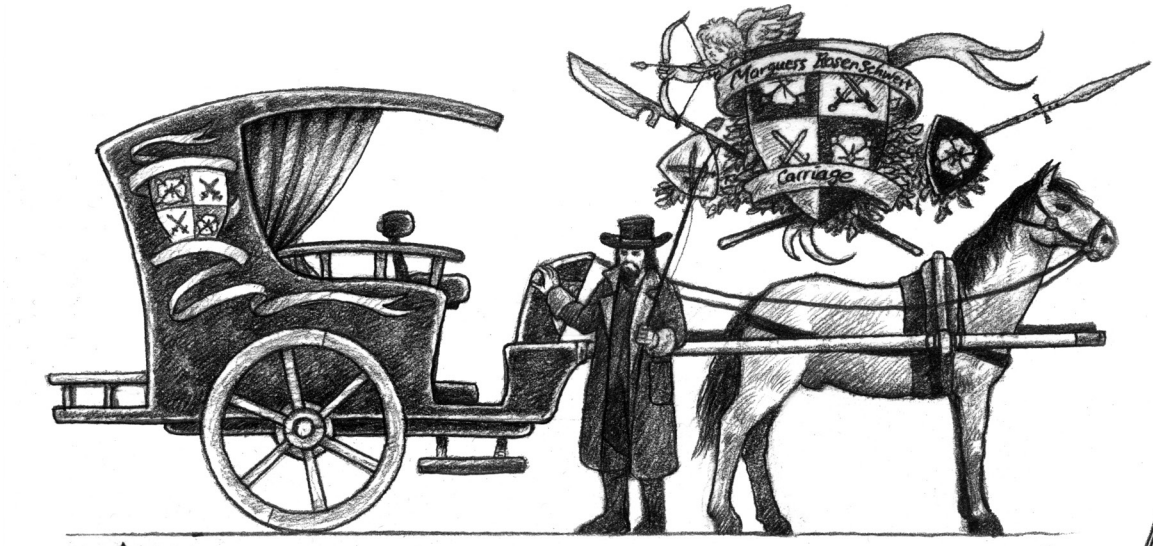
CARRIAGE: These two-wheeled vehicles are specially designed for blue-bloods and landed nobility. To be seen upon a carriage is a mark of wealth and taste. It is also an indicator that you would make an easy mark for highway robbery.

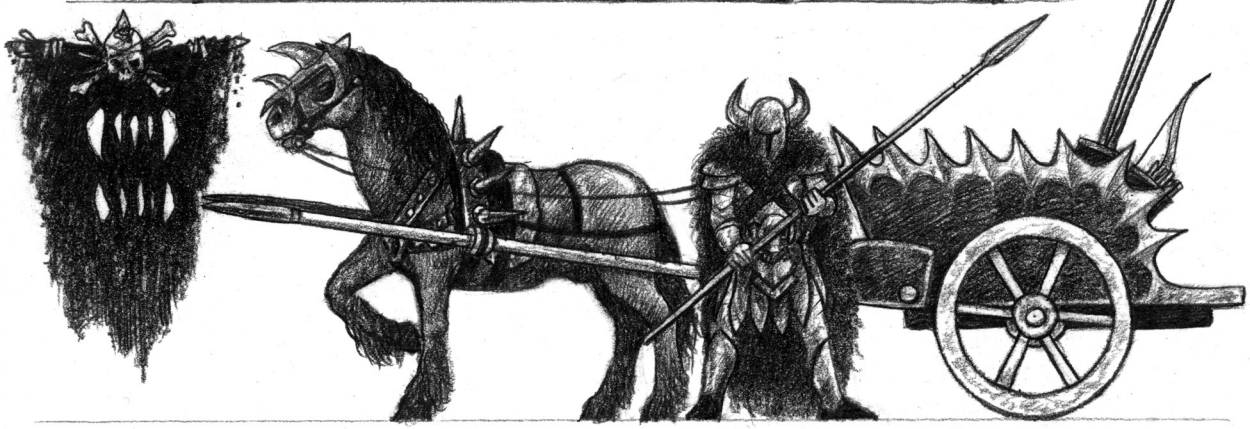
CHARIOT: Chariots are both the hallmark of arena fighting and armies of old. Made from lacquered wood and painted with chevrons, this vehicle is either used by barbarians on the move or in parades.

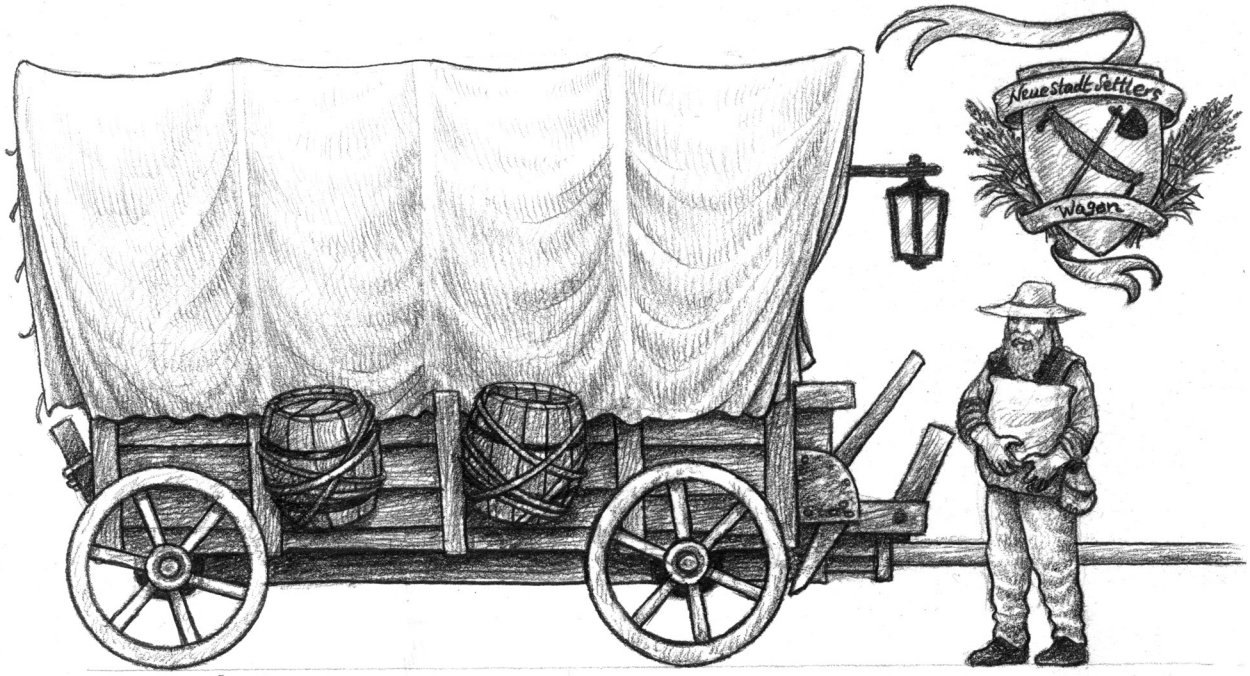
COVERED WAGON: This is your typical four-wheeled and canvas-covered affair. Pilgrims and pioneers alike take to covered wagons to 'blaze a trail' across the wilderness.

FANCY COACH: Unlike its carriage cousin, these palanquins-on-wheels are borne upon four wheels and pulled by a large draft of horses. The fancy coach is the predecessor to its automated kin, the Rumblebutler.

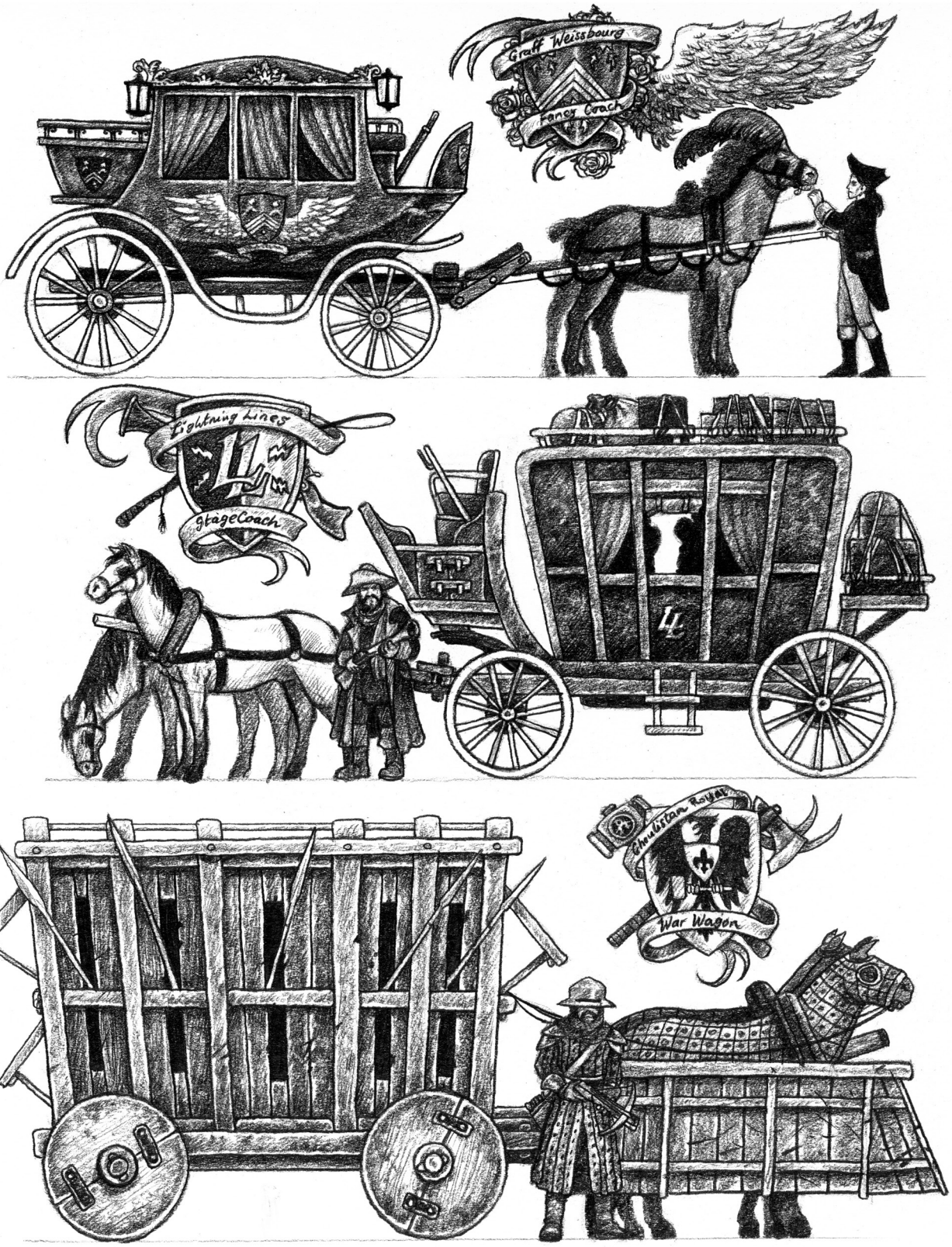
CHARIOT & WAGON







FANCY COACH, STAGECOACH, AND WAR WAGON

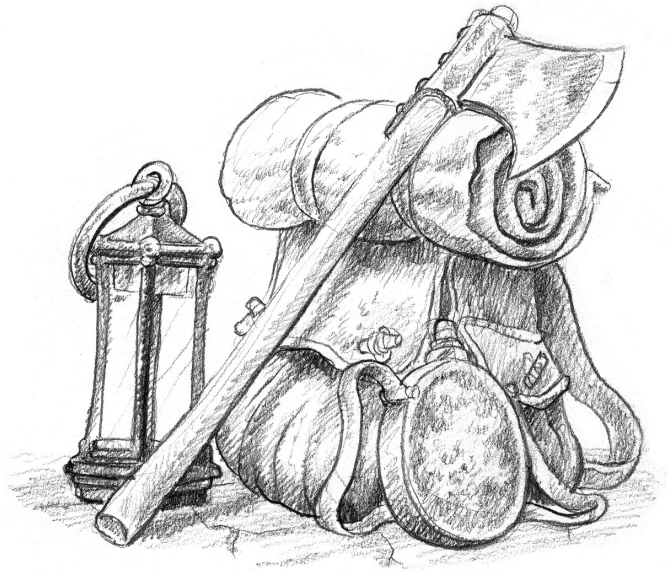


STAGECOACH: A stagecoach is nothing more than a four-wheeled fancy coach with the fanciness striped off. It is spartan and somewhat accommodating, but affordable for common passengers who travel village to village (or even cross-country).

WAR WAGON: These monstrous, lumbering vehicles resemble stubby siege towers saddled atop a bowing (yet stunted) merchant ship. Pickets of soldiers crown the top of it, while a contingent of pilots drive the vehicle straight into the thick of battle. War Wagons can both ride across the ground and into shallow waters.

LIFT, PUSH, PULL

You can determine how much Encumbrance a Humanoid or Mutant Character can pick up above their head for a number of minutes equal to [BB]. First, reference your [BB] and add your Ancestral Value to it. A combination of both determines how much Encumbrance you can Lift to your waist without the aid of a fulcrum or machine. Multiply the value by three times to determine how much you can Push forward, and multiply the value by by two times to determine how much you can Pull sideways or backwards:



ANCESTRAL LIFT LIMITS BY ENCUMBRANCE

[BB]	DWARF	ELF	HALFLING	GNOME	HUMAN	OGRE
1	3	2	1	2	3	9
2	6	3	2	3	6	18
3	9	5	3	5	9	28
4	12	6	4	6	12	37
5	15	8	5	8	15	46
6	18	9	6	9	18	55
7	21	11	7	11	21	64
8	25	12	8	12	25	74
9	28	14	9	14	28	83
10	31	15	10	15	31	92
11	34	17	11	17	34	101
12	37	18	12	18	37	110
13	40	20	13	20	40	120
14	43	21	14	21	43	129

ANCESTRAL LIFT LIMITS BY POUNDS

LIFT VALUE [BB]	DWARF	ELF	HALFLING	GNOME	HUMAN	OGRE
1	46	23	15	23	46	138
2	92	46	31	46	92	276
3	138	69	46	69	138	414
4	184	92	61	92	184	552
5	230	115	77	115	230	690
6	276	138	92	138	276	828
7	322	161	107	161	322	966
8	368	184	123	184	368	1,104
9	414	207	138	207	414	1,242
10	460	230	153	230	460	1,380
11	506	253	169	253	506	1,518
12	552	276	184	276	552	1,656
13	598	299	199	299	598	1,794
14	644	322	215	322	644	1,932

STEED ENCUMBRANCE LIMITS

Realism trumps expectations in the rules and we encourage you to treat Encumbrance in an abstract fashion. However, the GM may wish to have distinct Encumbrance values for steeds and the like. In these cases, reference the Character's weight, assuming 15 lbs. equals 1 Encumbrance (rounded down).

Unlike Characters, steeds have a fixed value for their Encumbrance Limits. To determine if a steed can bear the weight of a rider with their gear, you will add the Character's weight in Encumbrance to the trappings they are wearing. Compare the result against the steed's Encumbrance Limit. For every point beyond this initial value (otherwise called Overage), the rider suffers an ongoing, cumulative -1 to their Initiative and the steed suffers a cumulative -1 to its Movement. Should Overage ever reduce either Initiative or Movement to 0, the steed cannot move.

STEED DESCRIPTIONS

The following entries give general descriptions of traditional steeds. Note that the descriptions do not aim for true historical significance, but reflect how Characters would perceive them in a grim & perilous world.

COURSER HORSE: Swift and strong, these are the traditional breed raised for the battlefield. Nothing else to say in this respect, save for the fact that they are not as reliable as their superior destrier cousins.

DESTRIER HORSE: Bearing both the knight and full harness, these 'storm horses' are born and bred for battle. They simply do not balk at the clashing of swords and shield, nor the thundering of gunfire or the screams of the dying. In fact, some even swear that destriers 'bask' in such glories. Tales abound that destriers were once bred from a Primeval progenitor horse, one who demanded bloody sacrifices before allowing its foal to be broken.

DRAY HORSE: These are your prototypical work horses. Guaranteed a short life of burden and sweat, most take to flounder without proper care of their hoofs. And when this happens, they are either rented out by a stable hand or led to slaughter, as horseflesh is rarely squandered – even by Rustlers.

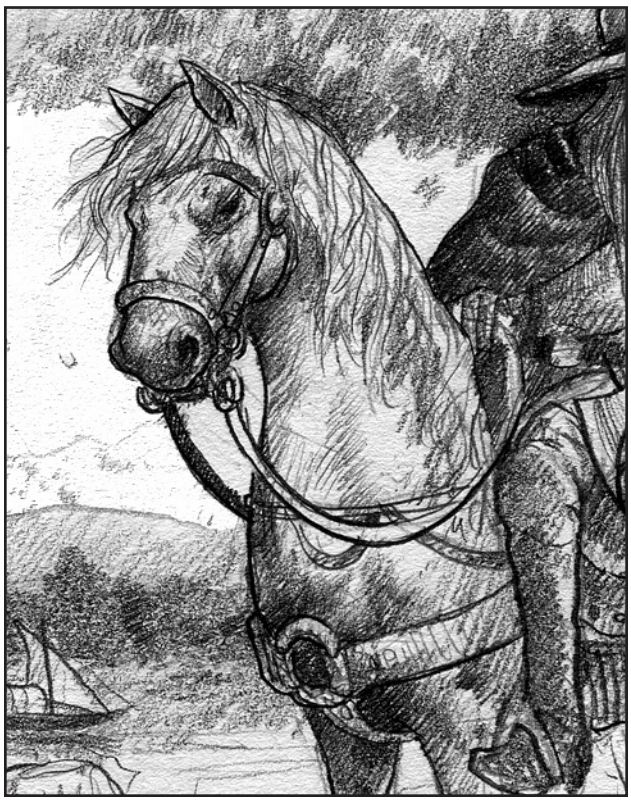
MULE *or* DONKEY: These stubborn animals are oftentimes confused with one another. Many would-be prophets find it fits their fancy as a modest mode of transportation.

PALFREY HORSE: Highly-valued for their smooth gait and long legs, palfreys are specifically bred and raised for blue-bloods. Considered to be the 'aristocrat's horse', this breed happens to be at the center of the tale where a corrupt land-baron was dragged off his high horse because he cheated his people of taxes. In this same story, the palfrey simply turned its nose up in the air, despite the pleas of its rider. Perhaps too, the palfrey understood what it meant to be put under the proverbial lash (or riding crop in this tale).

ROUNCEY HORSE: Just an ordinary horse. No more, no less.

WAR ELEPHANT: As you can imagine, these behemoths are imposing and absolutely terrifying on the field of battle. Accompanied by a howdah and armed spearmen, the war elephant is considered to be the penultimate weapon on the battlefield (save for Wytchfyre).

NAME	MOVEMENT	STEED SIZE MOD.	ENC. LIMIT	PRICE
Courser horse	8+[AB]	4	21	287gc
Destrier horse	9+[AB]	5	22	952gc
Dray horse	5+[AB]	3	18	21gc
Mule or donkey	3+[AB]	2	20	10gc
Palfrey horse	6+[AB]	2	18	90gc
Rouncey horse	7+[AB]	3	19	100gc
War Elephant	3+[AB]	15	80	1569gc



Knight on Destrier
Lancer on Courser
Scout on Jennet
Marquess on Palfrey
Mercenary on Rouncey
Pack Horse
XI

VEHICLE COMBAT

Action in a grim & perilous world takes place not only on foot or horseback, but also by carriage and wagon. Vehicles are designed to be 'plugged' into encounter types that utilize Structured Time (specifically for combat). This section outlines how you can easily integrate cinematic, vehicle-based combat into your **ZWEIHÄNDER** game.

Note that this section is specifically reserved for 'personal' vehicles. Traditional naval combat will be a consideration for a future supplement.

DRIVING A VEHICLE – OPERATE CHECK

In order to drive or pilot a vehicle and/or urge a dray horse onwards, you will use an Operate Check. These checks usually come into play during high stress situations. For example, jockeying a carriage to run alongside another would require an Operate Check, as would turning a wagon to avoid an incoming crowd. Another example would include ramming your skiff into another, or zigzagging a coach back and forth so that its driver and passengers might avoid blunderbus-fire.

OPPOSED TESTS: Operate Checks are generally a one-sided Test, requiring a simple pass/fail approach. However, a GM may require an Opposed Test in unique cases. Such examples include when two wagons go head-to-head in a game of chicken (requiring Opposed Resolve Tests), or charging towards a narrow alleyway, where only one vehicle may fit into its expanse (requiring Opposed Drive Tests).

PASSENGERS ON/INSIDE A VEHICLE

Passengers on a vehicle can generally use their normal gamut of Actions In Combat. The Distance they are moving upon the vehicle is not important, so much as the physical requirements it takes to move in the vehicle (such as moving inside a carriage buggy to the outside, climbing atop a wagon or stepping to the starboard side of a skiff). In cases of Movement Actions, passengers can safely assume the only Movement Action they can use while embarked upon a vehicle is the Get Up Action (unless a GM sees a sufficient reason why another might be required).

Many of these actions are purely of a narrative nature, thus commanding a special Skill Test as determined by the GM. For instance, a passenger may wish to unstrap trunks and crates to roll off the back of the wagon they are aboard to create a road hazard in their wake (Athletics Test). In another example, a passenger might move to the running board on the outside of a carriage (Awareness Test) or leap to another horse (Coordination Test). And in some rare cases, passengers might take command of a puckle gun affixed to a river barge (Warfare).

Only in certain perilous situations will passengers have to make Skill Tests to hold on, which are covered below.

OTHER ACTIONS IN COMBAT: Because a driver has their hands on the reigns, they cannot use the normal gamut of Actions In Combat (such as Dodge, Parry and so on), save for those below. A GM may make exceptions to this rule in special cases.

NEW ACTIONS IN COMBAT

There are a host of new Actions In Combat that a driver of a vehicle can take advantage of.

MOVEMENT ACTIONS	AP	DESCRIPTION
Bootleg Turn	3	Make a successful Operate Check to drive in a straight line forward a total of 6 yards and make up to a 180° turn, and drive in a straight line forward up to full Movement. If failed, drive straight forward up to full Movement.
Change Speed	2 or 3	Spend 2 AP to drive straight forward up to full Movement. Spend 3 AP to drive in a straight line forward up to full Movement and make up to a 90° turn any time during Change Speed.
Gun It	3 or 4	Spend 3 AP and make a successful Operate Check to drive straight line forward 2× Movement. Or, spend 4 AP and make a successful Operate Check for 3× Movement instead. If failed, drive straight line forward up to full Movement. If you Collide or Run Over on same Turn, add 1D10 Momentum Die to Damage.
Stop	3	Drive in a straight line forward a total of 6 yards and stop your vehicle.

ATTACK ACTIONS	AP	DESCRIPTION
Collide	1	Make a successful Operate Check. The other vehicle must Jink or suffer Damage.

PERILOUS STUNTS	AP	DESCRIPTION
Brake Check	1	When **In Front** of another vehicle, make a successful Operate Check. The other driver must Resist with an Operate Check or be Rattled. Start with 1 less AP until Resist with an Operate Check is successful.
Sideswipe	1	When **Beside** another vehicle, make a successful Operate Check. Other driver must Resist with Operate Check or be Sideswiped. Cannot use Jink until their next Turn.

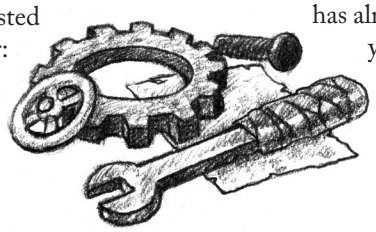
SPECIAL ACTIONS	AP	DESCRIPTION
Swerve	1	Make a successful Operate Check to make it more difficult for other vehicles and attackers to strike you, the vehicle, passengers and the dray horses.

REACTIONS	AP	DESCRIPTION
Jink	1	Make a successful Operate Check to avoid Damage to you, the vehicle, passengers or the dray horses for 1 AP deficit. Avoids all Damage.
Run Over	0	Make a successful Operate Check in specific situations, foes in Cone Template suffers Damage.

MOVEMENT ACTIONS

Overland distances covered by vehicles follow the standards previously presented under Distances in the Game Mastery chapter from **ZWEIHÄNDER**. However, when vehicles are used in combat they use Movement – a dramatic abstraction of forward momentum, horsepower and distance. Movement is covered in the tables following this entry.

As mentioned before, when the term Movement is mentioned, you can adjust the value up or down (to a minimum of 1). For example, a vehicle has a Movement of 12. This means that Movement can be adjusted anywhere from 1 to 12 yards. Remember: Movement is always impacted by any Overage your steed is suffering from.



Once you have used a Movement Action, whether successful or not, you cannot use any other type of Movement Action until your next Turn.

COASTING: Once a driver uses a Movement Action to urge their vehicle onwards, it is assumed to keep its momentum. If a driver does not use a Movement Action on their Turn, their vehicle coasts in a straight line forward 6 yards.

SPECIAL NOTE ON MOVEMENT SUBTYPES: Movement Actions have a relative AP cost, and follow the standards previously presented under *Movement Subtypes* in the Combat chapter from **ZWEIHÄNDER**. This AP cost has already been baked into vehicle Movement. If your Profession allows you to ignore 1 AP for a Movement subtype, reduce the AP below (to a minimum of 1).

BOOTLEG TURN (3 AP)

Executing a swift 180˚ turn, your vehicle immediately reverses course.

Effect: Make a successful Operate Check to drive in a straight line forward a total Distance of 6 yards and immediately turn the vehicle around up to 180˚. After the vehicle turns around, you drive in a straight line forward up to a Distance equal to Movement. If you fail, you instead drive in a straight line forward up to a Distance equal to the vehicle's Movement.

CHANGE SPEED (2 OR 3 AP)

You urge the dray horses along, modifying the speed or direction they're headed.

Effect: Spend 2 APs to drive in a straight line forward up to a Distance equal to the vehicle's Movement. If you spend 3 APs, you gain the same benefits as above and can execute up to a 90˚ turn at any point while Changing Speed.

GUN IT (3 OR 4 AP)

Lashing the dray horses with crop or whip and yelling, "Hi-ho!", your vehicle presses forward at a faster pace.

Effect: Spend 3 APs and make a successful Operate Check to drive in a straight line forward up to a Distance equal to two times the vehicle's Movement. If you spend 4 APs and make a successful Operate Check, you instead move a Distance equal to three times the vehicle's Movement. If you fail, you instead drive in a straight line forward up to a Distance equal to the vehicle's Movement.

LOSE CONTROL OF YOUR VEHICLE

Any time a driver Critically Fails an Operate Check, the driver temporarily Loses Control. While Losing Control, the driver and their passengers are unable to use Movement Actions or Reactions until their next Turn. An out-of-control vehicle will immediately make a 90˚ turn left or right (GM's call or flip a coin) and coast 6 yards.

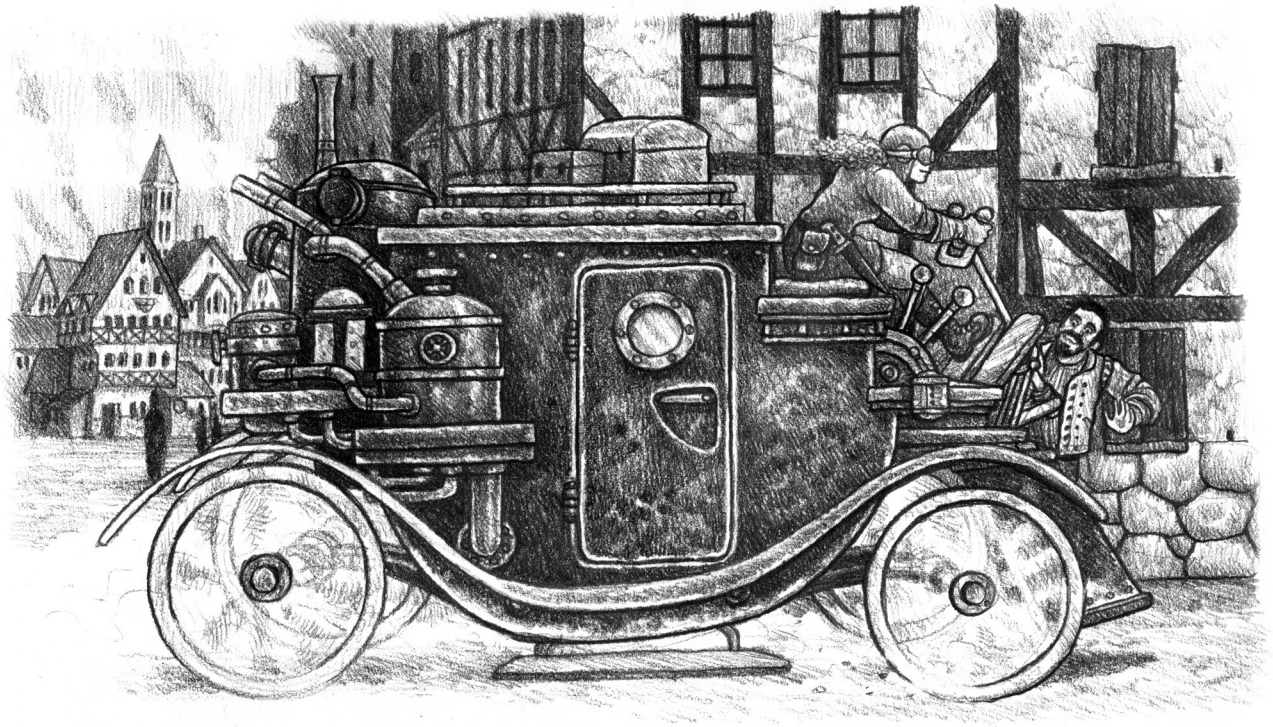
CRASH: Should a vehicle ever reach Wrecked! while in motion, it results in a Crash. The driver and any passengers outside the vehicle are thrown a number of yards equal to 1D10+full Movement, as if they had fallen. Passengers inside the vehicle suffer the same Damage.

If you successfully Collide with another vehicle or Run Over a foe on the same Turn, add an additional 1D10 Momentum Dice to Total Damage results.

STOP (3 AP)

Taking a firm grasp of the reins, you bring both dray horses and the vehicle to an abrupt stop.

Effect: Drive in a straight line forward a total Distance of 6 yards to stop your vehicle.



MOVEMENT MODIFIERS

Heavy loads, bad roads, prevailing winds and other situations may sometimes affect Movement for vehicles. For instance, a rough road may cause your fancy carriage to crawl along, whereas a swift-flowing river may cause your skiff to move expeditiously. The GM will assign a modifier between +3 and -3 to Movement in these situations, with only the rarest of cases preventing your vehicle from moving (e.g. impenetrable woods for land borne vehicles, doldrums or rocky shore for seaborne vehicles, shallows for river borne vehicles, headwinds for fantastical vehicles).

HAZARDS & TERRAIN: Road hazards and hard terrain and other narrative circumstances may also call under consideration the need for an Operate Check. For instance, handling a wagon to navigate tight, switchback turns up a mountainside where a misstep could lead to the vehicle careening off the edge would require an Operate Check. The GM will always indicate when these situations are necessary.

ATTACK ACTIONS

Attack Actions can only be used by a driver of a vehicle. Once a driver has attempted an Attack Action, whether successful or not, they cannot use another Attack Action until their next Turn.

COLLIDE (1 AP)

Clip, hit, slam and ram: it's all the same when it comes to running into another vehicle to disable it.

Effect: When Beside and Engaged with another vehicle, make an Operate Check. After successfully striking, refer to the vehicle's Size Modifier and add 1D10 Momentum Die to determine Total Damage inflicted upon another vehicle.

A foe can attempt to Jink to avoid collision.

PERILOUS STUNTS

Only the driver of a vehicle can use these Perilous Stunts. Perilous Stunts cannot be avoided with Jink. Once a driver has attempted a Perilous Stunt, whether successful or not, they cannot use another Perilous Stunt until their next Turn.

BRAKE CHECK (1 AP)

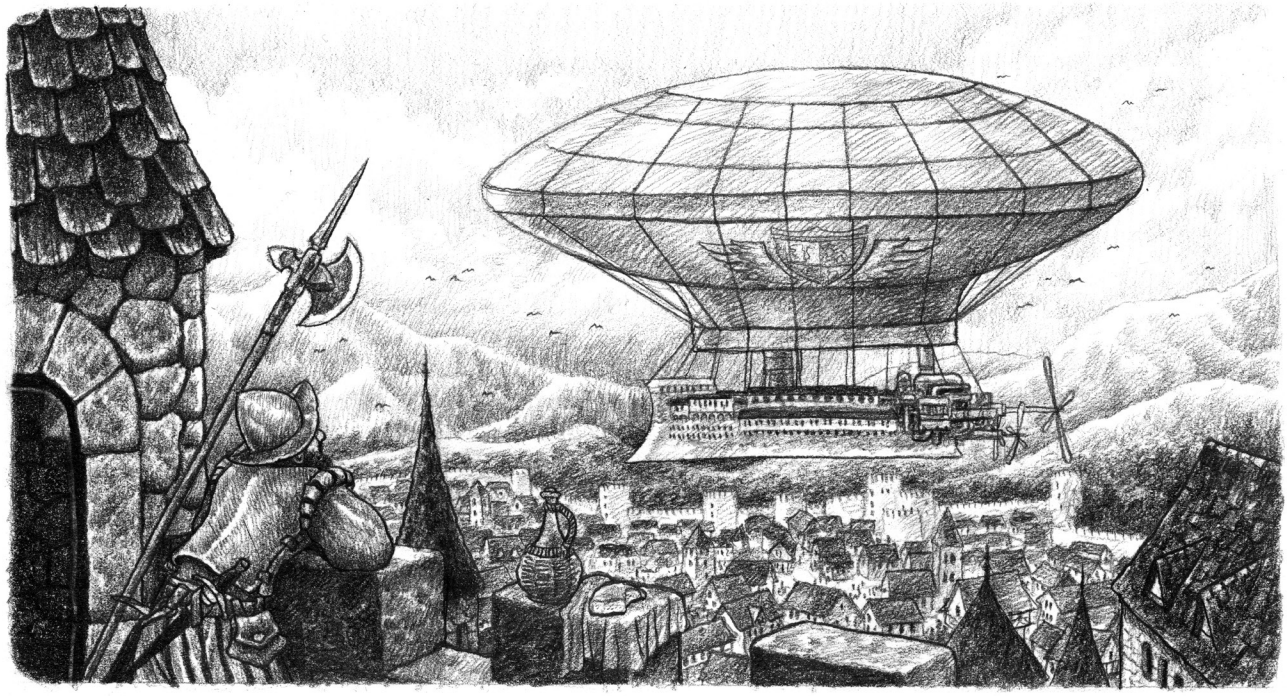
Drawing your reins in, you attempt to scare another vehicle's driver to get off your tail.

Effect: When In Front and Engaged with another vehicle, make an Operate Check. If successful, your foe must make a successful Operate Check or be temporarily Rattled.

While Rattled, your foe begins their Turn with 1 less AP until they successfully make an Operate Check at the beginning of their Turn to shake off the Rattled condition. A foe cannot be forced to suffer from multiple Brake Checks at once.

MOMENTUM DICE

A vehicle carries a lot of weight and velocity, thereby conferring a lot of momentum behind it. You will see references throughout this chapter to 1D10 Momentum Dice for purposes of Damage. However, Momentum Dice never explode like 1D6 Fury Dice do.



SIDESWIPE (1 AP)

You veer close into another vehicle, glancing against its wheels to cause it to dance back and forth on the road. The driver has no choice but to reset its course.

Effect: When Beside and Engaged with another vehicle, make an Operate Check. If successful, your foe must make a successful Operate Check or be temporarily Sideswiped.

While temporarily Sideswiped, your foe cannot Jink until the beginning of their next Turn.

SPECIAL ACTIONS

Only the driver of a vehicle can use these Special Actions.

SWERVE (1 AP)

You maneuver your vehicle to weave left and right to avoid collision.

Effect: Make an Operate Check. If successful, your vehicle is considered to be Swerving.

While Swerving, the Difficulty Rating for attackers to strike you, the vehicle, passengers and the dray horses becomes worse by one step on the Difficulty Rating Chart. This is dictated by the GM. This lasts until the beginning of your next Turn.

REACTIONS

Only the driver of a vehicle can use these Reactions.

JINK (1 AP)

As the threat of harm arises, you swiftly lead your vehicle away from the blow.

Effect: Whenever you, the vehicle, passengers or the dray horses are successfully struck by another vehicle or weapon (but before Damage is determined), attempt an Operate Check. If successful, avoid all Damage. If you Critically Succeed, you avoid all Damage and you do not have to spend an AP to Jink. More details on Jink can be found later in this chapter.

You cannot Jink when left Defenseless or Helpless, nor can you use it to avoid the effects of Perilous Stunts.

RUN OVER (0 AP)

Powering forward, you run through through people on the ground, sending them to scatter.

Effect: When your vehicle passes through an Engagement with foes on foot, make an Operate Check. After successfully striking, refer to the vehicle's Size Modifier and add 1D10 Momentum Die to determine Total Damage inflicted upon foes in a Cone Template. If the Operate Check is a Critical Success, foes are also made temporarily Prone. The Cone Template follows the same standards to avoid striking friendly Characters, as presented in the Combat chapter from **ZWEIHÄNDER**.

Foes can attempt to Dodge to avoid being Run Over. You cannot Run Over vehicles.

EXPANDED GUIDE TO VEHICLE COMBAT

When a Character is driving a vehicle, they follow the standard Initiative Ladder in Structured Time. However, their Actions In Combat are limited to those above, unless they hand the reins to another passenger to drive instead. Some vehicles may even require multiple drivers. In these cases, the GM will require one driver to make Operate Checks, adding an Assist Die if both drivers possess the associated Skill Rank in the Skill required to operate the vehicle. Some GMs may even flip the roles of each driver for every Action In Combat they take.

Given that passengers generally have to consider the Position of the vehicle they are embarked upon before taking their own Actions In Combat, Characters may wish to use the Wait action to change their order in the Initiative Ladder.

There are six simple principles to resolving vehicle Attack Actions which result in Damage:

- Step I: Positioning
- Step II: Make The Attack
- Step III: Other Vehicle Evades
- Step IV: Roll Damage
- Step V: Determine Vehicle Condition
- Step VI: Determine Mishap

STEP I: POSITIONING

Attacking a vehicle with your vehicle follows the same standards for striking Engaged foes, as presented in the Combat chapter from **ZWEIHÄNDER**. However, you must be cognizant of the Position of vehicles relative to one another to strike.

First, your vehicle must be Engaged with another vehicle to successfully strike it. The GM will be the ultimate arbiter of what constitutes an Engagement between vehicles.

Once two vehicles are in proximity to one another, the driver whose Turn it currently is announces what Position they wish their vehicle to occupy in relation to the other vehicle. Vehicles have three specific Positions once they're Engaged. It will be **Behind** another vehicle, **Beside** another vehicle (either on the left or the right) or **In Front** of another vehicle. The vehicle's Position limits the actions both the driver and passenger may make.

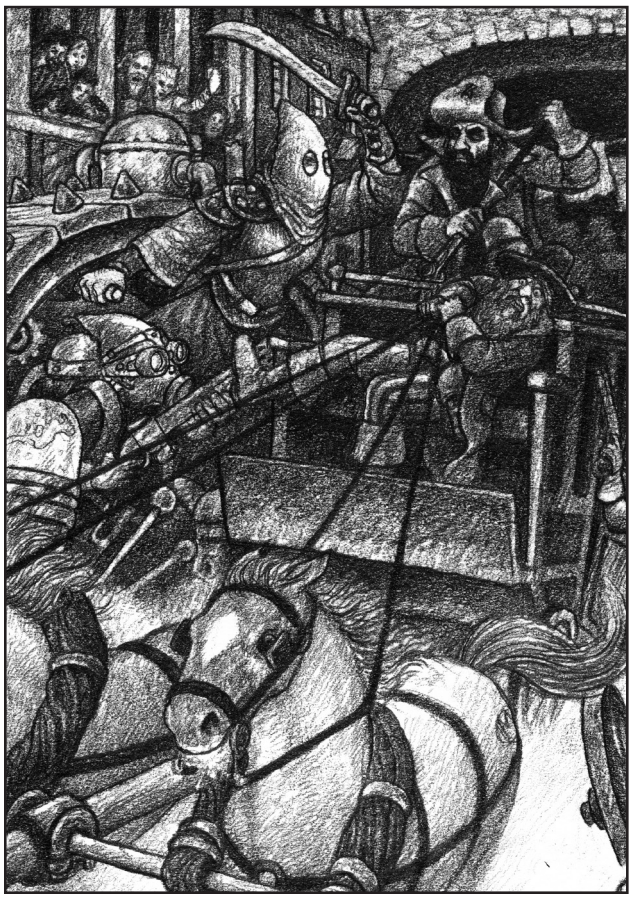
Once Position is determined, it cannot be changed unless the driver makes a successful Operate Check (or the vehicles are no longer Engaged).

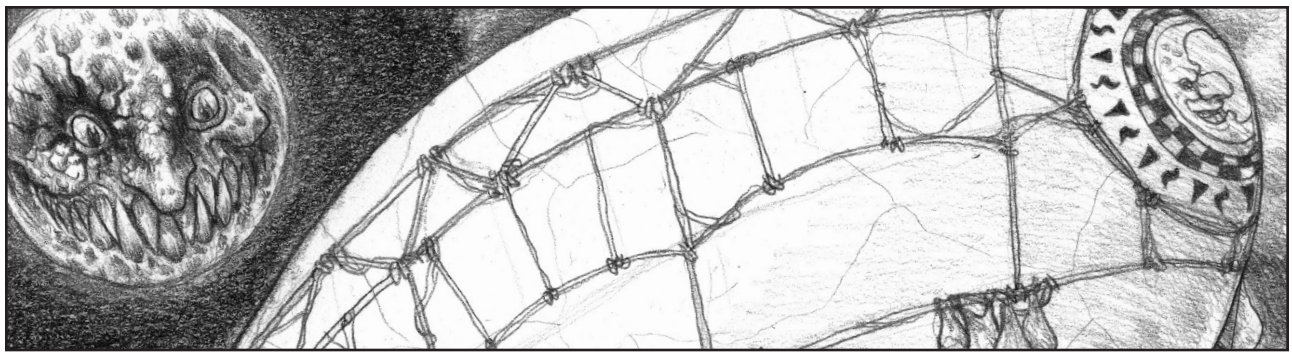
STEP II: MAKE THE ATTACK

Attacks are resolved using the same rules as presented for *Using Attack Actions* in the Combat chapter from **ZWEIHÄNDER**. However, the GM will adjust the Difficulty Rating, based on the Position of vehicles alongside one another and any circumstances either driver is currently caught in. Once tallied, you will call out your Total Chance for Success. The following outlines the use and limitations of weapons when embarked in a vehicle:

VEHICLE-TO-VEHICLE STRIKE

Vehicles possess hard lumber exteriors, plaster-and-lathe decoration, metal plating and other forms of protection to keep its passengers and cargo safe from the weather and weapons. The most worthwhile means to debilitate another vehicle is simply plow into it with your own vehicle from the side. Much like how melee weapons are used, a vehicle can be used to *Collide* with another vehicle. Vehicles also carry a lot of momentum behind them. This is why they have a higher Damage output than Characters.





The following outlines examples where a driver can either gain the upper hand over another, or face additional hardship:

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Slam your vehicle into another that is stuck in mud or immobile
- (Easy +20%): Broadside a vehicle that executed a 90° turn on its last Turn
- (Routine +10%): Scrape alongside a vehicle that has recently executed a Bootleg Turn
- (Standard +/-0%): Collide against another vehicle by banging into it, side-by-side
- (Challenging -10%): Slide into a vehicle when your own is out-of-control
- (Hard -20%): Clip a moving vehicle without proper light to see by
- (Arduous -30%): Run into another vehicle in a narrow alleyway

MELEE WEAPONS: When two vehicles are Engaged with one another, passengers can attack another vehicle's passengers with melee weapons. For instance, a coach may have a running board for an attacker to stand upon (but with the limitation that one-handed weapons can be used, as their other hand is holding onto the rail above for support). The following outlines other restrictions:

- Attacking a vehicle with a melee weapon is generally useless, but the GM may make exceptions in special cases.
- Attacking a passenger with a melee weapon follows the same standards as presented in the Combat chapter from **ZWEIHÄNDER**.
- Attacking a driver or dray horse with a melee weapon requires a weapon with the Reach Quality. A driver can Jink to avoid Damage for themselves, the vehicle, passengers or the dray horses.
- If a dray horse begins to Bleed or suffers an Injury, a defending driver must succeed at an Operate Check or temporarily Lose Control. If the dray horse is Slain!, a driver must immediately make a successful Handle Animal Test to loosen the dead animal from the connecting shaft, or else the vehicle immediately Crashes. For every dray horse removed in this fashion, reduce the Movement by 3 (until no dray horses remain or Movement is equal to 0, wherein the vehicle Crashes).

RANGED WEAPONS: Ranged weapons can only be fired from a vehicle, provided that it has some means to allow a passenger to see outside. For instance, open-faced wagons may allow the freedom for any ranged weapon to be used, up to and including a pivoting blunderbus fixed to a tripod. Fancy coaches and the like may have a convertible soft top which needs to be 'put down' before the passengers can fire from it. The GM will make this call. The following outlines other restrictions:

- Attacking a vehicle with a ranged weapon is generally useless, but the GM may make exceptions in special cases.
- Attacking a driver, passenger or dray horse with a ranged weapon follows the same standards as presented in the Combat chapter from **ZWEIHÄNDER**. A driver can Jink to avoid Damage for themselves, the vehicle, passengers and the dray horses.
- If a dray horse begins to Bleed or suffers an Injury, a defending driver must succeed at an Operate Check or temporarily Lose Control. If the dray horse is Slain!, a driver must immediately make a successful Handle Animal Test to loosen the dead animal from the connecting shaft, or else the vehicle immediately Crashes. For every dray horse removed in this fashion, reduce the Movement by 3 (until no dray horses remain or Movement is equal to 0, wherein the vehicle Crashes).

PERILOUS STUNTS: These generally cannot be used against drivers, and the GM may require you to disembark between vehicles to get close enough to use them against passengers on the defender's vehicle. Perilous Stunts against a dray horse or vehicle have no effect.

STEP III: OTHER VEHICLE EVADES

Should a driver wish to avoid an attack from either another vehicle or a weapon intended to harm them, they may try to avoid it by zigzagging their vehicle, using Jink.

JINK

When you are driving and either you, the vehicle, passengers or the dray horses are successfully struck by a melee or ranged weapon, you can attempt an Operate Check. The Test's Difficulty Rating is based on the Difficulty Rating of your foe's Attack Action and always translates into its opposite as a bonus or penalty. This means that if your foe's Attack Action has a Difficulty Rating of (Routine +10%), your Difficulty Rating for Jink is (Challenging -10%). If successful, avoid all Damage. If you Critically Succeed, avoid all Damage and you do not spend AP to Jink. You cannot re-attempt to Jink against the same attack you just failed to Jink against.

A Coachman's covered wagon Collides into Lyndon Geneveux's fancy coach and Lyndon wishes to Jink to get out of the way. Fortunately, the Coachman's Difficulty Rating to attack was (Hard -20%), Lyndon's Difficulty Rating to Jink is (Easy +20%).

VEHICLE SIZE & DIFFICULTY RATINGS: The size of a vehicle is an additional consideration when using Jink. Swift vehicles, such as a chariot, may have an easier time evading an attack from a heavier carriage. The GM will always make these determinations on a case-by-case basis, changing the Difficulty Rating as needed.

PASSENGERS' DAMAGE BONUS

Passengers can take advantage of a vehicle's momentum to deal additional Damage. If a passenger strikes a foe on the ground with a melee weapon while embarked upon a moving vehicle, add an additional 1D6 Fury Die to Damage.

STEP IV: ROLL DAMAGE

After an attacker successfully strikes and the defending driver fails to Jink (or chooses not to defend), it is time to determine Damage. Damage by standard melee and ranged weapons against other Characters is determined normally.

VEHICLE-TO-VEHICLE DAMAGE: Damage rendered from one vehicle to another vehicle is determined differently. First, reference the vehicle's Size Modifier and add it to 1D10 Momentum Dice. The sum of these and the derived results determine Total Damage inflicted.

CALCULATE VEHICLE THRESHOLD

A defending driver always takes into consideration their Vehicle Threshold when it suffers Damage. It is derived from two sources. One is the exterior construction of the vehicle; its ability to weather hardship and withstand the rigors of the road. The other comes from defensive driving instincts, regardless of whether the driver is aware that their vehicle is being attacked or not. The first is the defending driver's vehicle Size Modifier, as every vehicle has a different value. The second is the defending driver's [PB]. Combined they make up the Vehicle Threshold:

- **[PB] 1 to 6:** Add 1 to Vehicle Threshold
- **[PB] 7 to 12:** Add 2 to Vehicle Threshold
- **[PB] 13+:** Add 3 to Vehicle Threshold

Lyndon Geneveux has a [PB] of 8 and is driving a fancy coach. It has a Size Modifier of 12. Thus, his vehicle's total Vehicle Threshold is 14 (2+12).

When an attacking driver strikes and after Total Damage is considered, the defending driver must now compare it to the Vehicle Threshold:

EQUAL TO OR BELOW VEHICLE THRESHOLD

If Total Damage is equal to or below the Vehicle Threshold, nothing happens. The defending driver's vehicle withstands the blow.

EXCEEDS VEHICLE THRESHOLD

When Total Damage is considered, treat it as such for purposes of determining Vehicle Threshold:

- If Total Damage exceeds base Vehicle Threshold, the defending driver's vehicle moves one step down the Vehicle Condition Track negatively.
- If Total Damage exceeds 6+Vehicle Threshold, the defending driver's vehicle moves two steps down the Vehicle Condition Track negatively.
- If Total Damage exceeds 12+Vehicle Threshold, the defending driver's vehicle moves three steps down the Vehicle Condition Track negatively.
- If Total Damage exceeds 18+Vehicle Threshold, the defending driver's vehicle is instantly Wrecked!

Each level of Damage Threshold should be noted on the Vehicle Sheet as base Vehicle Threshold (Vehicle Threshold+6/Vehicle Threshold+12/Vehicle Threshold+18). For example, if Vehicle Threshold is 14, it is recorded on the Vehicle sheet as: 14 (20/26/32).

Lyndon Geneveux's Vehicle Threshold is 14 (20/26/32). The Coachman inflicted 22 Damage, thus Lyndon's vehicle is moved two steps down the Vehicle Condition Track.

STEP V: DETERMINE VEHICLE CONDITION

Any time a Character's vehicle suffers Damage that exceeds its Vehicle Threshold, the player or GM must announce to the group where their vehicle is on the Vehicle Condition Track:

- Fixed
- Lightly Smashed
- Moderately Smashed
- Seriously Smashed
- Grievously Smashed
- Wrecked!

The closer a vehicle gets to the bottom of the Vehicle Condition Track, the riskier things become. Mishaps can occur within a specific threat range at misfortune's whim. If they reach the very bottom of the Vehicle Condition Track (Wrecked!), a Crash is an assured.

STEP VI: DETERMINE MISHAP

When a defending driver's Vehicle Condition Track drops to Moderately Smashed, Seriously Smashed or Grievously Smashed, their vehicle is at risk of suffering a Mishap. In some cases, particular Talents or other Traits may make said Mishaps more (or less) severe. Note that your vehicle is never at risk of suffering Mishaps if it moves up the Vehicle Condition Track; only when it moves down the Vehicle Condition Track.

When the Vehicle Condition Track drops to Lightly Smashed, there is no risk of Mishap. Once the Condition Track drops to Moderately Smashed, they must immediately roll a 1D6 Chaos Die. If the result is face '6', they suffer a Moderate Mishap. When the Vehicle Condition Track drops to Seriously Smashed, they must immediately roll 2D6 Chaos Dice. If the results show one or more face '6', they suffer a Serious Mishap. When the Vehicle Condition Track drops to Grievously Smashed, they must immediately roll 3D6 Chaos Dice. If the results show one or more face '6', they suffer a Grievous Mishap, and once they reach Wrecked!, the vehicle coasts to a stop. When a vehicle is Wrecked!, it cannot be driven until it is repaired.

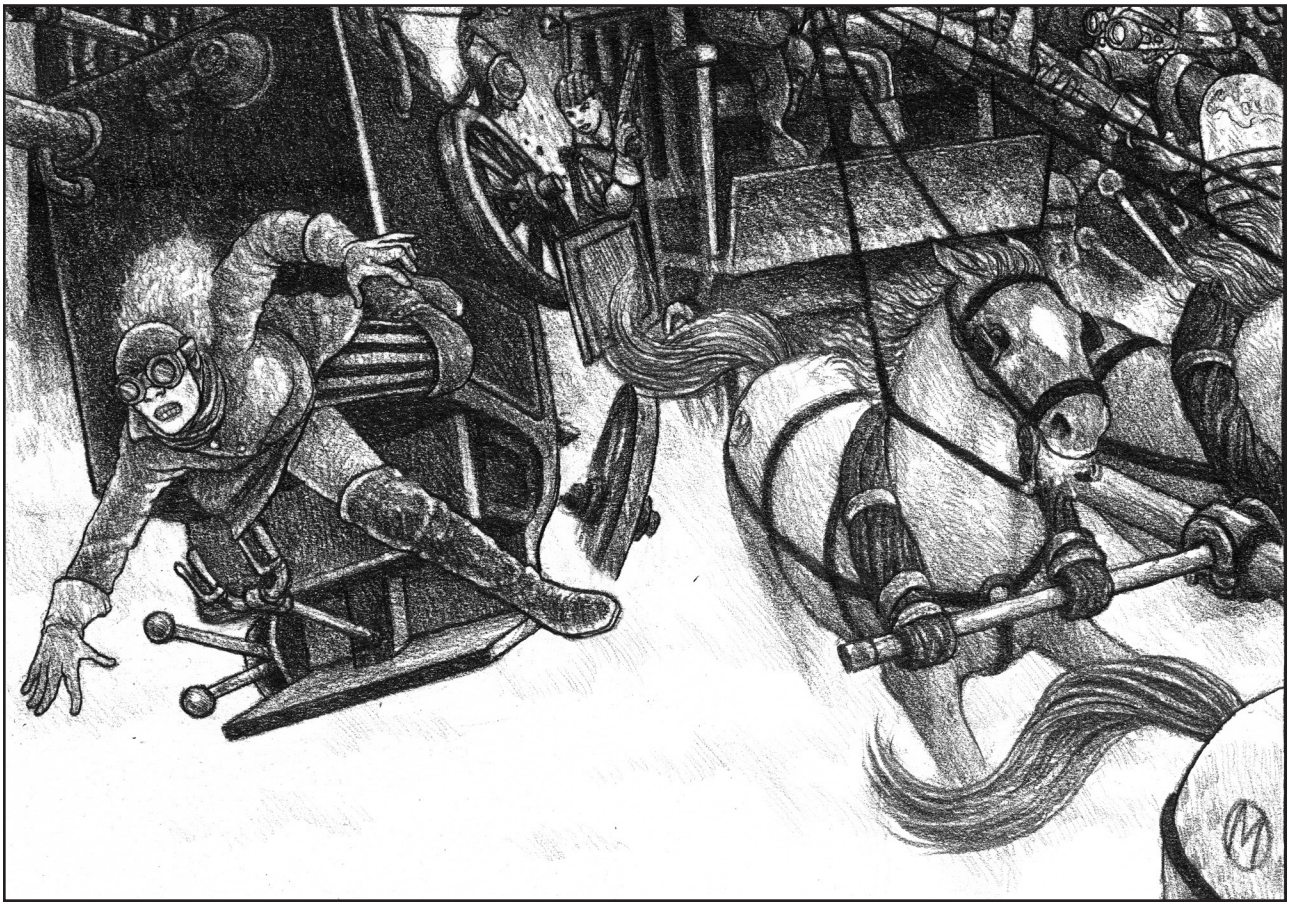
WHEN MISHAPS OCCURS

Every Mishap has a specific penalty the vehicle incurs and then suffers until either the vehicle is repaired or the dray horse's Injury is treated (or the dray horse is removed from the vehicle). Some Mishaps can inflict temporary harm, while others are more permanent (and indicated as permanent). The GM will assign or randomly determine which Mishap the vehicle suffers from, referenced by the table below. When a Mishap says 'you', it refers to the driver and only when driving the vehicle which suffered a Mishap. The kind of Mishap is solely dependent on where the defending driver's vehicle is on the Vehicle Condition Track:

D100	MODERATE MISHAP	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Mishap, keep your Fate Point and continue driving onwards!
9 to 16	Bone Bruise	Until one of your dray horse's Injuries is treated, you start your Turn with 1 less AP when driving this vehicle.
17 to 25	Broken Running Board	Until Fixed, passengers cannot strike other Engaged vehicles or its passengers with melee weapons.
26 to 33	Champing At The Bit	Until you succeed at a Handle Animal Test, you cannot use Perilous Stunts when driving this vehicle.
34 to 41	Loose Buckboard	Until Fixed, you must spend 1 additional AP to use Perilous Stunts when driving this vehicle.
42 to 49	Splintered Spoke	Until Fixed, your vehicle subtracts 1 from its Size Modifier.
50 to 58	Sprained Ankle	Until one of your dray horse's Injuries is treated, reduce your Initiative by 3 when driving this vehicle.
59 to 67	Torn Ligament	Until one of your dray horse's Injuries is treated, you must succeed at a Handle Animal Test or else cannot use Movement Actions when driving this vehicle.
68 to 76	Twisted Reigns	Until Fixed, you must succeed at a Handle Animal Test to use Movement Actions when driving this vehicle.
77 to 85	Unstrapped Yoke	Until Fixed, passengers must Take Aim to use any ranged weapon in this vehicle.
86 to 92	Wobbly Wheel	Until Fixed, passengers must flip the results to fail all Actions in Combat that rely on Distance beyond Engaged.
93 to 100	Misfortune!	Roll on the Serious Mishap table instead!

D100	SERIOUS MISHAP	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Mishap, keep your Fate Point and continue driving onwards!
9 to 16	Broken Reigns	Until Fixed, you must succeed at a Handle Animal Test to use any Actions In Combat when driving this vehicle.
17 to 25	Broken Spoke	Until Fixed, the vehicle subtracts 2 from its Size Modifier.
26 to 33	Chaffed Abdomen	Until one of your dray horse's Injuries is treated, you cannot use Reactions when driving this vehicle.
34 to 41	Concussive Impact	Until Fixed, whenever you Position this vehicle, every passenger must succeed at an Athletics Test or else be unable to use Movement Actions on their next Turn.
42 to 49	Cracked Axle	Until Fixed, you cannot take advantage of Perilous Stunts with this vehicle.
50 to 58	Lame Horse	Until one of your dray horse's Injuries is treated, you start your Turn with 2 less AP when driving this vehicle.
59 to 67	Loose Suspension	Until Fixed, you cannot use Reactions when driving this vehicle.
68 to 76	Misaligned Wheel	Until Fixed, any time you fail an Operate Check when driving this vehicle, both you and all passengers suffer 2D10+2 physical Peril.
77 to 85	Shattered Wheel Hub	Until Fixed, you cannot add this vehicle's Size Modifier to Total Damage.
86 to 92	Snapped Reigns	Until Fixed, you must succeed at an Operate Check to use any Attack Actions.
93 to 100	Misfortune!	Roll on the Grievous Mishap table instead!

D100	GRIEVOUS MISHAP	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Mishap, keep your Fate Point and continue driving onwards!
9 to 16	Broken Axle	Until Fixed, the vehicle cannot move, and immediately Crashes.
17 to 25	Broken Suspension	Until Fixed, you must flip the results to fail all Operate Checks when driving this vehicle.
26 to 33	Locked-up Drivetrain	Your vehicle comes to a sudden stop, until it flips over onto your dray horses. They are all Slain!, and passengers and the driver miraculously survive. Your vehicle is Wrecked!.
34 to 41	Lost Wheel	Until Fixed, you cannot add your [AB] when driving this vehicle. If at least 50% of a vehicle's wheels are already lost, the vehicle is Wrecked!.
42 to 49	Shattered Box Seat	Until Fixed, you cannot use Movement Actions.
50 to 58	Shattered Thoroughbrace	Until Fixed, passengers must Get Up before using any other Action In Combat on their Turn.
59 to 67	Slaughtered Steed	One dray animal is Slain!. You must immediately succeed at an Operate Check to loosen the dead animal from the yoke or else the vehicle Crashes.
68 to 76	Sudden Stop	Your vehicle comes to a sudden stop, as both the driver and passengers are thrown from the vehicle, suffering Damage from falling from a number of yards equal to the Size Modifier.
77 to 85	Torn Cargo Straps	Until Fixed, all cargo stored inside or out is left in this vehicle's wake as it travels.
86 to 92	Twisted Chassis	Until Fixed, when the vehicle is in a collision with or Sideswipes another vehicle, it suffers the same Damage it inflicts upon the other vehicle
93 to 100	Fatal Crash	Your vehicle and its dray horses flip over multiple times in a twisted wreck of splintered wood, bone and blood; your vehicle is instantly Wrecked! and the driver, passengers and dray horses are instantly Slain!



REPAIRING STRUCTURAL INTEGRITY

The standards presented under Repairing Structural Integrity in the Game Mastery chapter from **ZWEIHÄNDER** are further fleshed out below to handle the repair of vehicles.

Wrecked! vehicles can be automatically repaired after six weeks of labor. However, if the GM wishes to take a more methodical and lengthy approach, they may use the following rules to address how to repair vehicles.

The Vehicle Condition Track can be repaired by a craftsman with a successful Tradecraft Test. A vehicle may only be repaired in this manner once every 24 hours, no matter whether it is successful or not. Depending on where the vehicle is at on the Vehicle Condition Track, the Difficulty Rating of the Tradecraft Test gets worse:

- Lightly Smashed: Automatically succeed
- Moderately Smashed: (Routine +10%) Tradecraft Test
- Seriously Smashed: (Standard +/-0%) Tradecraft Test
- Grievously Smashed: (Challenging -10%) Tradecraft Test
- Wrecked!: (Hard -20%) Tradecraft Test

To have a chance of being repaired, a craftsman must have a Skill Rank in Tradecraft, tradecraft tools, the appropriate materials and be left uninterrupted for at least 1D10+1 days. Note that even though there is a limitation on repair attempts to once every 24 hours, the Skill Test is made at the end of the repairs, not the beginning. Once the Tradecraft Test is failed, the Character would have to wait at least 24 hours before attempting again, spending yet another 1D10+1 days to repair the vehicle.

If the vehicle is repaired with a successful Tradecraft Test, it is moved one step up the Vehicle Condition Track positively. This means if the vehicle was Grievously Smashed, it is now Seriously Smashed. A Critical Success allows the vehicle to be moved two steps up the Vehicle Condition Track positively. Failure results in no repairs, whereas a Critical Failure has the same result as above and causes the vehicle to instead be destroyed, having been rendered entirely unrepairable.

HEALING DRAY HORSES

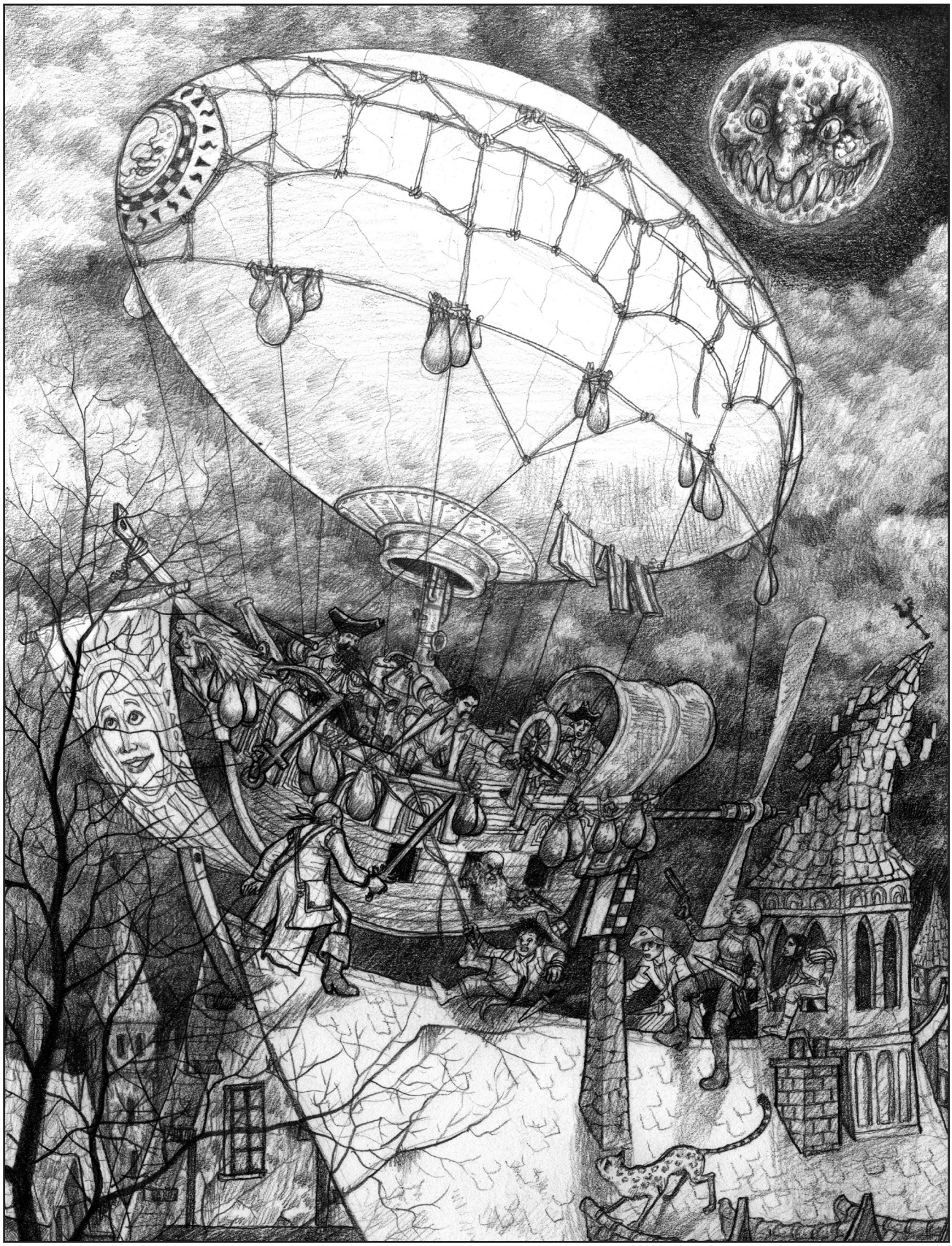
A dray horse's Injuries are treated in a similar fashion as a Character would be, as presented under Damage Condition Track in the Hazards & Healing chapter from **ZWEIHÄNDER**. However, there are a few additional factors that must be taken under account before care can be used. A caretaker must have a Skill Rank in both Handle Animal and Heal. In order to treat a dray horse's wounds and Injuries, they must also have at least three of every expendable material normally required to treat a Character. Otherwise, follow the provisions as if you were healing a normal person.

"Little Lord" James Callaway's horse is currently Grievously Wounded. He enlists the aid of a local veterinarian. Surgery is required, and requests that James gathers from a local apothecary three seed pods of Opium and three Bandages to Treat Injury.

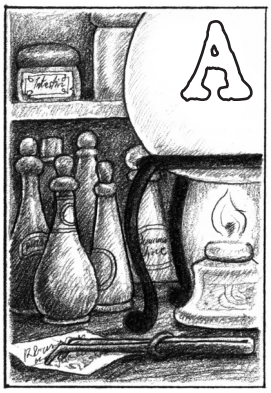
USING STEEDS IN PLACE OF VEHICLES

Making the transition between using steeds in lieu of vehicles is a relatively simple process. In these cases, substitute all instances of 'vehicle' with the steed you're riding. There are a number of caveats to this, however:

- Steeds are not as dense or massive as vehicles, therefore cannot Damage vehicles (but may harm other steeds and foes on foot).
- Substitute instances of *driver* with **rider** and Vehicle Threshold with Damage Threshold.
- Remember that a steed's Damage Threshold may be modified by barding (as presented under *Barded Animals* in the Trappings chapter from **ZWEIHÄNDER**).
- When Colliding, make a Melee Attack. However, you will make a Ride Test to strike, *in lieu* of a Combat-based Skill Test. If successful, the foe suffers 1D10+your mount's [BB] in Damage. If your Ride Test is a Critical Success, the foe is also made temporarily Prone. A foe can only Dodge being trampled in this fashion (as presented under *Trample* in the Combat chapter from **ZWEIHÄNDER**).
- You may Run Over foes with a steed, referencing the same Damage as above.
- A steed never suffers Mishaps, instead suffering Injuries (as any creature normally would).



LIBER ALCHEMIÆ



As presented in both the *Materia Medica* entry from the Hazards & Healing chapter and from *Wytchstone* in the Grimoire chapter of **ZWEIHÄNDER**, a host of new formulae can be alchemized in an alchemical laboratory or on the field of battle.

ÆTHERIC FLUID

Natural Philosophers and other madmen have tried to play god through creation of Golems; supernaturally-arisen homunculus that attend to complex and violent needs. Only through use of Ætheric Fluid can a Golem be animated and healed. All details on creating and healing Golems can be found in **Chapter 6: Liber Umbrarum**.

PREPARING ÆTHERIC FLUID

Ætheric Fluid can be prepared into an flask, which is anointed over a Golem's body to animate and heal it. Only one flask can be prepared at a time:

- **One flask:** (Hard -20%) Alchemy Test

In order to prepare Ætheric Fluid, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a powder of Wytchstone Essence, a vial of Void Salt (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare one flask of Ætheric Fluid. A Critical Success prepares one flask and allows you to retain the Wytchstone for later use. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

DECOCTIONS & PRIMA MATERIA

In the realm of academia, it is accepted that the Material Realm is made up of five classical elements: Air, Earth, Fire, Water and Æther. But to esoterics like the Alchemist and Hexer, there are other 'hidden' elements that exist in our world. Study of these hidden elements – which have a host of fantastical and oftentimes obscure names – can create powerful concoctions that bring advantage to the battlefield. Used primary by Hexers, these synthesized Decoctions are made up of monster parts, herbs and other ingredients.

Using the Alchemy Skill, you can manufacture a concoction to impart supernatural speed, strength and alacrity by way of a Decoction. However, they are wildly unstable however, as the Effects they give go away after a short period of time passes. Based on its potency, they will impart varying degrees of Peril after being quaffed. Take too many Decoctions at once, and it may result in drunkenness. In order to manufacture Decoctions, you must first harvest Prima Materia.

PRIMA MATERIA

Amongst Alchemists, there is a saying, "*Prima Materia has been compared to everything – from male to female, to the hermaphroditic monster, to the Well of Souls and Material Realm, to body and spirit, chaos and corruption, the Vault of Stars and the confused mass of the Abyss. Prima Materia contains in itself all colors and potentially all metals, and there is nothing more wonderful in the world for it begets itself, conceives itself and gives birth to itself*". All of these things are true, but here is what it all really means.

From the gut of beasts, the wings of monsters, the teeth of humanoids and hearts of corrupted politicians, Prima Materia (or sometimes more simply called *primal matter*) exists within all living things. Whether it takes the form of the leaves of a flower that blooms but once a year, the seminal fluid of a Grendel, the sinew of a Silverback Wolf, the mold growing upon an Orx's gonads, cysts from the bellies of Wyverns or jawbone of an ossified Talking Tree, Prima Materia can be harvested and combined by the aspiring chemist to brew a host of Decoctions and for Magickal reagents.

Prima Materia is found from three specific sources of matter: Creatures, Plants and Minerals.

HUNT & HARVEST PRIMA MATERIA

Before you manufacture a Decoction, determine first which you intend to brew and reference the table below to gather the necessary Prima Materia:

DECOCTION TYPE	PRIMA MATERIA SOURCE REQUIREMENTS BY DECOCTION		
	PLANT	MINERAL	CREATURE
Combat Decoction	3 Exotic	3 Exotic	3 Exotic
Brawn Decoction	2 Exotic	2 Exotic	2 Exotic
Agility Decoction	1 Exotic	1 Exotic	1 Exotic
Perception Decoction	3 Uncommon	3 Uncommon	3 Uncommon
Intelligence Decoction	2 Uncommon	2 Uncommon	2 Uncommon
Willpower Decoction	1 Uncommon	1 Uncommon	1 Uncommon
Fellowship Decoction	3 Abundant	3 Abundant	3 Abundant

RARITY OF PRIMA MATERIA: Although Prima Materia may take the shape of creatures, rocks and herbs, hunting sources of it down takes time and patience. It usually results in some form of a social exchange, a chase, combat encounter or other challenge. The rarer the source of Prima Materia you wish to harvest, the greater the Difficulty Rating of the Survival Test becomes:

- **Abundant:** (Challenging -10%) Survival Test
- **Uncommon:** (Hard -20%) Survival Test
- **Exotic:** (Arduous -30%) Survival Test

To have a chance at foraging or hunting sources of Prima Materia, a preparer must have a Skill Rank in Survival and be left uninterrupted for 1D10+1 hours for abundant, 2D10+2 hours for uncommon and 3D10+3 hours for exotic Prima Materia.

With a successful Survival Test, you find a source of Prima Materia. A Critical Success finds a source of Prima Materia and reduces the time required to find it by three hours, to a minimum of one hour. Failure results in the hunt going without success, whereas a Critical Failure also causes you to suffer 2D10+2 mental Peril.

HARVESTING PRIMA MATERIA: You can harvest Prima Materia from a creature or plant, guaranteeing that it has not been dead for more than a week. A hunter must have one Skill Rank in Alchemy, be equipped with a sharp knife and a bottle of rotgut to extract Prima Materia correctly. For every Skill Rank in Alchemy a hunter has, they are able to extract one source of Prima Materia.

BREW DECOCTION

Decoctions can be brewed in the following fashion, and can be consumed by anyone. Only one Decoction can be brewed at a time. The more potent the Decoction you wish to brew, the greater the Difficulty Rating of the Alchemy Test gets:

- **Weak Decoction:** (Routine +10%) Alchemy Test
- **Middling Decoction:** (Standard +/-0%) Alchemy Test
- **Strong Decoction:** (Challenging -10%) Alchemy Test

To have a chance at brewing a Decoction, a preparer must have a Skill Rank in Alchemy, a vial of Void Salt, a number of Prima Materia by Decoction strength (all of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you brew one Decoction. A Critical Success brews one additional Decoction and allows you to retain the Prima Materia for later use. Failure results in the ingredients being expended without success, whereas a Critical Failure also causes you to suffer 2D10+2 physical Peril.

QUAFFING A DECOCTION

Once a Decoction is quaffed, you temporarily increase one Primary Attribute by 9%. Successfully-prepared Decoctions continue to grant their benefits for 1D10+1 minutes if they are weak, 2D10+2 minutes if they are middling and 3D10+3 minutes if they are strong.

Depending on the strength of the Decoction, you must Resist with a Toughness Test or else suffer from Peril. For a weak Decoction, you must Resist a (Routine +10%) Toughness Test or else suffer 1D10+1 physical Peril. For a middling Decoction, you must Resist a (Standard +/-0%) Toughness Test or else suffer 2D10+2 physical Peril. For a strong Decoction, you must Resist a (Challenging -10%) Toughness Test or else suffer 3D10+3 physical Peril. If you Critically Fail your Toughness Test, you suffer from Peril as above and from Intoxication (but without the positive benefits).

LET'S PLAY DICE POKER!

Remember that awesome dice game from the *Witcher 2* video game? Here's a way to introduce it into your game! Dice Poker is an exciting way to shake things up around the table, particularly when the GM wants a slight change of pace during the game. It is an unusual dice game, but is easy to play and wager on. It is intended for two Characters, but others may be substituted after each hand is resolved.

You and another Character begin play by grabbing 5D6 Chaos Dice. We recommend using non-standard, D6 dice without pips, as it makes reading the results much easier.

The first round begins by placing a bid. The bid is generally dictated by the Social Class of the tavern's most common patrons: 1 brass penny (bp) for Lowborn, 1 silver shilling (ss) if the clientele are Burghers and 1 gold crown (gc) for Aristocrats.

The GM will usually pick a Character to start the first bid, unless the game is already in progress. If the opponent matches the bid, they may raise. The raise must be met for the game to continue onwards. Otherwise, it is forfeit and the Character who raised the bid wins.

Assuming both you and the other Character are fine with any bids or matches, you both roll all five dice. Normally, the dice must be rolled inside a farkel box, but rolling atop a piece of paper can be an easy substitution. Should any of the dice fall outside the agreed-upon play area, they are immediately discarded, and don't count towards winning Picking up dice from the floor or outside the area of play raises suspicions, thus it is a common rule to simply leave them until a winner is declared. However, you may attempt to succeed a Gamble Test to recover any die that has fallen out of the play area, and roll it again. Your first Gamble Test is (Routine +10%), your second (Standard +/- 0%), and grows worse for every die you pick up.

Once the dice have been rolled, look at the numbers on the face of the dice. You are attempting to determine a winning combination. The combinations below are ordered from best to worse hand:

- Hand of Chaos: all 5 dice show face 6!
- Five of A Kind: 5 dice show the same number
- Four of a Kind: 4 dice show the same number
- Full House: 2 dice show the same number and 3 dice show the same, but different number
- Six High Straight: dice show these numbers: 6, 5, 4, 3, 2
- Five High Straight: dice show these numbers: 5, 4, 3, 2, 1
- Three of a Kind: 3 dice show the same number
- Two Pairs: dice show two pairs of matched numbers
- One Pair: the dice show one pair of matched numbers.

The game is not over yet! You and the other Character may elect to re-roll anywhere from one to four dice:

- Before rolling, the Character who made the first bid may raise the stakes. If the other Character does not match the stakes, they lose. However, they may raise the stakes themselves, which you must match or else lose.
- If your Character has loaded dice (and are being used in dice poker), make a Skulduggery Test as an alternative to "bump" the table in your favor. Alternatively, use a Gamble Test to simply cheat. Your first Skill Test is (Routine +10%), your second (Standard +/- 0%), and grows worse for every die you cheat. If you succeed, roll an additional die for consideration of your hand. If you Critically Succeed, roll two additional dice for consideration of your hand. For every failed Skill Test, you cannot re-roll that die and suffer 2D10+2 mental Peril. For any Critically Failed Test, you cannot re-roll and are discovered! For every die you cheat, gain 1 Corruption.

Whomever has the best combination of dice after the re-roll wins. If both you and the other Character have the same combinations, add the dice together to determine who wins. If both of the rolls are exactly the same, it is a draw and another round begins with the same starting bid and different bidder.

If by taking a Decoction you become Incapacitated!, you fall unconscious for six hours. Upon awakening, you cannot recover your Peril Condition Track for 24 hours after being Incapacitated! in this fashion.

DECOCTION LIMITS: Note that you can only increase a single Primary Attribute with a Decoction within a 24-hour period. Quaffing more than one of the same type of Decoction during that period has the opposite intended effect. However, you may quaff any number of Decoctions at once, providing they augment different Primary Attributes all together.

EFFECTS & SHELF LIFE: Successfully-prepared Decoctions have a shelf life of a number of days equal to your [IB].

CURSED DECOCTION: Whenever a Decoction's shelf life expires, it becomes a Cursed Decoction. The Effects are still the same, but the Character rolls a 1D6 Chaos Die upon quaffing. If it lands on face '6', they are also immediately Incapacitated!.

IDENTIFYING UNKNOWN DECOCTION:

Decoctions found in the wild are likely not labeled and quaffing them without understanding their Effects could prove fatal. A Character with at least one Skill Rank in Alchemy can attempt to identify what type of Decoction it is with a simple sniff and sip. You will make a Secret Test, using your Alchemy Skill, to see if it can be identified.

BUYING SOURCES OF PRIMA MATERIA: Some Hedgewise and others of an alchemical persuasion willingly stockpile and resell Prima Materia. Follow these guidelines to understand the ideal prices by Prima Materia type:

PRIMA MATERIA TYPE	ABUNDANT	UNCOMMON	EXOTIC
Plant	3gc	6gc	9gc
Mineral	6gc	9gc	12gc
Creature	9gc	12gc	15gc

MUTAGENIC POTION

When a 'potential' is brought into a Hexer school, they undergo a series of examinations of relentless physical and mental trials. Potentials who remain after undergoing these intense rigors are then taken before a master Hexer. Their training culminates with the ritual of ingestion of a strange potion made from Wytchstone. Called a Mutagenic Potion, this grossly abhorrent concoction changes both the physiological and mental capabilities of the potential. The results of ingesting this potion results in one of three outcomes: transformation, insanity or death.

MANUFACTURE MUTAGENIC POTION

A Mutagenic Potion can be manufactured in the following fashion, and can be quaffed by anyone. Only one potion can be manufactured at a time:

- **One potion:** (Arduous -30%) Alchemy Test

To have a chance at manufacturing a Mutagenic Potion, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone, a vial of Void Salt, three exotic Prima Materia (all of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

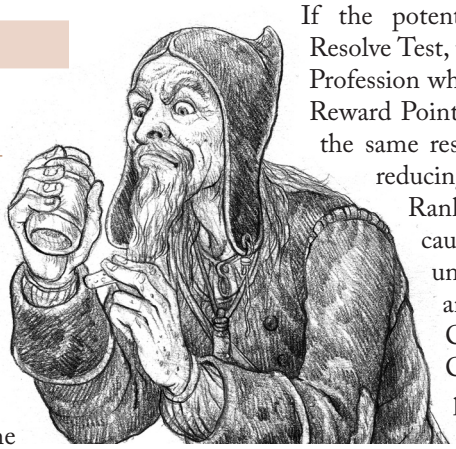
With a successful Alchemy Test, you manufacture one Mutagenic Potion. A Critical Success manufactures one potion and allows you to retain the Wytchstone for later use. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

QUAFF A MUTAGENIC POTION

A potential may only quaff a Mutagenic Potion once in a lifetime, no matter whether it is successful or not. However, the older the potential is, the greater the Difficulty Rating of the Resolve Test gets. Reference the Age Group the Character is from their Background:

- **Young:** (Standard +/-0%) Resolve Test
- **Adult:** (Challenging -10%) Resolve Test
- **Middle Aged:** (Hard -20%) Resolve Test
- **Elderly:** (Arduous -30%) Resolve Test

The potential must convalesce for 1D10+1 days after drinking the potion, regardless of success or not.



If the potential makes a successful Resolve Test, they can adopt the Hexer Profession whenever they have enough Reward Points. A Critical Success has the same results as above, while also reducing their current Chaos Ranks to 0. Failure results causes the potential to be unable to become a Hexer, and gain 9 permanent Chaos Ranks, whereas a Critical Failure causes the potential to be Slain!.

VOID SALTS

Wytchstone Essence can be mixed into Royal Water to create a vial of black salt, which can be used to enhance alchemical studies or as a Reagent for some Rituals. Whenever Void Salts are added in with other ingredients for purposes of creating formulae (as outlined under *Materia Medica* from the Hazards & Healing chapter in **ZWEIHÄNDER** and other options in this chapter), you have three options (with the following consequences):

- By adding one Void Salt, raise your chances of success by increasing the Difficulty Rating by one positive step (but immediately suffer 1 Corruption).
- By adding two Void Salts, raise your chances of success by increasing the Difficulty Rating by two positive steps (but immediately suffer 2 Corruption).
- By adding three Void Salts, raise your chances of success by increasing the Difficulty Rating by three positive steps (but immediately suffer 3 Corruption).

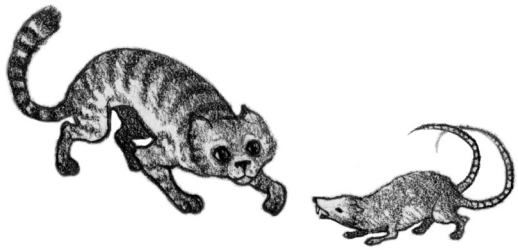
MIXING VOID SALTS

Up to three vials can be mixed at a time. The more vials you wish to mix at once, the greater the Difficulty Rating of the Alchemy Test gets:

- **One vial:** (Routine +10%) Alchemy Test
- **Two vials:** (Standard +/-0%) Alchemy Test
- **Three vials:** (Challenging -10%) Alchemy Test

To have a chance at mixing Void Salts, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a quintessence of Royal Water, a powder of Wytchstone Essence (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you mix the number of vials you intended to make. A Critical Success mixes one additional vial. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 9 Corruption.



WYTCH-SCIENCE

Discovered within the Skrzzak's drug-fueled meddling and dangerous explorations, Wytch-science is an emerging, unnatural philosophy. Comprised of a bizarre fusion of alchemy, communion with Daemons (in the case of Skrzzak) and diabolical experimentation, they have created a new science that produces insidiously unnatural concoctions and deadly weaponry. Most (if not all) require the use of Wytchstone Essence, a distillation from shards of Wytchstone.

WYTCHSTONE ESSENCE

Wytchstone can be distilled down from a shard into powder, which can be inhaled, injected or used for other practices of Wytch-Science. After it is taken, you can Critically Succeed at any one Incantation Test over the next 24 hours in exchange for suffering 9 Corruption.

DISTILLING WYTCHSTONE ESSENCE

Up to three powders can be distilled at a time. The more powders you wish to distill at once, the greater the Difficulty Rating of the Alchemy Test gets:

- **One powder:** (Routine +10%) Alchemy Test
- **Two powders:** (Standard +/-0%) Alchemy Test
- **Three powders:** (Challenging -10%) Alchemy Test

To have a chance at distilling Wytchstone Essence, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you distill the number of powders you intended to make. A Critical Success distills one additional powder. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

CHITTERCHANT BREW

In the Great Warren, the Skrzzak employ a number of slaves to do their dirty work. Whether it is to fetch supplies, carry messages between Kabals or ferret out secrets from enemy camps, a host of Warren Runners are charged with these tasks. However, when ultimate secrecy is required, they will capture rats or other vermin, and force-feed them a strange brew called Chitterchant.

Whenever a rat or other type of small vermin is fed a few drops of Chitterchant Brew, they are instantaneously 'charmed' by the first person they see, and empowered with the ability to speak the native tongue of its brewer. For the next 24 hours, the rat or vermin can communicate using a shared language, and will carry out any mission they're charged with (even one that would lead to its own death). Their missions are limited by the creature's animal intelligence, however.

PREPARING CHITTERCHANT BREW

Chitterchant Brew can be prepared into a keg, which is force-fed to a rat or other type of vermin. Only one keg can be prepared at a time:

- **One keg:** (Standard +/-0%) Alchemy Test

In order to prepare Chitterchant Brew, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone, a vial of Void Salt, a keg of brandy (all of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you manufacture one keg of Chitterchant Brew. A Critical Success manufactures one keg and allows you to retain the Wytchstone for later use. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

GLASS GRENADE

Skrzzak carry a bewildering assortment of cylindrical vials in the Great Warren, versatile but primarily used in chemical warfare. Called Glass Grenades, these contain concoctions which can be prepared relatively easily (but not without considerable risk). Their preparation is almost *too* simple: stuff either a diseased rag or single dose of Poison into a bottle bomb, mix it with a powder of Wytchstone Essence and vigorously shake to diffuse the Reagents inside. Provided that it does not shatter during creation, what remains is a green fetor swirling within a dull, irradiated globe. When thrown, the glass orb releases a cloud of lethal gas, creating a faint mist that whorls with either contagion or bane.

TYPES OF GLASS GRENADES: There are two types of glass grenades: those that dispense any 1 Disease, and those that dispense 1 dose of Poison. Naturally, not all Poisons are necessarily baneful, but can be used to 'buff' allies from afar. Unless otherwise noted, those who are exposed also suffer its related side effects.

PREPARING GLASS GRENADES

Glass Grenades can be used as a ranged weapon. Upon contact, a Glass Grenade shatters in a Burst Template and immediately exposes others to whatever Disease or Poison was contained within. Only one vial can be prepared at a time:

- **One vial:** (Challenging -10%) Tradecraft Test

In order to prepare a Glass Grenade, a preparer must have a Skill Rank in Tradecraft, either a Diseased rag or a single dose of Poison, a powder of Wytchstone Essence, a bottle

bomb (all of which are expended as part of the preparation) and be left uninterrupted for at least ten minutes.

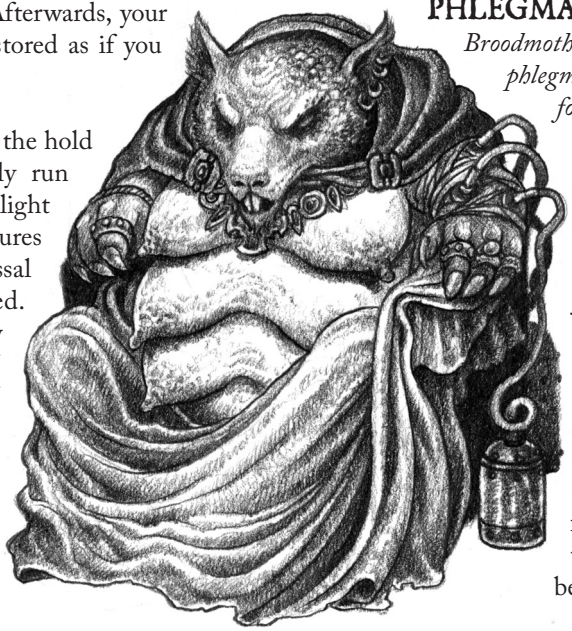
With a successful Tradecraft Test, you prepare one vial of Glass Grenade. A Critical Success prepares one Glass Grenade and allows you to retain the Wytchstone Essence for later use. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you Resist against the Disease or Poison within the shattered remains of the vial.

WYTCHBLIGHT

Following the *Poisons* entry from the Hazards & Healing chapter in **ZWEIHÄNDER**, a new subtype of Poison can be created called Wytchblight. Rendered from a mix of Wytchstone Essence and the exaltations of a Broodmother's teat-milk, Wytchblight is a dangerous substance turned into ampules or Glass Grenades. These concoctions are mostly harmless to the Skrzzak, but to others, their transmutative properties are positively harmful.

EXPOSURE TO WYTCHBLIGHT: Wytchblight's effects immediately take hold – no matter how many ampules you have injected or been exposed to from a Glass Grenade. For each ampule, you gain 3 Corruption. In addition, when under the influence of one ampule, treat all failed Perception-based Skill Tests as Critically Failed instead. When under the influence of two ampules, you suffer the same effects as above and treat all failed Willpower-based Skill Tests as Critically Failed instead. When under the influence of three ampules, you suffer the same effects as above and treat all failed Brawn-based Skill Tests as Critically Failed instead. If for some reason you are Incapacitated! while exposed to Wytchblight, you fall unconscious for six hours. Afterwards, your Peril Condition Track is not restored as if you had rested.

There is no known cure to break the hold of Wytchblight. It must simply run its course. Note that Wytchblight only affects living victims; creatures that are classified as Abyssal or Supernatural are unaffected. Furthermore, it is specifically tailored to Skrzzak physiology. If Slain! while under the effects of Wytchblight, creatures classified as a Humanoid (including player Ancestries) will doubtlessly arise from death as a breed of Skrzzak pertaining to the type of ampule injected.



BILIOUS WYTCHBLIGHT

A Broodmother's black bile can be 'raised' through a steady dose of Wytchstone Essence and diabolical experimentation, thus giving birth to Bilious Skrzzak. Born blind, the keepers of the rat-pups administer injections of the Broodmother's bile and her teat-milk to make this breed of Skrzzak fanatically maniacal. By injecting Bilious Wytchblight, you too can take advantage of its transmutative properties.

Effect: When affected by one ampule, add +10 Base Chance to Survival and Toughness Tests for one hour. When affected by two ampules, you gain the same benefits above and also add +10 Base Chance to Simple Ranged and Martial Ranged Tests for two hours. When affected by three ampules, you gain the same benefits as above and may make an Opportunity Attack at the end of your Turn for three hours.

CHOLERIC WYTCHBLIGHT

Wytchstone-infused elixirs are suffused within the belly of the Broodmother, increasing her yellow bile while filling her with exalting passions and religious babblings. The Choleric Skrzzak are her resultant children, groomed from birth to become priests of the Kabal. By injecting oneself with these same ampules, one will be filled with the 'holy spirit' of the mysterious Skrzzak god called the Thirteen.

Effect: When affected by one ampule, add +10 Base Chance to Intimidate and Guile Tests for one hour. When affected by two ampules, you gain the same benefits above and also add +10 Base Chance to Charm and Leadership Tests for two hours. When affected by three ampules, you gain the same benefits above and are immune to Disease for three hours.

PHLEGMATIC WYTCHBLIGHT

Broodmothers can alter her humors to excel her phlegm to monstrous levels, a predicator for the birth of Phlegmatic Skrzzak. This breed is nearly as intelligent as their Broodmother, but in differing ways; their intellect is more calculating and objective. By injecting Phlegmatic Wytchblight, you are given the mutative gift of lightning fast deduction, calculating information at alarming rates to hypothesize possible outcomes

Effect: When affected by one ampule, add +10 Base Chance to Education and Scrutinize Tests for one hour. When affected by two ampules, you gain the same benefits above and also add +10

Base Chance to Alchemy and Tradecraft Tests for two hours. When affected by three ampules, you gain the same benefits above and also do not suffer additional penalties when crafting multiple numbers of alchemical Materia Medica or Wytchstone-infused objects for three hours.

SANGUINE WYTCHBLIGHT

Like other pups, Sanguine Skrzzak are born from a chemically-induced exsanguination of blood in the Broodmother, making this breed very excitable, flighty and highly dangerous. They are lithe and quick, leaving no trace of their presence. By mainlining this Wytchblight, you too can temporarily gain its powers.

Effect: When affected by one ampule, add +10 Base Chance to Awareness and Scrutinize Tests for one hour. When affected by two ampules, you gain the same benefits above and also add +10 Base Chance to Coordination and Stealth Tests for two hours. When affected by three ampules, you gain the same benefits above and gain one additional AP whenever your Turn comes up to Counterspell, Dodge or Parry for three hours.

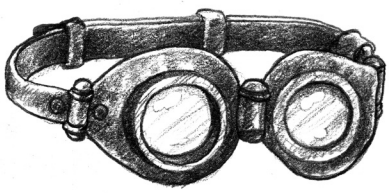
PREPARING WYTCHBLIGHT

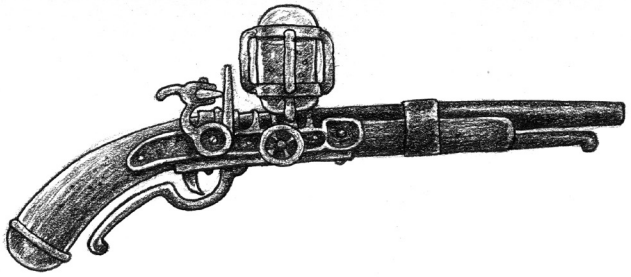
Any type of Wytchblight (*bilious, choleric, phlegmatic or sanguine*) can be rendered into an ampule that is injected by the user. Up to three ampules of Wytchblight can be prepared at a time. The more ampules you wish to prepare at once, the greater the Difficulty Rating of the Alchemy Test gets:

- **One ampule:** (Routine +10%) Alchemy Test
- **Two ampules:** (Standard +/-0%) Alchemy Test
- **Three ampules:** (Challenging -10%) Alchemy Test

To have a chance of preparing Wytchblight, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a powder of Wytchstone Essence, a vial of Void Salt (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of ampules you intended to make. A Critical Success prepares one additional ampule. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 9 Corruption.





WYTCH-SCIENCE WEAPONRY

These horrendous weapons of the Skrzzak aid them in their never-ending quest to conquer the surface world. Consisting of a bewildering array of ranged weaponry, they discharge a violent green flame upon impact.

As presented under *Wytchstone* in the Grimoire chapter from **ZWEIHÄNDER**, Wytchfyre can be loaded into any gunpowder weapon to cause horrendous effects. We have copied the Wytchfyre passage below, with a slight addendum for its preparations.

PREPARE WYTCHFYRE

Wytchstone can be prepared into pyreshot, which can be loaded into any weapon possessing the Gunpowder Quality. Whenever used in place of standard gunpowder & shot, it confers the Wytchfyre Quality to the weapon. Up to three pyreshot can be prepared at a time. The more pyreshot you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One pyreshot:** (Routine +10%) Alchemy Test
- **Two pyreshot:** (Standard +/-0%) Alchemy Test
- **Three pyreshot:** (Challenging -10%) Alchemy Test

To have a chance at preparing Wytchfyre, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone, a shot of Gunpowder (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of pyreshot you intended to make. A Critical Success prepares one additional pyreshot. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

WYTCHSLIME

Wytchslime is often quaffed by Sanguine Skrzzak before they embark on their infernal missions. This is to ensure that should they fail, their remains dissolve into a foul-smelling black slime, leaving but a trace of their coming or going.

After quaffing Wytchslime, you gain 1 permanent Chaos Rank. Whenever you are Slain! while under its effects, your body and trappings instantaneously dissolve into a pool of icky goo. Wytchslime remains in your system for 24 hours until expiration. This benefit cannot be gained more than once in a 24-hour period.

PREPARING WYTCHSLIME

Wytchslime can be prepared into bottles, which is quaffed by the user. Up to three bottles can be prepared at a time. The more bottles you wish to prepare at once, the greater the Difficulty Rating of the Alchemy Test gets:

- **One bottle:** (Routine +10%) Alchemy Test
- **Two bottles:** (Standard +/-0%) Alchemy Test
- **Three bottles:** (Challenging -10%) Alchemy Test

To have a chance of preparing Wytchslime, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a powder of Wytchstone Essence, a vial of Void Salt (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of bottles you intended to make. A Critical Success prepares one additional bottle. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 9 Corruption.

WYTCHSTONE INCENSE

Wytchstone Essence is sometimes turned into sticks of incense, burned in a Broodmother's nest to aid in their prophetic, drug-fueled prognostications. This expands consciousness, while restoring the frayed mind of their oracular visions. It also raises awareness of surroundings, as their sensories are overloaded with visions of the future.

After inhaling a stick of Wytchstone Incense for three hours, you automatically restore your Peril Condition Track to Unharmed. In addition, you may ignore any one instance of a Chaos Manifestation within the next 24 hours. You also suffer 9 Corruption. This benefit cannot be gained more than once in a 24-hour period.

PREPARING WYTCHSTONE INCENSE

Wytchstone Essence can be prepared into a stick of incense, which can be burned for one hour. Three sticks can be prepared at a time. The more sticks you wish to prepare at once, the greater the Difficulty Rating of the Alchemy Test gets:

- **One stick:** (Routine +10%) Alchemy Test
- **Two sticks:** (Standard +/-0%) Alchemy Test
- **Three sticks:** (Challenging -10%) Alchemy Test

To have a chance of preparing Wytchstone Incense, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a powder of Wytchstone Essence, a vial of Void Salt (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of sticks you intended to make. A Critical Success prepares one additional stick. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 9 Corruption.

WYTCHSTONE TOKEN

Wytchstone Essence can be pressed into talc-like disks, have a hole punched in the middle to be worn upon a necklace or simply kept in ones pocket. The resulting Wytchstone Tokens are used both as a form of currency (equal to 1gc) and as a narcotic within the Skrzzak's Great Warren. While not normally suited to be eaten by other Ancestries outside of the Skrzzak, they can grant phenomenal powers to practitioners of Magick when swallowed.

Whenever you ingest a Wytchstone Token, you may ignore one face '6' on Chaos Dice for Chaos Manifestations within the next 24 hours. This means if you rolled 2D6 Chaos Dice and generated one face '6', you may ignore it for purposes of invoking a Chaos Manifestation. You also suffer 6 Corruption for ingesting the Wytchstone Token. This benefit cannot be gained more than once in a 24-hour period.

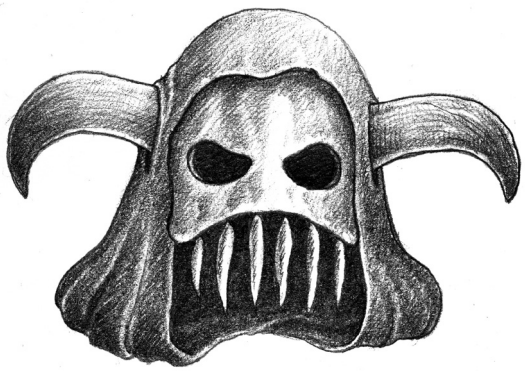
PREPARING WYTCHSTONE TOKENS

Wytchstone can be prepared into a token, which can be traded or consumed. Up to three tokens can be prepared at a time. The more tokens you wish to prepare at once, the greater the Difficulty Rating of the Alchemy Test gets:

- **One token:** (Routine +10%) Alchemy Test
- **Two tokens:** (Standard +/-0%) Alchemy Test
- **Three tokens:** (Challenging -10%) Alchemy Test

To have a chance of preparing Wytchstone Tokens, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a powder of Wytchstone Essence (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of tokens you intended to make. A Critical Success prepares one additional token. Failure results in the ingredients being expended without success, whereas a Critical Failure has the same result and causes you to suffer 9 Corruption.



MISCELLANEA OBSCURA

Below is a host of new Diseases, Disorders, Poisons and Treatments to consider for your grim & perilous game. Unless otherwise noted, everything in Miscellanea Obscura follows the same standards as presented in the **ZWEIHÄNDER** core book.

NEW DISEASES

A host of new Diseases accompanies **MAIN GAUCHE**. The below entries reflect three new Diseases you can easily weave into your existing grim & perilous game.

KING'S DISEASE

Caused by the excessive intake of wine and rich food, King's Disease (or as the Lowborn call it – "the unwalkable disease") is an affliction of the aristocracy. Barber Surgeons characterize its onset as phlegm building in the joints, causing one's legs and feet to swell to brobdingnagian proportions. Plague Doktors will prescribe a healthy dose of leeching and ingestion of a fat goose, stuff with chopped kittens, lard, incense, wax and flour of rye to stave off its effects. The slough-off and grease from the goose are then rubbed on the sore joints. And certainly, this treatment paves the way to recovery… or at the very least, cessation of symptoms.
Resist: (Challenging -10%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently reduce 1 from your [AB] value each week. Should you ever lose all of your [AB], your Character is Slain!.
Treatment: In order to treat a patient suffering from King's Disease, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a bottle of leeches, a hot meal for an Aristocrat, a Bandage (all of which are expended as part of the treatment) and be left uninterrupted for at least one hour. If they succeed at a (Challenging -10%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

TREEMAN SYNDROME

A rapacious disease that seethes forth from the corruptive Black Lodge, this cancerous illness afflicts those who dare trespass into Fey sanctuaries. As the skin disease takes hold over its victim, horn-like, warty lesions develop upon a person's limbs, strangely resembling tree bark. It viciously petrifies a victim's hands and feet, until they become immobile like an ossified tree… until finally becoming one with the Black Lodge. Transformation into 'the other' is complete!
Resist: (Hard -20%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently reduce 1 from your [PB] value each week. Should you ever lose all of your [PB], your Character is Slain!.

Treatment: In order to treat a patient suffering from Treeman Syndrome, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a vial of Void Salt, a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least one hour. If they succeed at a (Hard -20%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

WAR FEVER

Borne from epidemics such as wartime, natural disasters and Ætheric Phenomena, this sickness spreads rapidly amongst crowded communities. Soldiers and prisoners, lacking proper medical support or foreknowledge of how to keep at bay this rapacious sickness, are its victims. Generally, it is thought that War Fever is a curse of Corruption, but the truth of the matter is that it is primarily spread by overcrowding and poor hygiene. Marked prostration, malaise and stupor are the symptoms of War Fever – all of which eventually lead to sickness and death. Pyres of burning clothes and bedding are the only way to stave off its spread.

Resist: (Routine +10%) Toughness Test

Duration: 1D10+1 days

Effect: Over the course of the duration, you suffer from Starvation, thereby suffering 2D10+2 physical Peril each day. Should you continue not eating for a number of days greater than your [BB], you are Slain!.

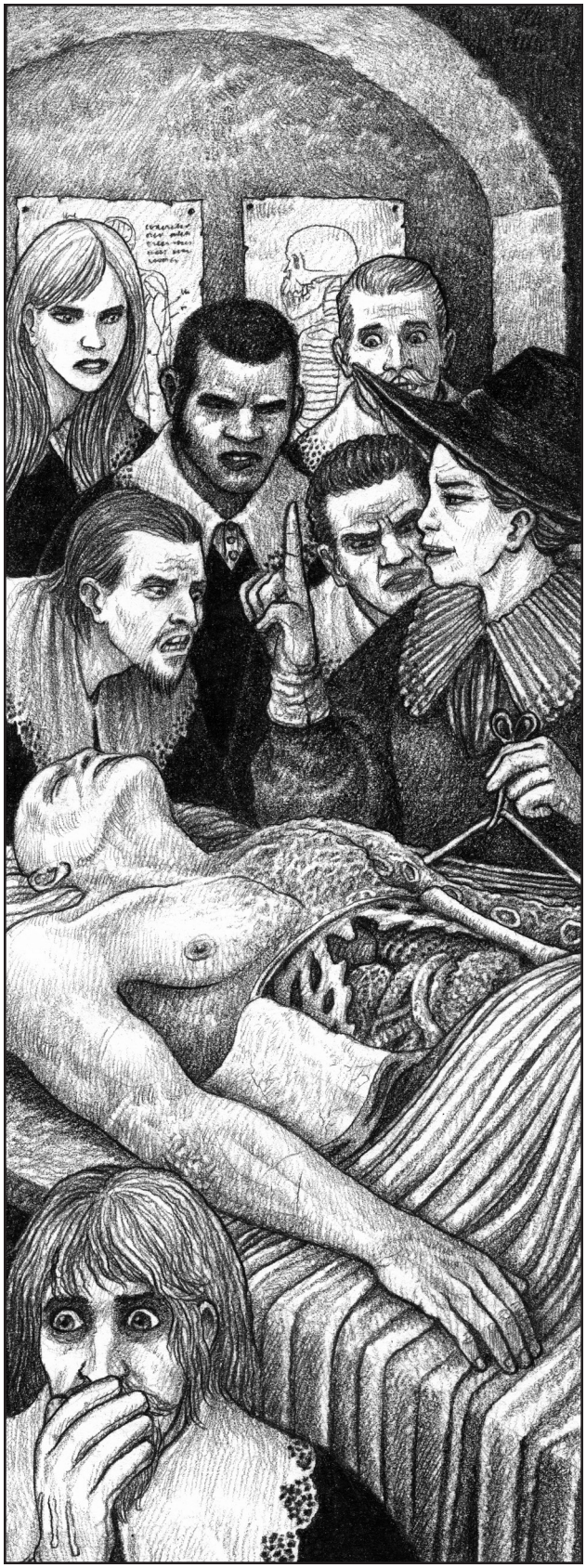
Treatment: In order to treat a patient suffering from War Fever, a caregiver must have a Skill Rank in Heal, have access to surgical tools, an ampule of Quicksilver, a Bandage, a hot bath (all of which are expended as part of the treatment) and be left uninterrupted for at least one hour. If they succeed at a (Routine +10%) Heal Test, you do not suffer the effects for the following day. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

NEW DISORDERS

A host of new Disorders accompanies **MAIN GAUCHE**. The below entries reflect two new Disorders you can easily weave into your existing grim & perilous game.

POSSESSED!

Restless Spirits and both Higher and Lower Demons have the power to possess others. Weedling themselves into the fragile minds of the immature, corrupted and elderly, these parasites feed off distress and mental weakness. Whenever a possessed host experiences a moment of weakness, they lapse into a terrible slumber, as their bodies become the vehicle for a demon or spirit to carry out their sinister plans. While possessed, the host will exhibit different speech patterns and other unusual attributes



incongruent to their age and stature. For example, a child may speak in a deep baritone and frightening voice while levitating in the air, whereas a possessed old woman may speak with the voice of a legion and move with alarming speed. During this time, they are forced into acts of extreme debasement and violence, with the actions befitting the selfish needs of the demon or spirit. The possessed is always marked with a physical tell; a fleshy mark which denotes they serve a chaotic force. Scrutinous Inquisitors and other witch-hunters are equipped to sniff out a devil's mark or witch's mark; a sign that someone is under the influence of a supernatural or Abyssal force. Fortunately, it is only in a host's weakest of moments that they are prone to fall under control of the demon or spirit who possesses them. Children and adventurers are most susceptible to being possessed, as naivete and foolhardiness are commonly-shared traits between the two.

Effect: After suffering 10 or more Corruption in a game session or from Stress, Fear or Terror, those afflicted with this Disorder cannot recover from Peril by any means and move one step down the Peril Condition negatively for every hour they go until they choose to become Possessed!.

Once reaching Incapacitated!, they are are automatically Possessed!. After being Possessed!, the afflicted immediately adjusts their Peril Condition Track to Unhindered and suffer 6 Corruption.

Being Possessed! can mean different things, as spirits and demons have their own agendas to enact. A GM should pull the player aside, and talk with them about how to play their Character while under possession. These situations work best if the player and the GM are in on the possession, keeping it hidden from other players. The Possessed! host should treat their friends as wholly untrustworthy during this time, while treating their enemies as potential allies. When in doubt, your Character should lean into their Chaos Alignment during this time (or Aspect Alignment if possessed by a demon who is devoted to a Daemonic master).

Possession lasts for 24 hours. During this time, temporarily add 9% to all Primary Attributes. The Possessed! Character takes on an amalgam of both their physical appearance and of the creature who possesses them. In addition, they gain three Traits of the creature when under possession (GM's choice). As an example, were a Character possessed by an Apparition, they may gain the Traits of *Accursed*, *Bloodless* and *Dark Sense*. Finally, randomly determine a Distinguishing Mark, and record it on your Character sheet. The mark is otherwise hard to detect when not under possession, yet readily made visible with a Generalist Magick spell called *Wytchsight*. It can also be uncovered by succeeding an (Arduous -30%) Scrutinize Test against a Possessed! Character.

The only way to stave off this condition is to wear a talisman that has undergone *Dedication* (as indicated in the Ritual of *Blessed Sacrament* from the Grimoire in **ZWEIHÄNDER**), which gives them a chance to avoid possession with a successful Resolve Test; this Test can only be attempted once every 24 hours. Should they fail this Test or are not given a talisman, they will revert to their normal self after 24 hours. After reverting, the possessed is Incapacitated! and remains unconscious for one hour.

When standing in a temple dedicated to the demon they are possessed by or at the grave site of the spirit who possesses them, they cannot resist falling under possession. A talisman does no good in these situations. After 24 hours have passed, however, they revert to their normal self and become Incapacitated!, unconscious for one hour. Note that Possessed! Characters can undergo a Ritual of *Exorcism* to be permanently cleansed of the demon or spirit who possesses them.

WYTCHSTONE ADDICTION

Though the trading of Wytchstone is an everyday facet of the Great Warren's shadow economy, Wytchstone-laced drugs have made their way to the surface to appear among the realms of humanity. Every time that a drug synthesized from Wytchstone is taken, the chance for addiction to this Corruptive substance grows. Waking dream-like states arrest the addict, as they find themselves tripping after 'dropping a tab or a ring', turning towards the sun or other strong sources of light to experience the strangeness of Wytchstone. Within the light, lucid images and strange colors arise, coalescing into the mysterious gestalt-like Daemon of the Skrzzak. These acid-fueled visions prognosticate of a bright yet doomed future. For Skrzzak, this addiction wears away at their Dark Sense, causing 'dark blindness'. For others, it can bring about glaucoma... or worse.

Effect: Those who suffer from this Disorder are completely blind in low light conditions (including fog, mist and smoke), unless they eat a Wytchstone Token. When an opportunity presents itself to eat a Wytchstone Token, those afflicted with this Disorder must eat one or else gain 6 Corruption.

At any time, those afflicted with Wytchstone Addiction can Take Aim for 0 AP in combat. Each time they take advantage of this benefit, they gain 3 Corruption.

NEW POISONS: INEBRIANTS

Inebriants are a new type of Poison. They are no mere street root peddled as a drug or of traditional alcoholic bend; they are risky and potentially deadly to use. Unlike other types of Poisons (Deliriants, Toxins, Venoms), they produce highly euphoric effects, and have no antidote.

EXPOSURE TO INEBRIANTS: The effects of an Inebriant immediately take hold within 1 hour of ingestion. For each dose taken, you suffer 1 Corruption. In addition, you can only take advantage of three doses of the same Inebriant every 24 hours. However, you can take advantage of multiple types of Inebriants during this time.

DEVILWEED

Devilweed is a common peasant drug, but used by all stripe of folk, be they blue-blooded or simple-minded. It is usually smoked, but can also be baked into bread or pie. Devilweed has a curious yet pleasant smell on the stem, but becomes particularly pungent when toked. Maestros and Raconteurs are the most common smokers of Devilweed – opening their minds to inspire new artistic works for the former, or to get into the smallclothes of lovers by the latter. Spiritualists even partake of Devilweed to 'journey' into the spirit world. While not particularly addictive, three common strains of Devilweed are regularly prescribed by Quacksalvers to treat a host of symptoms. While providing some pain relief, it can lead to a regular habit of use, accompanied with the side effect of memory loss.

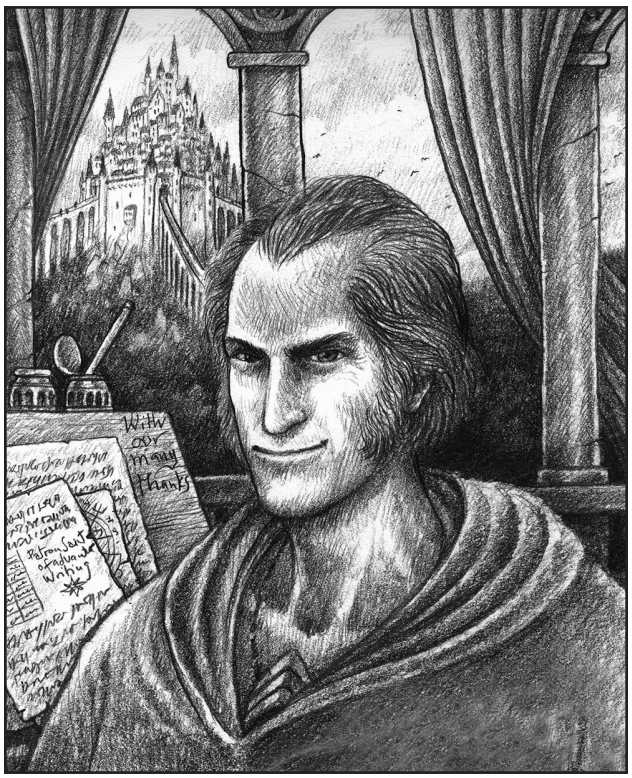
Special: Devilweed requires 1D10+1 minutes for preparation.
Effect: When affected by *ruderalis*, immediately restore Corruption you gained due to Moderate Injuries and Stress within the last hour. When affected by *indica*, immediately restore Corruption you gained due to Moderate or Serious Injuries, and Stress or Fear within the last two hours. When affected by *sativa*, immediately restore Corruption you gained due to Moderate, Serious or Grievous Injuries and Stress, Fear or Terror within the last three hours.

Devilweed reduces your Encumbrance Limit, Initiative and Movement by a -3 penalty for the next six hours.

GREEN FAIRY

Professional Rake and prolific Raconteur Oskar Heftig famously wrote, "After the first glass, you see things as you wish they were. After the second, you see things as they are not. Finally, you see things as they really are, and that is the most horrible thing in the world." *And certainly, for those who have consumed Green Fairy (or* absinthe *as it is sometimes called), this holds true. A highly hallucinogenic drink, it is intermixed with a variety of botanicals, toadstools and a healthy dose of poison. Those who drink of it experience a deep sense of euphoria, alcoholic stupor and strange visions. Many a Maestro swears by Green Fairy, denoting that its characteristic emerald color paints their vision of the world around them in illusions, inspiring them to create astonishing, macabre artistic works. Those who are new to Green Fairy are generally enamored with its illustrious preparation of the drink, called the 'fire ritual'. For the ritual, three dram of Green Fairy are poured into a clear glass, while a slotted spoon rests upon its top rim. A sugar cube soaked in the alcohol is then placed in the spoon, and the cube set aflame. As sugar drizzles into the glass, water is poured onto the remaining sugar crystals. Green Fairy is then drank, and visions of green dragons, music visible in the air and other hallucinogenic nonsense quickly follows.*
Special: You must add a dose of Snake Venom when preparing Green Fairy.
Effect: When affected by one dose, add a +10 Base Chance to all Skill Tests related to works of art or performance you create over the next three hours. When affected by two doses, add a +20 Base Chance to all Skill Tests related to works of art or performance you create over the next six hours. When affected by three doses, add a +30 Base Chance to all Skill Tests related to works of art or performance you create over the next nine hours.

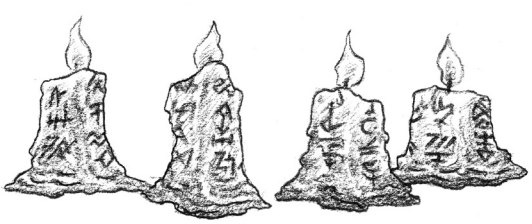
If you fail to Resist against Stress or Fear while under its effects, you immediately suffer from Intoxication (but without the positive benefits). If you fail to Resist against Terror, you suffer from a dose of Snake Venom.



KAFFE

Originating from the East, dilettantes speak of a strange brew made from the powder of roasted beans resembling snuff tobacco, water, milk and sugar. Called Kaffe (or 'coffee' by pedestrian cityfolk) this stimulant can suppress hunger and reputedly wake the dead with its hot, warm and delicious smell. Kaffe cafés *are found in large cities and small towns where philosophers, artists and pseudo-intellectuals gather to wax poetic about different blends. Kaffe is also the chosen drink of military leaders in the field. Despite the crowing of priests about this 'devilish drink of the East,' Kaffe is a luxury that most can afford to drink.*
Special: Kaffe requires 1 hour to prepare.
Effect: When affected by one dose, you can recover from Imperiled to Unhindered on the Peril Condition Track. When affected by two doses, gain all benefits above and ignore the negative effects of Sleep Deprivation for two hours. When affected by three doses, gain all benefits above and ignore the effects of Starvation for three hours.

Drinking any dose of Kaffe prevents you from falling asleep for the next six hours.



MADAM GENEVA

Spontaneous combustion: a much-rumored topic in a grim & perilous world. Some say those who've been afflicted with infernal possession are prone to such fatal outcomes, but the truth is far more pedestrian. Enter: Madam Geneva, or the spirit we know as 'gin'. While spirits are a newer alchemical commodity, this particular Inebriant has become the *drink of choice. Known for its curative properties, it is believed to ward away disease and sickness. In fact, Prostitutes are encouraged by their pimps to drink a shot of it before engaging* in flagrante delicto, *girding themselves against Venereal Disease. Unlike other spirits, this drink induces wild, vivacious celebration: selling of one's shirt off the back for a pint, nudity in the streets, and yes, even spontaneous combustion. While occasions of self-conflagration are exceedingly rare, Raconteurs have been known to tell tall tales of a widow exploding from grief while 'consorting' with Madam Geneva in the wake of her husband's death, or of a rawkus gentlemen's club going up in smoke because its patrons drank from a poorly-maintained still.*

Special: You must add a Bottle Bomb when preparing Madam Geneva.

Effect: When affected by one dose, add a +10 Base Chance to Resist Diseases you are exposed to over the next three hours. When affected by two doses, add a +20 Base Chance to Resist Diseases you are exposed to over the next six hours. When affected by three doses, add a +30 Base Chance to Resist Diseases you are exposed to over the next nine hours.

If you fail to Resist against Stress or Fear while under its effects, you immediately suffer from Intoxication (but without the positive benefits). If you fail to Resist against Terror, you suffer 3D10+3 Damage from fire.

TOBACCO

From the pipes of Veterans and 'wizards', to the snuff boxes of nobles and Rakes, to the clove cigarillo of socialites and Raconteurs and finally, hand-rolled cigarettes from Stevedores and Laborers, Tobacco is extremely prolific. It is usually mixed with a variety of spices, fruits and flowers in hopes of diluting the raw, dry smell and bad taste of the burnt leafs. While one's breath smells rancid from smoking clove *or* pipeweed, snuff *freshens the taste buds while* chaw *simply blackens the teeth.*

Special: Tobacco requires 1D10+1 days for preparation.

Effect: When affected by one dose, add a +10 Base Chance to Charm, Intimidate and Rumor Tests for one hour. When affected by two doses, add a +20 Base Chance to Charm, Intimidate and Rumor Tests for two hours. When affected by three doses, add a +30 Base Chance to Charm, Intimidate and Rumor Tests for three hours.

If you fail to Resist against Stress or Fear while under its effects, you must use Tobacco again within ten minutes or else suffer 1 Corruption. If you fail to Resist against Terror, you must use Tobacco again within ten minutes or else suffer 3 Corruption.

THE GIN-SELLING CAT

In response to the *gin craze*, curiosities such as the 'Puss-And-Mew machine' have found their way along busy street corners. These vending machines were conceived by Natural Philosophers as a way to turn some quick coin. Consisting of a metal relief of a cat, the machine is installed into a brick wall and connected to a keg of Madam Geneva by a lead pipe. By simply inserting 2 brass pennies (bp) into the contraption's mouth and uttering the words, 'Puss, give me two pennyworth of gin', it provides a single dose per pour. In fact, it pours enough Madam Geneva in a day to earn its inventors a daily income of 3 brass pennies (bp) in a village, 3 silver shillings (ss) in a town, and 3 gold crowns (gc) in a city.

Puss-and-Mew machines can be created using Tradecraft (Fine Smithery) for 186 gold crowns (gc).

UPDATED BLACK MARKET GOODS	PRICE
Animalbane by the dose	3gc
Beastbane by the dose	3gc
Black lotus by the dose	2gc
Blackroot by the dose	3gc
Demonbane by the dose	3gc
Devilweed (*indica*) by the dose	2gc
Devilweed (*ruderalis*) by the dose	1gc
Devilweed (*sativa*) by the dose	3gc
Folkbane by the dose	3gc
Green Fairy by the dose	5ss
Graveroot by the dose	3gc
Kaffe by the dose	1bp
Lockpicks	4gc
Madam Geneva by the dose	3bp
Red cap mushroom by the dose	13ss
Scorpion venom by the dose	1gc
Snake venom by the dose	2gc
Spider venom by the dose	2gc
Tobacco (chaw) by the dose	1bp
Tobacco (clove or pipeweed) by the dose	1ss

PREPARING INEBRIANTS

Inebriants can be prepared into doses, and may be inhaled, ingested or smoked by a user (depending on form of the Inebriant). Up to three doses of Inebriants can be prepared at a time. The more doses you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- One dose: (Routine +10%) Survival Test
- Two doses: (Standard +/-0%) Survival Test
- Three doses: (Challenging -10%) Survival Test

In order to prepare Inebriants, a preparer must have a Skill Rank in Survival, have access to a laboratory, the Special requirement of the Inebriant mentioned above, an extract of the animal, plant or matter that the Inebriant originates from (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Survival Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Failure results in the ingredients being expended without success, whereas a Critical Failure also causes you to suffer 2D10+2 physical Peril.

NEW TREATMENTS

Below are new Treatments you can easily weave into your existing grim & perilous game.

LEECHING

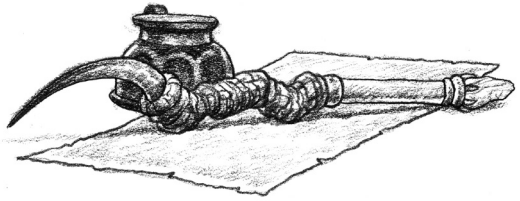
Leeches are used for far more than simple Bloodletting and pre-surgical procedures. Leeching is a therapeutic practice amongst the wealthy and *nouveau riche*. As a 'cure-all', leeching is prescribed for those who suffer from malaise, humoural imbalances and for those in need of warding away illness. Those with hemorrhoids, stomach aches and inflammatory disorders often employ a Barber Surgeon to conduct leechcraft weekly. Leechcraft is also used in preparation for more extensive treatments of Disease, Poison and the like.

Leeching can only be performed by a healer with a successful Heal Test. A patient may only be treated in this manner once a week, no matter whether it is successful or not. The more severe the patient's Peril Condition Track, the worse the Difficulty Rating of the Heal Test gets:

- **Unhindered:** (Easy +20%) Heal Test
- **Imperiled:** (Routine +10%) Heal Test
- **Ignore 1 Skill Rank:** (Standard +/-0%) Heal Test
- **Ignore 2 Skill Ranks:** (Challenging -10%) Heal Test
- **Ignore 3 Skill Ranks:** (Hard -20%) Heal Test

In order to leech a patient, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a bottle of leeches, a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least one hour.

With a successful Heal Test, the patient may attempt to immediately Resist the Disease or Poison you are suffering from. A Critical Success has the same results as above, while also allowing the patient to flip the results to succeed the Skill Test associated with Resisting. Failure results in the leeching having no effect, whereas a Critical Failure also indicates the patient immediately suffers the effects and gains 3 Corruption.



PERFORM HYPNOSIS

In a grim & perilous world, hypnosis is often seen as a parlour game. For those who are susceptible to it (and happen to be easily-corruptible), it can temporarily lift ailment of the mind. Alienists and Charlatans alike practice the art, despite not fully understanding the inner workings of the mind. A hypnotist is able to make the mind more susceptible to the power of suggestion. People of the church deem its practice as black magic at best, and heresy at its worst.

Anyone can attempt to perform hypnosis with a successful Incantation Test. A patient may only be treated in this manner once a week, no matter whether it is successful or not. However, the more Chaos Ranks the patient has, the easier the Difficulty Rating of the Incantation Test gets (as the patient's mind is more susceptible to being hypnotized):

- **0 to 1 Chaos Ranks:** (Arduous -30%) Incantation Test
- **2 Chaos Ranks:** (Hard -20%) Incantation Test
- **3 Chaos Ranks:** (Challenging -10%) Incantation Test
- **4 Chaos Ranks:** (Standard +/-0%) Incantation Test
- **5 Chaos Ranks:** (Routine +10%) Incantation Test
- **6 Chaos Ranks:** (Easy +20%) Incantation Test
- **7 to 9 Chaos Ranks:** (Trivial +30%) Incantation Test

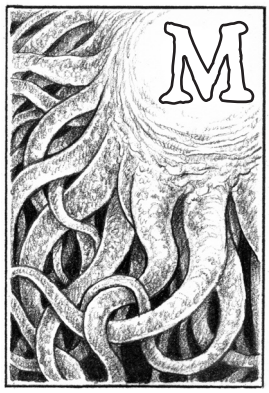
To have a chance at performing hypnosis, a hypnotist must have a Skill Rank in Incantation, a hypnotic charm and be left uninterrupted for at least one hour.

With a successful Incantation Test, the patient can ignore the effects of one Disorder for a number of days equal to the hypnotist's [FB]. A Critical Success has the same results as above, while also immediately restoring their Peril Condition Track to Unhindered. Failure results in the hypnosis having no effect, whereas a Critical Failure also indicates they gain 3 Corruption.

BUT NPCS DON'T HAVE CHAOS RANKS!

You are correct - they don't. Order and Chaos Ranks are a mechanic purely intended for player Characters. However, when faced with this dilemma, a GM should first reference whether the NPC is Order or Chaos-Aligned (as mentioned under *Non-Player Characters* in the Game Mastery chapter of **ZWEIHÄNDER**). Then, determine how many equivalent Order or Chaos Ranks the NPC would have by simply rolling a 1D10 die. The result is what you should reference in cases where Chaos Ranks are needed to dictate Difficulty Rating and other mechanics tied to Alignment tracks.

LIBER DAEMONUM



Most Characters in grim & perilous games are vehemently opposed to the spread of Daemon-worship, as the lesser deities are invariably unsanctioned, or outright banned by the officials of the temples devoted to the 'true' gods. Adopting a Daemon for a god seems detestable from a narrative sense, for although Characters are sometimes torn in two different directions (typically between their Order and Chaos Alignments), most lean towards Order to gain the reward of Fate Points. However, in games that embrace more of the system's 'chaotic' elements, some Characters may inevitably enter into the worship of Daemons.

ON THE NATURE OF DAEMONS

People are drawn into the embrace of Daemon-worship for a myriad of reasons. Some out of simple curiosity – scholars often find limits placed on their researches and so seek out Daemons, sometimes to learn more about them, more often than not to gain knowledge and secrets mere mortals were never meant to know, but which the Daemons will readily grant. Others out of ambition, avarice or pride. Mortals from all walks of life – from peasants and burghers to merchants and kings – call out to Daemons for the power, gifts, favors, and influence such creatures may give. Others may turn to Daemon-worship due to their frustration with cultural institutions, or loss of faith. The Preacher, in particular, is considered a prized convert by some Daemons. Apathetic because the gods will not step in to help the meek and frustrated as the gods uplift the wealthy, such women and men of the cloth seek the means to enact change themselves without the aid of religion or regency, only to find the changes being brought about by unholy beings. Lastly, there is the Cultist, a Profession dedicated to the worship of banned deities, far-flung god-heads or simply forgotten spirits that resemble gods. Some are born of Cultists and know no other way, others are wretches reborn as Cultists and some willingly become Cultists. Whatever their original reason – detestable or innocent – for worshipping Daemons, such mortals are guilty of heresy.

Those who venerate Daemons are called *occultists*, and with rare exception, none don the garb they are said to wear in folktales and pamphlets – horned helmets, black robes with high collars, their faces marked in blood with sigils – and gathered around the table to raise their glasses to make a toast, "To Chaos!". Instead, they are the ordinary citizens to be found in any community. They may be the local miller, a stone worker, a merchant or a community leader. As with other members of the community, they attend church and pray to the local gods (albeit uttering devotion to Daemons within the church's privy), pay tribute to the law (but silently protest beneath their breath) and do their best to blend into common society (carefully hiding their own mutations beneath a veneer of politeness and carefully cut clothing). It is only when the sun goes down and their shades are drawn when they give praise to their Daemon lords. Living a double life, they take great pains to hide their affiliation and afflictions, as Inquisitors and others are always on the lookout for heretics.

Daemons are entirely unlike traditional gods. Whereas a god's flock worships them in preparation for the afterlife or primarily to seek absolution, those who devote themselves to Daemons are strictly concerned with earthly matters – such as influence over the church or seeking the truth of the world beyond (a conflict of passions). Occultists aren't guaranteed an afterlife, having willingly parted with their soul in exchange for just a little of a Daemon's power in the Material Realm. Unlike other faiths, the veneration of Daemons is almost always centered around a charismatic leader. They seduce folk to their flock, using mental (and sometimes physical) tools to break down the individual until they truly *believe*. These agents have no illusions about what they do and they know precisely what role they are playing.

Occultists who can make use of Magick, however, are a breed apart from the rest of the occult. If you choose one of the handful of Expert Professions dedicated to the worship of a Daemon, you are a magician of the dark arts and a wolf-in-sheep's clothing. Your remit is to convert others to meet the Daemon's end goals in the Material Realm.

ORDER DENIED: DAEMONIC ASPECTS

Traditionally, the act of committing one or more Corruptive offenses will set a Character on the road to embracing Chaos, and the gods or whomever watches over them will 'reward' them with Fate Points. But for occultists, this holds even more true. By acting against the Daemon's desires and giving into petty emotions, they continue down the path of discord. While Daemons may be borne of chaos, it is by fulfilling their aspirations and motivations that Daemonic influence spreads, thereby raising the occultist's favor.

Every Daemon has three specific *Aspects* – strong feelings and desires – which drives their agenda. They are a Daemon's human-like characteristics – an extension of their metaphysical personality that spreads their Corruptive influence into the Material Realm. Occultists commit themselves to one of the three Aspects to further the Daemon's cause.

DAEMON	ASPECTS		
The Black Lodge	Depraved	Vexing	Xenophobic
The Endless Gullet	Antagonistic	Caustic	Voracious
The Hellfurnace	Destructive	Incendiary	Wrathful
The Outsider	Anarchic	Mutinous	Nihilistic
Prince of Change	Inexplicable	Manipulative	Treacherous
Prince of Decay	Cancerous	Entropic	Parasitic
Prince of Pleasure	Decadent	Perverse	Sadomasochistic
Prince of Violence	Homicidal	Ruinous	Vainglorious
The Slavering Maw	Brutal	Cunning	Greedy
The Thirteen	Cabalistic	Tyrannical	Zealous
The Witch-Queen	Cold-hearted	Narcissistic	Vindictive

ASPECTS & ALIGNMENT RANKS

Whenever your Character enters an Expert Profession devoted to a Daemon, you must choose one of its three Aspects. Once selected, replace your Character's Order Alignment with the Aspect. However, unlike standard Order Ranks, your Character will grow in Aspect Ranks as they fulfil the motivations of their Daemon. This means that whenever they act in defiance of this Aspect (playing to their Chaos Alignment), they gain Corruption (as outlined under *Corruptive Offenses* from the Game Mastery chapter in **ZWEIHÄNDER**). However, if the offense furthers the desires of their Daemon, your Character does not gain Corruption for it.

Once an Aspect is chosen, it is immutable. Unlike an Order Alignment, you cannot change what Aspect of the Daemon you represent.

ASPECT RANKS: Whenever you would increase your Order Ranks to 10, you would traditionally gain a Fate Point. However, an occultist to a Daemon offers an enticing alternative. When your Order Ranks are equal to 10, either reward yourself with one Fate Point or roll on a table to gain a Daemonic Gift. This reflects the attention your patron Daemon has given in return for spreading their desires upon the Material Realm. Daemonic Gifts are detailed later in this chapter.

'Pastor' Sterling turned away from the gods long ago and has become an Infernal Saboteur in the Advanced Tier. His Order Alignment was Duty and his Chaos Alignment was Fatalism. He then replaced the Order Alignment with the Aspect of Manipulative (as required by his new Expert Profession).

Faced with a situation where action was necessary and could be turned to his immediate favor, Pastor Sterling leaned into his Chaos Alignment of Fatalism and did nothing. However, his Daemonic god demands that he fulfill the Aspect of being Manipulative. The GM then gave Pastor Sterling 6 Corruption for defying the will of his Daemonic master.

DAEMONS

What follows is a mere inkling of the myriad of Daemons to be found in a grim & perilous world. Cut from many a stripe and fashion, not every Daemon is necessarily 'evil'. They do, however, espouse a universal, callous indifference towards the betterment of mankind. Daemons implore their followers to spread the 'faith': meaning, to remake the world in their vision by embracing their earthly passions, sharing their wants and executing their desires. This is all done irrespective of the faiths followed and the gods worshipped upon the Material Realm, oftentimes putting them at odds with each other. Save for the Abyssal Princes – who are *Chaos Made Manifest* – Daemons are usually conflated with the eldritch gods and elemental spirits of an older age. Many an Old Believer worship such strange gods and spirits without realizing that the divine being they venerate is in fact a Daemon.

THE BLACK LODGE

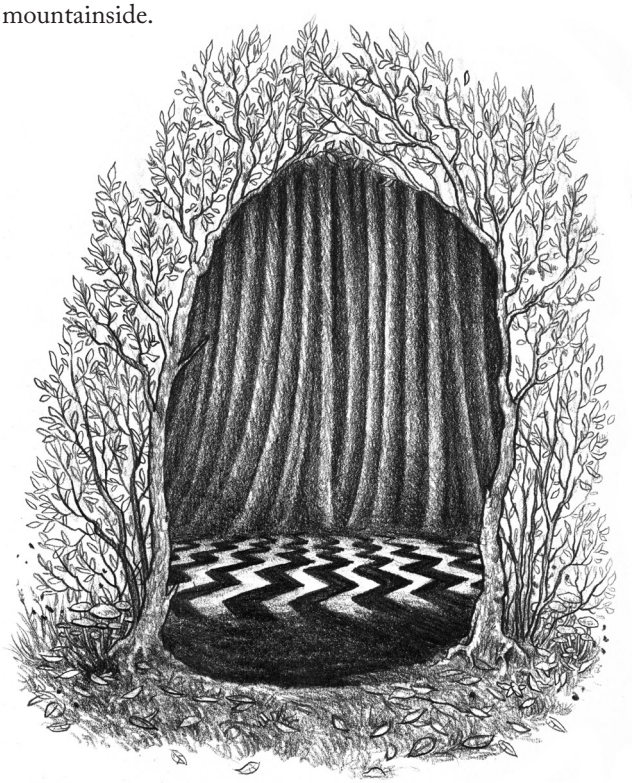
The Black Lodge is not only an entity, but a place that exists between time and space. Formed from the flesh and bones of the elder gods, it broods eternal and serves as the besotted, shadowed realm of the Fey. Though silent and rotting, it still holds a terrible power that manifests through the Fey's haunting dirges to their fallen deities. It desires nothing more than to escape its prison and swarm the world with dark, fetid wilderness. In the primordial age, there were countless Daemons – viciously neutral spirits of the elements, plants and animals. With the adoption of the new gods, the Daemonic spirits were cast into the Vault of Night for all eternity. Exiled to the Well of Souls, they eventually recovered the Daemonic corpses and used their bones to build the frame of the immeasurable Black Lodge. Although the Lodge has no true shape, a spectral delegate called the 'Twilight Walker' is seen as its proxy.

Those magicians who wholly devote themselves to this Daemon become *Dirgesingers*. Using haunting, Magickal arias, they chant to the Black Lodge in the hope that it will come forth with star-flung sorcery, ghostly apparitions and malevolent wilderness. Their music is both dolorous and beautiful, a true elegy calling for the world to return back to its primordial roots.

FORBIDDEN LORE: The Black Lodge is quiet in its desires, using its Dirgesingers to draw people into its realm to trap them for years, if not centuries. Scholars believe it is harnessing what they call *Gar-mon'bozia* – roughly translated as 'pain and sorrow' – the energy extracted from captives that the Black Lodge needs to grow and thrive. The Black Lodge one day hopes to escape from its star-flung prison in its Fey form known as 'The Sleeper', and spread over the entire world, reclaiming its place as the rightful god of the land.

THE BLACK LODGE'S ASPECTS

DEPRAVED: The realm of the Black Lodge is filled with manic howls and confusing speech, all sounding as if spoken in reverse. Those that dwell within it – the Fey and other twisted spirits – function less on higher learning and more on pure, animal instinct to survive and breed. Its occultists feel a primal call clawing at the back of their mind: eat, rut, kill and repeat. Any act of depravity which fulfills the basic, lizard-brain need is one that further tears the rift to allow the Black Lodge to seep into this reality and spread its dark stench and brooding weald across every valley and mountainside.



VEXING: Those of this Aspect hunger for the primordial, but also like to confuse, frighten, and frustrate. The Black Lodge itself is maze-like, a riddle made form and a prison of the mind and body. Its occultists love to bewilder and obfuscate, leaving their intentions open and their purpose hidden behind layers of mania. The Black Lodge's fall from grace and its bodily prison have caused its occultists nothing but sorrow and vexation. Lo, they project these fears onto their victims too.

XENOPHOBIC: Superiority, cold neutrality and utter isolation are the watchwords of your Daemon. By removing yourself from civilization, you can achieve perfection in the eyes of the Black Lodge. Outsiders are not worthy of understanding the Lodge's detached glory, and the odious few who creep too close to your enclave are dealt with swiftly. It is not so much that you are vain – *you* have been chosen, not anyone else. Allying yourself with others who have also been chosen is an even steeper ask, as you find yourself at odds with others who vie for the attention of the Black Lodge. That is just the way the Lodge wants it...

THE ENDLESS GULLET

The Tusked One is a deity of three aspects, the most savage and monstrous one may very well be The Endless Gullet. Scholars dismiss the myth that it was once a cosmic object which fell from the Vault of Night to smash into our firmament, but the truth is that The Endless Gullet all but nearly wiped out the elder Ancestries when it fell on their homeland. Now it is a giant rend in the earth, asking for sacrifices of blood and treasure while also spewing massive storms. What the Daemon wants besides these elemental necessities is unknown, but many clannish folk hope that in return for their worship and servitude, the Endless Gullet's promises of power will alleviate the suffering they experience from day-to-day.

Those magicians who wholly devote themselves to this Daemon become *Butcherpriests*. Through ritual slaughter, devourment of organs and flesh, they empower themselves with predatory might. They are a terror to behold on the battlefield, both physically and mentally.

FORBIDDEN LORE: The Endless Gullet wants one thing and one thing only – to feed. The Endless Gullet seeks to devour the world and all within it. There is no rebirth in the mind of the Daemon, but instead a new existence where the world becomes a roiling pit of acid in pitch darkness. Butcherpriests both fear and respect the Endless Gullet, honored that they will be devoured last and reborn within the Endless Gullet's abyss as its torture-masters and chattel slavers.

THE ENDLESS GULLET'S ASPECTS

ANTAGONISTIC: The Endless Gullet is nihilistic and cares nothing for the fate of most things. It sees reality as an experience formed out of conflict and hatred, and that the only true way to experience life is through working against something to wear it down to nothingness. Many of the Endless Gullet's occultists are accusatory, bellicose and contradictory – working like molars to wear down their opposition until they can either swallow their souls or convert them to the cause, but mostly swallow their souls.

CAUSTIC: The Endless Gullet does not often speak or even direct its occultists. The Daemon sees the contradiction of eternal hunger in an endless universe that can never be satisfied, and it rumbles in what could be considered a chortle. Its occultists also see the irony in them serving their master only to get eaten themselves, so they take the true meaning of the world with a grain of salt and a stroke of sarcasm – if only to deflect away from the reality that they are only furthering their own destruction.

VORACIOUS: If the Endless Gullet is one thing, it is hunger personified. This is not even just hunger of flesh or bone, but hunger for material wealth, hunger for power,

hunger for destruction – an all-consuming gluttony that is impossible to slake. Its occultists also experience this endless desire. Gluttony and excess is common and encouraged, as it means all mass, all objects, all everything will eventually find itself embroiled in the Endless Gullet's roiling abyss.

THE HELLFURNACE

One of The Tusked One's three aspects, the Hellfurnace is a being of fire, ash and bitumen, who is thought to live at the very core of the earth. Long ago, the Dvergar dug too deep and too greedily into His domain in their insatiable thirst for Wytchstone. His dark ash and soot infected the minds of those who dug too deep and drove them mad, causing them to build massive ziggurats to praise Him. The Hellfurnace revels in destruction, tyranny, hatred and fire, wanting to bring a fiery holocaust to the world. He beseeches his supplicants through the gurgling movements of lava flows, demanding sacrifices of flesh and gemstones. In return, he offers both fell sorceries and hard metals for His occultists to build blasphemous war machines.

Those magicians who wholly devote themselves to this Daemon become *Sirocco Prophets*. The Hellfurnace's occultists can harness the powers of ash, dust and darkness to both burn and confound their enemies. They are also masters of the forge and can produce terrible weaponry powered by crackling Daemonic might.

FORBIDDEN LORE: The Hellfurnace is nothing if not hate incarnate. He believes the world above is sinful and must be cleansed with fire and darkened with ash, so it appears as if the underground depths of basalt and magma have covered the world. After being shunned for centuries in igneous caverns and dormant volcanoes, Sirocco Prophets hope the land will one day be wiped clean so they can claim it as their own.

THE HELLFURNACE'S ASPECTS

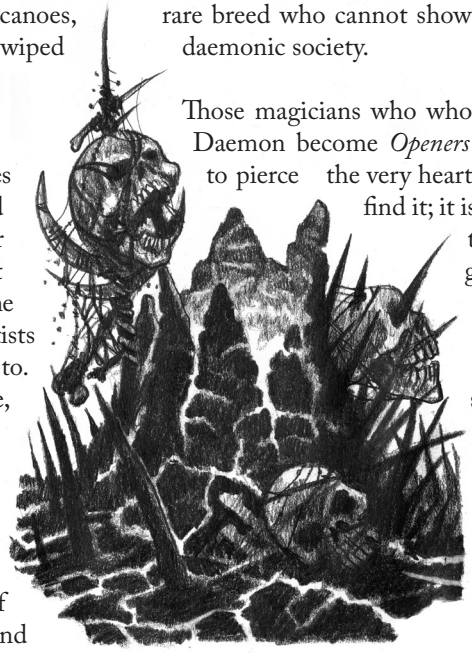
DESTRUCTIVE: The Hellfurnace desires total annihilation of the self and body, and is absolute in His hold over death. Utter devastation is not enough – nothing must remain in the Daemon's wake. There is no rhyme or reason to it either – Hellfurnace occultists simply must destroy because they are told to. Little is sacred to them – villages, knowledge, and even children are ripe for their destructive appetites.

INCENDIARY: The Hellfurnace and most of its occultists have what could be considered fiery personalities. They are easily provoked, taking gross umbrage at even the smallest of slights. Once inflamed, their enthusiasm and passions often overwhelm them, triggering a 'righteous' fury. Lost in this terribly manic state, they flail out uncontrollably, striking at enemy and ally alike, their unpredictability both random and terrifying. This Aspect is favored by those of a rebellious nature and disposition, often embraced by habitual arsonists.

WRATHFUL: There is always a seething ire – like a persistent fever – that gnaws at the Hellfurnace's very being. Perhaps it is anger at His imprisonment deep below the earth or His hatred of those who walk on the land. Either way, He and his occultists are outwardly stern and indignant, but inwardly boiling and seething with fury. Their inner natures may manifest as subtle barbs in conversation or stares hard to freeze you to the spot, and it may boil over into bloody outbursts of ultra-violence.

THE OUTSIDER

The rumored fifth Abyssal Prince, the Outsider's devotion to the utter ruination of chaos makes Him the enemy of the other Abyssal Princes. Originally, this fifth Prince represented chaos in its most pure form, the concentrated efforts of all the other four Princes, and the tendency of chaos to eat its own tail. He supposedly hated the other four and would sponsor chosen mortals to strike at the throats of the other four Princes. Consequently, the Abyssal Prince was regarded as a renegade and anarchist. Renamed The Outsider, He was banished somewhere far beyond the bleakest reaches of reality. He is often associated with the imbalance of humors (dyscrasia), the colors white and black, the number eleven, the element of Æther, spiders and Indian summers. The exile of The Outsider extends to his followers, who considered *personae non gratae*, a rare breed who cannot show their face in either polite or daemonic society.



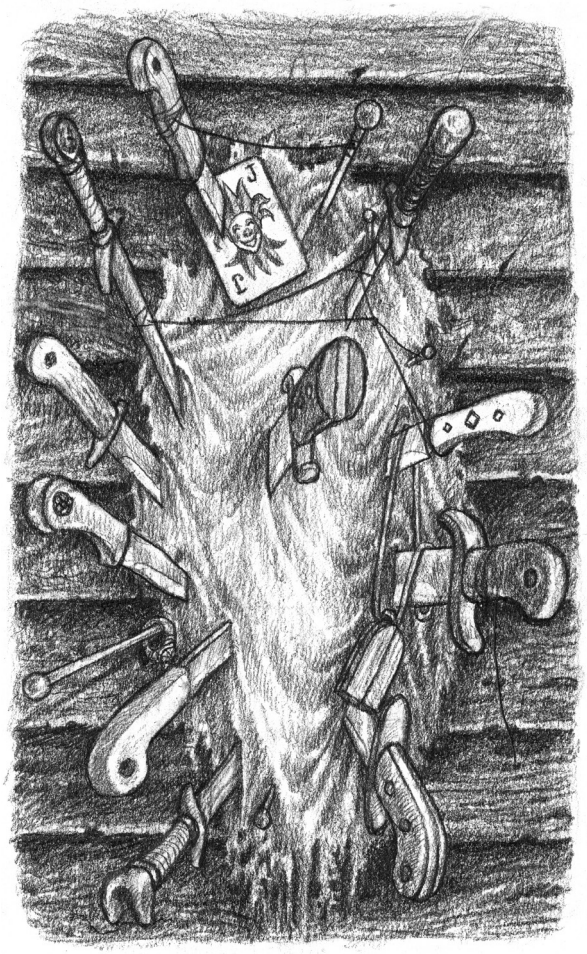
Those magicians who wholly devote themselves to this Daemon become *Openers of the Way*. Their purpose is to pierce the very heart of Corruption wherever they find it; it is their everlasting goal to pave the path for their beloved god's return. Masters of bewilderment, wizardry and rank fervor, they are stalwart in their unending quest to snuff out chaos in all forms… even sometimes from among their own numbers.

FORBIDDEN LORE: Locked away beyond space and time, The Outsider is a distant presence, so His motives are often uncertain. However, He seems to embody pure anarchy and chaos, so much so that it bleeds into pure spite for the other Princes. If this means temporarily allying with the forces of order, then so be it.

THE OUTSIDER'S ASPECTS

ANARCHIC: Buildings decay, storms ravage coastlines, trees wither and die, morale breaks and armies shatter as their soldiery look to survive. This is the true nature of the universe; for without chaos, there cannot be change. All followers of The Outsider know order is anathema to progress and nothing should ever remain static. Your Daemon demands unrelenting chaos simply for chaos' sake, and you've embraced this attitude as well. Anarchy is predictably unpredictable, and you will see it through to its inevitable end.

MUTINOUS: The slaves, outcasts and the downtrodden who answer The Outsider's call historically have little power with which to avenge themselves against the powerful. But, that has now changed. Interference of your betters' organization, usurping their power, and then casting them and the entire system down is the way to venerate your Daemon. 'Two wrongs make a right' is your motto, one that you live up to no matter the nature of the task – petty or important.



NIHILISTIC: You have made a 'sacred' vow to The Outsider: eliminate believers of all faiths, until only agnosticism and uncertainty reign supreme. Beyond a shadow of a doubt, there is nothing benevolent about what you do. Through a campaign of violence and terror, you will ensure a bloody end to all religions and faiths, including those of the other Abyssal Princes. As you work to diminish the other Abyssal Daemons' power and make them impotent, so too grows the power of The Outsider, a parasite feeding on your success. It is a contradiction that you will be required to attend to in the afterlife. For now, there must only be discord!

THE PRINCE OF CHANGE

The Prince of Change is a master of mutability, deception and the weaving of fate. Those who follow this Daemon are often neo-anarchists who seek to create and destroy at a whim with little concern for the personal consequences. After all, the shift from life to death is just another change which the Prince approves of. He is a pact maker, but never a deal breaker, as His ambition relies too much on deception. Aspiration, plotting, fate and Magick are hallmarks of this Daemon's devotion. His occultists are often the victim of a confusing bargain or deal that pledges their undying soul. He is often associated with the choleric humour, the color blue, the number nine, the element of water, crows and winter.

Those magicians who wholly devote themselves to this Daemon become *Infernal Saboteurs*. In the halls of nobility, they are subtle, creeping from one victim to next. They whisper into the ears of the receptive, offering a false bargain to the ambitious. It is on the field of battle these occultists can bend reality with the brush of their hand, utter damning curses and call forth hellish conflagrations.

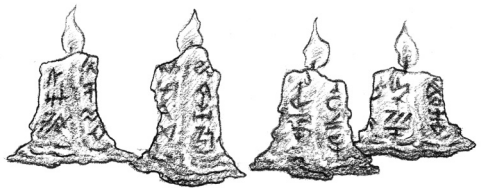
FORBIDDEN LORE: The Prince of Change wants to destroy civilization from the inside out and once done, stand among the ruins as the enemy in plain sight. He believes that humanity is its worst enemy, and infiltration of his occultists will result in the dismantling of every social norm. If the Prince's occultists can cause the people to rise up to cast down the powerful and the elite, his needs are fulfilled. A vast, anarchic rule is enough to bring joy to the Prince of Change, as of all the Abyssal Princes, He revels in disorder.

PRINCE OF CHANGE'S ASPECTS

INEXPLICABLE: Tomes of forbidden lore and chronicles of secret histories kept locked away in libraries and monasteries. Heretical mysteries and taboos hidden within the Æthereal Veil by beings beyond your reckoning. Cyclopean ruins far from civilization where the chanting of elder things threatens the foundation of reality. The promise of endless knowledge drives you to break into such institutions, to go beyond the Material Realm, to seek out their dark siren song, to decipher their secrets and their inner workings, and then take such knowledge to your Daemon. By revealing the lost secrets and enigmas of the world, you can finally break down the barrier between what is and what could be for the Prince of Change.

MANIPULATIVE: In the great game, it is said that history is written by the victors, but this is not true: it is by the hand that forced the pieces across the board. It is not enough to observe and nudge little by little; you must be aggressive – an instigator of revolution and infernal transformation. You are a force for change – change brought about through direct manipulation. By being aware of all that is planned and that which might be, you can directly interfere in the affairs of mortals to ensure a new fate for humanity. You will spin the world off its axis if that is what it takes to usher in a new paradigm.

TREACHEROUS: The Prince of Change moves in conspiratorial ways. For every ploy, there must be a contingency and nothing must ever be revealed. Although you may conspire towards some goal, the ending rarely matters: your Daemon demands for you to scheme simply to scheme (even if those devices unravel due to their own complexity). Among the Prince's occultists, there is a saying: chaos isn't a pit, it's a ladder towards opportunity. Plans, within plans, within plans – those are your watchwords.



THE PRINCE OF DECAY

The Prince of Decay is associated with mortality, morbidity, plague and disease. An oddly magnanimous being, His worshippers often refer to Him as Father or Uncle – He adores being showered with admiration. He then returns the favor, spreading the disgusting love of sickness. His worshippers help Him do just that. He holds no special hatred towards the other Abyssal Princes, but greatly distrusts the Prince of Pleasure with His false sense of carnal love. He is often associated with the phlegmatic humor, the color green, the number seven, the element of earth, flies and autumn.

Those magicians who wholly devote themselves to this Daemon become *Ministers of Rot*. Their foul Magicks fully embrace the stench and fetid nature of the Prince of Decay – whether it be through torrents of corrosive vomit or summoning plague vermin, sickness and disease reveal their Prince's love.

FORBIDDEN LORE: The Prince of Decay holds no special hatred towards the other Abyssal Princes, but greatly distrusts the Prince of Pleasure with His false sense of carnal love. The Prince of Decay dwells within what He calls 'a garden of delights', being a rotten forest that contains every plague and disease both real and imagined. The Prince is monstrous and bilious, permanently rent with rot, but cackling with joy and fondness for all things wretched.

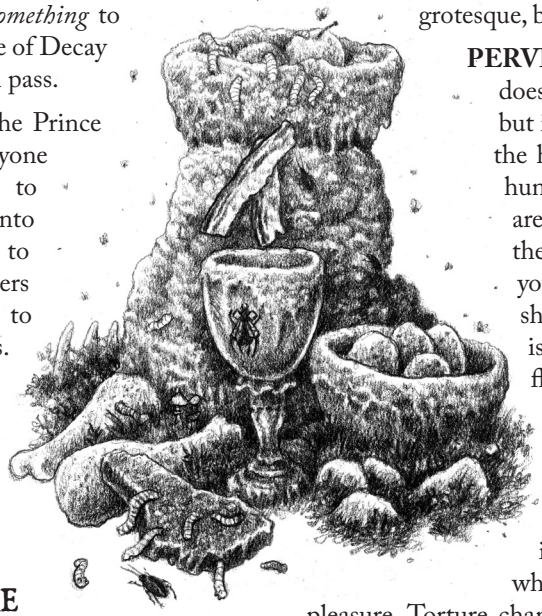
PRINCE OF DECAY'S ASPECTS

CANCEROUS: The Prince of Decay revels in not only the stench of sickness, but in the spread of all things destructive: poisonous gossip, sanity-blasting knowledge and caustic humor. All must know His fetid glory, thus you are charged with spreading the Prince's malevolent litanies like a pox upon the land. You will remind the world through cruel words and debased actions that all things come to an end, using sex, lies and rumors to sew malcontent.

ENTROPIC: All men must die; so too will the world. The sun will be extinguished, the land will be blown clean and mankind will be reduced to dust. But from decay springs

forth the Corruption, thus repeating the cycle eternal – so why do anything? Melancholy and despair rules, but you have to do *something* to usher forth the inevitable. The Prince of Decay may wane for now, but this too shall pass.

PARASITIC: Those who follow the Prince of Decay know that one day, everyone and everything will become host to sickness. You accept the descent into diseased infirmity, and are thus able to celebrate your life. You cling to others and ride on their coattails, if only to spread your malodorous infections. With open arms, your flesh will serve as a gruesome host for the Prince's maladies. After all, who cares what happens to the vessel of flesh when wondrous 'gifts' await in the great beyond?



THE PRINCE OF PLEASURE

The Prince of Pleasure – sometimes called the Purple Prince – is an inspiration to artists and lovers, as well as prostitutes and torturers. He is the youngest and least experienced Abyssal Prince, but that does not make Him any less dangerous. The Prince of Pleasure is associated with lust, greed, pain and pleasure – a being of both divine comforts and blinding pain. Perversion, the grotesque and conspicuous consumption are also hallmarks of this Daemon, but so is passion, love and art. He is often associated with the melancholic humour, the color purple, the number six, the element of air, snakes and spring.

Those magicians who wholly devote themselves to this Daemon become *Ecstatic Celebrants*. Blurring the line between ecstasy and agony, their powers bring up dark desires of lust and greed, while also delivering blinding pain and terrible knowledge.

FORBIDDEN LORE: Nothing is too extreme for the Prince of Pleasure, and His occultists push themselves far beyond the edge to feel His divine pleasure. The Prince of Pleasure is insular and doesn't trust many, but He particularly despises the paternal affections of the Prince of Decay. The Prince is lustful and deceiving, both an object to be wanted and feared.

PRINCE OF PLEASURE'S ASPECTS

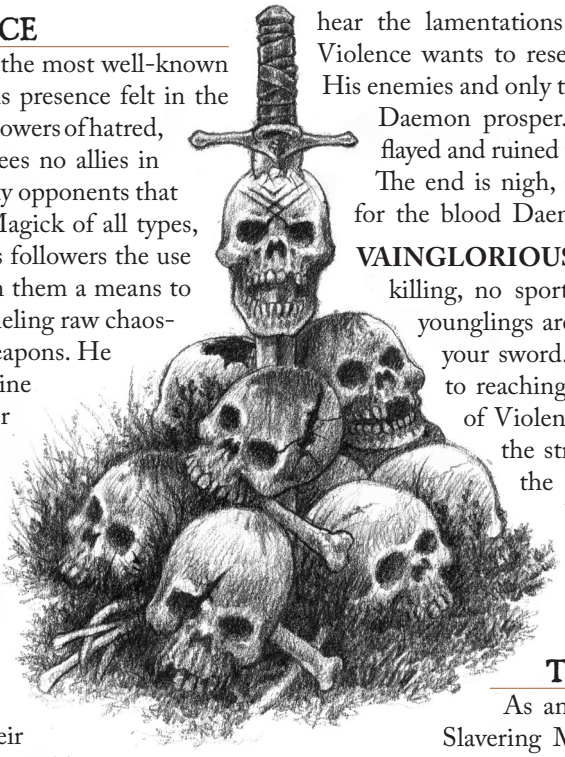
DECADENT: To the Prince of Pleasure's celebrants there is nothing more important than hedonism. Of course, it is their zealous image of beauty – that of boundless excess, *effete* pretension and Bacchanalian delights – which motivates you. Those who embrace this Aspect wish to make everything around them reach an ecstatic experience, but that ideal is debased and grotesque, but most of all – scintillating.

PERVERSE: The Prince of Pleasure does not only revel in debauchery, but in all desires. The thrill of a crime; the high of narcotics; the satiation of hunger; the emissions from sex – all are paths to divine 'oneness' with the Daemon. Indulgence is the way you live your life, and nothing you should be ashamed of. This Aspect is best practiced in groups where flesh melds together like a singular creature of many limbs, spilling forth wine, spit and semen in smoke-filled dens of excess.

SADOMASOCHISTIC: His is a glorification of extremes, and where there is pain, there is also pleasure. Torture chambers of cruel delights are altars to the Prince of Pleasure; its victims within 'sigh' in delight from the gaoler's instruments. Those who embrace this Aspect grow euphoric from abuse and torment; both doling it out and taking it in kind. To the Prince of Pleasure's occultists, pain and pleasure are two sides of the same coin – as one facilitates the other.

THE PRINCE OF VIOLENCE

The Prince of Violence is perhaps the most well-known of all Abyssal Princes, making His presence felt in the Material Realm. He embodies the powers of hatred, rage, bloodshed and cruelty. He sees no allies in the other Princes, rather just worthy opponents that must be struck down. He hates Magick of all types, and thus does not grant any of his followers the use of spells. Instead, he instills within them a means to disrupt the Æthereal Veil by channeling raw chaos-stuff from the Abyss into their weapons. He is often associated with the sanguine humor, the color red, the number eight, the element of fire, young bulls and summer.



Those who devote themselves to the Prince of Violence are called *Sanguine Legionnaires*. Forming the bulk of the Prince of Violence's hordes, these bellicose soldiers see the battlefield as their church, and the blood of their enemies as sacrament to their unyielding god of bloodshed and war. The Sanguine Legionnaire does not suffer the wizard or priest, seeing little value in Magick, only that of flesh and iron.

FORBIDDEN LORE: The Prince of Violence bears a special hatred towards the Prince of Change. His occultists are particularly brutal and full of sanguinity, bristling at any moment to strike down their enemies with bloody vengeance. The Prince of Violence's bronze and onyx fortress roves across the torrid Abyss atop the backs of millions of tortured souls that sold themselves to Him in life. Inside, he sits atop a crumbling throne of goat skulls, but wherever he goes, the stench of sulfur and death surrounds the Prince of Violence.

PRINCE OF VIOLENCE'S ASPECTS

HOMICIDAL: The Prince of Violence is large in his actions and motives – whether it be burning hatred or the exsanguination of the dead, everything must be done with an inflamed spirit. Your Daemon does not often condone premeditated murder in His name, but in you, He demands it. Although you are beyond a shadow of a doubt a cold-blooded killer, the killings you do are highly ritualized and always done to spread His influence. Bloodlust and cruel savagery displays your reverence, and every sacrifice must be a part of a larger scheme or plot.

RUINOUS: It is not enough to kill, you must lay bare the peasantry, burn the village, salt the earth, and ultimately, hear the lamentations of the women. The Prince of Violence wants to reseed the world with the blood of His enemies and only through wanton violence can your Daemon prosper. Civilization must be scourged, flayed and ruined to build upon His throne of skulls. The end is nigh, and you are its instigator. Blood for the blood Daemon, skulls for the skull throne!

VAINGLORIOUS: There is no value in senseless killing, no sport in slaughtering the lame, and younglings are unworthy to be brought before your sword. Pride is not a sin – it is a path to reaching a greater glory with the Prince of Violence. Only through domination of the strong can come the harvesting of the weak, and this harvest shall be bountiful! All must recognize and honor your martial prowess, and those who doubt it will be brought to heel.

THE SLAVERING MAW

As an aspect of the Tusked One, the Slavering Maw is a being that exemplifies greed, brutality and cunning. The Slavering Maw is often at odds with itself. Much like the top and bottom rows of teeth, His brutality and cunning often grind against one other, yet also need each other. In fact, a common cause of arguments amongst His followers is whether the Slavering Maw is *savagely* cunning or *cunningly* savage. The Slavering Maw cares little for destruction or even standing for much of anything – He and his supplicants operate purely on primal instinct and not much else. Regardless, all the while they enjoy the savage life of bloodshed and pillaging.

Those magicians who wholly devote themselves to this Daemon become *Witch Doktors*. Using the collective will of other occultists, they can summon the pure force of the Slavering Maw to devastate and scatter their enemies before them.

FORBIDDEN LORE: The Slavering Maw's only desire is to destroy, pillage and loot for all eternity – not out of any clear goal or means, but simply because it is what He likes to do. Many believe that the Slavering Maw is truly immortal and has existed before time and creation, because they believe the Slavering Maw will be reborn over and over again. This makes the Slavering Maw less like a Daemon, and more like a monstrous, primeval animal.

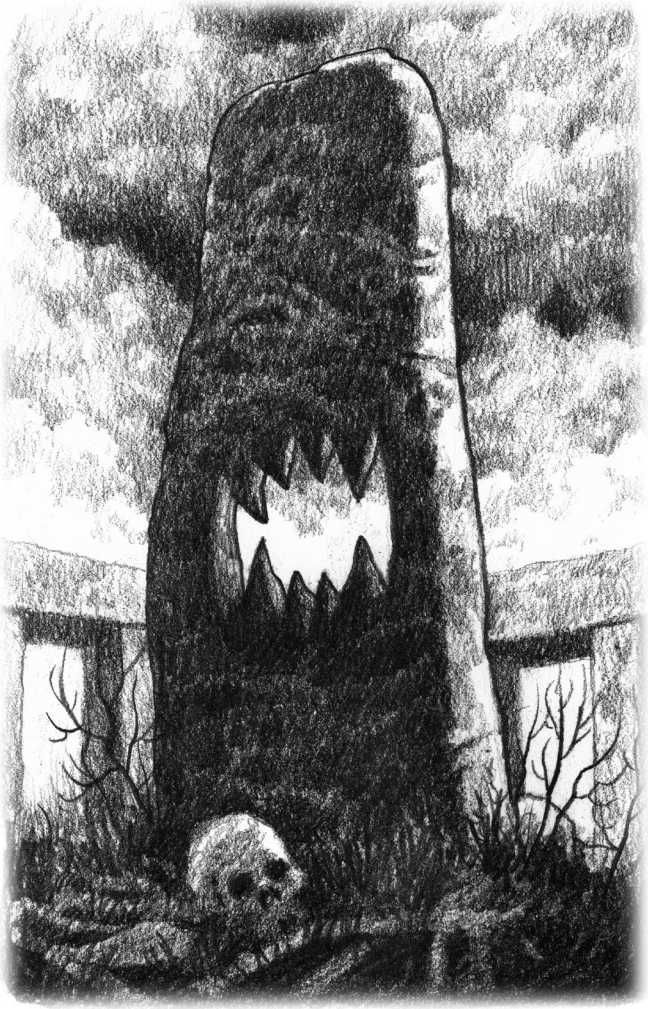
THE SLAVERING MAW'S ASPECTS

BRUTAL: In the mind of the His servant, it is not simply enough to win a battle – you must 'destroy' the battle. Every skull must be crushed, every limb should be torn asunder,

every inch of the battlefield soaked with blood and piled knee-high with gore. Whether it is hunting for food, mating or fighting, every activity involves pure, unbridled aggression and animalistic anger. Their savage nature leads occultists into killing one another… not that the Slavering Maw cares, for He knows no bounds in their cruelty.

CUNNING: Just as occultists must be brutal, they must also be cunning. The reason the armies of the Slavering Maw are so effective is that they are completely unpredictable, which they chalk up to their 'cleverness'. It is not enough to kill a foe; you must also do it in a way which makes your opponent look inept and incompetent. Some cultures who venerate the Slavering Maw possess strategies that are so bizarre and their thought-patterns so out of left field that their battlefield acumen ranges from sheer stupidity to unimagined tactical brilliance.

GREEDY: If the Slavering Maw likes anything as much as fighting, it may very well be trinkets and loot. Some savages have an actual use for gold, and the Slavering Maw does not require that it be tithed. Yet the Slavering Maw harbors an abiding desire to have it, to hold it, to hoard it. The WAAAR! Hordes are stacked high with loot and plunder that simply sits around gathering dust, for no one in their right mind would trade with the creatures who serve the Slavering Maw. Nevertheless, those of its servants who collect such gilded gifts receive favor from the Slavering Maw, whose joy only seems to come from the fact that the gold is His and no one else's.



THE THIRTEEN

The Thirteen is believed to be not one Daemon, but in fact an unearthly host of the best of their kind – one 'super being' who speaks with multiple voices (thirteen to be exact). This dark hive-mind plots from the vast emptiness of the Æthereal Veil, spreading change through Wytchstone-filled revelations. Some scholars believe the Thirteen is not many, but simply an aspect of the Abyssal Prince of Decay – a statement that would drive their followers to literally eat you alive. The Thirteen exalts the virtues of destruction, plague, and shadow, their horn-bearing priests extolling them at every opportunity they can get.

Those magicians who wholly devote themselves to this Daemon become *Grey Vivimancers*. They often sprout long and twisted horns – doubtlessly, a sign of divine favor. Operating in the world above, they assure that the Thirteen's goal of surface domination is carried out with vicious cunning and backstabbing.

FORBIDDEN LORE: The Thirteen has many enemies – almost every other Daemon is seen as a threat and a blight to their plans. The Thirteen brooks no alliances, demanding only that its ceaseless hunger be slated with the death of both enemies of order and chaos.

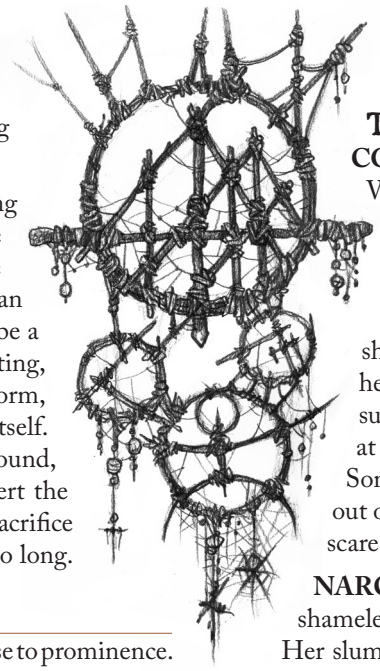
THE THIRTEEN'S ASPECTS

CABALISTIC: In some circles who venerate the Thirteen, there exists an unlikely order – one that sees themselves as the 'viziers' of fate, enacting change from behind the curtain. No matter how divided the worship of the Thirteen may be, these occultists never waver from their singular cause. Through Wytchstone-fueled dreams, they hope visions of countless threads will lead them to on a true, optimum lifepath – the Viridescent Path – to dominate the surface world above. By following this green path, the Daemon's 'children' will swarm across the earth and claim it as their own.

TYRANNICAL: Although some societies consists of a feudality bordering on true anarchy, it is only because the prevailing virtue of being an egoist of superior cunning satisfies the Thirteen. This ruthless lack of cooperation is borne from their need to survive and reign supreme over the world above. Thus, those who embrace this Aspect of

the Daemon are cruel, treacherous and deceiving. Ruling with an iron fist, they seek to become magnanimous, unforgiving and pitiless, thereby satisfying the Thirteen's malignant demands.

ZEALOUS: To the most zealous among their number, merely incanting the Daemon's name demands oblation. The Thirteen has a ceaseless hunger that can only be satisfied by sacrifice. Whether it be a burnt offering of valuables, daily bloodletting, or the ritualistic slaughter of a lesser the form, it is not as important as the oblation itself. Until a more suitable offering can be found, the blood of the young and hale will avert the Daemon's attentions. Unfortunately, the sacrifice will only slake the Thirteen's hunger for so long.



THE WITCH-QUEEN

Hundreds of years ago, an ancient witch rose to prominence. Known as the *Crone*, She was a powerful magi and leader, having mastered dark Magicks of spirits and blood-letting. In time, the Crone came to think Herself more deserving than the other Daemons, and resolved to freeze their spirits so that She could become the sole ruler of the tribes who followed the old Daemons. Her hubris was her undoing, for she could not totally hide her ambitions or her plans and despite the backing of her many followers and her dark might, the other ancestors struck her down and mortally wounded her. Yet somehow, She survived and rose from her death as the Witch-Queen. She was banished far from the Material Realm. The Witch-Queen still lives and is worshipped as a god, but She is in a near-dead stasis hidden far from others. Her cult is one of both pleasure and pain, of cold and blood, and of frigid vengeance.

Those magicians who wholly devote themselves to this Daemon become *Rime Maidens*. Although the unsavory tales of their eating little children do not endear them to the common populace, women and men of all stripe aspire to be like the Witch-Queen and beseech her for Magickal prowess. Many Rime Maidens were kidnapped at a young age by an elder crone and trained to command both a heartless, icy sorcery and the walking dead – those are their hallmark. For this reason, girls who flower has yet to blossom are prohibited from walking the forests alone.

FORBIDDEN LORE: The Witch-Queen is an ancient Daemon, thought to be the first of all witches and possibly the first servant of chaos. Stories says She has two faces – one of which is that of a marvelous white queen in winter, while the other a countenance of a wizened, aged hag. She travels within a chicken-legged hut during the hot season, but spends the winter in a marvelous palace of ice.

THE WITCH-QUEEN'S ASPECTS

COLD-HEARTED: It is rumored that the Witch-Queen's heart is not flesh, but made of a solid block of never-melting ice. This leaves the Witch-Queen with little sympathy or care outside her own concerns. She is just as quick to swat aside followers as she is to embrace them, as long as it helps fuel her cruel machinations. She views most of her supplicants as tools that can be disposed of, or at best playthings to entertain her for a while. Some even say the very winds of winter howl out of Her mouth, but this is most likely a tale to scare the young.

NARCISSISTIC: The Witch-Queen is shamelessly self-involved, when she awakens from Her slumber, she constantly preens herself or tells of her woes. Everyone – from Her followers to the lovers the Witch-Queen takes – will never be more important than Herself. It was this narcissism that caused her to revolt against the other Daemons in the first place. Many who follow her only encourage this self-absorption, making dark sacrifices to Her terrible beauty. Without oblation in Her terrifying name, there is only one alternative: death.

VINDICTIVE: There is nothing that can stand in the way of the Witch-Queen – for anything that does is quickly swept aside, removed or destroyed. So long and maniacal is Her sense of vengeance that She will brood on insults for decades before totally annihilating nations simply out of spite and venom. Some may call it petty, but the Witch-Queen and Her followers feel it to be an eye-for-an-eye – a just punishment for those who would dare raise arms or dissent against their beloved mistress in any fashion. That doesn't prevent the Witch-Queen from sometimes misinterpreting favor as dissent – but it is a loss that must be accepted.

DAEMONIC GIFTS

In a grim & perilous world many great beings are the subject of veneration and worship, their faithful aspiring to live by the tenets of their religion. In their adulation of Daemons, occultists are no different to those who worship any one of the gods, except they are commonly held to be debased, heretical and even inhuman *monsters*. In exemplifying the Aspects of their Daemon and spreading their 'faith', they have one ultimate goal: to reshape the world in their Daemon's unearthly vision. For some, this is a matter of sowing discord and discontent, but others

are hell-bent on ushering the world towards a glorious ruin, where no gods exist but their Daemon. They are the most uncivilized of occultists, since they do not come to town to trade or socialize, but rather to pillage, to plunder, and to leave ruin in their wake. As these villains – fallen heroes and antiheroes, the greedy, the ambitious and the venal – perform more and more deeds in the name of their forbidden lords, their prestige grows in the eyes of their Daemon. Then there may come a moment when their efforts will be recognized and rewarded, the occultist being granted an unsacred speck of their Daemon's power, a speck which coalesces into a Daemonic Gift.

GAINING A DAEMONIC GIFT

Daemonic Gifts are temporary boons (and sometimes banes) granted by the Daemon for services that extend their influence upon the Material Realm. Ranging from dark relics to grotesque infirmities to 'blessed' mutations, the Gift granted is always random – a quality which ties the occultist metaphysically back to the Daemon.

Whenever a Character gains 10 Aspect Ranks, they have two options: gain a Fate Point or roll the dice to determine which Daemonic Gift they receive. Whenever a Daemonic Gift is chosen, you will do two things:

- Your Character gains a permanent Chaos Rank. Record it on your Character sheet.
- Roll 1D100 on the Daemonic Gift table for your Daemon. Record the result on your Character sheet.

After you log your new Fate Point or Daemonic Gift, reset both your Aspect and Chaos Ranks to zero (as outlined under *Step VIII: Alignment* in the Character Creation chapter in **ZWEIHÄNDER**). Your Aspect Ranks may increase again as you accumulate Corruption over the course of the story.

Should your Character ever acquire more than 9 permanent Chaos Ranks, they are retired from play (and may evolve/devolve into a form that fits the vision of your Daemon).

FINAL CONSIDERATION:
Daemons are a fickle lot and a Gift can be stricken from your possession as quickly as it may be gained. Should you already possess a Daemonic Gift and gain the same one again from the table (thereby rolling the same result as the Gift you already have), the Gift is immediately stricken from you. You instead gain 1 Fate Point, but still record the permanent Chaos Rank. However, you may regain the Daemonic Gift at a later time (after once more gaining 10 Aspect Ranks). And remember: Daemonic Gifts are temporary – so be sure to keep track of any changes they make to your Character.

'Parson' Sterling is an occultist in service to the Prince of Change. He already has the Gift of True Name. Acquiring 10 Aspect Ranks later in his career, his player elects to roll on the Daemonic Gifts table once more. Unfortunately, he rolls the True Name result again. Parson Sterling immediately loses True Name, but still records a permanent Chaos Rank. In return for generating the same result, 'Parson' Sterling gains 1 Fate Point.

THE BLACK LODGE

D100	DAEMONIC GIFT	EFFECT
1 to 10	Black Aria	With a successful Resolve Test, you are completely invisible to sight, but can be heard. You remain invisible for a number of minutes equal to 3+[WB] as a long as you remain completely still. This only works in rural areas. Finally, you must be able to speak to take advantage of this Gift.
11 to 20	Canticle Copse	Whenever you are in urban areas, you must add an additional Chaos Die when you Channel Power. However, when you are in rural areas, you never risk Chaos Manifestations unless you roll at least three or more face '6's on the Chaos Dice. Finally, you must be able to speak to take advantage of this Gift.
21 to 30	Chantey to the Woodland	You never treat rural areas as Hard Terrain. However, you now treat urban areas as Hard Terrain. Finally, you must be able to speak to take advantage of this Gift.
31 to 40	Earworm of Sylvania	Whenever you suffer an Injury or begin to Bleed, all those who can hear and are within an Explosion Template around you are Stunned. In addition, they must flip the results to fail when Resisting its effects on future Turns. Finally, you must be able to speak to take advantage of this Gift.
41 to 50	Elegy of Ironwood	Whenever you awaken, roll a 1D6 Chaos Die. If the result is face '1-2', add +1 to Damage Threshold, but subtract -1 to Movement. If the result is face '3-5', add +2 to Damage Threshold, but subtract -2 to Movement. If face '6', add +3 to Damage Threshold, but subtract -3 to Movement. This effect lasts for 24 hours or until you go to sleep. Finally, you must be able to speak to take advantage of this Gift.
51 to 60	Fey Hymn	You can see in the dark and can automatically see hidden and Æthereal foes. You must be able to speak to take advantage of this Gift.
61 to 70	Ode to the Walker	You never suffer from Peril when made subject to Stress or Fear. In addition, you can never be made subject to the effects of the Intimidate Skill. Finally, you must be able to speak to take advantage of this Gift.
71 to 80	Shadow's Lament	Whenever you are in shadows, fog, mist or smoke and are struck by a ranged weapon, roll a 1D6 Chaos Die. If it lands on face '6', you automatically redirect it back at the attacker as an Opportunity Attack. Otherwise, you can attempt to Dodge as usual. Finally, you must be able to speak to take advantage of this Gift.
81 to 96	Threnody of the Toadstool	By spending a Fortune Point, you can use your breath as a ranged weapon. This allows you to strike a single foe within 1+[PB], causing the foe to suffer 1D10+[BB] Damage from acid. Toadstool Breath ignores a foe's Damage Threshold Modifier from armor, but they can attempt to Dodge Toadstool Breath or Parry it with a shield. Toadstool Breath can be used while Engaged with foes. Finally, you must be able to speak to take advantage of this Gift.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of the Black Lodge	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Whenever you Channel Power while using the Covenants of the Black Lodge, you may apply the benefits to both the spell you are casting and the next spell you cast as well. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE ENDLESS GULLET

D100	DAEMONIC GIFT	EFFECT
1 to 10	Boot-stomper	Whenever you deal Damage, you can automatically knock your foe Prone. In addition, you ignore the effects of Hard Terrain. However, whenever you drop down the Damage Condition Track negatively, you move an equal number of steps down the Peril Condition Track negatively.
11 to 20	Death-cheater	Whenever you would be Slain!, immediately make a Toughness Test. If successful, you remain Grievously Wounded and suffer a random Grievous Injury.
21 to 30	Giant-breaker	You are treated as a Large Creature (see **Chapter 7: Liber Malus** for more information). In addition, you must modify the cost for armor, food and clothing by +60% of its price.
31 to 40	Gut-thinker	Whenever you calculate your Peril Threshold, refer to your Damage Threshold values to determine results (whichever is higher).
41 to 50	Lead-belcher	By spending a Fortune Point, you may make an Opportunity Attack using your mouth as a blunderbuss (with the Gunpowder, Shrapnel, Volatile and Weak Qualities). You must have gunpowder & shot to make use of this Gift.
51 to 60	Man-slayer	Whenever you deal Damage to creatures that are classified as a Humanoid (including player Ancestries), add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
61 to 70	Mountain-eater	Whenever you suffer an Injury or begin to Bleed, immediately make an Opportunity Attack bare-handed. If you deal Damage, immediately move one step up the Damage and Peril Condition Tracks positively.
71 to 80	Mouth-breather	You can never succeed at Education or Scrutinize Tests. However, whenever you first encounter another Character you provoke Fear.
81 to 96	Wall-crusher	When you Charge, your next Attack Action using a melee weapon gains the Shrapnel Quality.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of the Endless Gullet	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Add the Powerful Quality to any two-handed melee or ranged weapon you wield and you can spend a Fortune Point to inflict falling Damage equal to 1+[BB] when wielding these weapons. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE HELLFURNACE

D100	DAEMONIC GIFT	EFFECT
1 to 10	Ash & Basalt	You and any non-living possessions carried cannot be harmed by non-Magickal fire. However, for every hour you are in the rain, you suffer 1D10+1 physical Peril. For every minute you stand in water, you suffer 2D10+2 physical Peril. For every minute you are completely submerged in water, you suffer 3D10+3 physical Peril. Should you be Incapacitated! by this, you are instead Slain!.
11 to 20	Dvergar's Blessing	Upon receiving this Gift, roll a 1D6 Chaos Die. If the result is face '1-2', you gain a set of tusk-like mandibles (add the Vicious Quality to all Brawling type weapons you wield). If the result is face '3-5', your skin ripples with obsidian shards (foes suffer 1D10+1 physical Peril whenever they deal Damage to you with one-handed melee weapons). If the result is face '6', your eyes turn ruby red (you can see perfectly in the dark and ignore Medium and Long Distances with ranged weapons).
21 to 30	Fire for Blood	Whenever you suffer an Injury or begin to Bleed, all those who are Engaged with you must Resist with a Coordination Test or be caught On Fire. You are immune to its effects.
31 to 40	Forged of Flames	You no longer suffer from the effects of Litany of Hatred. Whenever you suffer Damage from fire, reduce your Damage Condition Track by one less step negatively, but restore your Peril Condition Track positively by an equal number of steps.
41 to 50	Obsidian Jaw	You may flip the results to succeed at all Skill Tests to Resist Perilous Stunts. In addition, increase your Encumbrance by 3. However, you must spend an additional AP to Charge, Maneuver or Run.
51 to 60	Retribution of Magma	Whenever you are Slain!, the foe who struck you must Resist with a Coordination Test or suffer 3D10+3 Damage from fire. If the foe is Slain!, you are automatically restored to Grievously Wounded and suffer a random Grievous Injury.
61 to 70	Tinge of Wytchstone	Whenever you Critically Succeed at a Combat-based Skill Test and deal Damage, your foe also gains a Chaos Rank or Taint of Chaos (your choice).
71 to 80	Vesuvian Mind	Whenever you flee from combat, you gain 6 Corruption. In addition, whenever you Charge towards a foe, add your [BB] to Movement. Finally, you may automatically succeed at a Skill Test to Parry melee weapons, but move one step down the Peril Condition Track negatively.
81 to 96	Volcanic Fist	Your off-hand gains the Immolate and Punishing Qualities. However, you can no longer hold anything in this hand. In addition, by spending a Fortune Point, you can Stem Bleeding on a patient. As you cauterize the Bleeding, the patient moves three steps down on the Peril Condition Track negatively. If this moves them to Incapacitated!, they also fall unconscious for 1 hour.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of the Hellfurnace	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Whenever you deal Damage to creatures that are classified as a Mutant (including player Ancestries), you move one step up the Damage and Peril Condition Tracks positively. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE OUTSIDER

D100	DAEMONIC GIFT	EFFECT
1 to 10	Abyssal Geometry	Whenever you suffer an Injury or begin to Bleed, roll a 1D6 Chaos Die. If the result is face '1-2', you gain an extra arm (which you can use to make one additional Attack Action on your turn). If the result is face '3-5', you gain an extra set of legs, which give you an additional 6 to Movement Actions. If the result is face '6', you gain an external Æthereal heart, adding 3 to both Damage and Peril Thresholds. These effects go away once you are out of danger. Afterwards, you suffer 2D10+2 physical Peril.
11 to 20	Dimensional Intrusion	You may teleport to any one place you can see within 3+[WB] in yards. Afterwards, you suffer 2D10+2 physical Peril.
21 to 30	Gaze Into Chaos	Whenever you see a single foe (who can also see you), you force them to Resist with a Resolve Test or be Mesmerized. Mesmerized foes cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape. You cannot use any other Actions while maintaining a Transfixed Gaze. However, you can release the gaze at any time. If you suffer Damage while a foe is Mesmerized, you immediately relinquish the hold. Foes who attempt to Resist must flip the results to fail at their Skill Test. Afterwards, you suffer 2D10+2 physical Peril.
31 to 40	Premonition	Whenever a foe intends to use a Skill Test against you, you may force them to flip their results to fail. Alternatively, if they roll a face '6' on Fury Dice, you may force them to turn the Fury Die into a face '1'. Afterwards, you suffer 2D10+2 physical Peril.
41 to 50	Psychokinesis	You may maneuver any object through the air to any one place you can see within 3+[WB] in yards. the object cannot be any larger than an Ogre. Afterwards, you suffer 2D10+2 physical Peril.
51 to 60	Seize the Moment	You may interrupt another's action on the Initiative Ladder, while gaining 1 AP (which must be used immediately). In addition, whenever you fail a Skill Test, you may then re-roll to generate a better result, but must accept the outcome. Finally, immediately after spending your AP or re-rolling the Skill Test, you suffer 3D10+3 physical Peril.
61 to 70	Tear Reality	Whenever a foe suffers an Injury or begins to Bleed that you can see clearly, you can immediately render that foe Incapacitated!. Afterwards, you suffer 3D10+3 physical Peril.
71 to 80	Twin Shadow	You immediately conjure a perfect, physical apparition of yourself and your trappings anywhere you can clearly see. Although your apparition cannot speak, it can be made to take actions as if it were under your control for 3+[WB] minutes. In addition, the apparition has its own Initiative. The apparition is immediately Slain! whenever it suffers Damage or the time runs out. Afterwards, you suffer 3D10+3 physical Peril.
81 to 96	Voidsight	You can automatically see hidden and Æthereal foes. In addition, you can see through walls a distance equal to 3+[WB] in yards, but suffer 1D10+1 physical Peril afterwards.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of the Outsider	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. You are immune to Bleeding, Injuries and Perilous Stunts. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE PRINCE OF CHANGE

D100	DAEMONIC GIFT	EFFECT
1 to 10	Changer of Ways	You must re-roll every Primary Attribute. Record these new values, but keep the old values on-hand in case you need to refer to them again.
11 to 20	Gift of Brutality	Upon command, turn your primary hand into any melee weapon you desire for 1 hour.
21 to 30	Hand of Chaos	Your off-hand gains its own Motivation and Initiative in combat, equal to your [WB]. The hand is controlled by the GM and will always work against you whenever you have more Chaos Ranks than Aspect Ranks. Finally, the hand can detach itself from your body, but must return every 24 hours. The hand has a Hardness Threshold of 3 (9/15/21). If Slain!, it regrows from your stump a week later, and you gain one permanent Chaos Rank.
31 to 40	Jubilant Division	Whenever you are Slain!, your body splits into three Lemurian Hosts that attack your foe. If the foe is Slain!, you are automatically restored to Grievously Wounded and suffer a random Grievous Injury.
41 to 50	Mortifying Gaze	When foes are Engaged with you (and they can see you), they must Resist with a successful Resolve Test or be Mortified. While Mortified, they suffer a -10 Base Chance to all Skill Tests used against you, until combat ends.
51 to 60	Plans Within Plans	So as long as your Peril Condition Track is at Unhindered, you may Unfetter any number of Magick spells without suffering from Peril.
61 to 70	Raziel's Metamorphosis	You can use Movement Actions to fly at a rate of 9+[AB] in yards. In addition, every time you inflict an Injury or cause someone to Bleed, you move one step up the Peril Condition Track positively. However, whenever you are Injured or made to Bleed, you cannot fly. Refer to Flying Creatures in the Game Mastery chapter of **ZWEIHÄNDER** for other details.
71 to 80	Sorcerer's Enlightenment	Select a spell from each principle of Magick: Petty, Lesser and Greater. These spells need not be of your Covenant, but can be of any Arcane, Covenant or Divine type. You immediately learn these spells.
81 to 96	The Reckoning	Select any three Primary Attributes and then roll 1D6 Chaos Die for each attribute. If it lands on face '6', reduce the Primary Attribute by that value. Otherwise, add the value on the Chaos Die to the Primary Attribute.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of Change	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. As a result, you ignore the Heavy Quality of armor to cast Magick. In addition, whenever you are made the target of a Magick spell, roll 1D6. If it lands on a face '6', you automatically Counterspell for 0 AP. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE PRINCE OF DECAY

D10	DAEMONIC GIFT	EFFECT
1 to 10	Cloud of Bottle Flies	You can never be restored to Unharmed on your Damage Condition Track, only to Lightly Wounded. As a result, foes who are Engaged with you must flip the result to fail all Skill Tests to strike you using Actions In Combat. However, you can no longer have your Damage Condition Track restored positively using bind wounds. Instead, you must be administered laudanum or healed Magickally.
11 to 20	Decaying Host	Whenever you suffer an Injury or begin to Bleed, a Swarm of your choosing (from the Bestiary) sprouts forth from your orifices to fight on your behalf, remaining Engaged with you. You can only sprout a single Swarm during combat (and it is immediately Slain! whenever it suffers Damage). The Swarm returns to your body once you are no longer in danger.
21 to 30	Decrepit Countenance	Whenever you first encounter another Character, you may provoke Stress if you are in the Basic Tier, Fear if you are in the Intermediate Tier or Terror if you are in the Advanced Tier. In addition, you are immune to Grievous Injuries that would cause harm to your head or face.
31 to 40	Familiar of Decay	You immediately gain the services of a Bog Thing, who otherwise functions as an Abyssal Familiar (as per the Ritual). However, it cannot turn Æthereal and should it be Slain!, you gain one permanent Chaos Rank and another Bog Thing will emerge from your feces 24 hours later.
41 to 50	Messenger of Delight	You become a carrier of any single Disease the Game Master selects. However, you are completely immune to its negative effects.
51 to 60	Miasma of Sickness	Upon receiving this Gift, roll a 1D6 Chaos Die. If it lands on face '1', you contract Filth Fever. If it lands on face '2', you contract Tomb Rot. If it lands on face '3', you contract War Fever. If it lands on face '4', you contract King's Disease. If it lands on face '5', you contract Chaotic Rot. And finally, if it lands on face '6', you contract all five aforementioned Diseases. As a result, whenever you inflict an Injury to a foe or cause them to Bleed, they also contract the disease(s).
61 to 70	Regurgitation	Any time you roll a face '6' with a melee or ranged weapon, your foe also suffers a cumulative -1 to their Damage Threshold until they bind their wounds to recover.
71 to 80	Sickening Smile	Whenever you inflict Peril from a Chokehold, you also deal an equal amount of Damage.
81 to 96	Slimy Trail	All those who are caught within a Burst Template around you treat it as Hard Terrain. You ignore its effects.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of Decay	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. You are immune to the negative effects of all Diseases (but may remain a carrier of them). By spending a Fortune Point, you force a single foe you can touch to make a Toughness Test, or they suffer from any Disease you are suffering from. In addition, choose any Build you like for your Character. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE PRINCE OF PLEASURE

D100	DAEMONIC GIFT	EFFECT
1 to 10	Bacchanalian Rite	Any time you are Intoxicated or affected by any type of Poison (such as a Deliriants, Intoxicants and others), you automatically add +3 to your Peril Threshold.
11 to 20	Beguiling Congress	Whenever you perform acts of carnal knowledge with another, the person can be commanded to take any action you desire over the next 24 hours. Should they be commanded to undertake a dangerous task, they can attempt a Resolve Test to Resist this effect. This can only affect Humanoids and Mutants (including player Ancestries). The same person cannot be made subject to this effect more than once every 24 hours.
21 to 30	Grotesque Penetration	You may now make attacks using your tongue as a bare-handed weapon. If successful, it inflicts Peril instead of Damage. Your tongue has the following Qualities: Entangling, Finesse and Reach.
31 to 40	Horn of Potency	Your horn is treated as a bare-handed weapon with the Powerful and Vicious Qualities. Those who touch your horn can successfully reproduce within the next 24 hours (even if they have the Eunuch Drawback). However, offspring born from such unions gain a Taint of Chaos.
41 to 50	Nocturnal Emissions	Whenever others sleep near you, roll a 1D6 Chaos Die upon awakening. If the result is face '1-5', nothing happens. If the result is face '6', choose one person. Both you and the person gain a free Fortune Point. This benefit cannot be given or gained more than once every 24 hours.
51 to 60	Pincer of Pain & Pleasure	Your off-hand gains the Entangling and Vicious Qualities. However, you can no longer hold anything in this hand. Finally, by spending a Fortune Point, the person you touch moves one step up the Peril Condition Track positively.
61 to 70	Sadomasochist	Whenever you suffer an Injury or begin to Bleed, move one step up the Damage Condition Track positively. However, whenever you cause a foe to suffer an Injury or cause someone to Bleed, move one step down the Peril Condition Track negatively.
71 to 80	Saturnine Musk	Foes who are Engaged with you cannot add their Apprentice Skill Rank to Combat and Willpower-based Skill Tests.
81 to 96	Suicide Blonde	Your hair immediately turns platinum blonde. Reduce your Age Group by one step and gain a permanent Distinguishing Mark. Increase your [FB] by 1 for each Distinguishing Mark you have, but you now suffer a -20 Base Chance to Resolve. If you advance beyond Young, you are immediately Slain! (unless you have a Fate Point to spend).
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of Pleasure	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Any creature that is classified as a Humanoid (including player Ancestries) must reduce the Damage they inflict upon you by your [WB], until you initiate violence towards them or their allies. In addition, choose any Build you like for your Character. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE PRINCE OF VIOLENCE

D100	DAEMONIC GIFT	EFFECT
1 to 10	Annealed Sinew	Upon receiving this Gift, roll a 1D6 Chaos Die. If the result is face '1-2', your skin turns pitch black (add 1 to [BB]). If the result is face '3-5', your skin turns ruby red (add 2 to [BB]). If the result is face '6', your skin turns into brass (add 3 to [BB]). In all cases, you no longer suffer from the Dangerous Quality while unarmored.
11 to 20	Blood Frenzy	Whenever you suffer an Injury or begin to Bleed, you enter a frenzied state as if you had succumbed to the effects of 3 doses of red cap mushrooms.
21 to 30	Chaos' Handiwork	Your hand (and any weapon you wield within it) takes upon the effects of the spell *Anoint Weapon*. Upon receiving this Gift, roll a 1D6 Chaos Die. If the result is face '1-2', your hand glows red-hot on command and provides an insignificant amount of heat and light (equivalent to a torch), gaining the Immolate Quality when used to make a bare-handed attack. If the result is face '3-5', bare-handed attacks gain the Breaker and Vicious Qualities. If the result is face '6', you permanently fuse any single one-handed weapon to your arm. Although you gain the penalties normally associated with the Veteran's Hand Drawback, you can never be Disarmed with that weapon. Finally, the weapon takes upon the Castle-forged Quality.
31 to 40	Fetor of Hatred	Whenever you suffer an Injury or begin to Bleed, all those who are caught within a Burst Template around you must Resist with a Resolve Test or be made subject to Confusion. While Confused, they must roll 1D6 Chaos Die when their Turn starts. If the result is face '1', they lose 1 AP on this Turn. If the result is face '2', they lose 2 APs on this Turn. If the result is face '3', they must run in a random direction. If the result is face '4', they must attack the nearest ally. If the result is face '5', they do nothing. However, if the result is face '6', they are left Helpless. Once subject to any of these effects, they can attempt to Resist it at the beginning of their Turn to shake it off. Foes who attempt to Resist must flip the results to fail at their Skill Test. You are immune to its effects.
41 to 50	Hell-bent	You suffer a loss of 9% to Fellowship, Intelligence and Willpower. However, you gain 9% to Brawn, Combat and Perception.
51 to 60	Living Sutures	Whenever you are treated by a healer for any purpose, they never require bandages. In addition, you automatically recover one step up the Damage Condition Track positively every 24 hours.
61 to 70	Unsettling Countenance	Whenever you first encounter another Character, you may provoke Stress if you are in the Basic Tier, Fear if you are in the Intermediate Tier or Terror if you are in the Advanced Tier.
71 to 80	Venomous Maw	Any bare-handed attack you make inflicts Damage normally, and also injects a single dose of scorpion venom.
81 to 96	Wretched Collar	Whenever you are targeted by a Magick spell, your foe must succeed at two Incantation Tests in order for it to be successful.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of Violence	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Any time you move a foe two or more steps down the Damage Condition Track negatively or cause them to suffer an Injury, they begin to Bleed. Whenever you render a foe Slain!, you automatically move one step up the Damage and Peril Condition Tracks positively. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE SLAVERING MAW

D100	DAEMONIC GIFT	EFFECT
1 to 10	Brutal Cunning	You never suffer penalties when using tools or weapons in either hand. In addition, you may make two Melee Attacks during your Turn in combat. However, you cannot carry a shield and must be wielding 2 one-handed melee weapons.
11 to 20	Chop Shop	Whenever a foe causes you to move down one or more steps on the Damage Condition Track negatively, immediately make an Opportunity Attack against any foe.
21 to 30	Cunning Brutality	You may Cast Magick twice during your Turn in combat. However, you cannot carry a shield or wear armor.
31 to 40	It Ain't Real	You can Counterspell using either Incantation or Resolve, despite not having the ability to cast Magick. If successful, the foe must flip the results to fail at their next Incantation Test.
41 to 50	Lousy Git	You flip the results to succeed at Intimidate and Leadership Tests. However, you must flip the results to fail at Bargain and Charm Tests.
51 to 60	Me Pet	You immediately gain the services of a Primeval creature, who otherwise functions as an Abyssal Familiar (as per the Ritual). However, it cannot turn Æthereal and should it be Slain!, you gain one permanent Chaos Rank and another Primeval will emerge from its corpse 24 hours later.
61 to 70	Night Iz Best	Whenever you are exposed to any sort of light (such as from a torch), you suffer a penalty of -3 to Damage Threshold. However, when in darkness, you gain a bonus of +3 to Damage Threshold and you can see in the dark.
71 to 80	Oi! Behave	At the end of your Turn, make an Opportunity Attack bare-handed against an ally. You inflict physical Peril instead of Damage. As a result, that ally can make an Opportunity Attack using a melee weapon against a foe.
81 to 96	Wotz Dat?	Whenever you are at Ignore 1 Skill Rank, gain 1 additional AP. Whenever you are at Ignore 2 Skill Ranks, gain 2 additional APs. Whenever you are at Ignore 3 Skill Ranks, gain 3 additional APs.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of the Slavering Maw	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Replace all D6 Fury Dice with D10. These D10 Fury Dice explode on face '9-10'. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

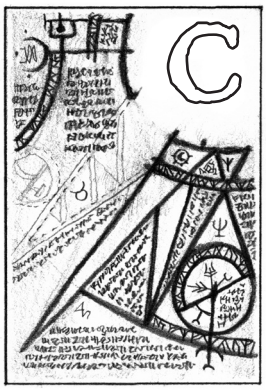
THE THIRTEEN

D100	DAEMONIC GIFT	EFFECT
1 to 10	Bilious Innovation	By spending a Fortune Point, you automatically conjure forth any single Wytchblight. You must have a glass grenade to make use of this Gift.
11 to 20	Bright Light, Bright Light	Whenever you are exposed to any sort of light (such as from a torch), you suffer a penalty of -3 to Peril Threshold. However, when in darkness you gain a bonus of +3 to Peril Threshold and you can see in the dark.
21 to 30	Choleric Divination	You can sense whenever Wytchstone is within one mile of where you stand. In addition, whenever you successfully prepare a trapping with Wytchstone Essence as an alchemical requirement, you prepare an additional trapping as well.
31 to 40	Fleabag	Whenever you inflict an Injury, your foe's wounds are also Infected. In addition, you may flip the results to succeed at Skill Tests to Resist Disease. In addition, your flea-ridden clothing and countenance means you can never succeed at Bargain Tests
41 to 50	Murderlord	Whenever you awaken, roll a 1D6 Chaos Die. If the result is face '1-2', add +1 to [CB], but subtract -1 to Peril Threshold. If the result is face '3-5', add +2 to [CB], but subtract -2 to Peril Threshold. If face '6', add +3 to [CB], but subtract -3 to Peril Threshold. This effect lasts for 24 hours or until you go to sleep.
51 to 60	Phlegmatic Countenance	Upon gaining this Daemonic Gift, you gain a number of Distinguishing Marks based on your current Tier. If Basic Tier, you gain one; if Intermediate Tier, you gain two; if Advanced Tier, you gain three. As a result, increase your [PB] by 1 for each Distinguishing Mark you gain. However, you must now flip the results to fail at all Charm Tests.
61 to 70	Runner Runner	You never treat urban areas as Hard Terrain. However, you now treat rural areas as Hard Terrain.
71 to 80	Sanguine Skittering	You reduce all Movement Actions by 1 AP (to a minimum of 1 AP) and can Dodge both melee and ranged weapons.
81 to 96	Tyrannical Aggression	Whenever you suffer an Injury or begin to Bleed, roll a 1D6 Chaos Die. If the result is face '1-2', your hands are covered in rot as all Injuries you inflict also cause Infection. If the result is face '3-5', your thews become engorged with might as you ignore the Weak Quality for all melee weapons and add the Reach Quality. If the result is face '6', your body bristles with bony ridges and hair as you increase your [BB] by 3. These effects go away once you are out of danger.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of the Thirteen	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Select a single Primary Attribute. Whenever you make Skill Tests related to that Primary Attribute, roll twice and use the better of the two results. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

THE WITCH-QUEEN

D100	DAEMONIC GIFT	EFFECT
1 to 10	Club-footed	You cannot Charge, Maneuver or Run with Movement Actions without spending an additional AP. If you already have a Veteran's Boot, it costs you 2 AP instead. However, your bare-handed attacks gain the Powerful and Punishing Qualities.
11 to 20	Cold Countenance	You may flip the results to succeed at Intimidate Tests, but must flip the results to fail at Charm Tests.
21 to 30	Creaky Bones	Your hair immediately turns silver white. Advance your Age Group by one step positively and gain a permanent Distinguishing Mark. Increase your [BB] by 1 for each Distinguishing Mark you have, but you now suffer a -20 Base Chance to Stealth Tests. If you advance beyond Elderly, you are immediately Slain! (unless you have a Fate Point to spend).
31 to 40	Glacial Surge	Whenever you Channel Power and have a shard of ice on-hand as an expendable reagent, you may ignore 1 Chaos Die.
41 to 50	Pyro-Cryo	Whenever you suffer Damage from fire, move one additional step down the Damage Condition Track negatively. In addition, whenever you would normally suffer Damage or Peril due to cold weather, you move one step up the Damage Condition Track positively. This means that if you were Grievously Wounded, you are now Seriously Wounded instead.
51 to 60	Rime Preservation	Whenever you suffer Damage from a melee or ranged weapon, spend a Fortune Point to temporarily increase your Damage Threshold by your [WB] for purposes of ignoring Damage from that single attack.
61 to 70	Second Sight	By spending a Fortune Point, you automatically understand the Motivation of a NPC or the Chaos Alignment of any player Character. You must be able to see them clearly to make use of this Gift.
71 to 80	Spiritual Medium	You may use any Fellowship-based Skill to directly communicate with Restless Spirits. This interaction is not always beneficial: many spirits are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as an all but supernatural type of communication; the complexity being determined by the Game Master. In addition, you may ignore the Accursed Trait for purposes of dealing Damage.
81 to 96	Witch's Teat-milk	After a person imbibes one of your alchemical concoctions, they may automatically succeed at their next Skill Test to Resist Damage and Peril from cold weather.
97 to 99	True Name	You are given a True Name by your Daemon, but you must tattoo it upon parchment made from the flesh of one of your own Ancestry and conceal it somewhere considered holy to your Daemon. Unless foes invoke your True Name before casting Magick, it fails to affect you. This also means that if someone knows your True Name, Magick, Rituals and other miscellanea can be used to summon, contain and control you.
100	Mark of the Witch-Queen	Your forehead is marked with the symbol of your Daemon, visible only to your Daemon's occultists or by Magick. Whenever you Channel Power while using the Covenants of the Witch-Queen, you may apply the benefits to both the spell you are casting and the next spell you cast as well. Finally, you may flip the results to succeed at Fellowship-based Skill Tests with those who share your faith.

LIBER UMBRARUM



ovenant Magick is a new tradition of Magick for **ZWEIHÄNDER**, an eldritch amalgam of Arcane and Divine Magick. It is best defined as a pact with banned gods, demons or lost deities stricken from the annals of history, fused with Abyssal/Ætheric 'chaos-stuff' to form its means. Most Daemons are not as far removed from mortal concerns as the gods are and they take an active hand in having their followers 'prepare' the Material Realm for their inevitable return. A few, however, are simply on the verge of death, floating in the Æthereal Veil where all forgotten gods rot in the emptiness of oblivion. It does not stop them from granting a choice few mortals a morsel of their power, however. These precious few are called *occultists* and the Daemon's stratagems are ensured by granting the grandest of their chosen the use of Covenant Magick.

COVENANT MAGICK

Unlike the standard Arcane and Divine traditions of Magick, Covenant Magick is incredibly dangerous. Not only are its spells far more destructive, but it comes at a steep price: the cost of one's soul. Every occultist gives up a part of themselves in order to curry favor with a single Daemonic master. Every Daemon's demands differ, but in exchange, unfathomable power awaits. To no great surprise, Daemons are a fickle lot – perhaps even more pernicious than their divine counterparts – and there is no guarantee of Daemonic favor through sacrifice by their occultists.

Occultists who enter pacts with Daemons record their supernatural spells in a volume called a *codex*. Typically bound in lead, goatskin or other material considered sacred to the Daemon, a codex harbors eldritch stories and untold secrets about the Daemon. To be caught with a work of such utter heresy would result in unswerving persecution at the hands of the Inquisitors. However, much like how an occultist lives a double life, their codex is generally hidden in plain sight. It may masquerade as prayer book, brimming with holy passages from the commonly-accepted gods (but cryptically written to be interpreted as a Daemonic orison). Or, it may be disguised as a fictional literary work, meant to inspire laughter or horror (hiding its true intent within the margins). Regardless of its form, the codex is essential to an occultist's Daemonic work, and the spells its contains are the instruments of their infernal strategies.

MAGICK FORMAT

Every Magick spell in **MAIN GAUCHE** is presented in the following format:

DISTANCE: This reflects the range over which your Magick can be cast. Distances that rely on sight and sound must take into consideration the visibility and hearing conditions. For instance, if it is dark out it would be nearly impossible to target another with Magick without proper lighting (or an appropriate Trait to see in the dark). If the Distance says 'yourself', it means precisely that you can cast it only on yourself and no other. If a Magick spell can be cast upon objects or people by touch, it means that it can also be cast on yourself. Any time a 'person' is mentioned, it also means a creature (unless there is a restriction mentioned in the Effects) or yourself. The GM will apply their best judgement in these cases. You are always your own ally, so you can cast Magick intended for others upon yourself as well.

REAGENTS: Reagents are material ingredients normally required to cast Magick. Reagents are usually not expended after casting Magick, unless indicated otherwise in brackets as in (expended). When reagents are expended, they are destroyed whether you were successful in casting the Magick or not. No additional time is required to produce reagents in readiness to cast a Magickal spell. Unless buried in the bottom of your backpack, it is always assumed that reagents are within easy reach – such as in pockets, a sling bag or folds of a mantle – when casting Magick.

SIDEBAR: COST OF REAGENTS

Most reagents require a bit of cleverness on the player's part to hunt down. While many can be found through use of Skills, foraged for in the wild or recovered from Slain! enemies, some reagents must be manufactured. In cases where you are uncertain how much a reagent would cost to purchase or resell, follow these simple guidelines to determine cost by Principle of Magick:

- Petty Magick Reagent: 3 brass pennies (bp)
- Lesser Magick Reagent: 6 silver shillings (ss)
- Greater Magick Reagent: 9 gold crowns (gc)

DURATION: This determines how long the Magick lasts once successfully cast, until it runs its course. This Duration can be ended by caster at will, unless they Critically Failed to cast it. Otherwise, it must be made subject to Dispel Magick in order to stop it before its Duration expires.

EFFECT: An Effect describes what happens after the Incantation Test has been successfully made. In some cases, you will deal Damage with your Magick spells using a number of 1D10 Magick Dice. However, Magick Dice never explode like 1D6 Fury Dice do. In all cases, 'person', 'people', 'foes', 'creatures', 'enemies', 'target' and 'allies' are interchangeable, imposing no additional distinction or restriction due to the relationship you have (or lack thereof) for consideration as to who is affected by the Magick.

CRITICAL SUCCESS: The Magick works, gaining additional bonuses as indicated in the description. Note that Magick spells where you have rolled a Critical Success to cast Magick cannot be made subject to Counterspell.

CRITICAL FAILURE: The Magick fails and incurs additional penalties as indicated in the description. Critical failures generally indicate that the Critical Failure Effects last as long as the Duration, unless stated otherwise. Naturally, it is not to your benefit to Unfetter the Duration in these cases!

MAGICK & RITUAL CONCENTRATION

Given that some Magick and Rituals requires Concentration or the casting time extends into next Turn, if you are subject to harm during this time, it may spoil your casting. If for any reason you suffer Damage or Peril, have to Resist Magick or an Effect, Counterspell or Dodge or Parry during this time, you will need to make a successful Resolve Test or your focus, and thus your Concentration, will be broken. When this occurs, the Effects of spells that have a limited Duration immediately end. You can only Concentrate upon one Magick spell or Ritual at a time, but may cast other spells and Rituals while Concentrating.

SPELLS IN COMBAT

If you are in combat, you must spend the appropriate number of APs on your Turn before you make an Incantation Test. Petty Magick costs 1 AP, Lesser Magick 2 APs and Greater Magick costs 3 APs. Casting a spell takes ten seconds of in-game time. As Duration is measured in minutes (and combat Turns are measured in seconds), it is usually unnecessary to track Duration in combat.

COVENANT TO THE BLACK LODGE

SPELL	PRINCIPLE
Between Two Worlds	Lesser
Dullahan's Curse	Petty
Fey Requiem	Greater
Ossified Winds	Lesser
Pall of Night	Petty
Restore the Lodge	Greater
The Sleeper Awakens	Greater
Twilight Walker	Lesser
Wood-whisper	Petty

BETWEEN TWO WORLDS

You pass from the Material Realm into a strange purgatory of velvet curtains and the ossified remains of the Fey progenitor Ancestry. You emerge upon the other side, far away from where you began.

Distance: Special
Reagents: An old sycamore tree, where you drop a ring made of formica (expended)
Duration: Special
Effect: After successfully casting this spell, you and a number of allies equal to your [WB] step into the Black Lodge. Time is strange within the Lodge, as one minute within the Lodge is equal to one hour in the Material Realm. You may remain within the Lodge's 'waiting room' as long as you wish, however when you leave, you emerge from a tree that you have touched anywhere within the Material Realm.
Critical Success: As above, but add one Fortune Point to the Fortune Pool.
Critical Failure: Caught between two worlds, you and your allies become lost within the Black Lodge. In order to escape, you must fight your own doppelgangers. Facedancers who have not yet transformed will arise immediately somewhere within the Lodge and seek to steal your faces.

DULLAHAN'S CURSE

You invoke a terrible curse upon a single victim, a remembrance of the Black Lodge's vexing and inscrutable ways.

Distance: Any one person you can touch
Reagents: A gold ring with an owl symbol on it, placed upon the hand of a victim
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the foe you touch must Resist with a successful Coordination Test

or be made Doomed. While Doomed, whenever they are Seriously or Grievously Wounded, they are forced to make an Opportunity Attack against one of their allies selected randomly by the GM.
Critical Success: As above, but they also make an Opportunity Attack when they are Slain! just before they die.
Critical Failure: The ring crumbles to dust, completely destroyed. In return, you suffer 1D10+1 mental Peril.

FEY REQUIEM

All those who listen to your lament are filled with a white light from deep within the Lodge.
Distance: Any persons you can see
Reagents: A mask made from ironwood, worn on your face
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. Whenever they deal Damage with melee and ranged weapons, they move one step up the Damage Condition Track positively.
Critical Success: As above, but the allies can also add the Vicious Quality to their weapons for the Duration of the spell.
Critical Failure: You have awoken something strange and primal within all your allies. They look at one another, confused and angry, knowing that only one may survive to rise as the alpha. Whenever your ally's Turn begins, they must Resist the effects of your spell with a successful Resolve Test or be forced to attack one of their allies on their Turn. Your allies can a Resist attempt at the beginning of each of their Turns for the Duration.

OSSIFIED WINDS

As you blow the pulverized remains of bones from your previous victims, they reform in the air, taking shape as shards and whorl about.
Distance: Any persons you can see
Reagents: Powdered bone shards of a person you have Slain!, blown into the air (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They each must Resist with a successful Coordination Test or be made Harried. While Harried, they immediately suffer 2D10+[WB] physical Peril when their Turn begins. In addition, they cannot use ranged weapons for Actions in Combat.
Critical Success: As above, but foes also cannot Counterspell, Dodge or Parry.
Critical Failure: The bones blow about in the wind, until they reform. As they coalesce, a violent Restless Spirit arises to take its vengeance upon you. This Phantom will arise immediately somewhere within sight and seek to kill you.

PALL OF NIGHT

You begin to sing a dirge of lament. Suddenly, the light is suddenly snuffed out, as a numbing cloak of stars and darkness floats around you as if lifted by an invisible wind.
Distance: Yourself
Reagents: A handkerchief of blue velvet, placed over your eyes (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you conjure a shroud of starlight in a Burst Template around you. This Burst Template follows you wherever you walk. You and a number of allies equal to your [WB] can see within it. Foes standing within the Pall treat it as if it were low-light conditions, but you and your allies maintain clear sight within it. Should you be unable to speak, the Pall is instantly dispelled.
Critical Success: As above, but enemies within the Pall also suffer 1D10+1 physical Peril now, and at the beginning of their Turn, until they leave it.
Critical Failure: As you ingest the inky petroleum, you are suddenly paralyzed by a vision: true insight into the nature of the Black Lodge. You unable to see for 24 hours and suffer 3 Corruption.

RESTORE THE LODGE

You incant the unholiest of all Covenants of the Black Lodge, restoring its brittle bones with the soul of a living victim.
Distance: Any one person you can see
Reagents: A gold ring with a jade inset, worn (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, a foe who can see and hear you is instantly Slain!. In exchange, you immediately gain one permanent Chaos Rank and are Incapacitated!. Note that this Magick only affects creatures classified as Humanoid or Mutant (including player Ancestries).
Critical Success: As above, but you are not Incapacitated! by casting this spell.
Critical Failure: The ring crumbles to dust, completely destroyed. In return, you suffer 2D10+2 mental Peril.

THE SLEEPER AWAKENS

Roused from its Ætheric prison, the Black Lodge takes shape into the Material Realm. You are its host, as it terrifying form of primordial origins transmutates your body into 'The Sleeper Who Has Awakened'.
Distance: Yourself
Reagents: A codex bound in a Lower or Higher Demon's skin, held aloft (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of an avatar

of the Black Lodge. Temporarily replace your Character sheet with the creature profile of a *Sidhe Lord*, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.
Critical Success: As above, but triple the Duration.
Critical Failure: Your corpulent form temporarily explodes into a bizarre amalgam of beast and plant: your head turns into the shape of a tree trunk, your gonads turn into hooves and your legs into prehensile, fur-covered tails. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are Prone and Incapacitated!.

TWILIGHT WALKER

A haunting, tall Fey spirit steps forth from the stars, called to your singing. Crowned with antlers and clad in a veil of stars, the Walker remains at your side until the sun rises.
Distance: Yourself
Reagents: A forest at twilight, where within you chant
Duration: Special
Effect: After successfully casting this spell, you summon forth a Fey spirit from the Black Lodge. As the spirit walks with you, all allies are made immune to Stress and Fear as long as they remain within sight of the Walker. Foes who behold the Twilight Walker must Resist with a successful Resolve Test or else suffer from Fear. The Twilight Walker will remain in the Material Realm from sunset until sunrise.
Critical Success: As above, but allies are also made immune to Terror.
Critical Failure: It is not the Twilight Walker who comes, but instead a hungry, vengeful Fey spirit of the Black Lodge. An Apparition will arise immediately somewhere within earshot and will stalk you from sunset to sunrise.

WOOD-WHISPER

The forest is full of secrets, and in its darkest depths, it is a dimension between words. Between here and there, however, spirits inhabit the wood, telepathically speaking through the creaking of branches.
Distance: Yourself
Reagents: Any tree you see, placing your hand and whispering into it
Duration: Special
Effect: After successfully casting this spell, the tree you touch will 'speak' to you with the rattling of its branches. You can ask the tree a number of questions equal to your [WB], specifically about any who have passed within the forest (as if it was able to see people who have passed by it). However, the thoughts of the tree are slow and abstruse, so you must make a Secret Test using Scrutinize after every question to comprehend its meaning.
Critical Success: As above, but you do not have to make a successful Scrutinize Test after each question to understand the tree's meaning.
Critical Failure: The tree comes to life, angered at your trespass. Instilled with the anger of the Black Lodge, all of those standing around the tree within a Burst Template must Resist with a successful Coordination Test or else suffer 1D10+[WB] in Damage.

COVENANT TO THE ENDLESS GULLET

SPELL	PRINCIPLE
Brain Drain	Greater
Cardiac Cuisine	Petty
Feast for Friends	Petty
Gobblemaw	Greater
Gout-Shanks	Greater
Iron Gut	Lesser
Slaughterhouse	Lesser
Slurp Marrow	Petty
Victuals of Viscera	Lesser

BRAIN DRAIN

Greedily scooping the mushy grey matter from the head between your fingers, your enemy begins to experience an extreme sense of disquieting disgust at your depravity.
Distance: Any one person you can see
Reagents: A head, dashed open and its contents consumed as you cast Magick (expended)
Duration: Special
Effect: After successfully casting this spell, you immediately cause one foe to suffer from waking nightmares, as well as on each of the following Turns. They will suffer from Stress on your first Turn, Fear on your second Turn and Terror on your third Turn. This Magick requires Concentration.
Critical Success: As above, but instead the foe suffers from Terror instead of Fear on your first Turn.
Critical Failure: Staring long and deep into the eyes of your victim, you momentarily are taken by the inhumanity of this act. As you eat the brain, you immediately suffer from Fear. Again, you then suffer from Fear. And finally, Terror. You cannot help but take three bites of the brain, despite the mental anguish.

CARDIAC CUISINE

After eating the heart of a fallen foe, you are invigorated by its raw strength.
Distance: Yourself
Reagents: A salted chunk of a heart from your own Ancestry, consumed (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, add 3 to Total Damage results and an additional 1D6 Chaos Die when determining whether you inflict Injuries to your foes. At the end of the Duration, you suffer 3 Corruption.
Critical Success: As above, but triple the duration.
Critical Failure: Imbibing the heart, you immediately bowl over, growing sick. You instantly suffer 1D10+1 physical Peril and are left Defenseless for the spell's Duration.

FEAST FOR FRIENDS

With questionable ingredients, you whip up a stew that's extremely tasty yet curiously spicy.
Distance: Any persons you can see
Reagents: Fresh innards from your own Ancestry, eaten by others (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. Whenever they Injure a foe, they move one step up the Peril Condition Track positively. At the end of the Duration, all those who ate the stew suffer 3 Corruption.
Critical Success: As above, but triple the number of allies affected.
Critical Failure: The feast is unsettling on everyone's stomachs. For the Duration, any allies who ate the stew must Resist with a successful Toughness Test every hour for the Duration of the spell or else suffer 1D10+1 physical Peril.

GOBBLEMAW

The ground splits open, revealing a tremendous maw of many-rowed teeth, which terminates into a pit of bubbling acid – doubtless spilling forth into the bottomless pit of the Endless Gullet.
Distance: Any place you can see
Reagents: The jawbone and teeth of your own Ancestry, made into a puppet
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you conjure forth a massive maw in the ground. You can move the maw a number of yards equal to 3+[WB] on your Turn for 1 AP and make a Melee Attack (1 AP). Whenever striking, your foe can attempt to Parry. As you strike, you deal 3D10+[WB] in Damage. You can inflict Injuries with this Magick, but foes are caught in a Chokehold instead. This spell requires Concentration.
Critical Success: As above, but all foes struck automatically fail to Parry.
Critical Failure: The maw arises from the ground, forming a grotesque, round, flesh thing resembling a giant rolling Fodderling. Those who behold this must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, the Gobblemaw returns below, leaving you Prone and Incapacitated!.

GOUT-SHANKS

For every step they take, and every move they make, their body begins to rot away.

Distance: Any one person you can see

Reagents: A cured leg muscle from your own Ancestry, tied into a knot (expended)

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, the foe you can see must Resist with a successful Toughness Test or be made Gouty. While Gouty, as a foe ends their Turn, they must roll a number of D6 Chaos Dice equal to the number of AP they spent on Movement Actions. If one Chaos Die results in face '6', they suffer a Moderate Injury. If two Chaos Dice result in face '6', they suffer a Serious Injury. If three or more Chaos Dice result in face '6', they suffer a Grievous Injury. When this Magick inflicts a Moderate Injury, it is always a *Twisted Ankle*. When it inflicts a Serious Injury, it is always a *Stress Fracture*. Finally, when it inflicts a Grievous Injury, it is always a *Maimed Foot*.

Critical Success: As above, but your foe is also left Helpless whenever they suffer a Grievous Injury.

Critical Failure: Your legs suddenly give way beneath you as you crumble into a heap onto the ground. You are immediately made Helpless, but can Resist with a successful Toughness Test at the beginning of each of your Turns for the Duration of the spell to escape its Effects.

IRON GUT

Baking a tasty pie or something else using ingredients from your 'six-demon bag', it immediately satiates your friend's hunger and thirst.

Distance: Any persons you can see

Reagents: Powdered granite and a stomach from your own Ancestry, eaten by others (expended)

Duration: 6+[WB] in days

Effect: After successfully casting this spell, select a number of allies equal to your [WB]. They need not eat or drink for the Duration. At the end of the Duration, all those who ate the stomach suffer 6 Corruption.

Critical Success: As above, but triple the number of allies affected.

Critical Failure: The stomachs of all those who ate the Reagents grow sour! They must Resist with a successful Toughness Test or else contract Bloody Flux.

SLAUGHTERHOUSE

Covered in the blood and guts of another, you ready yourself from wicked butchery.

Distance: Yourself

Reagents: Blood and feces from your own Ancestry, smeared onto a butcher's knife (expended)

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, the knife becomes ever-sharp and is treated as a one-handed melee weapon with the Vicious Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this knife, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick. After suffering an Injury, the foe must immediately Resist with a successful Toughness Test or begin to Bleed.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: The knife takes on its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll a 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the knife does nothing; and if the result is face '6', it will lash out at a random ally.

SLURP MARROW

You steal the essence of fallen foes by eating from their remains.
Distance: Yourself
Reagents: A roasted marrow bone made from your own Ancestry, sucked on (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, add 3 to your Peril Threshold and you cannot become Incapacitated!, instead remaining at *Ignore 3 Skill Ranks*. At the end of the Duration, you suffer 3 Corruption.
Critical Success: As above and you are immune to physical Peril inflicted by foes (such as from Chokehold).
Critical Failure: Your essence is immediately drained away! You immediately suffer 1D10+1 mental Peril and are left Defenseless for the spell's Duration.

VICTUALS OF VISCERA

The innards of another is vivifying.
Distance: Any persons you can see
Reagents: Cooked chitterlings and bung made from your own Ancestry, eaten by others (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. They move one step up the Damage Condition Track positively. All those who ate the chitterlings and bung suffer 6 Corruption.
Critical Success: As above, but they do not suffer any Corruption whatsoever.
Critical Failure: The chitterlings are absolutely disgusting. If you do not drink the blood from your own Ancestry within 24 hours, you move one step down the Damage Condition Track negatively (but do not suffer an Injury due to it).

COVENANT TO THE HELLFURNACE

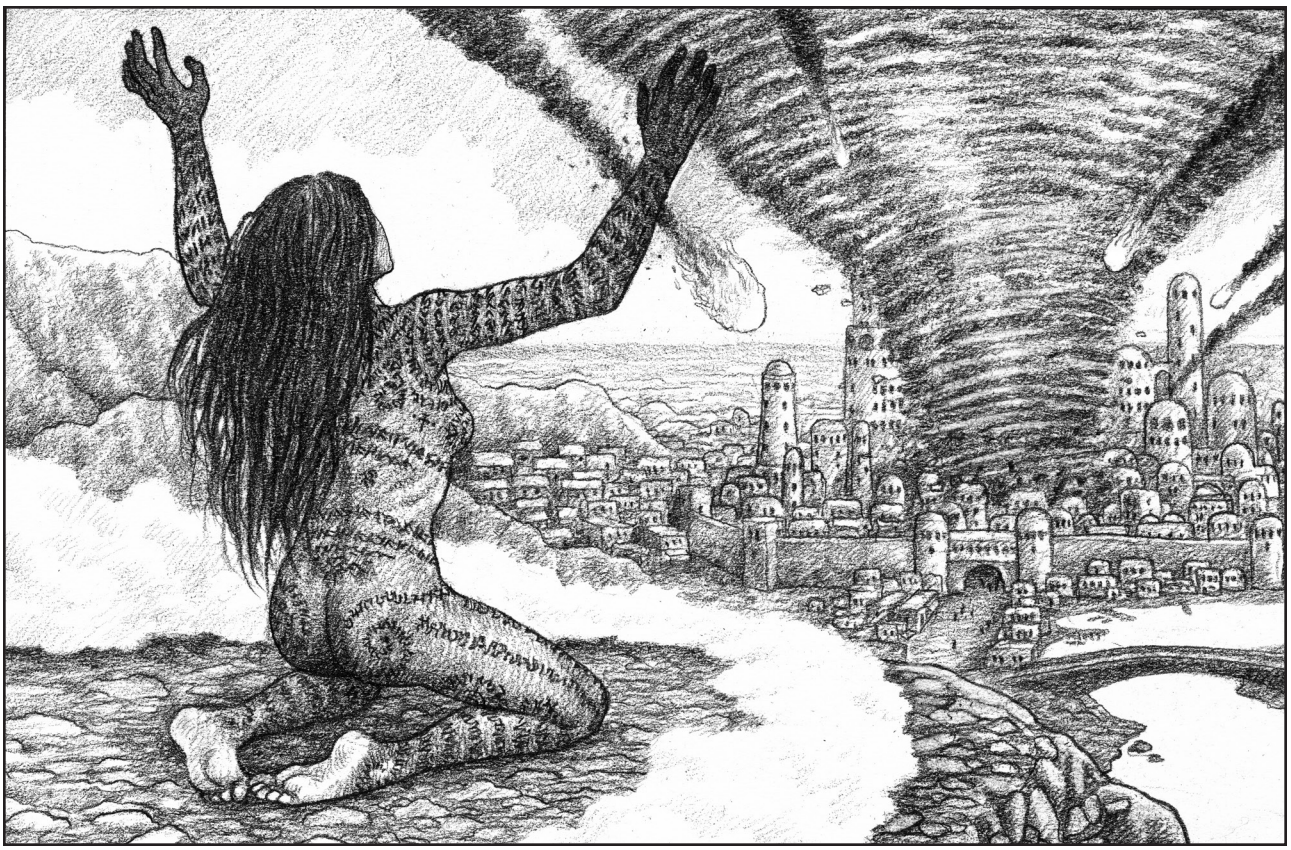
SPELL	PRINCIPLE
Ashen Rite	Petty
Bow Before Me	Greater
Brittlebone Curse	Lesser
Hellworker's Stick	Petty
Malign Subjugation	Lesser
Obsidian Promise	Petty
Primordial Disruption	Greater
Salt & Sulphur	Greater
The Inverted Doom	Lesser

ASHEN RITE

Your exhalation of breath covers all with ash, instilling a sense of deep hatred and cruelty.
Distance: Special
Reagents: A handful of ash, consumed (expended)
Duration: Special
Effect: After successfully casting this spell, both you and any allies caught in its Cone Template suffer 1D10+[WB] physical Peril. In exchange, whenever they generate face '6' on their Fury Die with melee and ranged weapons, their foe begins to Bleed. This spell lasts for 24 hours, unless the ash is washed away.
Critical Success: As above, but allies automatically Knockout any foes they Injure (as the Perilous Stunt).
Critical Failure: Your throat burns from the ash, as your lungs begin to seize. You immediately begin to suffer from Suffocation.

BOW BEFORE ME

With a deafening roar, your body completely transmutates into a Brass Primarch – the penultimate form of the Hellfurnance Himself!
Distance: Yourself
Reagents: A helmet made from the jawbone of a Brass Primarch, worn for the Duration
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of an avatar of the Hellfurnance. Temporarily replace your Character sheet with the creature profile of a *Brass Primarch*, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.
Critical Success: As above, but triple the Duration.
Critical Failure: Your body pulsates with lava bubbles



and smoke, temporarily exploding into a foaming smoke monster, whose mouth flows with magma. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.

BRITTLEBONE CURSE

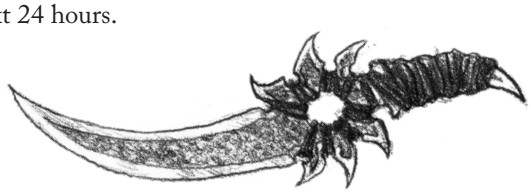
A shadow of your brass Daemon of ash and bone falls over the battlefield.

Distance: Any one place you can see
Reagents: 13 bones of a broken man, shaken in a sack
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a shadow that smells of bitumen falls over your enemies. All those caught within a Burst Template are Maledicted. While Maledicted, whenever they suffer Damage, they can be Injured on a result of face '4-6'. You are immune to this spell's Effects.
Critical Success: As above, and they instead can be Injured on a result of face '3-6'.
Critical Failure: A brief storm of ash and salt rises in an Explosion Template at your feet, rising like a tornado into the sky. Those caught within an Explosion Template immediately suffer 2D10+[WB] physical Peril.

HELLWORKER'S STICK

Tapping your stick upon the ground, distant bells clang, hearkening the Hellfurnance's prophet.

Distance: Yourself
Reagents: A staff wrought of simple wood
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your staff temporarily turns into petrified wood. It becomes a one or two-handed melee weapon with the Adaptive, Defensive and Pummeling Qualities. Instead of using your [BB], refer to your [WB] to determine Damage. Finally, whenever you strike with this stick, your foe must Resist with a successful Athletics Test or be Disarmed. You can inflict Injuries with this Magick, but foes are always left Prone instead.
Critical Success: As above, but victims are automatically Disarmed if they cannot Parry the attack.
Critical Failure: Your stick completely shatters, and the bells toll for you. You are unable to cast Magick for the next 24 hours.



MALIGN SUBJUGATION

A dark force infiltrates the minds of your enemies, causing confusion.

Distance: Any persons you can see
Reagents: A pinch of powdered gemstone, inhaled (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They must Resist with a successful Coordination Test or be made Maligned. While Maligned, they must Resist with a successful Scrutinize Test at the beginning of their Turn or else lose their Turn.
Critical Success: As above, but triple the Duration.
Critical Failure: You are forced down to your knees and must pray to your dark Daemon in penitence. You are left Helpless for two minutes.

OBSIDIAN PROMISE

With this ring, the Hellfurnance shall protect.
Distance: Any one person you can touch
Reagents: An obsidian ring, placed upon the finger
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch cannot be Injured or made to Bleed for the Duration of the spell. In addition, when they would suffer Damage from a melee or ranged weapon, even after failing to Dodge or Parry, they take no Damage instead. They can only avoid Damage from a melee or ranged weapon once for the Duration of the spell and it must be the Damage from the first successful attack made against them.
Critical Success: As above, but they also cannot be made Prone by the actions of a foe.
Critical Failure: The ring crumbles to dust, completely destroyed. In return, you suffer 1D10+1 mental Peril.

PRIMORDIAL DISRUPTION

As you tap the rod against the ground, gouts of magma and ash randomly spew upwards towards the sky.

Distance: Any persons you can see
Reagents: A volcanic rod made from a live volcano, struck on the ground
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, roll a 1D6 Chaos Die. On face '1-5', a number of foes equal to your [WB]. They must Resist with a successful Coordination Test or suffer 3D10+[WB] in Damage from fire. On face '6', a number of allies equal to your [WB] must Resist with a successful Coordination Test or suffer 3D10+[WB] in Damage from fire. You must roll this 1D6 Chaos Die at the beginning of your Turn for the Duration of the spell. You can inflict Injuries with this Magick, but foes are always On Fire instead.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: The volcanic rod suddenly cracks and breaks. With a rumbling of earth below, a lance of magma engulfs you. You suffer 3D10+[WB] in Damage from fire and all of your belongings are engulfed in flame and destroyed.

SALT & SULPHUR

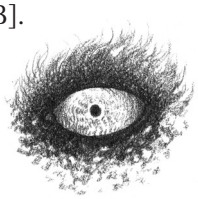
As the story of Sodom and Gomorrah, you are the Hellfurnace's wrath. Radiant light falls over those who behold your fell countenance.

Distance: Yourself
Reagents: The desiccated remains of a body left to dehydrate, held in a sack
Duration: Instantaneous
Effect: After successfully casting this spell, foes who look at you or make you the target of an Attack Action or Perilous Stunt must Resist with a successful Scrutinize Test or be turned to a pillar of salt, instantly Slain!. Those who Resist suffer 3D10+[WB] Damage from fire. You can inflict Injuries with this Magick, but foes are always On Fire instead.
Critical Success: As above, but those who Resist are also Defenseless.
Critical Failure: You have hell to pay to the Hellfurnace. You must succeed at a Resolve Test or else suffer from a random, but permanent Malignancy.

THE INVERTED DOOM

A great horned shadow looms behind you, as your voice grows from a whisper… to a ROAR!

Distance: Yourself
Reagents: A miniature brass bull, set on ground
Duration: Instantaneous
Effect: After successfully casting this spell, foes caught in its Cone Template must Resist with a successful Athletics Tests or be thrown a number of yards equal to 2D10+[WB]. Whether they successfully Resist the spell or not, they are left Prone.
Critical Success: As above, but foes cannot Resist this spell.
Critical Failure: The shadow falls over you… toying with you. Suddenly, you are jerked into the air like a marionette – and then, the strings are cut. You fall a number of yards equal to 2D10+[WB].



COVENANT TO THE OUTSIDER

SPELL	PRINCIPLE
Blasphemy!	Petty
Chaotic Rebellion	Greater
Contempt of The Abyss	Lesser
Daark's Escutcheon	Petty
Deny the Princes	Petty
Kaaleb's Thirst	Greater
Rend Chaos	Lesser
The Other	Greater
Through the Labyrinth	Lesser

BLASPHEMY!

You shout a litany of baleful sacrilege, meant to deny gods and Daemons alike, while espousing the ascendancy of the Outsider from His Ætheric labyrinthine prison.

Distance: Any persons you can see

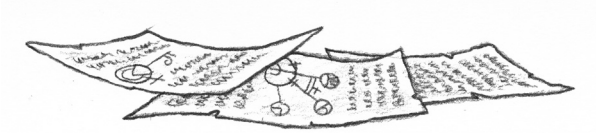
Reagents: A page from a holy work, torn to shreds (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They must Resist with a successful Resolve Test or be made Zealous. While Zealous, they must reduce their chances of success for any action by decreasing the Difficulty Rating of all Skill Tests by one negative step. If they elect to Channel Power while affected by this Magick, they must channel by two steps or more. Note that this Magick only affects creatures classified as Abyssal, Humanoid or Mutant (including player Ancestries).

Critical Success: As above, but foes also drop one step down the Peril Condition Track negatively when Channeling Power.

Critical Failure: As you thrash and tear at the holy pages, you *know* that the gods have heard your blasphemies. You immediately suffer 1D10+1 mental Peril from Stress.



CHAOTIC REBELLION

Proffering four Abyssal symbols before you, you foment rebellion among the enemy before you, filling them with rage against their commander.

Distance: Any creatures or persons you can see

Reagents: Four unholy symbols of the Abyssal Princes, held aloft

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They are made Rebellious. While Rebellious, at the beginning of their Turns, they must immediately Resist with a successful Resolve Test or else redirect their Actions in Combat against their leader. If they Resist with a successful Resolve Test, they can act as normal for the remainder of the Turn, but make another Resolve Test at the beginning of their next Turn. Once the leader is Slain!, another will rise among their ranks to take command (and the cycle continues for the Duration of the spell).

Critical Success: As above, but the leader cannot Dodge, Parry or Resist attacks made by the Rebellious.

Critical Failure: You have deeply offended the Outsider! The ally with the highest Chaos Ranks is decreed to be the leader. Then, select a number of allies who can see and hear you equal to your [WB]. They are instead made victim to this Magick for the Duration. Once the leader is Slain!, the remaining ally with the highest Chaos Ranks is decreed to be the new leader. If none of your allies have any Chaos Ranks, or there are several allies with the same number of Chaos Ranks, the GM will choose one randomly. Finally, the leader cannot Dodge, Parry or Resist attacks made by the Rebellious.

CONTEMPT OF THE ABYSS

You temporarily dispel the Prince of Change's twisted Magicks and the Prince of Pleasure's depravity over another.

Distance: Any one person you can touch

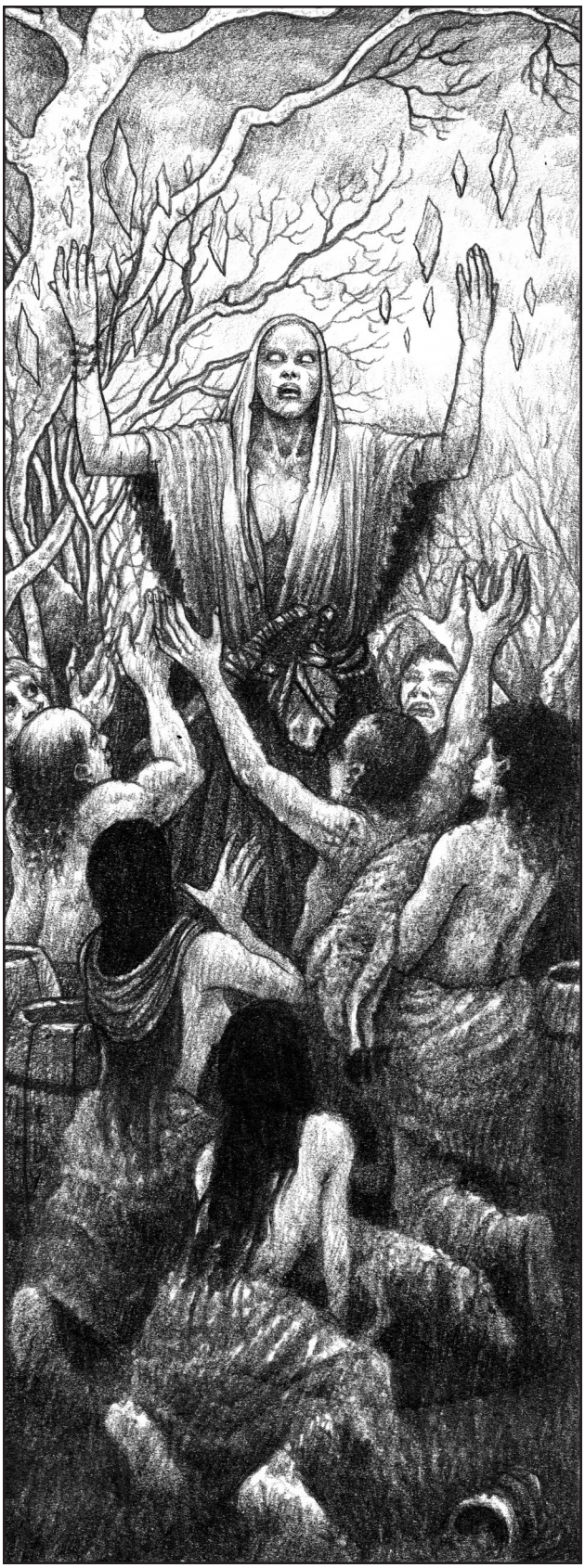
Reagents: An ampule of quicksilver, injected into the recipient (expended)

Duration: 6+[WB] hours

Effect: After successfully casting this spell, the person you touch is temporarily relieved of any ill-effects which Magick has over them and instantly breaks any charms or curses (Magickal or otherwise) they may be under the Effects of.

Critical Success: As above, but triple the Duration.

Critical Failure: You have failed the Outsider! Not only do you fail to relieve the person you touched of the ill-effects of Magick or charms or curses they are under, but all of those Effects are imparted upon you and their Duration is tripled.



DAARK'S ESCUTCHEON

An invisible, ghastly shield of white and black patterns – one which only you can see – hover before you.

Distance: Yourself

Reagents: A pendulum, emblazoned with a skull split by white and black colors

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, compare your Aspect Ranks and Chaos Ranks. If your Aspect Ranks are higher, add 3 to your Peril Threshold. If your Chaos Ranks are higher, add 3 to all Damage you inflict. If both your Aspect and Chaos Ranks are equal, you may choose which of the above Effects you wish to gain, but suffer 3 Corruption in return.

Critical Success: As above, but you gain both Effects without suffering Corruption.

Critical Failure: Within sight, the shield manifests upon the arm of a foe! Unwittingly, they gain both the Effects for the Duration.

DENY THE PRINCES

Your contempt for the Prince of Decay's maladies and the Prince of Violence's bloody-handedness drives away their corruptive influences.

Distance: Any one person you can touch

Reagents: A dose of tincture, consumed by the recipient (expended)

Duration: 3+[WB] hours

Effect: After successfully casting this spell, the person you touch is temporarily relieved of any ill-effects a Disease has over them and the Effects of their Injuries.

Critical Success: As above, but triple the Duration.

Critical Failure: Once again, you have failed the Outsider! Not only do you fail to relieve the person you touched of the Effects of the Disease and Injuries they are suffering from, but all of those Effects of the Disease and Injuries are imparted upon you and their Duration is tripled.

KAALEB'S THIRST

An ephemeral, skeletal head of a Jurassic-era creature takes shape over your throwing axe. Its eye sockets and maw drips endlessly with steaming asphalt.

Distance: Yourself

Reagents: A sickle made from ironwood, held aloft

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, a ghastly pterodactyl-like head extends from the end of your sickle. The sickle is a one-handed melee and ranged weapon, with the Throwing and Vicious Qualities. When thrown, it has a Distance of 3+[PB] yards and a Load of 1AP. Instead of using your [CB], refer to your [WB] to determine Damage. Whenever you strike or Parry with this weapon, refer to

your Incantation Skill instead of a Combat-based Skill. After throwing this weapon, it automatically returns to your hand. You can inflict Injuries with this Magick, but they are Disarmed instead. If it inflicts an Injury upon a foe who is classified as Abyssal or is an occultist to any one of the Abyssal Princes, roll 3D6 Chaos Dice. If any of the Chaos Dice result in face '6', they are immediately Slain!. For every foe Slain! in this fashion, you must sacrifice one Fate Point. If you have no Fate Points, you gain 9 Corruption instead.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: Kaaleb's sickle thirsts for you! You immediately suffer 3D10+3 Damage.

REND CHAOS

A bolt of writhing black energy unerringly strikes out, twisting its way down the throat and orifices of those who have pledged themselves to the Abyss.
Distance: Any one person you can see
Reagents: A pinch of bitumen, crushed beneath heel (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe immediately suffers 2D10+[WB] in Damage. If it strikes a foe who is classified as Abyssal or is an occultist to any one of the Daemonic Princes, they must Resist with a successful Coordination Test or be set On Fire as well.
Critical Success: As above, but your foe is automatically set On Fire.
Critical Failure: Crushing pain wracks your body, as writhing black tendrils penetrate you from stem to stern. You immediately suffer Damage as above and an equal amount of Peril as well.

THE OTHER

Your body explodes into dizzying angles of divine proto-math. This god-form of twisted viscera and non-Euclidean shapes are inexplicably geometric… but most of all, is terrifying.
Distance: Yourself
Reagents: A codex bound in a Lower or Higher Demon's skin, held aloft (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Higher Demon. Temporarily replace your Character sheet with the creature profile of a *Numina*, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.
Critical Success: As above, but triple the Duration.
Critical Failure: Your corpulent form temporarily explodes into harrowing shapes and forms: hands where your head was, swords where appendages once were and endless eyes. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.

THROUGH THE LABYRINTH

By touching the sleeve of another and turning the key in air, a portal that leads into an impossible labyrinth opens up below them. They are instantly swallowed.
Distance: Special
Reagents: A key made from a precious stone, turned in-hand
Duration: Special
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be temporarily teleported into the labyrinth of the Outsider. When they return to the Material Realm two minutes later, they appear at place you can clearly see. Upon their return, they suffer from Fear. You can cast this Magick upon yourself, but do not suffer Peril or Fear.
Critical Success: As above, but they are Disarmed, permanently losing whatever weapon or object they were holding in their primary hand.
Critical Failure: You are hurled through time and space, taking in the endless cyclopean-wrought, awe-inspiring labyrinth of the Outsider. Returning two minutes later, you suffer from Fear. Whatever you were holding in your primary hand is now gone, lost during your travels.

COVENANT TO THE PRINCE OF CHANGE

SPELL	PRINCIPLE
Abyssal Deportation	Greater
Chaos into Chaos	Petty
Disrupt Magick	Lesser
Guttering Flame	Lesser
Hellfire Transmutation	Greater
Plea to The Prince	Greater
Psychic Enslavement	Lesser
Unholy Vision	Petty
Warp Reality	Petty

ABYSSAL DEPORTATION

Holding the eyes aloft, a blue-pink portal opens below a foe, exposing fleshy tendrils hell-bent to draw them into the endless pit of the Abyss.

Distance: Any one person you can see

Reagents: The severed eyes of a Magick-user, held aloft

Duration: Instantaneous

Effect: After successfully casting this spell, a foe who can see and hear you must Resist with a successful Resolve Test or be instantaneously exiled from the Material Realm into the Abyss. Your foe is Slain!. Note that this only works on creatures who are classified as Humanoid (including player Ancestries). As a result, you gain 9 Corruption.

Critical Success: As above, but the foe cannot Resist this Magick.

Critical Failure: You are hell-bound for the Prince's labyrinth of crystal and fog. You must succeed at a Resolve Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you are left Prone and Incapacitated!.

CHAOS INTO CHAOS

Heatless pink flames dance upon the ground, taking the shape of delicate, elfin harlequins.

Distance: Yourself

Reagents: A shard of Wytchstone or meteorite, held in-hand

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, you conjure heatless, dancing pink flames in a Burst Template around you. While standing in this circle, if you fail a Skill Test, you may re-roll to generate a better result, but must accept the outcome. If you Critically Fail a Skill Test whilst standing in the circle, you gain 3 Corruption.

Critical Success: As above, but you do not gain Chaos Ranks if you Critically Fail.

Critical Failure: The harlequins of Change begin to morph into flaming amalgamations of jesters affixed with crooked beaks, absurdly long limbs and feathery wings. They torment you with a terrible dance for the Duration, as every spell you fail to cast results in 3 Corruption for 24 hours.

DISRUPT MAGICK

Intoning the words of your Daemon, you draw chaos within yourself, retarding Magickal power within sight.

Distance: Any one object or person you can see

Reagents: One pint of blood from a Man-eater, poured onto the ground (expended)

Duration: Special

Effect: After successfully casting this spell, an object you see has all its Magick temporarily nullified. If cast upon a person, they are temporarily unable to cast Magick (and all Magicks they have cast within your sight are subject to *Dispel Magick*). Magicks are temporarily nullified for your [WB] in minutes. In both cases, you must immediately Resist with a successful Toughness Test or gain the Mutation called *Taint of Chaos*.

Critical Success: As above, but you do not have to make the Toughness Test.

Critical Failure: The intonations work, but the fickle Prince of Change has chosen to punish you instead! Your ability to wield Magick is instead nullified for a number of minutes equal to your [WB] and you immediately gain the Mutation called *Taint of Chaos*.

GUTTERING FLAME

Lances of pink energy violently spurts from your fingertips, arcing towards a single foe as they're blasted with hellish wrath.

Distance: Any one person you can see

Reagents: A lit candle made of Humanoid fat, held in-hand (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, one foe immediately suffers 2D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but gains a Mutation called *Taint of Chaos* instead. This ignores any Damage Threshold Modifier their armor might confer.

Critical Success: As above, but your foe automatically gains a Mutation called *Taint of Chaos*.

Critical Failure: The pinkish energy twists skyward and blasts all who stand nearby. All those within a Burst Template around suffers 1D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but gains a Mutation called *Taint of Chaos* instead.

HELLFIRE TRANSMUTATION

You summon a screaming hail of fiery pink rain, igniting all around you. All that remains is a fine coral dust, which swirls together and forms into blasphemous demonic servants.

Distance: Any one place you can see

Reagents: 13 charred jawbones of Mutant creatures, shaken in a sack

Duration: Instantaneous

Effect: After successfully casting this spell, you call down a hellish storm of fiery pink rain. All those caught within an Explosion Template immediately suffer 3D10+[WB] Damage from fire. You can inflict Injuries with this Magick, but foes always gains a Mutation called *Taint of Chaos* instead. If a foe is Slain!, smoke will whorl in place where the Explosion Template occurred, obscuring those inside. Foes who are Slain! by this Magick emerge three minutes later – having turned into Adversary Demons – and attack anyone who is not you. The Adversary Demons will remain for a number of minutes equal to your [WB],

until banished back to the Abyss. You are immune to the spell's Effects.

Critical Success: As above, but you also learn the True Name of an Adversary Demon.

Critical Failure: A storm of pink rain rises from the ground in an Explosion Template at your feet, falling *upwards* into the sky. Those caught within the Explosion Template immediately suffer 3D10+[WB] Damage from fire. You can inflict Injuries with this Magick, but foes always gain 9 Corruption instead.

PLEA TO THE PRINCE

The Prince of Change is the lord of all Magick, and is willing to grant access to nearly any manifestation imaginable – at times.

Distance: Yourself

Reagents: The fingerbone of an Archmage or High Lector, affixed onto an iron rod

Duration: Special

Effect: After successfully casting this spell, roll 1D6 Chaos Die. If the die lands on face '1-5', you temporarily gain access to any one Greater Magick spell outside your Arcana, Covenant or Prayer type. If the die lands on face '6', you instead gain 9 Corruption. The newly learned spells are available to cast for up to your [WB] in days and are cast as normal.

Critical Success: As above, but you gain two spells instead.

Critical Failure: Your plea to the Prince of Change goes unanswered. Instead, it is returned by the renegade Daemon known as the Outsider. He temporarily grants you access to any single Greater Magick spell, which you can automatically cast with a Critical Success as many times as you like for a number of days equal to your [WB]. Each time it is cast, you gain one permanent Chaos Rank.

PSYCHIC ENSLAVEMENT

Slipping into a comatose state, your spirit 'slips' into the body of another. You see through their eyes, speak with their tongue, and kill with their hands.

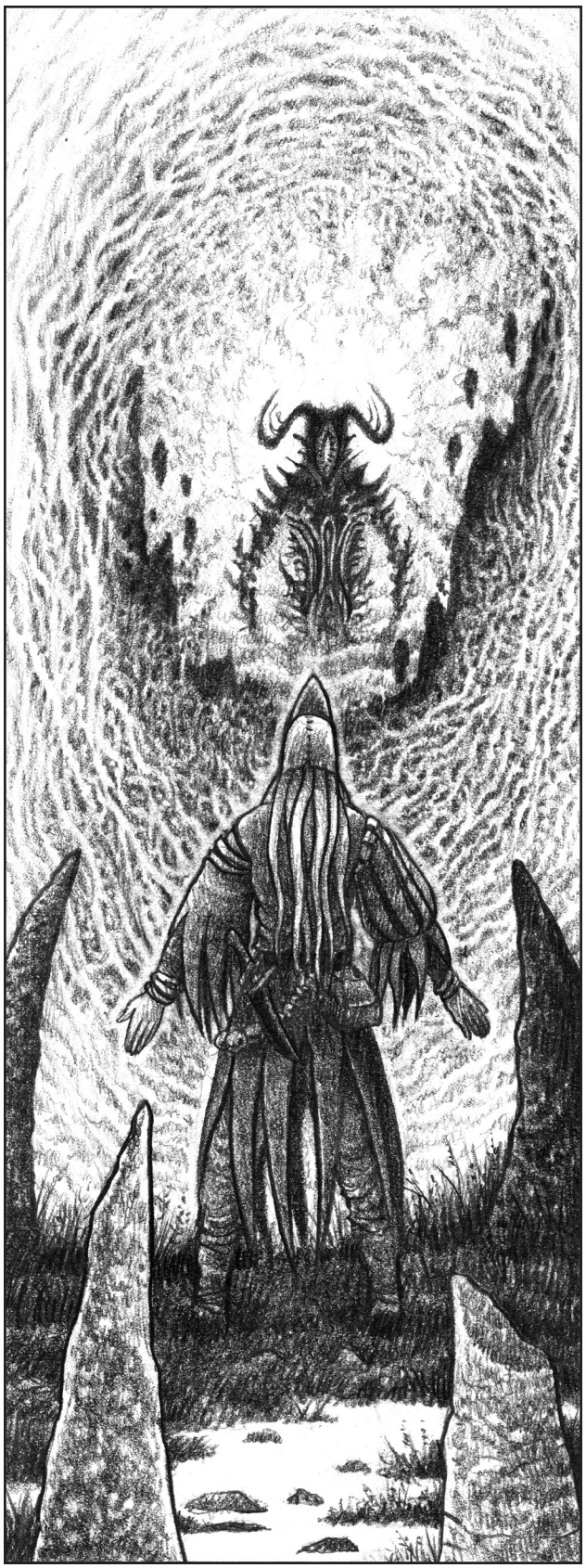
Distance: Any one person you can see

Reagents: A handful of pink sand, inhaled (expended)

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you immediately move your spirit Ætherically into a foe's body and gain control of it. You bend them to your will, forcing them to commit any act you can conceive of (even if the act is suicidal). You retain your ability to cast Magick while in your foe's body, despite taking on their attributes. However, your original body is left Helpless for the Duration of the spell. Once you slip back into your own skin, the foe must Resist with a successful Resolve Test or else gain a Mutation called *Taint of Chaos*.

Critical Success: As above, but triple the Duration.



Critical Failure: Your spirit is temporarily displaced into the Æthereal Veil, and for 48 hours, you are under the control of *something* else. The exact nature of the *something* now controlling you will be determined by the GM and neither its exact nature or the fact that you are possessed should be shared with the other players. Embrace your Chaos Alignment and play the part of the possessed!

UNHOLY VISION

Your eyes glow softly with a ghastly blue light, letting you see within the shadows of the Material Realm.
Distance: Yourself
Reagents: The noose of a hanged criminal, tied around your neck
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, your eyes begin to glow pink and you can see perfectly in the dark. You can also see through fog, mist or smoke. For the Duration of the spell, anyone who sees your eyes glowing and recoil ever so slightly at the horror of it. The contempt in which they hold you means that you cannot succeed at Fellowship-based Skill Tests when interacting with them.
Critical Success: As above, but triple the Duration.
Critical Failure: Your eyes burn in intense pain. For the Duration of the spell, every time you expose your eyes to light of any kind, natural or unnatural, you suffer 1D10+1 physical Peril.

WARP REALITY

You pinch a ball of wax between your fingers, causing the next object you touch to become plastic and mutable. Nothing has a set form; everything is uncertain.
Distance: Yourself
Reagents: A ball of earwax made from slain prostitutes or dead pimps (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, any objects you touch (providing they are no larger than a child is tall) can be bent as if made of soft putty. If you intend to touch a foe's trappings (such as a weapon or their armor), they must Resist with a successful Coordination Test or else their trapping temporarily gains the Ruined! Quality. If you keep your hand on the object for longer than three minutes, you can temporarily destroy the object. This spell has no Effect on trappings with the Castle-forged Quality or Artifacts and Relics. Once the Duration is up, objects affected by this spell return to their normal state.
Critical Success: As above, but objects do not return to their normal state at the end of the Duration.
Critical Failure: Dripping like hot wax, every metal object you are wearing or carrying about your person is immediately destroyed.

COVENANT TO THE PRINCE OF DECAY

SPELL	PRINCIPLE
Carbuncle of Horror	Lesser
Carnival of Pestilence	Greater
Depraved Courier	Petty
Feces' Fetor	Petty
Noxious Haze	Lesser
Pungent Godsend	Lesser
Spew of Vomitous Corruption	Greater
The Fifth Trumpet	Greater
Unseeming Visage	Petty

CARBUNCLE OF HORROR

Your form shifts into something unwholesome and alien, revealing your true patronage to the Prince of Decay.
Distance: Yourself
Reagents: A diseased person's pancreas, partially consumed (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you take upon a gelatinous physicality as your body is covered in bubbling pustules and an arm sprouts from your back, its skin undulating with boils and pimples. In addition, you can crawl up vertical surfaces as well as across horizontal surfaces with ease (but treat both as Hard Terrain). Your new arm is treated as a one-handed ranged weapon with the Fast, Powerful and Throwing Qualities, with a Distance of 1+[WB] yards and a Load of 1 AP. Instead of using your [CB], refer to your [WB] to determine Damage. Whenever you strike or Parry with your arm, refer to your Incantation Skill instead of a Combat-based Skill. You may inflict Injuries with this attack, but foes always suffer from Chaotic Rot instead. For the Duration of the spell, you are temporarily immune to Injuries and Perilous Stunts.
Critical Success: As above, but triple the Duration.
Critical Failure: One of your body parts 'burbles' and wobbles as if made from gelatin, but quickly returns to its former physicality. The spell is wholly unsuccessful; however, it has left its mark upon your body and weakened that body part. Roll 1D6 Chaos Die: on face '1-2' it is your left arm, on face '3-4' it is your right arm, on face '4' it is your left leg, on face '5' it is your right leg and on face '6' it is your body. Whenever you are struck with a Called Shot to that particular body part, you cannot add your [BB] to your Damage Threshold to withstand Damage.

CARNIVAL OF PESTILENCE

All manner of filth, bilge and rot burbles forth from the ground around you. As it gurgles its way into the orifices of those around you, they are made victim to the sickly sweetness of the Prince of Decay.

Distance: Yourself

Reagents: A concoction made from the brains of diseased men, poured onto the ground (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, all creatures caught within an Explosion Template contract a Disease. Roll 1D6 Chaos Die. If it lands on face '1', they contract Bloody Flux. If it lands on face '2', they contract Filth Fever. If it lands on face '3', they contract Grey Plague. If it lands on face '4', they contract Tomb Rot. If it lands on face '5', they contract Venereal Disease. And finally, if it lands on face '6', they contract all five Diseases. Foes cannot be infected with *Carnival of Pestilence* again, until at least a day has passed. You are immune to the spell's negative Effects.

Critical Success: As above, but foes must roll a Chaos Dice twice to determine which Diseases they suffer from.

Critical Failure: Green and brown tentacles writhe all over you, leaving a slug-like trace of ichor and rot all over your body. You are immediately made victim to a Disease of the GM's choice.

DEPRAVED COURIER

A horde of flies and locusts emerge from your mouth, carrying a message to a single person. Once the message is uttered through their chittering, they are absorbed into the orifices of the intended.

Distance: Any one person you have met

Reagents: The dead husks of locusts and flies, consumed (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, you send a message to one person you can envision, delivered by a swarm of dead flies and locusts. They can move one mile an hour, with no limit to where they can travel: through doors, between cracks in the wall and even deep below the earth. The message can be no longer than 140 characters. Once the message is received, the recipient gains 3 Corruption and has no choice but to respond in kind with another message to you, no longer than 140 characters. Once you receive the message in return, you gain 3 Corruption.

Critical Success: As above, but the messages can be up to 280 characters.

Critical Failure: The flies buzz all around you, working their way into your mouth, ears and other orifices. You are rendered blind and deaf for 24 hours.

FECES' FETOR

The horrid stench of the last meal you ate is emitted from your smallclothes. It turns instantly into a green, noxious gas which surrounds all around in a cloud of stomach-churning nastiness.

Distance: Yourself

Reagents: A meal of rotten eggs and curdled milk, eaten in the last 24 hours (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the rotten stench of yesterday's meal wafts around you. All those who are Engaged with you must Resist with a successful Toughness Test or else be left Helpless for a minute. Those who successfully Resist drop one step down the Peril Condition Track negatively.

Critical Success: As above, but foes who successfully Resist drop two steps down the Peril Condition Track negatively.

Critical Failure: Your body is torturously wracked with convulsions from incessant dry heaving. You begin to Suffocate, immediately suffering from 2D10+2 physical Peril. Refer to the *Suffocation* section of Hazards & Healing from **ZWEIHÄNDER**.

NOXIOUS HAZE

A terrible brownish gas of roiling sickness rises from the ground around you, choking all who stand within it.

Distance: Yourself

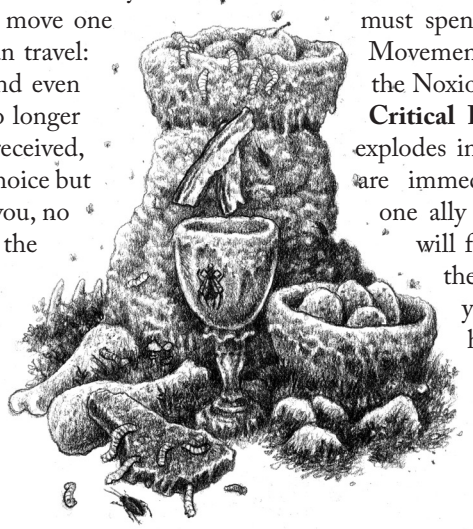
Reagents: Teardrops of a diseased person, poured onto the ground (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, a miasma of brown sickness with the stench of decay fills the air. All those who are caught within the Explosion Template must flip the results to fail all Skill Tests while standing within it. The *Noxious Haze's* Effects remain in place for a number of minutes equal to your [WB]. You are immune to the spell's Effects.

Critical Success: As above, but foes must spend an additional 1 AP to use Movement Actions while standing in the Noxious Haze.

Critical Failure: Your body suddenly explodes into a brown, roiling mist. You are immediately Incapacitated!. Select one ally – the mist you have become will follow behind them, trailed by the stench. You cannot return to your former physical self for 48 hours.



PUNGENT GODSEND

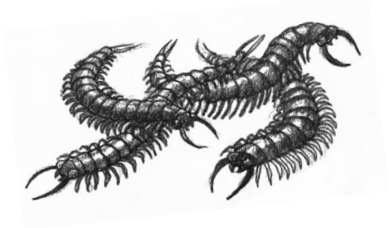
Your touch 'miraculously' relieves the diseased of their illness… for a time. But then you become a vehicle for the Prince of Decay's despoiling nature. The clock begins ticking before you are infected.

Distance: Any one person you can touch
Reagents: A pint of your vomit, imbibed by the recipient (expended)
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, the person you touch is temporarily relieved of any ill-effects that a Disease has over them. The symptoms temporarily clear up, as the person is unburdened of their Effects for the Duration of the spell (and if you make a successful Charm Test, they likely believe they have been 'cured' completely of the Disease). However, you are now a carrier of the Disease yourself. You must either impart the Disease upon another by touch (which a foe is entitled to Resist with a successful Toughness Test) before the Duration runs out or else you contract to the Disease yourself.
Critical Success: As above, but triple the Duration.
Critical Failure: Not only does your touch fail to relieve the victim of their Disease, it immediately infects everyone within a Burst Template around the victim, including yourself.

SPEW OF VOMITOUS CORRUPTION

Inhaling deeply, you gurgle and belch forth vomitous detritus, consisting of spoiled milk, writhing maggots and pink slime.

Distance: Yourself
Reagents: A sliver of rancid pork, consumed (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] physical Peril and their wounds are instantly Infected. In addition, they must Resist with a successful Toughness Test or else they gain a permanent Chaos Rank.
Critical Success: As above, but your foes cannot Resist.
Critical Failure: The rancid pork burbles in your stomach and you are taken by shaking and sickness. You are immediately Incapacitated! and left Helpless for a number of minutes equal to your [WB]. You also suffer from Bloody Flux.



THE FIFTH TRUMPET

An unearthly trumpet sounds not from above, but below. Smoke begins to roil forth from the heavens, as a plague of infernally-diseased locusts consume the flesh of others.

Distance: Any one place you can see
Reagents: A diseased liver, consumed by you (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, a plague of locusts rises from the earth amidst a whorl of smoke. All those who are caught within the Explosion Template must Resist with a successful Toughness Test or else contract Chaotic Rot. All ranged weapons used to fire into locust plague or out of the locust plague, automatically fail. In addition, those who begin their Turn within the locust plague must Resist with a successful Resolve Test or else they suffer from Terror. *The Fifth Trumpet's* Effects remain in place for a number of minutes equal to your [WB]. You are immune to the spell's Effects.
Critical Success: As above, but foes automatically fail their Toughness Test.
Critical Failure: *The Fifth Trumpet* does not call for your enemies, but instead for you. You must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you are left Prone and Incapacitated!.

UNSEEMING VISAGE

Tiny tendrils bore into a person's face, meticulously rearranging their facial muscles and skin to appear clean, unblemished and perfect. But that perfection produces oddly high cheekbones, eyes that are spread too far apart and teeth so white they appear to be made of pure ivory.

Distance: Any one person you can touch
Reagents: An umbilical cord of your own Ancestry, wrapped around the person's neck
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch temporarily takes upon the pallor of someone whose skin is nearly perfect, as blemishes and signs of sickness are washed away. This is a total physical change, so no illusion is cast. However, the person must flip the result to fail all future Skill Tests to Resist Disease.
Critical Success: As above, but triple the Duration.
Critical Failure: As your fingers touch the person's face, both their face and yours immediately turn inside-out for a minute. This does not cause any Injuries, but both you and they permanently lose 3% Fellowship. Any who witness this strange event also suffers from Stress.

COVENANT TO THE PRINCE OF PLEASURE

SPELL	PRINCIPLE
Ætheric Strappado	Lesser
Breath of Revelation	Petty
Dance with the Devil	Greater
Domino of Desire	Petty
50 Shades of Pain	Lesser
Florentine Kiss	Petty
Monstrous Dimorphism	Greater
Profusion of Piss	Lesser
Succubus/Incubus	Greater

ÆTHERIC STRAPPADO

An Ætheric binding of chaotic energy immediately binds a person's wrists behind their back and above their shoulders, as their legs are spread apart.
Distance: Any one person you can see
Reagents: A three-yard length of rope, woven from the scalps of nine prostitutes
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a foe who can see and hear you is immediately caught in a Chokehold. They suffer 2D10+[WB] physical Peril immediately (instead of the normal Peril suffered for Chokehold) and every Turn after that they are unable to escape. An escape attempt can be made at the beginning of their Turn, but they must flip the results to fail their Skill Test.
Critical Success: As above, but your foe is also left Helpless.
Critical Failure: You are suddenly surrounded by an array of phallic-shaped rods which thrust up from the ground, criss-crossing each other as they rip through your clothing, holding you in place and leaving you Helpless. To escape, you must attempt to Resist with a successful Toughness Test. Each time you fail, you feel the 'prick' of metal sticking into you; you suffer 2D10+[WB] physical Peril.

BREATH OF REVELATION

With an audible 'sigh', you breathe Daemonic influence over another. This spark of ghastly revelation remains with that person, filling their head with visions of desire and torment.
Distance: Any one person you can touch
Reagents: A pint of amaretto, imbibed (expended)
Duration: 3+[WB] in days
Effect: After successfully casting this spell, the person you touch can choose to roll a 1D6 Chaos Die before making a Skill Test. Multiply the face value times +3% to determine the Base Chance bonus they can add to the Skill Test. This is a one-time temporary bonus and once applied, the Effects immediately expire. You cannot be made recipient of this Magick more than once over the Duration.
Critical Success: As above, but triple the Duration.
Critical Failure: You immediately grow desirous of the person you touch. You cannot help but pursue them for the Duration of the spell. If they spurn your indecent proposals, you suffer 3 Corruption each day. If they concede, you both gain the benefits of 'getting lucky' (taking advantage of the Prostitute's Professional Trait). However, you must flip the results to fail the Skill Test tied to the Fortune Point. When you or the other person fails the related Skill Test, you gain 3 Corruption.

DANCE WITH THE DEVIL

An otherworldly, Æthereal orchestra plays a damning tune, enrapturing its victims who slowly undress and dance provocatively.
Distance: Any persons you can see
Reagents: A fiddle, played in-hand (expended)
Duration: Special
Effect: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They must Resist with a successful Resolve Test or immediately begin dancing, unable to use any Actions in Combat except Reactions. Those affected by *Dance with The Devil* will spend their first Turn removing their clothes and armor as they dance. You must continue to play the fiddle in order to continue the spell's Duration. Should you move one step or more down the Damage or Peril Condition Tracks negatively during this time, the spell's Effects immediately end. You can only play the fiddle for a number of minutes equal to your [WB].
Critical Success: As above, but your foes are also left Helpless.
Critical Failure: It is not your foes who will cavort and dance with the Prince of Pleasure, it is your allies. Select a number of allies who can see and hear you equal to your [WB]. They are instead made victim to this Magick. You must continue playing the fiddle for a number of minutes equal to your [WB] or else suffer 9 Corruption. As you play, you are caught in a spotlight of pale moonlight, even in the brightest of sunlight.

DOMINO OF DESIRE

Opening the jar, purple scintilla and tiny specks of pink energy float into the air. These fall over a person's shoulders like a mantle, forming an illusionary mask of beauty and perfection.
Distance: Any one person you can touch
Reagents: A liar's tongue, held inside a jar
Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, the person you touch is instantly relieved of Intoxication and an illusion is cast over them to temporarily obscure any physical Damage or Injury they have suffered. Finally, the person may flip the results to succeed at Guile Tests.
Critical Success: As above, but triple the Duration.
Critical Failure: The subject of the spell receives not a mask of desire, but one of pain. Instead, the person is immediately Intoxicated and an illusion of a mask of pain and misery is cast over them. For the Duration of the spell, anyone who beholds the domino of pain and misery whose Order Ranks are higher than their Chaos Ranks suffers from Stress.

50 SHADES OF PAIN

With soft words, you cause a person to 'flip' their pain and pleasure receptors. They gain sexual arousal from pain, and agony from pleasure.
Distance: Any one person you can see
Reagents: A drop of your own blood, swallowed (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a person who can see and hear you is Aroused. While Aroused, if the person suffers Damage in between their Turns, they temporarily gain a +20 Base Chance to their next Skill Test and increases their [BB] by 1. If the person does not suffer Damage in between Turns, they temporarily suffer a -20 Base Chance to their next Skill Test and decrease their [BB] by 1. The Effects of this spell do not 'stack'. However, a person can take advantage of this Magick for its entire Duration. If used on a foe, they may attempt to Resist the spell's Effects with a successful Toughness Test.
Critical Success: As above, but triple the Duration.
Critical Failure: The Prince of Pleasure demands that you become submissive for His own delight for the Duration of the spell. You suffer 2D10+[WB] at the start of any Turn if you did not suffer Damage from your previous Turn. If you did suffer Damage on the previous Turn, you gain 3 Corruption.

FLORENTINE KISS

A mutated tongue uncoils from your mouth, lasciviously probing and twisting its meat into – and around – the throats of your enemies.
Distance: Yourself
Reagents: A perfume made from rose petals, sprayed on your neck
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your tongue mutates and grows in length to grotesquely coil at your feet. Your newly extended tongue is treated as a one-handed ranged weapon with the Entangling, Ineffective

and Throwing Qualities, with a Distance of 1+[WB] yards and requires 1 AP to Load. Finally, whenever you strike with this tongue, refer to your Incantation Skill instead of a Combat-based Skill.
Critical Success: As above, but a victim suffers an additional 1D10 physical Peril if caught in a Chokehold with the tongue.
Critical Failure: Your tongue suddenly lolls onto the ground, having mutated into a ginormous, writhing worm of disgust. You are unable to speak for the Duration of the spell and the tongue acts as a Man-Eater for purposes of its creature profile. The tongue will attack both you and allies until it is Slain!.

MONSTROUS DIMORPHISM

Horrid appendages of undulating tongues, gibbering mouths, spurting breasts and tentacles that terminate in sexual organs erupt all over a foe's body.
Distance: Any one person you can see
Reagents: A purse, stuffed with living spiders (expended)
Duration: Forever
Effect: After successfully casting this spell, a foe who can see and hear you must Resist with a successful Resolve Test or be left Helpless and unable to take any actions. In addition, they must roll a 1D6 Chaos Die at the start of each of their Turns. If the result is face '1-2', growths of fat and offal explode from the foe, covering an Engaged ally. That ally must Resist with a successful Coordination Test or else be caught in a Chokehold (referencing your [WB] in place of [BB]). If the result is face '3-4', an appendage shoots outward for 1D10+1 yards in a random direction, striking an ally with an Opportunity Attack which deals 3D10+[WB] in Damage). If the result is face '5', nothing happens. However, if the result is face '6', the foe moves in a random direction for 1D10+1 yards. If the foe runs into a person, they must Resist with a successful Coordination Test or else be caught in a Chokehold (referencing your [WB] in place of [BB]). A foe who is affected by *Monstrous Dimorphism* remains in this form, until dispelled or Slain!. If a player Character is a victim of this Magick and survives, they gain one permanent Chaos Rank.
Critical Success: As above, but the foe always moves in a random direction every time their Turn begins.
Critical Failure: Dance, monkey, dance in honor of your Daemon lord! You must Resist with a successful Resolve Test or be made the plaything to the Prince of Pleasure, as the Effects harm you.

PROFUSION OF PISS

A golden torrent sprays from your mouth, rendering another nostalgic and blithesome.
Distance: Any one person you can touch
Reagents: A pint of rotgut, gargled (expended)
Duration: Special
Effect: After successfully casting this spell, the foe you touch must Resist with a successful Coordination Test or be made Euphoric. While Euphoric, a foe must succeed at a Resolve Test before taking any action, ever. Only by succeeding at three successful Resolve Tests will the Euphoric condition end.
Critical Success: As above, but the spell affects all foes in a Cone Template instead.
Critical Failure: Your body is made wet, smelling of piss and pipesmoke. The stench clings to you for the next 48 hours, unable to be washed away. Those who stand within a Burst Template of you cannot add their Apprentice or Journeyman Ranks to any Skill Test.

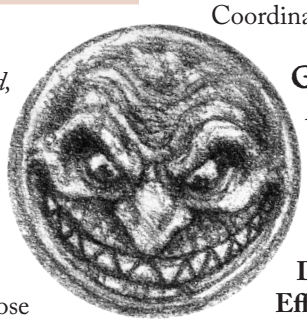
SUCCUBUS/INCUBUS

You project yourself into the Æthereal realm, taking the form of an energy vampire. While in this state, you can bring foes to such pleasure that they may perish in their sleep.
Distance: Yourself
Reagents: A cameo of the victim, held while you sleep
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, name a single foe whom you have personally met and know their name. Once invoked, you leave your physical body behind and are made Æthereal – occupying a different reality, but able to see perfectly into the Material Realm. You immediately manifest beside the named foe. You may manipulate a foe's physical body (without being seen, heard, tasted or smelled, being felt only). At the end of each hour, the foe suffers either 3D10+[WB] in Damage or 3D10+[WB] mental Peril (your choice). If your original body would be made to suffer Damage, you are instead 'snapped' back into your physical form and awaken, unhurt but gaining one permanent Chaos Rank. At the end of the Duration, you move a number of steps up the Damage or Peril Condition Tracks positively based on the number of steps down the Damage or Peril Condition Track your foe suffered.
Critical Success: As above, but you instead move three steps up the Damage and Peril Condition Tracks positively when you would have Injured a foe.
Critical Failure: My god, it's full of stars! You are cast through the Æthereal Veil, until you fall through the endless pit of the Abyss at the end of the Duration of the spell. However, far above you is a single pinprick of light which may lead to a way back into the Material Realm. You must succeed at an Awareness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you are left Prone and Incapacitated!, returning to the Material Realm where you started.

COVENANT TO THE SLAVERING MAW

SPELL	PRINCIPLE
Bad Moon Rising	Greater
Brain Burner	Lesser
Da' Big Stomp	Lesser
Get Outta Here	Petty
Glasgow Kiss	Petty
Go for Broke	Petty
Hut, Hut, Hike	Lesser
Odds & Sods	Greater
WAAAR!	Greater

BAD MOON RISING



A strange illusion falls the moon; a twisted, stitched-together grin, and a hollow frown. Its eyes watch balefully over the battlefield, as the blessing of the Slavering Maw is felt by all.
Distance: Yourself
Reagents: The moon, providing it can be seen
Duration: Instantaneous
Effect: After successfully casting this spell, those who are not occultists of the Slavering Maw must succeed at a Resolve Test or else they suffer from Terror. In addition, occultists of the Slavering Maw may flip the results to succeed all Combat-based Skill Tests for the Duration of the spell.
Critical Success: As above, but foes automatically suffer from Terror
Critical Failure: The illusion is seen only by occultists of the Slavering Maw. All those who behold its countenance automatically suffer from Terror.

BRAIN BURNER

Glowering over your hated enemies, your eyes sear with green rays of light, blinding those whom behold your sickening countenance.
Distance: Yourself
Reagents: A monocle made from Wytchstone, worn
Duration: Instantaneous
Effect: After successfully casting this spell, foes caught in its Cone Template suffer 2D10+[WB] mental Peril. In addition, they must Resist with a successful Awareness Test or be made Defenseless until their next Turn.
Critical Success: As above, but foes cannot Resist this spell.
Critical Failure: Your eyes burn with a terrible light as you are captivated by visions of your own destruction. You are made Defenseless until your next Turn and suffer from Fear.

DA' BIG STOMP

With every stomp, a loud 'CRUNCH!' rumbles from below.
Distance: Any person you can see
Reagents: Your boots drenched in blood, stomped on the ground
Duration: Instantaneous
Effect: After successfully casting this spell, you conjure forth a massive yet invisible jackboot, taking shape only when you stomp the ground. All those caught in a Burst Template suffer 2D10+[WB] in Damage. They can attempt to Dodge by Resisting with a successful Coordination Test to avoid the Damage. You can inflict Injuries with this Magick, but foes are always left Prone instead.
Critical Success: As above, but the foe is also Knocked Out if they fail to Dodge.
Critical Failure: A hideous cacophony of laughter and snickering rings out. You must Resist with a successful Coordination Test or else be made Prone.

GET OUTTA HERE

A taloned hand wraps around the throat of an enemy, as they are drawn upwards into the air.
Distance: Any person you can see
Reagents: A mummified hand, wrapped in bandages
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, one foe who can see and hear you is immediately caught in a Chokehold (as the Perilous Stunt) and lifted 3 yards into the air. For the Duration of the spell, the foe remains in the Chokehold and rises another 3 yards on each of your Turns unless they can escape. Should your foe escape or the Duration expires, they drop to the ground and are subject to the effects of falling depending upon how high they were up in the air. This spell requires Concentration.
Critical Success: As above, but you do not have to maintain Concentration.
Critical Failure: A hideous cacophony of laughter and snickering rings out. You must Resist with a successful Coordination Test or else be left Prone for the Duration.

GLASGOW KISS

As your eyes widen and you ready yourself to headbutt your enemy, you draw your head back and scream the name of your Daemon. As your head smashes into the other person, a loud 'CRACK!' resounds in the air.
Distance: Any one person you can touch
Reagents: A broken skull of a Slain! foe
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or else suffer 1D10+[WB] in Damage and be Stunned.

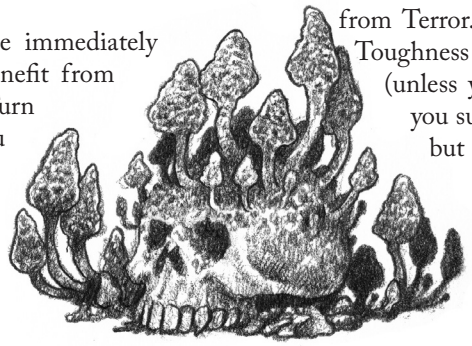
Critical Success: As above, but the foe is also left Prone if they fail to Resist.
Critical Failure: Staggering forward, you immediately invoke an Opportunity Attack. If you suffer Damage from this attack, you are both Stunned and but are left Prone. You are also left with a really bad headache.

GO FOR BROKE

A ringlet of iron will fill you with the powa' of the Slavering Maw.
Distance: Any one person you can touch
Reagents: A torc of iron, placed around your arm or throat
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch may make an Opportunity Attack at the beginning of their Turns. In addition, their Damage with melee weapons explodes on face '5-6'.
Critical Success: As above, but they also cannot be Disarmed by the actions of a foe.
Critical Failure: The torc wrenches and twists. If it's on your arm, you're unable to use that hand for 24 hours. If around your neck, you immediately suffer 1D10+1 physical Peril at the beginning of every hour. It requires a successful (Arduous -30%) Athletics Test to remove the torc.

HUT, HUT, HIKE

You call for your WAAAR! Horde to fall in line and take commands. The voice of the Slavering Maw fills their ears, as they immediately scramble.
Distance: Any persons you can see
Reagents: A bloated pigskin filled with Wytchstone Essence, thrown (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, a number of allies equal to your [WB] immediately take their Turn. This does not displace anyone's place on the Initiative Ladder, but simply allows your allies to act first on this Turn. On subsequent Turns, the Initiative order returns to normal. In addition, they may add +3 to their Damage Threshold until the end of their second Turn. Finally, pick one ally. That ally may Run for 0 AP on their Turn now.
Critical Success: As above, but add one Fortune Point to the Fortune Pool.
Critical Failure: The line of defense immediately falls apart, as all allies who were benefit from this Magick must spend their next Turn using Movement Actions only. You immediately scramble backwards 6 yards and drop the pigskin.



ODDS & SODS

Everyone puts it all on the line: every chip they have, and every bit of their spirit. They may make it out the other side, but will pay in the end.
Distance: Any persons you can see
Reagents: A shard of Wytchstone, crushed (expended)
Duration: Special
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. Immediately after suffering Damage from a melee or ranged weapon, they may choose to ignore it entirely, therefore negating both Damage and any Injuries they may have suffered. However, allies must record all instances of the times they ignored Damage. Once combat ends, roll an equivalent number of Chaos Dice. If one Chaos Die results on face '6', they suffer a Moderate Injury. If two Chaos Dice results on face '6', they suffer a Serious Injury. If three or more Chaos Dice result in face '6', they suffer a Grievous Injury.
Critical Success: As above, but they are immune to Bleeding until the Effects of the spell ends.
Critical Failure: You have advanced the plots of an entity greatly opposed to the Slavering Maw. You immediately gain 9 Corruption and suffer from Terror.

WAAAR!

Evil minds that plot destruction, sorcerer of death's construction.
Distance: Any persons you can see
Reagents: A shard of Wytchstone, crushed (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. Providing you can see them, they cannot suffer from Peril, Stress, Fear or Terror for the Duration of the spell. However, at the beginning of their Turn, they must Resist with a successful Toughness Test or else begin to Bleed.
Critical Success: As above, but for every six allies who are fighting, add an additional +1 to all melee and ranged Damage they inflict (to a maximum of +6 Damage).
Critical Failure: A great green mist begins pouring forth from all of your orifices and with it, the reek of the slaughterhouse. Those who smell your charnel stench must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.

COVENANT TO THE THIRTEEN

SPELL	PRINCIPLE
Bubonic Whorl	Greater
Caustic Rain	Greater
Horde of Vermin	Petty
Mark of the Thirteen	Petty
Perfect Camouflage	Petty
The Black Hunger	Lesser
Warp-step	Lesser
Wytchfyre Discharge	Lesser
Wytchfyre Knives	Greater

BUBONIC WHORL

A whirlwind of Abyssal decay, dried dung and hot piss whorls about, carrying with it a pestilence that claims its victims quickly.
Distance: Any place you can see
Reagents: The dried ashes of a Lower Demon contained in a bottle, shattered (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, all creatures caught within an Burst Template contract Grey Plague. However, the Disease spreads rapidly, as every Turn they spend in the Burst Template they immediately (and permanently) lose 9% Agility as if three weeks had passed. In addition, those in the Whorl cannot use ranged weapons (or by struck by them). Foes cannot be infected with Bubonic Whorl again until at least a day has passed. You are immune to the spell's Effects.
Critical Success: As above, but foes also lose 9% Brawn.
Critical Failure: As the glass shatters at your feet, a glowing geomantic shape immediately sears into the ground below you. You are 'stuck' in a triangle of containment (as if *you* had been summoned), unable to cause others harm or leave it for an hour. While this occurs, a Lower Demon of the same type from the bottle is summoned, before your feet, who does as they please until dispatched.

CAUSTIC RAIN

Calling upon your Daemon, a cloud of green, acidic rain explodes overhead, hovering several hundred feet in the air.
Distance: Any one place you can see
Reagents: Four Glass Grenades filled with each of the four Wytchblights, shattered on the ground (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you conjure forth a baleful storm of green acidic rain which rains down on your foes. All those caught within an Explosion Template must immediately succeed at an Awareness Test or else be held to the ground Prone. In addition, foes suffer 3D10+[WB] Damage for each Turn they remain within the Explosion Template. You can inflict Injuries with this Magick, but their trappings is randomly Ruined! instead (selected by the GM). You and your possessions are immune to the spell's Effects.
Critical Success: As above, but foes automatically fail their Awareness Test.
Critical Failure: In a flash, a momentary storm of acidic rain rises from the ground in an Explosion Template at your feet, falling *upwards* into the sky. Those caught within an Explosion Template around you will have 3D10+3 trappings immediately be Ruined! (selected by the GM).

HORDE OF VERMIN

Either a tide of nasty rats swells from beneath your robes at your feet or biting gnats and flies swarm about from your sleeves.
Distance: Special
Reagents: Either a piece of dried dung for flies or a wheel of moldy cheese for rats (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you conjure forth either a Burst Template of flies or rats immediately at your feet (select one type). All those who are caught within the Burst Template of flies suffer a -10 Base Chance to all Skill Tests that rely on vision. Foes suffer 1D10+[WB] Damage for every Turn they remain within the Burst Template of rats. You can move the rats a number of yards equal to 3+[WB] on your Turn for 1 AP. You are immune to the spell's Effects.
Critical Success: As above, but both the flies and rats are considered Hard Terrain.
Critical Failure: Both flies and rats scurry up your legs and bite and gnaw at your face. Waving your hands about wildly in the air, you are left Defenseless for the Duration of the spell.

MARK OF THE THIRTEEN

Placing your fingertip upon another, you trace out the infernal symbol of the Thirteen.
Distance: Any one person you can touch
Reagents: A ground-down rotten tooth, consumed (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch gains one of two Effects: either they are marked somewhere upon their body with a blemish which is immediately recognizable to any occultist who worships the Thirteen or scholar educated about Daemons. Alternatively, they gain a +1 to their Damage Threshold

and a +10 Base Chance to Stealth Tests while moving in fleeting shadows or total darkness (as outlined under *Light Sources* from the Trappings chapter in **ZWEIHÄNDER**). Whenever someone is affected by this Magick, they suffer 3 Corruption.
Critical Success: As above, but they do not suffer Corruption unless you want them to.
Critical Failure: The Thirteen demands immediate sacrifice! You must either purposefully inflict 1D10+1 Damage upon yourself (and possibly suffer an Injury) or else gain 3 Corruption.

PERFECT CAMOUFLAGE

As the assassin to their shadows, you too are able to bend the shadows to your benefit.
Distance: Yourself
Reagents: The hide of a chameleon, hidden in a pocket
Duration: Special
Effect: After successfully casting this spell, you have up to three minutes to find somewhere to stand or hide. At any point during that time, you can choose to vanish by standing perfectly still, holding your breath. While stood still, you are completely invisible to sight. If you use any action that requires you to speak or move, the Effects of the spell are broken. You can only hold your breath for 1+[BB] minutes. If you exceed a number of minutes, you begin to suffer from Suffocation, but remain invisible until you pass out or move (after which the Effects wear off). Regardless, the actual casting of *Perfect Camouflage* is apparent to none but yourself, having remained perfectly disguised throughout.
Critical Success: As above, but triple the Duration.
Critical Failure: The shadows betray you! You are unable to hide, Take Cover or use other means to Disguise yourself for 24 hours.

THE BLACK HUNGER

When one is filled with the Black Hunger, they must have their fill of blood, blood and more blood. They ravage their enemies until they pass out… or have been killed.
Distance: Any one person you can touch
Reagents: A dram of blood from a Man-eater, painted on an ally's face (expended)
Duration: Special
Effect: After successfully casting this spell, the person you choose is filled with 'the black hunger'. As a result, they add 2D6 Fury Die to all melee Damage. They can also spend 3 APs on each of their Turns in order to make two Melee Attacks. However, they cannot Counterspell, Dodge or Parry for the Duration of the spell. The recipient of this spell suffers 2D10+2 physical Peril at the beginning of their Turns, until they are rendered Incapacitated! or Slain!. The Duration ends immediately after they have been rendered Incapacitated! or Slain!.
Critical Success: As above, but reduce the AP required for two Melee Attacks to 2 AP instead of 3 AP.
Critical Failure: The blood drips ceaselessly from their face as they begin to transmutate. They immediately take upon the shape of Tyrant Skrzzak and remain in such a state until they are Incapacitated! or Slain!. Once Incapacitated! or Slain!, they revert to their normal self.

WARP-STEP

With a flick of the wrist and a gout of green smoke, you and another instantly 'step' away and reappear.
Distance: Special
Reagents: A pinch of Wytchstone Essence, tossed into the air (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you and another ally you touch instantly leap to any place you can see. Once you complete *Warp-step*, you can both attempt a Stealth Test to hide from sight.
Critical Success: As above, but you and the ally who leap are automatically hidden from sight.
Critical Failure: With a flash of Wytchfyre, you and the ally are instantaneously teleported into the most disadvantageous situation within sight. This may be directly in front of an enemy Prone onto the ground, bound up in ropes or an otherwise dangerous situation determined by the GM.

WYTCHFYRE DISCHARGE

A scourge of oozing viridescent electricity explodes from your hand, moving upon their own accord.
Distance: Yourself
Reagents: A powder of Wytchstone Essence, snorted (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, your hand explodes with a scourge of electrified, green energy. The affected hand becomes a two-handed melee weapon with the Reach, Powerful and Slow Qualities. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this discharge, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but foes are always left Prone instead.
Critical Success: As above, but victims are automatically Stunned if they cannot Parry the attack.
Critical Failure: The skin from your hands suddenly sloughs off, changing into a snake-like Man-Eater for purposes of its creature profile. The Man-Eater will attack you and your allies until it is Slain!.

WYTCHFYRE KNIVES

A viridescent, electrified set of throwing stars unerringly hurtle towards your foes.

Distance: Any persons you can see

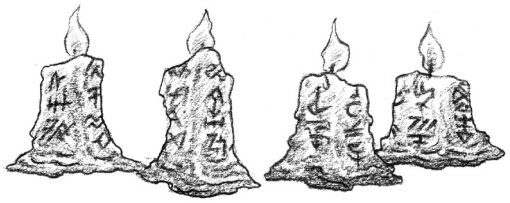
Reagents: A throwing star carved from Wytchstone (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, select a number of foes you can see equal to your [WB]. Each foe suffers 3D10+[WB] in Damage. In addition, if your foes fail to Resist with a successful Coordination Test, they are Disarmed.

Critical Success: As above, but your foes cannot Resist this Magick.

Critical Failure: The throwing star dances overhead, sparking with fireworks. With a whirring sound, it strikes one of your allies (GM's discretion). They suffer 3D10+[WB] in Damage and are Disarmed.



COVENANT TO THE WITCH-QUEEN

SPELL	PRINCIPLE
Abjure Spirit	Greater
Compel Spirit	Lesser
Consult the Spirits	Petty
Frock of Ice	Petty
Frostkiss	Lesser
Hellfrost Transformation	Greater
Maleficium	Greater
Purification	Petty
Tempestarii	Lesser

ABJURE SPIRIT

As your hands conduct movements in the air, you command a spirit to return from whence it came.

Distance: Any one creature you can see

Reagents: The True Name of the Restless Spirit or summoner of the Ætheric Spirit, spoken aloud

Duration: Instantaneous

Effect: After successfully casting this spell, the Ætheric Spirit, Restless Spirit or their summoner (if present) must Resist with a successful Resolve Test. If they fail, the Ætheric Spirit or Restless Spirit is instantaneously banished from the Material Realm. Note that this only works on creatures who are Ætheric Spirits or Restless Spirits. You can also use this Magick to banish a Lower or Higher Demon's possession of another, but it does not cause the demon to be banished from the Material Realm, only driven away from possessing others for nine days.

Critical Success: As above, but the creature cannot Resist this Magick.

Critical Failure: Despite calling out the True Name, you only cause the spirit to grow more furious. In fact, your declaration of its True Name only serves to further empower it! The abjuration fails and calls forth another creature of equal power that manifests within a few yards of you.

COMPEL SPIRIT

You command the spirit to do your bidding; its response is fear and obedience.

Distance: Any one spirit you can touch

Reagents: A memento of a dead relative (expended)

Duration: Special

Effect: After successfully casting this spell, you gain the ability to touch a single spirit of your choice within

touching range. The spirit you touch must Resist with a successful Coordination Test. If it fails, the spirit is yours to command for exactly two minutes. Note that if you attack the spirit or cause it further harm, the spell ends immediately. This only affects creatures classified as an Ætheric Spirit or Restless Spirit.
Critical Success: As above, but triple the Duration.
Critical Failure: Your words only serve to antagonize the spirit. With a haunted moan, it has a new-found passion – to swallow your soul! The spirit can add a 1D6 Fury Die to Total Damage whenever it strikes you for the next six minutes.

CONSULT THE SPIRITS

Sitting cross-legged upon the ground, you reach beyond the Material Realm into the Veil to consult the spirits who haunt this place.
Distance: Yourself
Reagents: An eyeless hood, placed over your face
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you fall into a trance and are rendered Helpless. During this time, you may use any Fellowship-based Skill to directly communicate with Ætheric Spirits and Restless Spirits. This interaction is not always beneficial: many such spirits are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as an all but supernatural type of communication; the complexity of which is determined by the GM. Finally, any Restless Spirits present will not cause you any harm for the Duration of the spell.
Critical Success: As above, but triple the Duration.
Critical Failure: Your mind is wracked with grief, as you momentarily absorb the anguish of the spirits who linger in this place. You immediately suffer from Stress.

FROCK OF ICE

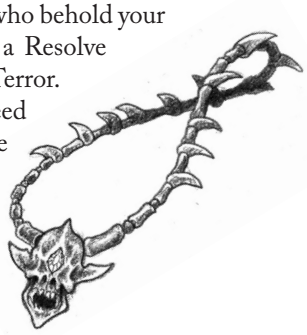
Your frock glimmers with cold light, hardening into ice. Wind whirls around you, and with every step you take, the ground is frozen solid.
Distance: Yourself
Reagents: An expensive white frock, worn
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, all melee weapons that are not Magickal in nature cannot apply Fury Dice to their Total Damage when harming you. In addition, foes must Maneuver in order to Engage with you. If they are already Engaged with you when you first cast this spell, they are immediately pushed 1 yard away.
Critical Success: As above, but foes cannot Engage with you.
Critical Failure: Let it go, let it go! With a terrible tearing sound, the white frock takes to the air, ripping from your neck. A gust of chilly wind catches it and it flies off, never to be found again.

FROSTKISS

Your exhalation of breath twinkles with frost, as your foes grow numb and others turn into statues of ice.
Distance: Yourself
Reagents: A handful of snow, consumed (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 2D10+[WB] physical Peril. If they move one step down the Peril Condition Track negatively, they are Defenseless for one minute. If they move two steps down the Peril Condition Track negatively, they are Defenseless and also Stunned for one minute. If they move three or more steps down the Peril Condition Track negatively, they are Defenseless, Stunned and unable to use Movement Actions for one minute. Should they be Incapacitated! from *Frostkiss*, they also suffer from Frostbite. Your foes can Resist with a successful Coordination Test.
Critical Success: As above, but foes cannot Resist this Magick.
Critical Failure: Your throat tightens from the cold air, as your lungs begin to seize. You immediately begin to suffer from Suffocation.

HELLFROST TRANSFORMATION

Within a whorl of ice and snow, your form grows to such immensity that it is no longer yours. Your body transmutates into a living thing of frozen terror!
Distance: Yourself
Reagents: A wand made from the humerus of a Fomori Crone, held aloft
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of an avatar of the Witch-Queen. Temporarily replace your Character sheet with the creature profile of a *Fomori Crone*, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.
Critical Success: As above, but triple the Duration.
Critical Failure: Your half-frozen form temporarily explodes into a bizarre amalgam of fleshy whips and monster: your head turns to the shape of a gaping maw, your teats turn into child-like hands and your legs into prehensile, purple tails. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.



MALEFICIUM

Incanting terrible words over an object in-hand, you can call forth a terrible hex to befall the object's keeper.

Distance: Any one object you can touch

Reagents: An inanimate object belonging to a person you wish to curse

Duration: Forever

Effect: After successfully casting this spell, the object you touch is cursed. Whenever another carries this object, they suffer a gruesome curse. As a consequence, the cursed must flip the results to fail all Skill Tests. In addition, they permanently move down an Age Group (growing older) at each new moon, until eventually they die of premature old age. They inspire intense hatred whenever confronting creatures classified as Animals. A foe cannot be made subject to the Effects of more than one curse at a time, which last until the cursed object remains in their possession.

Critical Success: As above, but the cursed also temporarily reduces every Primary Attribute Bonus by -1 at each new moon.

Critical Failure: Your Magick backfires in the worst way imaginable! An object on your person is cursed instead, as you suffer the Effects so long as you possess the object. Unfortunately, you do not know which object has been bewitched without use of further Magick!

PURIFICATION

Imbibing the innards, the person begins heaving up any and all 'impurities' they are suffering from.

Distance: Any one person you can touch

Reagents: The guts of a frozen fish, consumed (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch can attempt a Toughness Test. If successful, they are cured of any Intoxication and Poison Effects they are suffering from. The spell also cures their Frostbite. If they fail, they suffer 1D10+1 physical Peril and are left Helpless for an hour. A Character may only gain the benefit of this Magick once per day.

Critical Success: As above, but they are also cured of one Disease they are suffering from.

Critical Failure: Your touch brings great sadness, as the person you touch suffers from Frostbite on their fingers.

TEMPESTARII

You possess a greatly valued power: the ability to dismiss storms at-will (bringing adoration from those who behold it) and to summon forth massive ice storms. It freezes objects and people alike.

Distance: Any one place you can see

Reagents: A staff made from a branch of a tree struck by lightning

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, choose to either repress bad weather or conjure forth an ice storm. If you repress bad weather, it temporarily stops for the Duration of the spell. If you conjure forth an ice storm, all those caught within an Explosion Template must immediately succeed at a Toughness Test or suffer 2D10+[WB] Damage for each Turn they remain within the Explosion Template. You can inflict Injuries with this Magick, but foes always suffer from Frostbite instead. This Magick only affects creatures classified as Humanoid or Mutant (including player Ancestries).

Critical Success: As above, but foes automatically fail to Resist this Magick.

Critical Failure: As you raise your staff, it is immediately struck by a blue thunderbolt. You are frozen in place, left Helpless and paralyzed for the Duration.

RITUALS

Outside of the prescribed and well-practiced rote of arcana, covenants and prayers, there is another sort of Magick. Called *Rituals*, most use Wytchstone and Void Salts to sublimate raw Magick into an entirely different principle and represent some of the most powerful Magicks available in a grim & perilous world. Unlike other Magicks, they are not the subject of great study, but their esoteric authorship is prized by practitioners for the knowledge they might contain, as well as those either unwise or too foolish to realize the risks of conducting rituals without a good education in the use of Magick.

Unlike normal Magick, some Rituals can be used by anyone, providing they gather the necessary reagents, fulfill the proper conditions, have the Ritual inscribed on a sacred scroll and possess the wherewithal to walk down that path. Unfortunately, conducting Rituals in this way is highly dangerous, as these fledgling conjurors have no protection against the Abyssal Princes' ruinous corruption. However, Rituals offer incredibly powerful results – and do so immediately, unlike the time and effort it takes to learn how to cast arcana, call covenants or make prayers. Whether conducted by ambitious neophytes or learned practitioners, Rituals are the mightiest of all Magicks, requiring forethought and careful planning to use. Oftentimes, Wytchstone and the other incredibly rare reagents needed to use such devilish Magicks, which requires a hefty price. And, even with the forethought and careful planning, Rituals still carry considerable risk to oneself and others.

CONDUCTING A RITUAL

Whenever a Ritual is conducted, follow the standard rules for casting Magick. This includes the risk of Chaos Manifestations and Divine Punishment when Channeling Power, unless indicated otherwise by the Ritual's description. Each Ritual has its own Difficulty Rating, however.

RITUAL NAME
Bond Mithril
Construct Golem
Exorcism
Fortune-telling
Oath to the Peerage
Trace Sigil

RITUAL FORMAT

Every Ritual in **MAIN GAUCHE** is represented using the following format:

CASTING TIME: All Rituals have a prescribed amount of time required to conduct them. This will usually be expressed in hours. Further conditions for the time needed to conduct a Ritual may apply.

REAGENTS: Reagents are material ingredients normally required to conduct a Ritual. Reagents are usually not expended after conducting the Ritual, unless indicated otherwise in brackets, as in (expended). When reagents are expended, they are destroyed regardless of whether you were successful in conducting the Ritual or not.

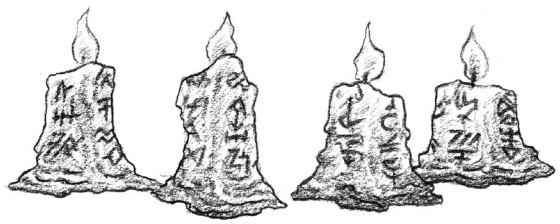
CONDITION: Before the Ritual is conducted, there are various Conditions which must be met. These Conditions are mostly immutable, unless the GM approves of a substitution of certain conditions or alternatives situations where they are not required.

CHANNEL POWER: Every Ritual provokes a different level of Chaos Manifestation. For instance, if you Channel Power and generate a Chaos Manifestation using a Ritual called *Trace Sigil*, you will treat it as if it were Petty Magick for purposes of referring to Chaos Manifestations or Divine Punishment. You can only Channel Power if you have the Trait of Arcane or Divine Magick.

DIFFICULTY RATING: Much like Magick, Rituals have a default Difficulty Rating to cast using Incantation. Unlike Magick, however, there are no any consequences for Critically Succeeding (or Critically Failing) your Incantation Test. The GM may adjust these Difficulty Ratings taking into consideration the same circumstances as detailed for casting Magick.

CONSEQUENCES: Some Rituals require a part of your soul, corrupting you from within. Others may tear away at others around you. Sometimes the Consequences come as a part of successfully conducting the Ritual and other time consequences come about regardless of whether you are successful or not. The results are covered in each Ritual's listing.

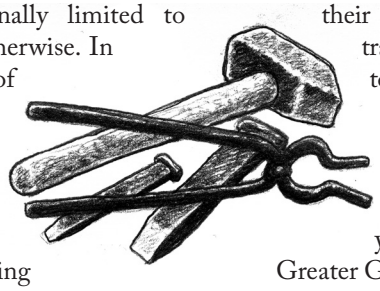
RITUAL EFFECTS: A Ritual's Effects vary widely, with each having a series of results. Sometimes, the Effects are followed by additional circumstances which may inherently change the outcome of the Ritual.



BOND MITHRIL

It is said that the wealth of the Elves is not measured in gold and jewels. Instead, it is of those things bonded with mithril; objects of indeterminate beauty, whose glint never fades and durability never falters. Mithril, in all its myriad of forms, can be beaten and folded like copper, yet maintains its strength and shape. It can be blended into liquid sand and blown into delicate glass, yet remains indestructible to rocks and defenestration. It can even be woven into thread, worn as easily as one wears a nightshirt to bed. Mithril, albeit a metal, is malleable enough to be bonded into practically any sort of other material. No object is made entirely of mithril – instead, it is Ætherically-bonded into other materials. In all its myriad of forms, mithril-borne objects remain in a state of everlasting beauty, luster and long-lasting strength.

Casting Time: One day
Reagents: You must have the relevant trade tools for the object you intend to craft and they must have undergone *Consecration* (as indicated in the Ritual of *Blessed Sacrament*). In addition, you must have a sample source of mithril bars to bond to the object. Finally, you must have one vial of Void Salt (expended), which is intermixed with the mithril as its bonded to the object.
Condition: This Ritual is traditionally limited to Elves only, unless your GM states otherwise. In addition, this Ritual is cast at the end of the crafting process.
Channel Power: As Lesser Magick
Difficulty Rating: (Arduous -30%)
Consequences: You can only Bond Mithril to one object at a time.
Ritual Effects: After successfully casting this Ritual, you bond mithril into the object you are crafting. The object then immediately takes upon the relevant Qualities of mithril as a Special Material (as stated in **Chapter 2: Liber Armorum**). Weapons made from mithril gain the Fast Quality, whereas shields made from mithril gain the Light Quality. Mail, munitions plate and full plate armor made from mithril gain the Flexible Quality. Any armament from mithril decreases its Encumbrance Value by 1 (to a minimum of 1).



Mithril can also be bonded to practically any form, whether it be armor, shield or a weapon. It can even be bonded to shirts of cloth, leatherworks, wooden devices, instruments, mechanical clockworks, jewelry and other works crafted using your Skills. Objects made from mithril cannot be destroyed by normal means and must be made the target of the Petty Magick spell called *Dispel Magick* in order for it to be destroyed otherwise.

CONSTRUCT GOLEM

Constructed and given life through a sophisticated rite of spirit-binding and anointment with Ætheric Fluid, a Golem takes upon many abilities of both living beings and machines. By forcing a spirit into a 'body' it had not originally inhabited, a Golem is given a spark of life, and able to behave in many ways that resembles a living being. However, this dangerous Ritual has oftentimes had odd consequences, as the spirit finds itself fighting against the unliving housing it has been trapped inside of. There are many types of Golems: living brooms, animated skulls and small automatons (Petty Golems), man-sized simulacrum that resemble what they may have looked like in a former life and mutated fleshy 'things' that resemble living trash heaps (Lesser Golems) and horrendously-shaped constructs: living weapons, vehicles that take upon a life of their own and colossally-animated statues (Greater Golems). Depending on the medium and the level of freedom which a Golem's creator wants to give its creation, it thereby determines the fashion in which the Golem will take.

Not every Golem – or spirit contained within – is readily accepting of its new fate. Mentally shocked, Golems will sometimes develop psychoses of their own. As in life, all Golems have their own whim and will. However, as their existence is to be whatever object they are trapped inside, their minds will eventually turn towards whatever needs and goals of their Golem-master are, suited to their new form.

Casting Time: One hour
Reagents: First, you must declare whether you intend to construct a Petty, Lesser or Greater Golem. In addition, you must have a medium to work from. Golems can be constructed from bone, leather, flesh, metal, stone, wood or any other solid material. In addition, you must have one ampulla of Ætheric Fluid for a Petty Golem, while Lesser Golems require two ampullas of Ætheric Fluid and Greater Golems require three ampullas of Ætheric Fluid (all of which are expended in the process). You or another must summon a spirit to bind inside the Golem by use of one of the following Rituals: *Awaken the Dead*, *Call Demonic Servant* or *Summon Ætheric Spirit*. Finally, the symbol of the god the spirit worshipped or Daemon it was devoted to must be carved onto the Golem to complete the Reagent process.
Condition: You must construct the Golem yourself, but may receive assistance. It takes the same amount of time to craft an object (as defined under *Crafting* in the Trappings chapter of **ZWEIHÄNDER**). If crafting a body of a creature, it takes a standard number of days from gestation to birth of the creature under normal conditions. You must

also have access to a laboratory and a lightning rod affixed with a shard of Wytchstone. The Ritual must be completed during a rainstorm, during which you will roll 3D6 Chaos Dice. If any land on face '6', lightning strikes the rod and travels down the rod and into the Golem. The rod is instantaneously destroyed, but your Golem is brought to life. You can only attempt to bring the Golem to life once every 24 hours. Finally, give your Golem a name.

Channel Power: As Lesser Magick

Difficulty Rating: Special

Consequences: You can only create one Golem at a time. In addition, you gain one permanent Chaos Rank.

Ritual Effects: After successfully casting this Ritual, the Golem is now yours to command. You can only command a number of Golems equal to your [WB] at any one time, but may replace those which have been Ruined!, Slain! or destroyed. A Golem generally takes the shape of either a creature or object; decide which, so that you may reference whether it has a Damage or Hardness Threshold. Each type of Golem has its own Difficulty Rating to construct and specific limitations of its autonomous abilities as defined below:

PETTY GOLEM: (Challenging -10%)

Petty Golems can be of a shape no larger than a child is tall. Examples include brooms, treasure chests, the threshold of a door, a small wind-up toy, an automaton animal or a doll. Petty Golems are unable to use the power of speech, but can use crude communication tools, typically in a series of grunts, whirs, clicks and so forth. These supernaturally-created beings can be controlled by you and understand simple, distinct orders (such as open the door/sweep the floor/chatter like disembodied teeth/rave till dawn/eat small rats in sight/play dead).

Petty Golems can sufficiently remain activated for 1D10+1 hours at a time, either 'triggered' to be activated by the presence of others within clear sight of the Golem or directly by command by its Golem-master. Furthermore, calculate its Damage or Hardness Threshold equal to 3+your [WB]. Any weapon they wield (or an extension thereof from their body) gains the Pummeling and Ruined! Qualities. Otherwise, treat Petty Golems as a *Crypt Skeleton*.

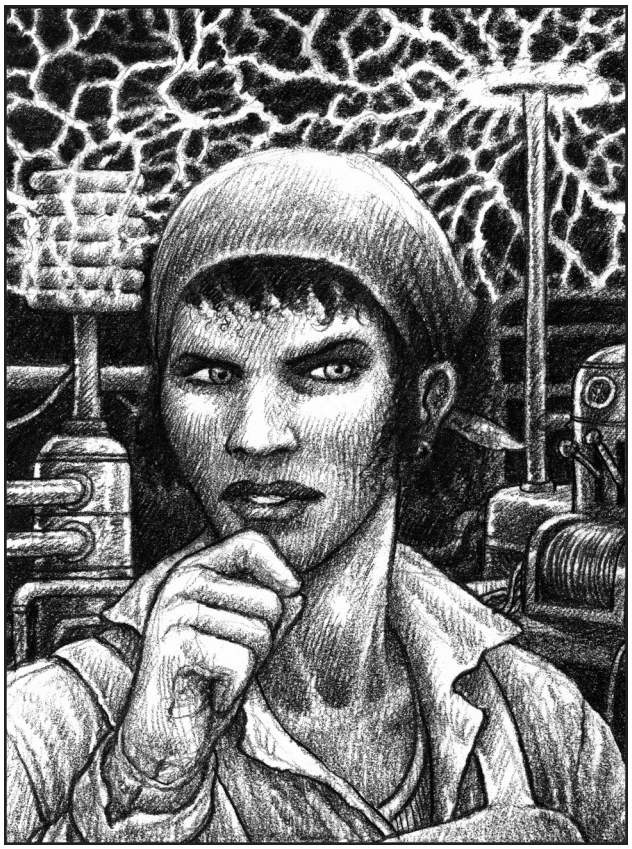
LESSER GOLEM: (Hard -20%)

Lesser Golems can be of a shape no larger than an adult human is tall. Examples include talking skulls, mannequin-like humans, automatons and rune-forged wooden dwarf statues. Lesser Golems can speak, and have a command of languages and intellect as deep as its Golem-master. These supernaturally-created beings can be controlled by you and obey more complex commands (drive to the docks and bring back my goods/ collect firewood and build a pyre for a witch/kill anyone who trespasses and drag their corpses outside).

Lesser Golems can sufficiently remain activated for 2D10+2 hours at a time, either 'triggered' to be activated by the presence of others within clear sight of the Golem or directly by command by its Golem-master. Furthermore, calculate its Damage or Hardness Threshold equal to 6+your [WB]. Any weapon they wield (or an extension thereof from their body) gains the Powerful and Vicious Qualities. Otherwise, treat Lesser Golems as a *Golem*.

GREATER GOLEM: (Arduous -30%)

Greater Golems can be of a shape no larger than an ogre is tall. Examples include activated huts, hell-cannons and living statues. Greater Golems can speak, and have a command of languages and intellect far greater than its Golem-master. These supernaturally-created beings can be controlled by you and obey supremely complex commands, and react accordingly (teach yourself to read but skip over anything you do not find interesting/find me a cleric with white hair who has cheated a gambler and decide if he is guilty/understand what it means to be alive and author a story of your experiences).



Greater Golems can sufficiently remain activated for 3D10+3 hours at a time, either 'triggered' to be activated by the presence of others within clear sight of the Golem or directly by command by its Golem-master. Furthermore, calculate its Damage or Hardness Threshold equal to 9+your [WB]. Any weapon they wield (or are an extension thereof from their body) gains the Powerful and Reach Qualities. Otherwise, treat Greater Golems as a *Living Statue*.

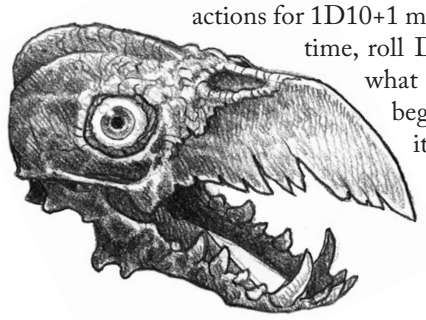
GOLEM MOTIVATIONS: Like any other non-player Character, every Golem has its own Motivation (see under *Motivations* in the Game Mastery chapter of **ZWEIHÄNDER**). These Motivations will dictate how the GM will role-play the Golem.

GOLEM HEALING: Any time that you intend to treat a Golem for Bleeding, Injuries, repairs or healing, you must have one ampulla of Ætheric Fluid to add as an additional reagent (which is expended as a part of the process). In addition, Golems can only ever restore their Peril Condition Track positively by deactivating for six hours and cannot use Smelling Salts.

PENULTIMATE CONTINGENCY: By sacrificing a Fate Point during creation of the Golem, you can enact a *Penultimate Contingency*: the transference of your spirit into your Golem, culminating at the end of the Ritual. Alternatively, you can pass your spirit into your Golem once you are Slain!. Once your spirit is transferred, you are forever bound to the new Golem body.

GOLEM PSYCHE: Whenever a Golem Critically Fails to Resist against Stress, Fear or Terror, you must roll on the Golem Rage table below to determine what happens next. Golem Rage lasts for 1D10+1 minutes.

DEACTIVATION & FORCED REACTIVATION: Once deactivated, a Golem must rest for six hours before it can be reactivated again. Should a Golem-master attempt reactivate the Golem during its rest period, you will make a Secret Test using your Leadership Skill. If you succeed, the Golem will reactivate for 1D10+1 minutes. If you Critically Succeed, the Golem will reactivate as if it had been deactivated for six hours. If you fail, the Golem will simply refuse to reactivate, although you can attempt to reactivate it again a minute later. If you Critically Fail however, the Golem will reactivate and take random actions for 1D10+1 minutes. During this time, roll D100 to determine what happens at the beginning of each of its Turns:



D100	GOLEM RAGE
1 to 25	The Golem attacks the nearest ally of the Golem-master.
26 to 50	The Golem attacks the nearest foe of the Golem-master.
51 to 75	The Golem attacks the Golem-master.
76 to 99	The Golem does something else the GM decides.
100	The Golem is now fully autonomous; one of the 'Awoken'. The Golem-master is no longer able to command it and the Awoken Golem remains activated indefinitely.

EXORCISM

Through time immemorial, demons and spirits have clung to the frayed edges of our world. In order to enact their terrible plans – or simply cause horror and chaos – they inhabit abodes: houses, temples and rotten log cabins, haunting those who would dare trespass inside. Untimely deaths and infernal summonings may cause spirits or demons to live inside an object; examples include cursed dolls, mirrors, amulets and swords. The most misfortunate of possessions occur within hosts: innocent children whose minds are highly malleable, the infirm and the sick whose faculties have worn away as age sets in and of course, adventurers – survivors of a cruel, unusual existence. The infestation and haunting of abodes, hosts and objects requires a rite to ward off the demon or spirit that possesses or haunts them. This ancient Ritual can be used to expel the demon or spirit from the place, person or object it possesses. However, an exorcist is also liable to become a victim or instrument to the demon or spirit's malice, with potentially damning consequences.

Casting Time: One hour, and Concentration as needed (outlined below)
Reagents: An abode, host or object intended to be Exorcised that you can touch, a holy book or other religious work read aloud and no less than three observers who give worship to the Daemon or god you invoke as part of the exorcism. In addition, you must have a dose of graveroot or vial of holy water (either of which are expended).
Condition: Graveroot or holy water is sprinkled around the possessed abode, host or object.
Channel Power: As Petty Magick
Difficulty Rating: Special
Consequences: For every Call Name (as spelt out in the sidebar) of the demon you know, add an additional 1D6 Chaos Die when attempting to use this Ritual. However, the first time you fail to *Coerce* or *Exorcise* the demon or spirit, you suffer from Stress. The second time you fail to *Coerce* or *Exorcise*, you suffer from Fear. The third and subsequent times you fail to *Coerce* or *Exorcise*, you suffer from Terror. This Ritual requires Concentration. Finally,

TRUE NAMES REVISITED

Every creature, both small and large, is given a name upon birth. Whether it crawled forth from an Orxish slime pit, slipped from the bellies of Elven maidens or amongst the brood of varied animals which inhabit the earth, every creature manifest possesses a term of affection it self-identifies as (a name). However, Higher Demons and Restless Spirits possess what is called a True Name.

Mirroring the rite of naming children upon birth, blasphemous demons are given a True Name by the Abyssal Prince they serve. This unholy name is immensely sacred; a reflection of their real nature. To know and speak aloud a True Name is to bring weakness to the demon whom it was given to. To possess a demon's True Name is to be able to wield power over it. Unfortunately, even if a Higher Demon's True Name is found out, it is crucial to carefully convey that name correctly, as they are typically comprised of confusing combinations of cursed consonants.

CALL NAMES: Higher and Lower Demons alike jealously guard their True Name from others. To that end, they typically adopt a number of inspiring and terrifying nicknames (Call Names). Both Higher and Lower Demons have at least 666 unique call names.

ON RESTLESS SPIRITS: In some cases, True Names are carried from a mortal life into 'undeath'. Such is the case with Restless Spirits. Many years may have passed since a Restless Spirit arose to unlife, its mortal memories snuffed out like a flame from a candle. A universal truth remains: A Restless Spirit can only be Exorcised (and affected by Magick) when their True Name has been spoken aloud. Fortunately for spiritualists, the True Names of the Restless Spirits are easier to figure out. These True Names are not assembled from infernal glyphs, but of the tongue that the Restless Spirit spoke before death.

A True Name must be spoken aloud before a Higher Demon or some Restless Spirits can be affected by your Magick. Speaking the True Name of a Restless Spirit merely requires knowledge of its True Name in the tongue it was created.

SPEAKING A HIGHER DEMON'S TRUE NAME: Pronouncing a Higher Demon's True Name is incredibly difficult. It requires a successful (Challenging -10%) Incantation Test to intone a True Name properly – even if practiced over and over. If forced into a situation where a True Name must be spoken aloud where the speaker's life is in imminent danger, it requires a successful (Hard -20%) Incantation Test instead. However, Critically Failing this Test, immediately results in the speaker suffering 3D10+3 mental Peril. In addition, if the speaker possesses the Special Trait of Arcane, Covenant or Divine Magick, they also invoke a Lesser Chaos Manifestation if mispronouncing a Lower Demon's True Name or invoke a Greater Chaos Manifestation if mispronouncing a Higher Demon's True Name.

should the exorcist be Incapacitated! at any time during use of this Ritual, they immediately gain the Disorder of *Possessed!*.

Ritual Effects: First, determine the Difficulty Rating to cast this Ritual based on the Risk Factor of the demon or spirit who possesses the abode, host or object:

- **Basic RF:** (Standard +/-0%) Incantation Test
- **Intermediate RF:** (Challenging -10%) Incantation Test
- **Advanced RF:** (Hard -20%) Incantation Test
- **Elite RF:** (Arduous -30%) Incantation Test

After successfully casting this Ritual, you can use Exorcism for one of two unique purposes:

Coerce True Name: At the end of the Ritual, and over each minute thereafter you maintain Concentration upon this Ritual, you attempt to force the demon or spirit to reveal its True Name. Roll 3D6 Chaos Dice (and add an additional 1D6 Chaos Die for every Call Name you know) for every minute you attempt to Exorcise the demon or spirit in this fashion:

- Should all three dice or more land on face '6' (***666***), pick whether a *Call Name* or *True Name* of the demon or spirit possessing the abode, host or object is revealed.
- Should two dice land on face '6' (***66***), the *True Name* of the spirit possessing the abode, host or object is revealed.
- Should one die land on face '6' (***6***), a *Call Name* of the demon possessing the abode, host or object is revealed.

Exorcise Abode, Host or Object: At the end of the Ritual, and over the course of each hour thereafter you maintain Concentration upon this Ritual, you can attempt to force the demon or spirit to leave the abode, host or object it possesses. During this time, you must announce at least one Call Name (if a Lower Demon) or the True Name (if a Higher Demon or Restless Spirit) in order to Exorcise it. Roll 3D6 Chaos Dice (and add an additional 1D6 Chaos Die for every Call Name you know) for every hour you attempt to Exorcise the demon or spirit in this fashion:

- Should all three dice or more land on face '6' (**666**), a Lower Demon, Higher Demon or Restless Spirit is immediately exorcised and will not possess that abode, host or object ever again.
- Should two dice land on face '6' (**66**), a Lower Demon or Restless Spirit is immediately exorcised and will not possess that abode, host or object ever again.
- Should one die land on face '6' (**6**), a Restless Spirit is immediately exorcised and will not possess that abode, host or object ever again.

Once a demon or spirit has been exorcised, it cannot possess another abode, host or object for one year. However, at the end of the *Exorcise* ritual, the exorcist must attempt a Secret Test using their Resolve Skill, with the Difficulty Rating determined by the GM. If successful, the exorcist can never be Possessed by the demon or spirit they just Exorcised. A Critical Success causes the demon or spirit to be instantaneously banished from the Material Realm (as the Greater Magick spell of *Banishment* from the Grimoire chapter of **ZWEIHÄNDER**). Both Failure and Critical Failure means that the exorcist suffers 6 Corruption, while Critical Failure also results in the exorcist gains the Disorder of *Possessed!*.

FORTUNE-TELLING

There is 'fortune telling', and then there is Fortune-telling. This form of true divination takes one of the following approaches: astrology, card reading, casting runes, dream interpretation, palmistry, scapulimancy and scrying. All forms of divination require some type of device or other equipment (e.g., scrying requires a cauldron, mirror or crystal ball). However, even in its basest of forms, the diviner is reaching out to *someone* to predict the future, whether it be a Daemon, god or something else entirely alien to the Material Realm. Answers are often opaque and left to interpretation, but generally hold some kernel of truth or nugget of wisdom, hidden behind a series of cryptic messages and ill-omens.

Casting Time: Ten minutes
Reagents: The reagents vary based on divinatory approach and must be held in-hand as the Fortune-telling begins. Suggested Reagents are described for each of the divinatory approaches detailed later in this Ritual.
Condition: The fortuneteller must know the real name of the person who is to be subject to the divination. A person cannot be made subject to Fortune-telling more than once a month (but you can tell the fortunes of multiple people). Fortune-telling can only affect Mutants and Humanoids (including player Ancestries).
Channel Power: As Petty Magick
Difficulty Rating: Special
Consequences: Whenever a Fortune-telling is complete, regardless of its success or not, the fortuneteller suffers 2D10+2 mental Peril.
Ritual Effects: After successfully casting this Ritual, you can foretell the near future of an individual. The more Chaos Ranks the fortune-teller has, the harder the Difficulty Rating of the Incantation Test gets (less Chaos Ranks indicates the degree to which you are in harmony with the universe):

- **0 to 1 Order Ranks:** (Trivial +30%) Incantation Test
- **2 Chaos Ranks:** (Easy +20%) Incantation Test
- **3 Chaos Ranks:** (Routine +10%) Incantation Test
- **4 Chaos Ranks:** (Standard +/-0%) Incantation Test
- **5 Chaos Ranks:** (Challenging -10%) Incantation Test
- **6 Chaos Ranks:** (Hard -20%) Incantation Test
- **7 to 9 Chaos Ranks:** (Arduous -30%) Incantation Test

The clarity of a divination is always based on [PB] of the fortuneteller:

- **[PB] 1 to 6:** The fortune-teller's message is cryptic and indirect. The interpretation is incomplete, but the recipient Character of the Ritual will understand it once it comes to pass. The Character can automatically succeed at one Skill Test that applies to the situation described in the Ritual, providing it occurs within a month of the Ritual.
- **[PB] 7 to 12:** The fortune-teller's message is clear, but incomplete. Important facts may be missing, but the

recipient Character of the Ritual will understand it once it comes to pass. The Character can automatically succeed at two Skill Tests that apply to the situation described in the Ritual, providing it occurs within a month of the Ritual.

- **[PB] 13+:** The fortune-teller's message is crystal clear and the GM should communicate it to the Character who was the recipient of the Ritual. The Character can automatically succeed at three Skill Tests that apply to the situation described in the Ritual, providing it occurs within a month of the ritual.

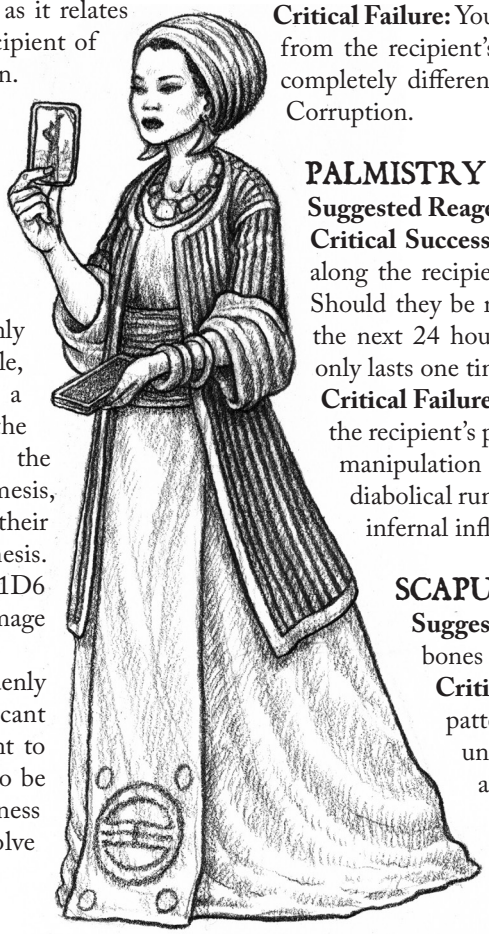
However, the divinatory approach used and whether a Critical Success or Critical Failure was rolled, you gain an additional Effect:

ASTROLOGY

Suggested Reagents: Astrological chart, stars, telescope
Critical Success: You have deepened your understanding of the Vault of Night, having been exposed to something damningly enlightening. Perhaps a new star or constellation is revealed to you. Place 1 Fortune Point into the Fortune Pool.
Critical Failure: You discover a new constellation, but are unable to interpret its meaning as it relates to the zodialogical charts of the recipient of your auguries. You gain 6 Corruption.

CARD READING (CARTOMANCY/ TAROMANCY)

Suggested Reagents: Deck of playing cards, blocks engraved with animals, tarot cards
Critical Success: The cards suddenly levitate into place upon the table, reordering themselves to reveal a deadly secret about the subject of the Divination's true enemy. Should the recipient have the Drawback of Nemesis, they can use Fortune Points upon their next encounter with their Nemesis. Otherwise, the player can add a 1D6 Fury Die to all melee and ranged Damage against a foe during their next fight.
Critical Failure: Your cards suddenly burst into flames, providing a significant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous. Those who witness this event must succeed at a Resolve Test or else suffer from Fear.



CAST RUNES

Suggested Reagents: Bag of pebbles, juju, set of runestones
Critical Success: The runes begin to softly glow, ebbing a pleasant blue light. The recipient gains 1 Fortune Point, which they alone can use within the next 24 hours.
Critical Failure: The surface in which the runes were lain begins to tremble, until the runestones shake and eventually break into tiny pieces. Your mind is penetrated by a damning truth: your own death. Whenever you come into a situation that would be referenced by your Dooming, you must flip the results to fail all Skill Tests. This lasts for 24 hours.

DREAM INTERPRETATION (ONEIROMANCY)

Suggested Reagents: Bed, diary, pillow
Critical Success: You begin to have a recurring dream, with increasing intensity and clarity until its meaning is made clear to you. This dream is tied to the recipient's fate, and does not stop until you fully interpret it. It will reveal itself within 1D10+1 days. Upon its revelation to both you and the recipient of your fortune-telling, it will allow them to automatically succeed at one additional Skill Test that applies to the situation from the Ritual.
Critical Failure: You reverse the meaning of a key element from the recipient's dreams, so that its interpretation is completely different from its true meaning. You gain 6 Corruption.

PALMISTRY (CHIROMANCY)

Suggested Reagents: Hand, head or foot of recipient
Critical Success: You have discovered a critical path along the recipient's lifeline that leads to their doom. Should they be required to sacrifice a Fate Point over the next 24 hours, they ignore having to use it. This only lasts one time, until their next Fortune-telling.
Critical Failure: You notice several severe lines along the recipient's palm that resemble a pattern of chaotic manipulation of their lifeline. It may resemble a diabolical rune, a symbol of a Daemon or otherwise infernal influence. You gain 6 Corruption.

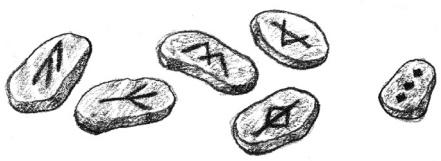
SCAPULIMANCY

Suggested Reagents: Bag of finger bones, bones of a raven, plastron of a turtle
Critical Success: The bones fall in a clear pattern, which is recognizable even by unskilled diviners. It may resemble a map, a heraldic device or other symbols – even letters spelling out a word. Place 1 Fortune Point into the Fortune Pool.

Critical Failure: As you toss the bones, they shatter and fly around for a moment. Those who are within 3 yards of the Fortune-telling must succeed at a Coordination Test or else suffer 1D10+1 Damage. When the bones inflict a Moderate Injury, it is always a *Black Eye*. When they inflict a Serious Injury, it is always *Head Trauma*. Finally, when they inflict a Grievous Injury, it is always a *Vitreous Hemorrhage*.

SCRYING

Suggested Reagents: Bonfire, cauldron, mirror
Critical Success: Blinding light bursts forth from the scrying device as images hang in the air like an illusion. Everyone who witnesses this event gains an additional +10 Base Chance to any three Skill Tests that apply to the situation described in the Ritual
Critical Failure: The scrying device shatters into a million-million pieces and is otherwise destroyed. You suffer 3D10+3 mental Peril. If for some reason you are Incapacitated! from this, you fall unconscious for six hours. You cannot recover your Peril Condition Track for 24 hours after being unconscious, as you suffer from terrible visions.



OATH TO THE PEERAGE

When the world was young, humanity consisted of little more than barbarous tribes spread across hill and dale. Choking under the yoke of violence, champions arose from the fledgling kingdoms – folk of great influence and persuasion. Uniting the former squabbling tribes, the knights beat back the oppressors and carved their own niche into our grim & perilous world. Those women and men became known as the Peerage, and their fiefs were vast and powerful for their time. And none held sway over another, heeding an equal counsel among themselves where no one person stood over another. Aligned about a single table seasonally, the Peerage would discuss matters of foreign invaders, settle petty squabbles and ensure that the land would remain under peace through their reign.

But as time marched on, the Peerage wavered and soon splintered into two causes. Those of the Peerage of Dominion were knights of unyielding order who brooked no question of their rulership. The clergy and landed nobility backed them eagerly, aligning themselves to these self-professed 'champions of order'. In the shadows where the Peerage of Dominion held no sway, stood the Peerage of Sovereignty. They, too were knights in their own right, favoring independence and freedom from the absolutism of the Peerage of Dominion. Currying favor with the downtrodden and those who were given to a life free of the shackles of society, the Peerage of Sovereignty stood in direct opposition to the reign of law. They were ignobly dubbed 'champions of chaos' by the Peerage of Dominion.

Even though the ancient lines of the Peerage are all but extinct, martial orders continue to pledge oaths of fidelity to them. To give an oath to a Peerage is not just a vow to uphold, but also a semi-mystical bond to its history and predecessors. Although the Peerage does not see its ancient champions as Daemons or gods, the oath is meant to be immortal and everlasting. For those who pledge fidelity to one of these two groups, they are granted a boon in return. Be warned however: the oath is strict and unwavering, and any faltering or dereliction of duty can easily see the boon revoked.

Casting Time: One hour
Reagents: A banner to either the Peerage of Dominion or Sovereignty, a knight-candidate intends to make an oath to the Peerage, a pinprick of the knight-candidate's blood and a sponsoring knight.
Condition: This Ritual can only be used upon another (the 'knight-candidate'), who stands beneath a banner dedicated to the Peerage of Dominion or Sovereignty. The knight-candidate must have a sponsoring knight (pledge), who has already made an oath to the same Peerage that the knight-candidate wishes to join.
Difficulty Rating: Special
Channel Power: NONE
Consequences: A knight-candidate pledges themselves to a single Peerage for a lifetime. Should they change Peerages, the knight-candidate gains one permanent Chaos Rank.
Ritual Effects: First, determine the Difficulty Rating, based on whether the knight-candidate is pledging themselves to the Peerage of Dominion or the Peerage of Sovereignty. The number of Chaos Ranks possessed by the knight-candidate will determine the Difficulty Rating of the Incantation Test:

PEERAGE OF DOMINION DIFFICULTY RATING:

- **0 to 1 Chaos Ranks:** (Trivial +30%) Incantation Test
- **2 Chaos Ranks:** (Easy +20%) Incantation Test
- **3 Chaos Ranks:** (Routine +10%) Incantation Test
- **4 Chaos Ranks:** (Standard +/-0%) Incantation Test
- **5 Chaos Ranks:** (Challenging -10%) Incantation Test
- **6 Chaos Ranks:** (Hard -20%) Incantation Test
- **7 to 9 Chaos Ranks:** (Arduous -30%) Incantation Test

PEERAGE OF SOVEREIGNTY DIFFICULTY RATING:

- **0 to 1 Chaos Ranks:** (Arduous -30%) Incantation Test
- **2 Chaos Ranks:** (Hard -20%) Incantation Test
- **3 Chaos Ranks:** (Challenging -10%) Incantation Test
- **4 Chaos Ranks:** (Standard +/-0%) Incantation Test
- **5 Chaos Ranks:** (Routine +10%) Incantation Test
- **6 Chaos Ranks:** (Easy +20%) Incantation Test
- **7 to 9 Chaos Ranks:** (Trivial +30%) Incantation Test

After succeeding at the Incantation Test, the knight-candidate is now a formal pledge to the Peerage. As a pledge, they can now 'tap' into their Alignment by spending a Fortune Point. Pledges of Dominion may tap into their Order or Aspect Alignment, whereas pledges of Sovereignty may tap into their Chaos Alignment.

By 'tapping' into their Alignment, they may automatically succeed at the next, immediate Skill Test they make by spending a Fortune Point. However, the Skill Test must be appropriate to the situation. For example, a Character may have the Chaos Alignment of Mayhem. They are engaged in a back-and-forth with a merchant aggressively haggling over the price of an item they wish to purchase (an Intimidate Test). A player cannot simply state, "I tap into

my character's Alignment of Mayhem to get an advantage." Instead, they should justify from a role-playing perspective how Mayhem comes into play in-game. Perhaps they describe that their Character begins flipping over tables, scattering the merchant's goods, effectively intimidating the merchant until he capitulates to their demands. Another way would be to draw their sword, and act erratically to convince the merchant to acquiesce, if only to save the merchant's own hide. The GM has the final say, however. You can find additional clarification under *Alignment* in the Character Creation chapter of **ZWEIHÄNDER**.

TRACE SIGIL

Our Material Realm is composed of four classical elements. Together, they take shape in the air we breathe, the soil beneath our boot, the rain that falls and the fire that dances in hearths during winter. However, in places where high concentrations of these elements reside, ancient menhir, standing stone circles and sacred trees stand in tribute to the elements. At these so-called 'places of power', the barrier between the Material Realm and the Well of Souls is particularly thin, as raw Magick gathers at their base. To Hexers and others sensitive to the way Magick is interwoven into the fabric of our world, they can draw out this power. From there, practitioners can 'train' classical elements to combine together, taking shape in perfunctory ways. By the weaving of a hand and twisting of fingers, Hexers can 'stack' signs with their hand to call forth minor Magicks of varied effects.

Casting Time: One minute (in combat: 1 AP for Minor Intensity Sigils, 2 AP for Middling Intensity Sigils and 3 AP for Major Intensity Sigils)
Reagents: NONE
Condition: The person using this Ritual must have one hand free and be able to see clearly. In addition, you cannot trace more than one Sigil on your Turn in combat.
Channel Power: As Petty Magick
Difficulty Rating: Minor Intensity Sigils are (Routine +10%), Middling Intensity Sigils are (Standard +/-0%) and Major Intensity Sigils are (Challenging -10%).
Consequences: You suffer 1D10+1 physical Peril every time you trace a Minor Intensity Sigil, 2D10+2 physical Peril for a Middling Intensity Sigil and 3D10+3 physical Peril for a Major Intensity Sigil.
Ritual Effects: After successfully casting this Ritual, you can conjure forth one of six Effects, based on the form of Sigil you are tracing – *Æther*, *Aquae*, *Caeli*, *Helios*, *Ignis* or *Terra*. Effects from the same Sigil cannot stack, but different types of Sigils may be active at the same time:

ÆTHER SIGIL: These Sigils are used to invoke an amalgamation of all other Sigils' energy. Once traced, the Sigil floats in the air momentarily, glowing a shade of purple and twinkling more brilliantly as the Intensity of the Sigil is raised.

ÆTHER SIGIL

INTENSITY	EFFECT
Minor	All those who are caught within the Burst Template around you must Resist with a successful Scrutinize Test or else treat their Movement as if it were upon Hard Terrain. This Sigil remains active for one minute.
Middling	All those who are caught within the Burst Template around you must Resist with a successful Scrutinize Test or reduce all ranged Damage by a -3 penalty. This Sigil remains active for one minute.
Major	All those who are caught within the Burst Template around you must Resist with a successful Scrutinize Test or else temporarily disables the ability for creatures to become Æthereal while standing in the Burst Template. This Sigil remains active for one minute.

AQUAE SIGIL: These Sigils are used to put creatures into a trance. Once traced, the Sigil floats in the air momentarily, glowing a shade of blue and twinkling more brilliantly as the Intensity of the Sigil is raised.

AQUAE SIGIL

INTENSITY	EFFECT
Minor	One person who can see and hear you clearly must Resist with a successful Resolve Test or be forced to give a truthful answer to your next question. The person can only answer to the best of their abilities and must give an honest answer. Alternatively, any creature you can see and hear clearly (providing they are classified as an Animal) must Resist with a successful Resolve Test or be yours to command for one minute. Note that if you attack the creature or cause it further harm, the Effect is immediately dispelled.
Middling	One person who can see and hear you clearly must Resist with a successful Resolve Test or be left Defenseless and unable to move or use Skill Tests for one minute. Should they suffer Damage or Peril during this time, the Effect is immediately dispelled.
Major	One person who can see and hear you clearly must Resist with a successful Resolve Test or you can bend them to your will for one minute, forcing them to commit acts they would normally not do. Although not truly 'charmed', they cannot defy your commands. They may speak as they would normally. Should they suffer Damage or Peril during this time, the Effect is immediately dispelled.

CAELI SIGIL: These Sigils are used to conjure forth psychokinetic energy. Once traced, the Sigil floats in the air momentarily, glowing a shade of yellow and twinkling more brilliantly as the Intensity of the Sigil is raised.

CAELI SIGIL

INTENSITY	EFFECT
Minor	You can automatically extinguish any Mildly or Moderately Dangerous flames you stand next to. In addition, you can instantly push over any debris or object you stand next to, providing it is no larger than an adult human is tall. Finally, you can blow open any poorly-secured door or structure you stand next to, providing it is no larger than an adult human is tall.
Middling	One foe who is standing within 1+[PB] yards of you must Resist with a successful Athletics Test or else be knocked Prone.
Major	Foes caught in a Cone Template who stand within 1+[PB] yards of you must Resist with a successful Athletics Test or else be knocked Prone and Disarmed.

IGNIS SIGIL: These Sigils are used to summon flames, taking shape into a fountain of sparkling energy and fire from your fingertips. Once traced, the Sigil floats in the air momentarily, glowing a shade of red and twinkling more brilliantly as the Intensity of the Sigil is raised.

IGNIS SIGIL

INTENSITY	EFFECT
Minor	You can ignite a candle, torch or other tiny object you can see. It provides an insignificant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous. Optionally, you can hold this burning light in your palm without risk of harm for a minute.
Middling	One foe who is standing within 1+[PB] yards of you must Resist with a successful Coordination Test or else suffer 1D10+1 Damage from fire, while their armor permanently loses 1 Damage Threshold Modifier. You can inflict Injuries with this Sigil, but foes are always On Fire instead.
Major	Foes caught in a Cone Template who stand within 1+[PB] yards of you must Resist with a successful Coordination Test or else suffer 1D10+1 Damage from fire, while their armor permanently loses 1 Damage Threshold Modifier. You can inflict Injuries with this Sigil, but foes are always On Fire instead.

HELIOS SIGIL: These Sigils are used to conjure forth spiritual energy. Once traced, the Sigil floats in the air momentarily, glowing a shade of white and twinkling more brilliantly as the Intensity of the Sigil is raised.

HELIOS SIGIL

INTENSITY	EFFECT
Minor	Foes who are Engaged with you suffer a -10 Base Chance to strike you with melee and ranged weapons. This Sigil remains active for one minute.
Middling	You gain a +20 Base Chance to Resist Magick and Perilous Stunts. This Sigil remains active for one hour.
Major	You can spend 1 AP to Counterspell as a Reaction (as Counterspell for casting Magick). This Sigil remains active for one hour.

TERRA SIGIL: These Sigils are used to summon earthen Magick, taking meta-Magickal shape into a crackling hemisphere of energy. Once traced, the Sigil floats in the air momentarily, glowing a shade of brown and twinkling more brilliantly as the Intensity of the Sigil is raised.

TERRA SIGIL

INTENSITY	EFFECT
Minor	After successfully tracing this Sigil, add 3 to your Damage Threshold. While this Sigil is active, you cannot recover on the Damage or Peril Condition Tracks positively. This Sigil remains active for one minute.
Middling	Immediately after you are struck by a melee or ranged weapon, ignore it once entirely, therefore negating both Damage and any Injuries you may have suffered. You may even use this after failing to Dodge or Parry. Once the Effect is used, anyone who is Engaged with you is shoved out of the Engagement. While this Sigil is active, you cannot recover on the Damage or Peril Condition Tracks positively. This Sigil remains active for one hour.
Major	Immediately after you are struck by a melee or ranged weapon, your foe suffers 1D10+1 Damage in return. This Damage cannot be Dodged, Parried or Resisted. Foes do not suffer Injuries due to this Sigil. As a result, you suffer 1D10+1 physical Peril each time your foe suffers Damage in this fashion. While this Sigil is active, you cannot Charge, Maneuver or Run. This Sigil remains active for one hour.

LEARNING NEW SIGILS

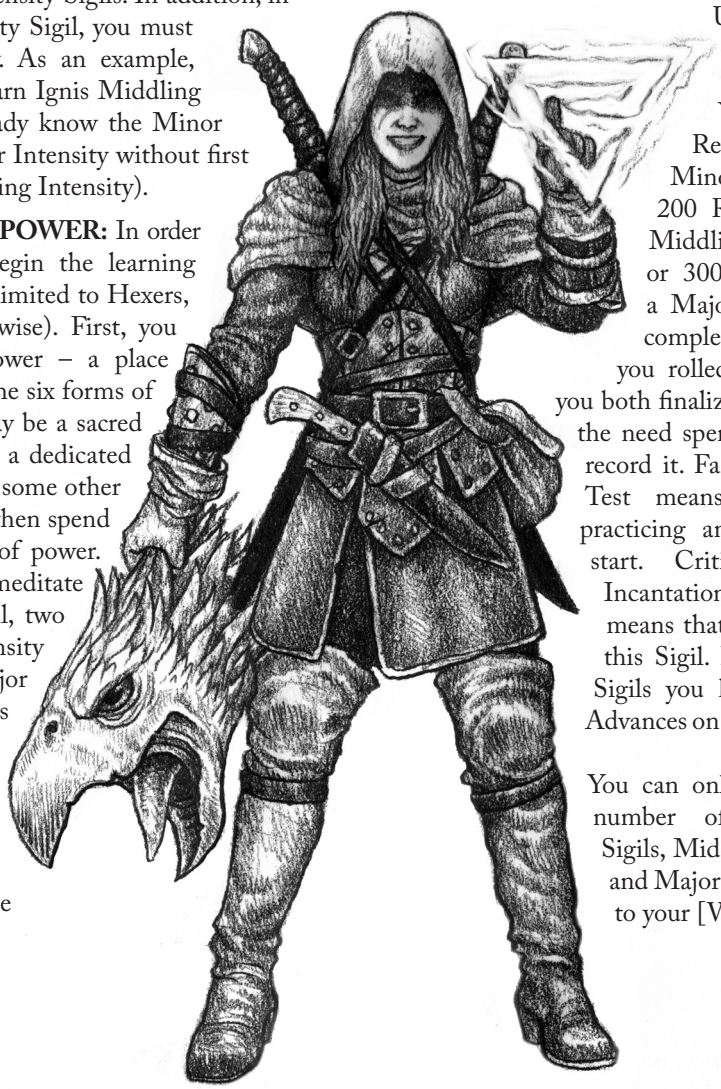
Unless you have learned the specific Sigil, it cannot be traced. The only way to learn how to properly trace a Sigil is from a master Hexer. However, most Hexers jealously guard their Sigil techniques. These Sigils are never found inscribed upon sacred scrolls or written down in the grimoires of old. Sigils are a discipline taught from Hexers to initiates; an art kept secret within their schools. So secret is the process of learning Sigils that an entire Hexer school may possess a unique monopoly on its Sigils. This also means that no one Hexer could possibly learn all of the known Sigils. Once you commit to learning a new Sigil, you can only spend time learning that specific Sigil. You cannot study multiple Sigils at once.

REQUIREMENTS: As described before, Sigils are categorized into six forms. You must have at least one Skill Rank in Incantation to learn Minor Intensity Sigils, two Skill Ranks to learn Middling Intensity Sigils and three Skill Ranks to learn Major Intensity Sigils. In addition, in order to learn a higher Intensity Sigil, you must first know its lesser Intensity. As an example, that means that you cannot learn Ignis Middling Intensity Sigil unless you already know the Minor Intensity version first (or Major Intensity without first knowing the Minor and Middling Intensity).

MEDITATE AT PLACE OF POWER: In order to learn a Sigil, you must begin the learning process (which is traditionally limited to Hexers, unless your GM states otherwise). First, you must stand in a place of power – a place distinctly dedicated to one of the six forms of a Sigil. This place of power may be a sacred tree, a standing circle of rocks, a dedicated stone within a Hexer school or some other place your GM describes. You then spend time meditating in the place of power. Generally, it takes one hour to meditate upon an Minor Intensity Sigil, two hours for a Middling Intensity Sigil and three hours for a Major Intensity Sigil. Meditation does not require any Skill Tests, but you must remain undisturbed during this time. However, merely meditating upon a Sigil does not necessarily mean you can learn it yet. This is only the beginning of the process.

PRACTICE NEW SIGIL: Following the period of meditation, you will begin practicing the procession of 'stacking' your fingers and tracing the signs in-air. For practice, you will spend one week to practice the new Minor Intensity Sigil, two weeks for a new Middling Intensity Sigil or three weeks total for a Major Intensity Sigil. The hours, along with the days spent are sacred. These days need not be consecutive, however the days you commit cannot be disturbed or else you must begin anew.

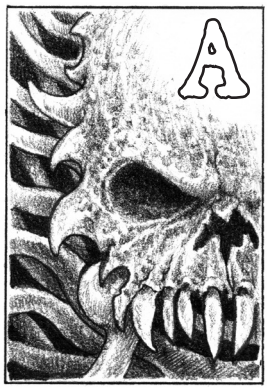
FINALIZE STUDY: Once you finish practicing, you will make an Incantation Test to see if your studies were successful, with the category of Sigil setting the Difficulty Rating: Minor Intensity Sigils are (Routine +10%), Middling Intensity Sigils are (Standard +/-0%) and Major Intensity Sigils are (Challenging -10%). This Difficulty Rating may be given bonuses or penalties, depending on the place you study, other requirements and sundry factors – or lack thereof – by the GM.



Upon success, spend Reward Points to finalize the process. You must spend 100 Reward Points for a Minor Intensity Sigil, 200 Reward Points for a Middling Intensity Sigil or 300 Reward Points for a Major Intensity Sigil, to complete the ceremony. If you rolled a Critical Success, you both finalize your study without the need spend Reward Points to record it. Failing the Incantation Test means you must begin practicing anew right from the start. Critically Failing the Incantation Test, however, means that you can never learn this Sigil. Be sure to track the Sigils you know under Unique Advances on your Character sheet.

You can only ever learn a total number of Minor Intensity Sigils, Middling Intensity Sigils and Major Intensity Sigils equal to your [WB].

LIBER MALUS



Although the Bestiary from **ZWEIHÄNDER** is meant to be comprehensive, there will be times where you as the Gamemaster will want to create your own enemies for your grim & perilous adventures. While we have copied some of the information from **ZWEIHÄNDER** here for context, we provide a new definition in some places, while giving some additional clarity to mechanics in others. What follows is a framework to allow you to customize your own foes, split into two parts: first, how to create custom creatures and second, how to create custom non-player Characters.

CREATURE CREATOR

We have completely overhauled creature creation from the Bestiary chapter in **ZWEIHÄNDER**. While the old approach is still applicable for quick creature creation, this new approach gives you greater insight into how the creators of **ZWEIHÄNDER** made the original Bestiary. To make new creatures, we will use our new Creature Profile sheet, which is included in the Appendix and as a form-fillable PDF format online. Be sure to print one out before you get started!

CREATURE CREATOR OVERVIEW

What follows is a brief overview of the step-by-step process which you can follow as you create your own custom creatures:

- Step I: Influences & Classification
- Step II: Creature Size
- Step III: Risk Factor & Notch
- Step IV: Primary Attributes
- Step V: Role
- Step VI: Skill Ranks
- Step VII: Bonus Advances
- Step VIII: Traits
- Step IX: Attack Profile
- Step X: Final Considerations

STEP I: INFLUENCES & CLASSIFICATION

Every creature has a proper name. In addition to this, the entry also describes the general ecology, behaviors and places the creature occupies in the world. These descriptions represent both common and scholarly views on each of the creatures, as well as touching upon any eccentricities and predilections they possess. Enemies you create should also have a name that suggests its origin, but only when and where needed.

You likely have in mind what sort of monster you want to create. These ideas may be influenced by books you have read, video games you have played, other tabletop role-playing games you have ran or movies you have watched. The foremost consideration here is what ideas have inspired you – this will lead naturally towards what the creature looks like, how it lives, what it eats and who it serves.

CLASSIFICATION

There are six total classifications of creatures: *Abyssal*, *Animal*, *Beast*, *Humanoid*, *Mutant* and *Supernatural*. Classification is important, because many player Characters' spells, Professional Traits and Talents are reliant on them both in and out of combat. While there are only six Classifications, there are an abundance of creatures in the **ZWEIHÄNDER** Bestiary to help guide you in deciding where your creature fits within that taxonomy.

Consider making a bulleted list for your creature on scrap paper, collecting themes, physical attributes, where it lives, what it eats, its weaknesses and how it may function in a fight. This will help you form an idea about what the creature might be named. Distill it down to three to six important keywords and write these down under **Influences** on the Creature Profile. If you already have a name in mind for the creature, write it down under **Creature Type**. Finally, pick a **Classification** for the creature.

*For purposes of creature creation, we are going to make a monster similar to the one from the popular Netflix show "Stranger Things". We are calling it the **Demodog**, inspired by* "Cujo" *and the hellhounds from the world's oldest role-playing game.*

CREATURE TYPE	Demodog
CLASSIFICATION	Abyssal
INFLUENCES	*Stranger Things*, hellhounds, *Cujo*

SUPERSTITION & KNOWLEDGE

Naturally, you may wish to keep information about a creature's habitat and general disposition secret from your players. Should their player Characters seek to learn about such creatures, it would require a successful Folklore Test to understand any superstitions surrounding them and perhaps their common name. For instance, a creature of ancient might – the Nephilim – might simply be called a 'frost giant' by professional Slayers or the 'Jotunn' among northern wastelanders.

A successful Education Test would give the player Characters a more scholarly view, with hints as to the origin of such creatures, their place in the world's taxonomical hierarchy and their proper name. In the case of the 'frost giants' or 'Jotunn', for instance, a player Character would learn that they dwell in cold climes, eat only mountain goats and make trade with local huntsmen. As a bonus, they might also learn the Nephilim fear Ogres, because ancestors of the Ogres tore down their sky castles. A Test made with a Critical Success, however, would grant information on any weaknesses the creature might possess. In the instance above, it would reveal to the scholar that the Nephilim are prone to rages when they suffer an Injury (such as with the Trait of Unruly).

STEP II: CREATURE SIZE

The Bestiary in **ZWEIHÄNDER** contains a number of creatures both small and large, ranging from those which scurry, have short legs or are slinky to those which have massive musculature, enormous height or long gait. There are four classifications of creature sizes: **Small**, **Normal**, **Large** and **Huge**. While we do not distinctly classify creature height and weight differently from player Ancestries, a creature's size primary modifies how many Fury Dice the Gamemaster adds when dealing Damage with its weapons:

SMALL (S)

Any creature that is defined as being of a Small size is considered to be no heavier, taller or longer than a Human child (1 to 2 feet). Only a few examples exist in the **ZWEIHÄNDER** Bestiary, such as the Boogan and Small Animal, but you could also include mostly harmless youngling Lower Orx and other player Ancestries.

DAMAGE MODIFIERS: Small creatures normally do not add any Fury Dice to attack Damage, unless there are special circumstances (such as outnumbering foes, making a Melee Attack after Charging and other unique situations).

NORMAL (N)

Any creature that is defined as being of a Normal size is considered to be no heavier, taller or longer than an Ogre (3 to 9 feet). Some examples of Normal-sized creatures include all player Ancestries as well as Harpies, Lower Orx, most Skrzzak and a host of other creatures.

DAMAGE MODIFIERS: Normal creatures use a 1D6 Fury Die to modify attack Damage, following the same standards presented in the Combat chapter of **ZWEIHÄNDER**.

LARGE (L)

Any creature that is defined as being of a Large size is considered to be no heavier, taller or longer than twice the size of an Ogre (10 to 18 feet). Some examples of Large creatures include Adversary Demons, Basilisks, Fomori Huscarls, Jabberwockies, Talking Trees and some Swarms.

DAMAGE MODIFIERS: Large creatures use 2D6 Fury Dice to modify attack Damage.

HUGE (H)

Any creature that is defined as being of Huge size is considered to be three times heavier, taller or longer than an Ogre's normal size (19 ft and more). Some examples of Huge creatures include Broodmothers, all Higher Demons, Dragon Turtles, Nephilim, Pit Dragons and Tlaloc.

DAMAGE MODIFIERS: Huge creatures use 3D6 Fury Dice to modify attack Damage.

OTHER CONSIDERATIONS

You have the freedom to change any creature you feel best appropriate into a different size of itself. However, this also changes the way the creature will operate in combat situations and modifies their tactical behavior:

- Bigger creatures are easier to strike. However, they are less prone to being affected by Perilous Stunts (if at all in some cases). Adjust the Difficulty Rating more in the player's favor on the Difficulty Rating Chart

when attempting to strike them with Attack Actions. However, penalize them to the same degree when they attempt to use Perilous Stunts against bigger foes.

- Bigger creatures are at a disadvantage when Dodging and Parrying attacks from smaller enemies. Adjust the Difficulty Rating in the player's favor on the Difficulty Rating Chart in these cases. However, penalize them to the same degree when they attempt to Dodge or Parry a bigger creature's attacks.
- Bigger creatures also possess weapons or armor proportional to their size which would be unable to be wielded by most player Characters.

Once determined, write down the creature's **Size** on the Creature Profile, along with any relevant Damage modifiers it has.

For our Demodog, we have determined that while a Demodog in its pollywog state may be considered Small, we're going to assume that a grown Demodog is Large. Therefore, when dealing Damage with melee and ranged weapons, the Gamemaster will roll 2D6 Fury Dice.

CREATURE TYPE	Demodog
CLASSIFICATION	Abyssal
INFLUENCES	*Stranger Things*, hellhounds, *Cujo*
SIZE	Large (2D6 Fury Dice for Damage)

STEP III: RISK FACTOR & NOTCH

Every creature is classified by the estimated level of danger it represents to Characters, called Risk Factor (abbreviated *RFa* in the **ZWEIHÄNDER** Bestiary). Much like how player Characters are classified into Basic, Intermediate and Advanced Tiers, creatures are designed to have one of three Risk Factor – Basic, Intermediate or Advanced Risk Factor.

While the methodology is not totally perfect, you can use Risk Factor as a guideline to better craft memorable combat encounters. Used as a benchmark, it should help you determine how creatures stack up against player Characters, agnostic of Fortune Points, Fate Points, tactics, random dice rolls or trappings. Not all encounters or fights need be evenly matched with player Characters, however. Instead, it is not always necessary to 'balance' against the Characters, but as Gamemaster you need to understand the danger they may pose and let it influence the narrative when you communicate these things to the players and their Characters. Using the examples below, you should be able to get an idea how each Risk Factor stacks up against the player Characters in their Tiers:

BASIC RISK FACTOR: Creatures with this Risk Factor would prove a simple challenge, requiring a handful of Turns to properly defeat one-on-one. Should the Characters outnumber them, they should be easily defeated within a few Turns.

INTERMEDIATE RISK FACTOR: Creatures with this Risk Factor are of an ample challenge to any Profession. When matched one-on-one, it may take several Turns to defeat one on their own, without aid from other Characters. If outnumbered, it may require less Turns to defeat, but remains a great challenge no less.

ADVANCED RISK FACTOR: Creatures with this Risk Factor are nearly impossible to defeat on their own without significant aid from allies in the Advanced Tier. Generally, these foes are either well-equipped, have use of Magick or can hurt multiple Characters with ease. These creatures are immensely challenging, even to those within the same Tier.

ELITE RISK FACTOR: There is also a final Elite Risk Factor. There are a handful of creatures who possess this Risk Factor in the **ZWEIHÄNDER** Bestiary. Foes classified as such are unique and should be used sparingly, for encounters with them typically result in terrible outcomes for even the most experienced of player Characters. Elite creatures make perfect 'boss-level' foes.

NOTCH & PARTY SIZE

An adventuring party's size also has an impact on how many Characters it would take to defeat one or more creatures. This additional layer of sub-categorization is called a Notch. When Notch is combined with Risk Factor, this gives you an idea of how powerful a creature would be when compared against a number of Characters within the Warrior Archetype:

(LOW): Those creatures with a (Low) Notch can be handled one-on-one by Characters in the same Tier. This means a creature that has a Basic (Low) Risk Factor would likely be evenly matched against any Profession within the Warrior Archetype in a one-on-one fight.

(MEDIUM): Creatures of this Notch require at least three allies in the same Tier to have a fighting chance. This means a creature that has a Basic (Medium) Risk Factor would be difficult to fight by a single Character within the Warrior Archetype, but when assisted by two additional Characters, they would be evenly matched.

(HIGH): Creatures of this Notch require an adventuring party of six or more player Characters of the equivalent Tier to have a chance to defeat. This means a creature that

has a Basic (High) Risk Factor would be impossible to defeat one-on-one by a single Character in a Profession of a Warrior Archetype and even three additional assisting Characters would make it an extremely challenging fight. Instead, there would need to be at least six total player Characters to evenly match a creature of this Notch.

(UNIQUE): This Notch is reserved for ultra-powerful creatures, namely Higher Demons. Often, (Unique) creatures possess specific Traits which make them mostly immune to Magick and weapons. Reserve this Notch for one-of-a-kind villains and only for those that possess an Elite Risk Factor.

Once determined, write down the **Risk Factor** on the Creature Profile, along with its **Notch**.

For our Demodog, we want it to be extraordinarily tough for a Basic Tier Character (which we assume any adult protagonist from "Stranger Things" would be at least of Basic Tier). We also want the creature to be challenging enough for three or more Characters. To reflect this, we give our Demodog the ***Intermediate Risk Factor*** *with the* ***(Medium) Notch****.*

CREATURE TYPE	Demodog
CLASSIFICATION	Abyssal
INFLUENCES	Stranger Things, hellhounds, Cujo
SIZE	Large (2D6 Fury Dice for Damage)
RISK FACTOR	Intermediate (Medium)

STEP IV: PRIMARY ATTRIBUTES

Primary Attributes are the building blocks of creation, governing a creature's raw potential and capabilities. Representing its physical, mental and social characteristics, the higher the value, the better the raw ability. If you have read the Bestiary in **ZWEIHÄNDER**, you have probably noticed that all creatures seem to share an array of Primary Attributes. This is by design – we have taken the average distribution of Primary Attributes, measured against the average rolls of player Characters to create a well-balanced set of values that can be applied across a creature's Primary Attributes. The abbreviation for each Primary Attribute from the **ZWEIHÄNDER** Bestiary follows in parentheses:

- Combat (C)
- Brawn (B)
- Agility (A)
- Perception (P)
- Intelligence (I)
- Willpower (W)
- Fellowship (F)

You will also note that the Primary Attribute Bonus is referred to in brackets, following the percentage value (e.g. 50% [7]).

COMBAT: Combat represents a creature's overall proficiency while fighting bare-handed and with weapons in close quarters and from afar, as well as defending itself. It also determines a creature's Base Chance for success with the Martial Melee, Martial Ranged, Simple Melee and Simple Ranged Skills. Its [CB] directly affects Total Damage inflicted with melee and ranged weapons.

BRAWN: Brawn represents a creature's physical prowess, muscle, durability and overall endurance, as well as their ability to overpower others using might or force and to withstand pain. It also determines a creature's Base Chance to succeed at Skill Tests with the Athletics, Drive, Intimidate and Toughness Skills. Its [BB] directly affects Damage Threshold. For purposes of creature creation, do not worry about Encumbrance Limit.

AGILITY: Agility represents a creature's speed and nimbleness, as well as their ability to outmaneuver others and avoid falling hazards. It also determines a creature's Base Chance to succeed at Skill Tests with the Coordination, Pilot, Ride, Skulduggery and Stealth Skills. Its [AB] directly affects Movement.

PERCEPTION: Perception represents a creature's mental acuity and insight, as well as their ability to observe the world around them. It also determines a creature's Base Chance to succeed at Skill Tests with the Awareness, Eavesdrop, Scrutinize and Survival Skills. Its [PB] directly affects Initiative and Distances for ranged weapons.

INTELLIGENCE: Intelligence represents a creature's ability to learn and commit things to memory, as well as their ability to understand the written word and recall important facts. It also determines a creature's Base Chance to succeed at Skill Tests with the Alchemy, Counterfeit, Education, Folklore, Gamble, Heal, Navigation and Warfare Skills. Its [IB] directly affects the number of Magick spells it can learn. For purposes of creature creation, do not worry about Foci.

WILLPOWER: Willpower represents a creature's resolve and fortitude, as well as their ability to act decisively in the face of hardship and exercise self-control in dangerous or frightening situations. It also determines a creature's Base Chance to succeed at Skill Tests with the Incantation, Interrogation, Resolve and Tradecraft Skills. Its [WB] directly affects Peril Threshold and several miscellaneous modifiers for Magick.

FELLOWSHIP: Fellowship represents a creature's charisma and social savvy, as well as their ability to persuade others, adapt to social situations and project personal confidence. It also determines a creature's Base Chance to succeed at Skill Tests with the Bargain, Charm, Disguise, Guile, Handle Animal, Leadership and Rumor Skills. Its [FB] is the first number of the Primary Attribute, which directly affects how many creatures or other people they can influence with Fellowship-based Skill Tests. For purposes of creature creation, it is unlikely that you will need to worry too much about the languages they speak. Also, unless the NPC is trying to bargain their way out of a fight or the creature possesses enough intelligence to manipulate the player Characters with its own Fellowship-based Skill Tests (such as with Inspiring Words and Litany of Hatred), it is unlikely that the Fellowship Primary Attribute will even come into play.

TWO ARRAYS, TWO SITUATIONS

Now that you understand what each Primary Attribute does and the Skills that they influence, it is time to distribute Primary Attributes. This is intended to create a compelling mix of strengths and flaws, using the creature's innate, natural set of the seven characteristics to reflect the bleak nature of the world the creature inhabits.

As the Gamemaster, you need to rely on your instincts here. There are no hard or fast rules to define when you should assign higher values to certain Primary Attributes rather than lower ones. However, consider the Background of the creature you are designing: how prevalent they are in their environment, where do they sit in the food chain, whether they are hunters or gatherers, how they interact with the environment around them – whether living off the fat of the land in civilized regions or eking out a hardscrabble existence on the edge of the wilderness and how resilient they are to changes in the weather. All of these factors will doubtlessly influence how you distribute these values.

FIRST ARRAY – MOST RISK FACTORS: This first array of Primary Attribute values is reserved for all creatures with the Basic, Intermediate or Advanced Risk Factor (regardless of their Notch). Assign these values as you see fit: **50%**, **45%**, **45%**, **40%**, **40%**, **40%** and **35%**.

SECOND ARRAY – ELITE RISK FACTORS: As previously noted, creatures with the Elite Risk Factor are leagues ahead of other creatures. Elite creatures have **50%** in most of their Primary Attributes, save for one Primary Attribute, which is **55%**.

Once determined, distribute the appropriate array of values on the Creature Profile according to its relevant **Primary Attributes**. You will also see brackets following the values in the white space. Do not adjust the creature's Primary Attribute Bonuses just yet, as its Role, Traits and Taints of Chaos (all of which are included in the Appendix) may change these values.

For our Demodog – which has the Intermediate (Medium) Risk Factor – we will assign the first array across its Primary Attributes:

PRIMARY ATTRIBUTES							
	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	50% [ ]	40% [ ]	% [ ]	45% [ ]	40% [ ]	45% [ ]	35% [ ]
Bonus Advances							

STEP V: ROLE

Creatures are also further defined by their Role. We defined a few Roles in the **ZWEIHÄNDER** Bestiary, providing a way for you to turn a bog-standard creature (a 'Normal' creature) into an Underling, a Magician or a Boss. We will revisit these approaches below, while providing clarifying mechanics on how to quickly assign a Role to a creature.

NORMAL

If you decide a creature is Normal – meaning, that it is an ordinary, unexceptional example of its own kind – make no further adjustments and move onto Step VI: Skill Ranks.

UNDERLING

Other role-playing games qualifies less-powerful threats as *minions* or *fodder*, used (for better or worse) as nuisance encounters to 'soften up' player Characters before a big fight. Underlings fit this same role within a grim & perilous world, representing weaker versions of their kind that are much less of a threat to the player Characters than ordinary versions would be.

For encounter-building purposes, Underlings are always set at the lowest Notch of their Risk Factor. This means that the Underling version of a creature which would normally have the Intermediate (High) Risk Factor has its Risk Factor reduced to the Intermediate (Low) Risk Factor.

You have the freedom to change any creature you feel best appropriate into an Underling. However, this changes the way that the creature will operate in combat situations and modifies their tactical behavior:

- Underlings do not bank APs, nor can they use Reactions
- Underlings cannot use Misfortune Points to change the outcome of their actions
- Underlings are instantly Slain! when they are made to Bleed or suffer any sort of Injury

In addition, Underlings are more likely to fail Resolve Tests when faced with overwhelming odds and take flight in the face of danger. Underlings, in these instances, often have a leader they rely on for guidance. This leader should at least be a Normal or Boss version of the creature.

Finally, it is **not** recommended that you use these rules for creatures with either the Advanced or Elite Risk Factor. They are specifically designed to be terrifying and nothing destroys the verisimilitude of a grim & perilous game faster than having a Lower Demon immediately fall to the single blast of a blunderbus because you have reduced it to an Underling.

MAGICIAN

Creatures that take upon the Role of a Magician either have an inherent ability to cast Magick or are an adherent to Arcane, Covenant or Divine Magick.

MAGICIANS SWAP PRIMARY ATTRIBUTES: Magicians rely on the Willpower-based Skill called *Incantation*. To reflect this, immediately swap any two Primary Attributes so that the Magician's Willpower is either the second highest or highest Primary Attribute. This means the creature's Willpower will be **45%**, **50%** or **55%** if it has an Elite (Unique) Risk Factor.

MAGICIANS TAKE SPECIFIC SKILL RANKS: Later in this chapter, you will be selecting Skill Ranks for your custom creature. Magicians are required to have a certain number of Skill Ranks in Incantation to cast Magick. Although you will not make these adjustments yet, be sure to remember these considerations during the next step of creature creation:

- **BASIC TIER MAGICIAN:** Must take one Skill Rank in Incantation
- **INTERMEDIATE TIER MAGICIAN:** Must take two Skill Ranks in Incantation
- **ADVANCED *or* ELITE TIER MAGICIAN:** Must take three Skill Ranks in Incantation

MAGICIANS NEED REAGENTS (SOMETIMES): Most Magick in **ZWEIHÄNDER** and **MAIN GAUCHE** is defined as a specific rite to call forth chaotic energies. One consideration is whether your creatures will use Magick as a player Character would or if its spell-casting ability is more innate. If it is innate, do not worry about reagents whatsoever as a precursor to using Magick. However, you may want to prohibit your creatures from Channeling Power if their Magicks are innate.

MAGICIANS INVOKE CHAOS MANIFESTATIONS: Despite their origin, creature Magician's spells are treated as Arcane Magicks, even if they are of Covenant or Divine Magick origins: meaning, whenever they Channel Power, they cause Chaos Manifestations.

MAGICIANS ADHERE TO ONE OR MORE TRADITIONS OF MAGICK: The **ZWEIHÄNDER** rules explicitly spell out Arcane and Divine Magic as the two traditional paths for player Characters. **MAIN GAUCHE** adds a new tradition, called Covenant Magick. To make this process flexible, you can create a unique list of spells, unbound by these traditions. Based on the creature's Risk Factor, it grants a certain number of spells it can use:

BASIC TIER MAGICIAN

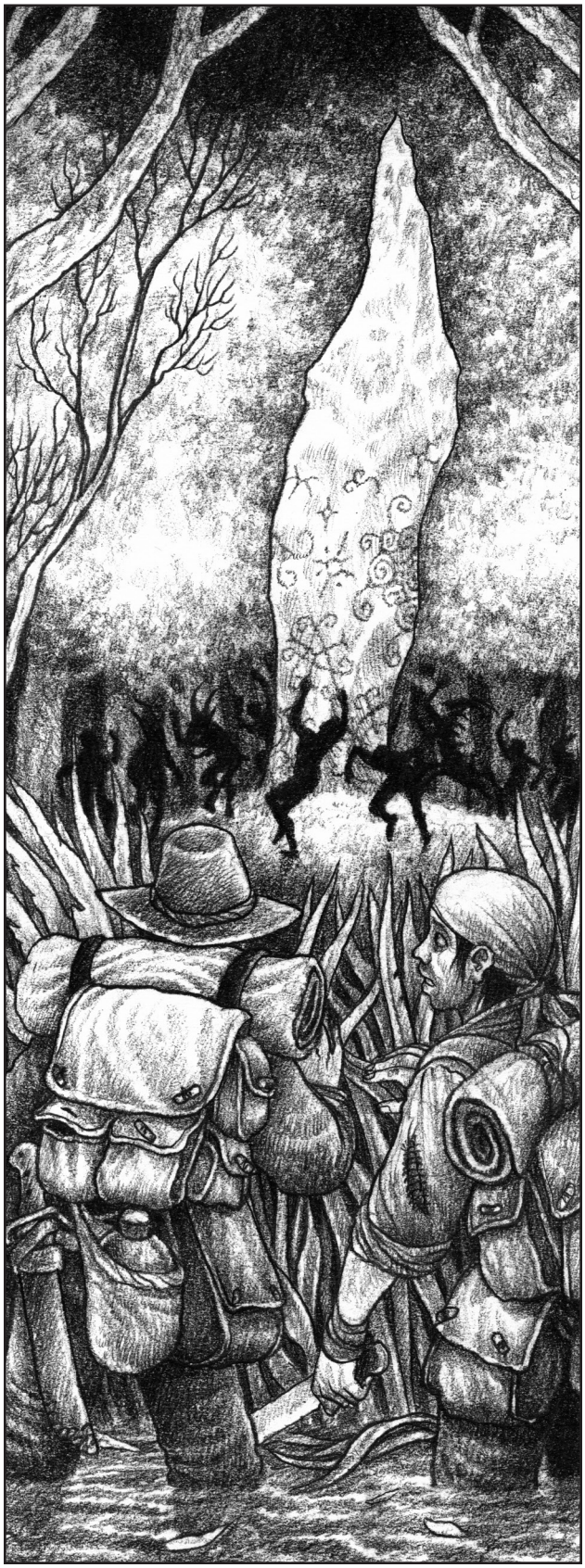
- 1 to 3 Generalist Magick spells
- 1 to 3 Petty Magick of Arcane, Covenant or Divine Magick spells

INTERMEDIATE TIER MAGICIAN

- 1 to 6 Generalist Magick spells
- 1 to 3 Petty Magick of Arcane, Covenant or Divine Magick spells
- 1 to 3 Lesser Magick of Arcane, Covenant or Divine Magick spells

ADVANCED -or- ELITE TIER MAGICIAN

- 1 to 9 Generalist Magick spells
- 1 to 3 Petty Magick of Arcane, Covenant or Divine Magick spells
- 1 to 3 Lesser Magick of Arcane, Covenant or Divine Magick spells
- 1 to 3 Greater Magick of Arcane, Covenant or Divine Magick spells



RANDOMIZED SPELLS: In addition, we have collected all spells from both **ZWEIHÄNDER** and **MAIN GAUCHE** to help guide you in selecting spells by tradition. You can either select spells or randomly determine which spells your creature has access to. When using the random tables, feel free to ignore any Character-related prerequisites, meaning the Petty, Lesser and Greater Magick Tier limitations for Characters. In other words, let creatures with the Basic Risk Factor use Greater Magick if you feel it suits your vision for a grim & perilous creature!

BUT WHAT ABOUT RITUALS?

Rituals are mostly the preserve of player Characters. Of course, there may be times when you want a creature to possess a few Rituals. If so, that is entirely up to you.

GENERALIST MAGICK SPELLS

D100	GENERALIST MAGICK SPELLS
1 to 4	Ægis
5 to 8	Anoint Weapon
9 to 13	Bewitched
14 to 18	Cack-handed Grasp
19 to 23	Candlelight
24 to 28	Dispel Magick
29 to 32	Gust of Wind
33 to 37	Hasten Speed
38 to 41	Hat-Trick
42 to 46	Haunting
47 to 51	Hush
52 to 56	Indomitable Spirit
57 to 61	Invoke Fury
62 to 66	Magick Missile
67 to 70	Pinprick
71 to 74	Rainshade
75 to 79	Robber's Misery
80 to 84	Sanctuary
85 to 88	Subdue
89 to 90	Trackless Step
91 to 94	Vow of Fealty
95 to 96	Warding
97 to 98	Will o' the Wisp
99 to 100	Wytchsight

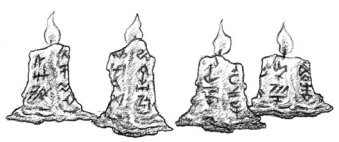
ARCANE MAGICK

ARCANA OF ANIMISM

D100	SPELL	PRINCIPLE
1 to 11	Feast for Crows	Lesser
12 to 23	Inhuman Fury	Petty
24 to 35	Lemurian Polymorph	Greater
36 to 47	Primeval Form	Greater
48 to 59	Quoth The Raven	Petty
60 to 71	Savage Transformation	Lesser
72 to 83	Sooth the Savage Heart	Petty
84 to 93	The Beast Within	Greater
94 to 100	Tongue of Beasts	Lesser

ARCANA OF ASTROMANCY

D100	SPELL	PRINCIPLE
1 to 11	Astral Bridge	Greater
12 to 23	Augury	Petty
24 to 35	Call Lightning	Petty
36 to 47	Dooming	Greater
48 to 59	Heavenly Wings	Lesser
60 to 71	Lightning Storm	Greater
72 to 83	Night's Secrets	Lesser
84 to 93	Terrestrial Refraction	Petty
94 to 100	Zephyric Squall	Lesser



ARCANA OF ELEMENTALISM

D100	SPELL	PRINCIPLE
1 to 11	Blood of the Earth	Petty
12 to 23	Bubbling Geyser	Greater
24 to 35	Crown of Thorns	Petty
36 to 47	Earthen Strength	Greater
48 to 59	Ephemeral Whisper	Lesser
60 to 71	Hoarfrost	Greater
72 to 83	Pillars of the Earth	Lesser
84 to 93	Spring's Bounty	Lesser
94 to 100	Through Thick and Thin	Petty

ARCANA OF LUMINESCENCE

D100	SPELL	PRINCIPLE
1 to 11	Banishment	Greater
12 to 23	Blinding Gaze	Petty
24 to 35	Cleansing Light	Petty
36 to 47	Coruscating Mantle	Petty
48 to 59	Medicament of the Mind	Lesser
60 to 71	Pillar of Brilliance	Greater
72 to 83	Purification	Lesser
84 to 93	Radiant Shield	Lesser
94 to 100	Scintillating Explosion	Greater

ARCANA OF MORTICISM

D100	SPELL	PRINCIPLE
1 to 11	At The Threshold	Greater
12 to 23	Banish Undead	Greater
24 to 35	Bereavement	Petty
36 to 47	Dearly Departed	Lesser
48 to 59	Death's Embrace	Greater
60 to 71	Grave Ward	Lesser
72 to 83	Harvester of Souls	Petty
84 to 93	Swift Passage	Petty
94 to 100	Wither Limb	Lesser

ARCANA OF NECROMANCY

D100	SPELL	PRINCIPLE
1 to 11	Ashes to Ashes	Petty
12 to 23	Banshee's Wail	Greater
24 to 35	Brush With Death	Lesser
36 to 47	Crippling Stare	Greater
48 to 59	Death's Visage	Petty
60 to 71	Golemskin	Lesser
72 to 83	Sanguine Restoration	Petty
84 to 93	Spectral Form	Lesser
94 to 100	The Final Surrender	Greater

ARCANA OF PYROMANCY

D100	SPELL	PRINCIPLE
1 to 11	Bolt of Flame	Petty
12 to 23	Cataclysmic Inferno	Greater
24 to 35	Cauterize Wound	Petty
36 to 47	Courage Under Fire	Lesser
48 to 59	Dragon's Breath	Greater
60 to 71	Fireproof	Lesser
72 to 83	Flaming Sword	Lesser
84 to 93	Meteors of Doom	Greater
94 to 100	Shimmering Crown	Petty

ARCANA OF SHADOWMANCY

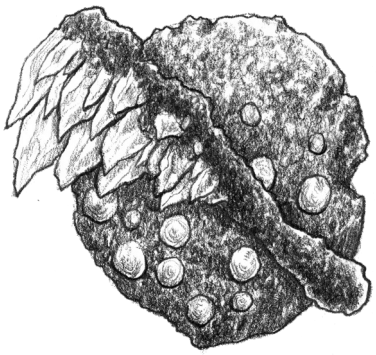
D100	SPELL	PRINCIPLE
1 to 11	Addle-coved	Petty
12 to 23	Death Mask	Greater
24 to 35	Eternal Darkness	Lesser
36 to 47	Imposter	Petty
48 to 59	Mass Hallucination	Greater
60 to 71	Mindwipe	Lesser
72 to 83	Shadow Slip	Petty
84 to 93	Two Selves	Lesser
94 to 100	Umbral Knives	Greater

ARCANA OF SORCERY

D100	SPELL	PRINCIPLE
1 to 11	Basilisk's Spittle	Petty
12 to 23	Condemnation	Greater
24 to 35	Grotesque Miasma	Greater
36 to 47	His Dark Gift	Petty
48 to 59	Mark of Chaos	Lesser
60 to 71	Metamorphosis	Greater
72 to 83	Nightmare Visions	Petty
84 to 93	Skin Guest	Lesser
94 to 100	Withering Touch	Lesser

ARCANA OF TRANSMUTATION

D100	SPELL	PRINCIPLE
1 to 11	Corrosion	Petty
12 to 23	Dancing Arrows	Greater
24 to 35	Enchant Trapping	Lesser
36 to 47	Fool's Fortune	Lesser
48 to 59	Gird of Iron	Petty
60 to 71	Law of Order	Petty
72 to 83	Reshape Metal	Lesser
84 to 93	Transmutate Mind	Greater
94 to 100	Unlock Secrets	Greater



DIVINE MAGICK

PRAYERS OF THE CROUCHING ONE

D100	SPELL	PRINCIPLE
1 to 11	Dance of Death	Greater
12 to 23	Eternal Damnation	Lesser
24 to 35	Hand of the Murdered God	Lesser
36 to 47	Knife In The Dark	Petty
48 to 59	Lustful Blade	Lesser
60 to 71	Murderous Demands	Greater
72 to 83	Spider's Fang	Petty
84 to 93	Stinging Blows	Petty
94 to 100	Terrifying Attacks	Greater

PRAYERS OF THE CUSTODIAN

D100	SPELL	PRINCIPLE
1 to 11	Beyond the Pale	Petty
12 to 23	Déjà Vu	Lesser
24 to 35	Dreamweaver	Petty
36 to 47	Final Rest	Greater
48 to 59	Last Rites	Petty
60 to 71	Omen of Death	Greater
72 to 83	Sleepwalker	Greater
84 to 93	The Invitation	Lesser
94 to 100	Turn Undead	Lesser

PRAYERS OF THE DEMIURGE

D100	SPELL	PRINCIPLE
1 to 11	Fury of the Wildlands	Greater
12 to 23	Hare's Speed	Petty
24 to 35	King of Beasts	Petty
36 to 47	Mother's Cradle	Greater
48 to 59	Part The Ways	Lesser
60 to 71	Primordial Tongue	Petty
72 to 83	Rage of the Primal Lord	Greater
84 to 93	Suffocating Growth	Lesser
94 to 100	Thunderclap	Lesser

PRAYERS OF THE GOD-EMPEROR

D100	SPELL	PRINCIPLE
1 to 11	Celestine Judgement	Greater
12 to 23	Chaos Overturned	Lesser
24 to 35	Damnation	Lesser
36 to 47	Flames of Order	Greater
48 to 59	Heresy Denied	Petty
60 to 71	Imperial Might	Petty
72 to 83	Lionheart	Lesser
84 to 93	Order's Majesty	Greater
94 to 100	Unassailable Bulwark	Petty

PRAYERS OF THE LEARNER

D100	SPELL	PRINCIPLE
1 to 11	All-Seeing Eye	Petty
12 to 23	Bonds of Justice	Petty
24 to 35	Criminal's Remorse	Petty
36 to 47	Eye For An Eye	Lesser
48 to 59	Gods As Your Witness	Greater
60 to 71	Justiciar's Blade	Lesser
72 to 83	See Through Lies	Lesser
84 to 93	Tooth For A Tooth	Greater
94 to 100	Trial By Fire	Greater

PRAYERS OF THE LEVIATHAN

D100	SPELL	PRINCIPLE
1 to 11	Becalm Squall	Greater
12 to 23	Blessed Albatross	Greater
24 to 35	Bon Voyage	Petty
36 to 47	Breath of the Æther	Petty
48 to 59	Fisher's Intuition	Petty
60 to 71	Kraken's Curse	Greater
72 to 83	Saltwater Blast	Lesser
84 to 93	Seasickness	Lesser
94 to 100	Walk Upon Water	Lesser

PRAYERS OF THE MARTYR

D100	SPELL	PRINCIPLE
1 to 11	Compassionate Words	Lesser
12 to 23	Cure Malady	Lesser
24 to 35	Expel Poison	Petty
36 to 47	Lay On Hands	Petty
48 to 59	Martyrdom	Lesser
60 to 71	Purifying Halo	Greater
72 to 83	Resolve Injury	Greater
84 to 93	Sooth Corruption	Petty
94 to 100	Suppress Affliction	Greater

PRAYERS OF THE NIGHTFATHER

D100	SPELL	PRINCIPLE
1 to 11	Bargain Bin	Petty
12 to 23	Eyes Without A Face	Greater
24 to 35	Flimflam	Lesser
36 to 47	Fortune Favors The Bold	Lesser
48 to 59	Luck Of The Draw	Greater
60 to 71	My Lucky Day	Petty
72 to 83	Open Sesame	Petty
84 to 93	Pussyfoot Around	Lesser
94 to 100	Riches to Rags	Greater

PRAYERS OF THE STEWARD

D100	SPELL	PRINCIPLE
1 to 11	Blazing Retribution	Greater
12 to 23	Blitzkrieg	Lesser
24 to 35	Commander's Vision	Lesser
36 to 47	His Great Blessing	Greater
48 to 59	Mask of Terror	Greater
60 to 71	Praise the Light	Lesser
72 to 83	Vengeful Wrath	Petty
84 to 93	Voice of the Legion	Petty
94 to 100	Warrior's Blessing	Petty

PRAYERS OF THE WINTER KING

D100	SPELL	PRINCIPLE
1 to 11	Battle Rage	Lesser
12 to 23	Dictum of the Winter King	Greater
24 to 35	Frostbite	Petty
36 to 47	Ice Storm	Greater
48 to 59	Roar of Winter	Greater
60 to 71	The Wolfpack	Lesser
72 to 83	To Crush Your Enemies	Lesser
84 to 93	Winter's Bone	Petty
94 to 100	Wolvenheart	Petty

COVENANT MAGICK

COVENANT TO THE BLACK LODGE

D100	SPELL	PRINCIPLE
1 to 11	Between Two Worlds	Lesser
12 to 23	Dullahan's Curse	Petty
24 to 35	Fey Requiem	Greater
36 to 47	Ossified Winds	Lesser
48 to 59	Pall of Night	Petty
60 to 71	Restore the Lodge	Greater
72 to 83	The Sleeper Awakens	Greater
84 to 93	Twilight Walker	Lesser
94 to 100	Wood-whisper	Petty

COVENANT TO THE ENDLESS GULLET

D100	SPELL	PRINCIPLE
1 to 11	Brain Drain	Greater
12 to 23	Cardiac Cuisine	Petty
24 to 35	Feast for Friends	Petty
36 to 47	Gobblemaw	Greater
48 to 59	Gout-Shanks	Greater
60 to 71	Iron Gut	Lesser
72 to 83	Slaughterhouse	Lesser
84 to 93	Slurp Marrow	Petty
94 to 100	Victuals of Viscera	Lesser

COVENANT TO THE HELLFURNACE

D100	SPELL	PRINCIPLE
1 to 11	Ashen Rite	Petty
12 to 23	Bow Before Me	Greater
24 to 35	Brittlebone Curse	Lesser
36 to 47	Hellworker's Stick	Petty
48 to 59	Malign Subjugation	Lesser
60 to 71	Obsidian Promise	Petty
72 to 83	Primordial Disruption	Greater
84 to 93	Salt & Sulphur	Greater
94 to 100	The Inverted Doom	Lesser

COVENANT TO THE OUTSIDER

D100	SPELL	PRINCIPLE
1 to 11	Blasphemy!	Petty
12 to 23	Chaotic Rebellion	Greater
24 to 35	Contempt of The Abyss	Lesser
36 to 47	Daark's Escutcheon	Petty
48 to 59	Deny the Princes	Petty
60 to 71	Kaaleb's Thirst	Greater
72 to 83	Rend Chaos	Lesser
84 to 93	The Other	Greater
94 to 100	Through the Labyrinth	Lesser

COVENANT TO THE PRINCE OF CHANGE

D100	SPELL	PRINCIPLE
1 to 11	Abyssal Deportation	Greater
12 to 23	Chaos into Chaos	Petty
24 to 35	Disrupt Magick	Lesser
36 to 47	Guttering Flame	Lesser
48 to 59	Hellfire Transmutation	Greater
60 to 71	Plea to The Prince	Greater
72 to 83	Psychic Enslavement	Lesser
84 to 93	Unholy Vision	Petty
94 to 100	Warp Reality	Petty

COVENANT TO THE PRINCE OF DECAY

D100	SPELL	PRINCIPLE
1 to 11	Carbuncle of Horror	Lesser
12 to 23	Carnival of Pestilence	Greater
24 to 35	Depraved Courier	Petty
36 to 47	Feces' Fetor	Petty
48 to 59	Noxious Haze	Lesser
60 to 71	Pungent Godsend	Lesser
72 to 83	Spew of Vomitous Corruption	Greater
84 to 93	The Fifth Trumpet	Greater
94 to 100	Unseeming Visage	Petty

COVENANT TO THE PRINCE OF PLEASURE

D100	SPELL	PRINCIPLE
1 to 11	Ætheric Strappado	Lesser
12 to 23	Breath of Revelation	Petty
24 to 35	Dance with the Devil	Greater
36 to 47	Domino of Desire	Petty
48 to 59	50 Shades of Pain	Lesser
60 to 71	Florentine Kiss	Petty
72 to 83	Monstrous Dimorphism	Greater
84 to 93	Profusion of Piss	Lesser
94 to 100	Succubus/Incubus	Greater

COVENANT TO THE SLAVERING MAW

D100	SPELL	PRINCIPLE
1 to 11	Bad Moon Rising	Greater
12 to 23	Brain Burner	Lesser
24 to 35	Da' Big Stomp	Lesser
36 to 47	Get Outta Here	Petty
48 to 59	Glasgow Kiss	Petty
60 to 71	Go for Broke	Petty
72 to 83	Hut, Hut, Hike	Lesser
84 to 93	Odds & Sods	Greater
94 to 100	WAAAR!	Greater

COVENANT TO THE THIRTEEN

D100	SPELL	PRINCIPLE
1 to 11	Bubonic Whorl	Greater
12 to 23	Caustic Rain	Greater
24 to 35	Horde of Vermin	Petty
36 to 47	Mark of the Thirteen	Petty
48 to 59	Perfect Camouflage	Petty
60 to 71	The Black Hunger	Lesser
72 to 83	Warp-step	Lesser
84 to 93	Wychfyre Discharge	Lesser
94 to 100	Wytchfyre Knives	Greater

COVENANT TO THE WITCH-QUEEN

D100	SPELL	PRINCIPLE
1 to 11	Abjure Spirit	Greater
12 to 23	Compel Spirit	Lesser
24 to 35	Consult the Spirits	Petty
36 to 47	Frock of Ice	Petty
48 to 59	Frostkiss	Lesser
60 to 71	Hellfrost Transformation	Greater
72 to 83	Maleficium	Greater
84 to 93	Purification	Petty
94 to 100	Tempestarii	Lesser

BOSS

Finally, creatures which lord over their own kind are Bosses; leaders of the pack, earned through being the biggest, meanest, most beauteous or even the most influential among their own. The following rules for Bosses supersede and replaces the original boss rules from **ZWEIHÄNDER**.

BOSSES ADJUST NOTCH: For encounter building purposes, Bosses move up to the highest Notch with their Risk Factor. This means that a creature with an Advanced (Low) Risk Factor would have it increased to an Advanced (High) Risk Factor. If it is already of the highest Notch in its Risk Factor, no other changes need to be made to its Risk Factor.

BOSSES ADJUST PRIMARY ATTRIBUTES

Bosses gain the advantage of modified Primary Attributes. This reflects their enhanced strength and influence which makes them stand out from other creatures of their kind.

- **BASIC TIER BOSS:** Adjust any one Primary Attribute to 50%
- **INTERMEDIATE TIER BOSS:** Adjust any two Primary Attributes to 50%
- **ADVANCED TIER BOSS:** Adjust any three Primary Attributes to 50%

Note that Elite Risk Factor creatures are already considered Bosses, and you need not make any additional changes from here.

Once determined, write down the **Role** of the creature and make any necessary adjustments for Spells and Primary Attribute changes

For our Demodog – who has an Intermediate (Medium) Risk Factor, we are going to assume it is a Boss creature. We will adjust both its Brawn and Perception to 50%:

CREATURE TYPE	Demodog	SPELLS	None
CLASSIFICATION	Abyssal	GENERALIST	
INFLUENCES	Stranger Things, hellhounds, Cujo	PETTY	
SIZE	Large (2D6 Fury Dice for Damage)	LESSER	
RISK FACTOR	Intermediate (Medium)	GREATER	
ROLE	Boss		

PRIMARY ATTRIBUTES							
	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	50% [ ]	50% [ ]	% [ ]	50% [ ]	40% [ ]	45% [ ]	35% [ ]
Bonus Advances							

STEP VI: SKILL RANKS

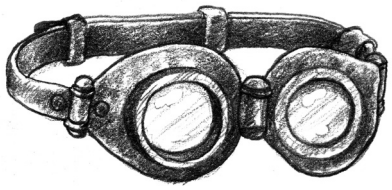
A set of Skills are listed in the **ZWEIHÄNDER** Bestiary, followed by a +10, +20 or +30 value. Although they have been accounted for in the Attack Profile, should you need to conduct a Skill Test, you will need to add the value of the Primary Attribute and the value after the Skill as you would for a player Character. For instance, if a creature's Agility is 50% and it has a Skulduggery of +30%, the creature has a Base Chance in that skill of 80% (50 +30). In cases where a creature does not have any Skill Ranks in a Primary Attribute, simply do not list it.

When making the initial assignment of Skill Ranks to your creature, several factors will influence how you do this. These include, but are not limited to, its Role, combat readiness, general ecology, behaviors and place it occupies in the world as well as the story you want to tell and flavor you want it to have.

Deciding which Skill Ranks to assign is the second-most important step in the entire process, as it will define how precisely the creature will function from a baseline perspective beyond Primary Attributes. As **ZWEIHÄNDER** and **MAIN GAUCHE** use a 'bounded accuracy' model to reduce potential bloating of numbers at higher Risk Factors and Tiers, there are specific limitations to the number of Skill Ranks you may assign to any one Skill:

- Creatures with a Basic Risk Factor cannot have more than one Skill Rank in the same Skill;
- Creatures with an Intermediate Risk Factor cannot have more than two Skill Ranks in the same Skill for Intermediate Risk Factor;
- Creatures with an Advanced or Elite Risk Factor cannot have more than three Skill Ranks in the same Skill;
- Creatures do not have Skill Focuses whatsoever.

A Demodog has an Intermediate (Medium) Risk Factor. Therefore, it cannot have more than two Skill Rank (+20) in any Skill it possesses. Let's use Survival as our example; if it has a Basic Risk Factor instead, it could have only one Skill Ranks (+10) in Survival; if it has an Intermediate Risk Factor, it could have up to two Skill Ranks (+20) in Survival; and finally, if it has an Advanced or Elite Risk Factor, it could have up to three Skill Ranks (+30) in Survival.



A combination of Risk Factor and Notch will cap the maximum number of Skill Ranks you can assign to the creature. Follow these guidelines to determine how many Skill Ranks you can assign. Remember, this is the maximum number of Skill Ranks a creature can possess across all Skills. You need not select all Skill Ranks, unless absolutely necessary:

BASIC RISK FACTOR

- (Low) Notch: up to 4 Skill Ranks
- (Medium) Notch: up to 7 Skill Ranks
- (High) Notch: up to 10 Skill Ranks

INTERMEDIATE RISK FACTOR

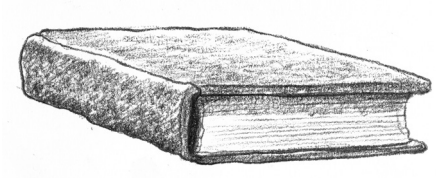
- (Low) Notch: up to 14 Skill Ranks
- (Medium) Notch: up to 17 Skill Ranks
- (High) Notch: up to 20 Skill Ranks

ADVANCED *or* ELITE RISK FACTOR

- (Low) Notch: up to 24 Skill Ranks
- (Medium) Notch: up to 27 Skill Ranks
- (High-or-Unique) Notch: up to 30 Skill Ranks

CONSIDERATIONS FOR MAGICIANS: Remember, a Magician already has certain Skill Ranks assigned. Be sure to allocate them accordingly before moving on to the next step:

- **BASIC TIER MAGICIAN:** Must take one Skill Rank in Incantation
- **INTERMEDIATE TIER MAGICIAN:** Must take two Skill Ranks in Incantation
- **ADVANCED *or* ELITE TIER MAGICIAN:** Must take three Skill Ranks in Incantation



The following is a list of Skills, along with their associated Primary Attributes that influence them:

SKILL	PRIMARY ATTRIBUTE
Intimidate	Brawn
Leadership	Fellowship
Martial Melee	Combat
Martial Ranged	Combat
Navigation	Intelligence
Pilot	Agility
Resolve	Willpower
Ride	Agility
Rumor	Fellowship
Scrutinize	Perception
Simple Melee	Combat
Simple Ranged	Combat
Skulduggery	Agility
Stealth	Agility
Survival	Perception
Toughness	Brawn
Tradecraft	Willpower
Warfare	Intelligence
Alchemy	Intelligence
Athletics	Brawn
Awareness	Perception
Bargain	Fellowship
Charm	Fellowship
Coordination	Agility
Counterfeit	Intelligence
Disguise	Fellowship
Drive	Brawn
Eavesdrop	Perception
Education	Intelligence
Folklore	Intelligence
Gamble	Intelligence
Guile	Fellowship
Handle Animal	Fellowship
Heal	Intelligence
Incantation	Willpower
Interrogation	Willpower

Once decided, assign **Skill Ranks** to the creature. Be sure to take into consideration the maximum number of Skill Ranks you can assign and those which are reserved for Magicians. Remember: you do not have to assign all Skill Ranks – you need only assign those which are most relevant to the creature.

Our Demodog has an Intermediate (Medium) Risk Factor, which means we have 17 Skill Ranks to assign. We also know that because of its Intermediate Risk Factor, it cannot have more than +20 assigned to any one Skill. We've already decided that it is going to be an apex hunter, particularly because we've defined it as a Boss. We also know we want it to be extremely frightening and lightning quick, with human-like insight and a strong resolve. Thus, we have assigned the Demodog's 17 Skill Ranks as follows:

Skill Ranks	Athletics +10, Awareness +10, Coordination +20, Eavesdrop +10, Intimidate +20, Navigation +10, Resolve +20, Scrutinize +10, Simple Melee +20, Stealth +20, Survival +20

STEP VII: BONUS ADVANCES

Now, it is time to begin assigning Bonus Advances to your creature. Bonus Advances are added to Primary Attribute Bonuses to calculate its final Primary Attribute Bonus value. This means you apply Bonus Advances to [CB], [BB], [AB], [PB], [IB], [WB] and [FB] as a final modifier to determine the ultimate values for all Secondary Attributes.

ASSIGNING BONUS ADVANCES

Deciding which Bonus Advances to assign will define how the creature's Secondary Attributes influences its function. As **ZWEIHÄNDER** and **MAIN GAUCHE** use a 'bounded accuracy' model to reduce potential bloating of numbers at higher Risk Factors and Tiers, there are specific limitations on the number of Bonus Advances you can assign to any one Primary Attribute:

- You may assign Bonus Advances to one or more Primary Attribute Bonuses. So, if you have three Bonus Advances to assign, you could add them to the same Primary Attribute Bonus or split them up among multiple Primary Attribute Bonuses.
- Creatures with a Basic Risk Factor cannot have more than two Bonus Advances in the same Primary Attribute.

- Creatures with an Intermediate Risk Factor cannot have more than four Bonus Advances in the same Primary Attribute.
- Creatures with an Advanced or Elite Risk Factor cannot have more than six Bonus Advances in the same Primary Attribute.

Our Demodog has an Intermediate Risk Factor and a Combat attribute of 50%. This means its [CB] is 5, prior to modification by any Bonus Advances. Therefore, it could not have more than four Bonus Advances assigned to [CB] because of its Risk Factor. If the Demodog had a Basic Risk Factor instead, it could have up to two Bonus Advances assigned to [CB]. And finally, if it were of Advanced or Elite Risk Factor, it could have up to six Bonus Advances assigned to [CB].

In addition, a combination of Risk Factor with Notch will cap the maximum number of Bonus Advances you can assign to the creature. Follow these guidelines to determine how many Bonus Advances can be assigned:

BASIC RISK FACTOR

- (Low) Notch: up to 2 Bonus Advances
- (Medium) Notch: up to 3 Bonus Advances
- (High) Notch: up to 4 Bonus Advances

INTERMEDIATE RISK FACTOR

- (Low) Notch: up to 6 Bonus Advances
- (Medium) Notch: up to 7 Bonus Advances
- (High) Notch: up to 8 Bonus Advances

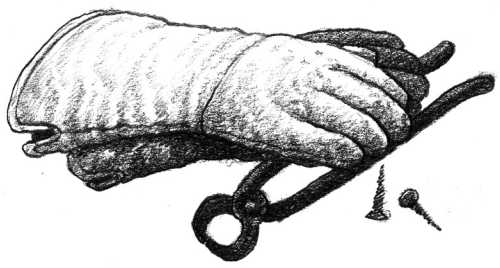
ADVANCED *or* ELITE RISK FACTOR

- (Low) Notch: up to 10 Bonus Advances
- (Medium) Notch: up to 11 Bonus Advances
- (High-or-Unique) Notch: up to 12 Bonus Advances

Once decided, assign **Bonus Advances** to the creature. We recommend not calculating the final Primary Attribute Bonuses yet, as its Role, Traits and Taints of Chaos (described later in this chapter) may change these values. Instead, use a check mark below each Primary Attribute to indicate how many Bonus Advances were assigned, so that you can make final adjustments at the end of this process.

SECONDARY ATTRIBUTES: As with Primary Attributes, a creature's Secondary Attributes are calculated in the same fashion as they are on the player Character sheet:

- To determine Initiative (abbreviated to *Int* in the Bestiary), add 3 + [PB].
- To determine Movement (abbreviated to *Mov* in the Bestiary), add 3 + [AB]. Remember, a creature's Movement rate is the number of yards it can move in combat. If a creature can fly, simply list it as such (e.g. 13/16 fly). Flying creatures are covered later under Traits.
- To determine Peril Threshold (abbreviated to *PTh* in the Bestiary), add 3 + [WB].
- To determine Damage Threshold (abbreviated to *DTh* in the Bestiary), add [BB] to any Traits that would modify Damage Threshold or Damage Threshold Modifiers from armor.
- Of all Secondary Attributes, Encumbrance Limit is the least important. Ignore it for creating creatures.
- Parry (abbreviated to *Par* in the Bestiary) is equal to the highest Combat-based Skill the creature has, while Dodge (abbreviated to *Dod* in the Bestiary) is equal to its Coordination value. Should any Qualities or other factors figure into the Dodge or Parry value, they will be listed in parentheses. For instance, a creature may have Dodge: 50% (Natural). This indicates that the Natural Quality has already been calculated into the creature's chances to Dodge. Note that most non-humanoid creatures do not have Dodge or Parry values or are prohibited due to armor. This should be indicated as None.
- If the creature is not wearing any sort of armor, be sure to apply the Natural Quality to its Dodge value and indicate its application in parenthesis.
- Carry over the Risk Factor (abbreviated to *RFa* in the Bestiary) from the above field.



Our Demodog has an Intermediate (Medium) Risk Factor, which means we have 7 Bonus Advances to assign. We also know that because of its Risk Factor, it cannot have more than four Bonus Advances assigned to any one Primary Attribute. We know our Demodog is going to be particularly nimble and possess a high strength. Thus, we have defined the Demodog's 7 Bonus Advances as the following:

PRIMARY ATTRIBUTES							
	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	50% [5]	50% [7]	45% [8]	50% [5]	40% [5]	45% [4]	35% [3]
Bonus Advances		✓ ✓	✓ ✓ ✓ ✓		✓		

STEP VIII: TRAITS

Creatures possess a number of Traits which can affect their general abilities, their weaknesses and other non-combat behaviors. However, Traits may also represent additional abilities which you will need to reference while playing the creature. Unlike Skills, Traits do not require any forethought to employ. They are innate abilities that act as 'riders' to the actions your creature takes during play. Unless specified otherwise, you can use Traits in combat freely without having to dedicate Action Points. Any Traits which change a creature's Creature Profile and Attack Profile should be factored into the Creature Profile sheet.

SIMILAR BENEFITS: Traits are treated as exceptions to the standard rules of play. However, there may be a few unique situations where the benefits derived from one Trait are trumped by another Trait. While we do not want the game to break down into an argument about the rules, we empower you as the Gamemaster to make good, judicious decisions.

In addition, you cannot 'stack' similar Traits that give the same benefit, this means you cannot assign multiple instances of Natural Armor, or combine it with Scar the Flesh. The same goes for 'death' conditions (such as Ashes to Ashes and Golden Death).

ASSIGNING TRAITS

Deciding which Traits to choose will define how precisely the creature's Secondary Attributes influences its functionality. As **ZWEIHÄNDER** and **MAIN GAUCHE** use a 'bounded accuracy' model to reduce potential bloating of numbers at higher Risk Factors and Tiers, there are specific limitations to the number of Traits you can assign to a creature:

BASIC RISK FACTOR

- (Low) Notch: up to 2 Traits
- (Medium) Notch: up to 3 Traits
- (High) Notch: up to 4 Traits

INTERMEDIATE RISK FACTOR

- (Low) Notch: up to 6 Traits
- (Medium) Notch: up to 7 Traits
- (High) Notch: up to 8 Traits

ADVANCED *or* ELITE RISK FACTOR

- (Low) Notch: up to 10 Traits
- (Medium) Notch: up to 11 Traits
- (High-or-Unique) Notch: up to 12 Traits

Find the specific Risk Factor your creature belongs to and refer to that table only for purposes of selecting Traits. Note that we have omitted the master table for Elite Risk Factor creatures here due to brevity, as creatures who are Elite can have any creature Trait. However, it will be included in the Appendix for sake of comprehensiveness.

BASIC RISK FACTOR TRAITS

TRAIT	EFFECT
Accursed	These creatures cannot be harmed by normal weapons, only by weapons which have been imbued with Magick.
Ambush Tactics	These creatures roll 2D10 to determine Initiative.
Autotomy	When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.
Aversion to Light	When these creatures are exposed to any sort of light (such as from a torch), they suffer a penalty of -3 to their Damage Threshold.
Battle Frenzy	When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
Blitz	When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.
Bloodless	These creatures cannot Bleed.
Bloodlust	Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
Bog Stench	These creatures emit a horrific stench, causing 1D10+1 physical Peril to those who stand Engaged with it.
Chomp	When a foe makes a successful Parry against this creature's melee attack, it can make an Opportunity Attack against that same foe.
Chthonian Dweller	These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.
Creepy Crawlies	These creatures can attack all foes in a Burst Template area of effect and are able to occupy the same space that its foes stand within. In addition, the creature never provokes Opportunity Attacks.
Dark Sense	These creatures can see in the dark.
Dense Anatomy	These creatures only suffer Damage dealt by fire.
Dionysian Delights	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.
Disease-ridden (DISEASE)	When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
Eyes Wide Shut	When this creature's eyes are successfully struck with a Called Shot (otherwise treated as their head), they lose their ability to use Petrifying Gaze.
Faces of Death	After these creatures consume the face of someone they have killed, they assume their memories and mannerisms with near perfection. This includes use of Magick, if applicable. Only with a Scrutinize Test made with a Critical Success would someone else be able to tell otherwise. This Trait's effects last until the new moon.
Fast on Their Feet	These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
Feckless Runt	When this creature's Turn begins, roll 1D6 Chaos Die. If the result is face '6', they attack that Turn with a senseless object that does no Damage. This means that the creature will have a foe's attention and be in the way, but will otherwise be an ineffective combatant.
Feel the Heat	When foes are Engaged with this creature, they must Resist with a successful Coordination Test or be exposed to Mildly Dangerous flames.
Fetid Weaponry	When these creatures inflict an Injury, their foe's wounds are also Infected.
Fey Sight	These creatures can see in the dark and automatically spot foes who are hidden or Æthereal.
Flammable	When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
Foul Mutation	When these creatures are encountered, roll 1D6 Chaos Dice if a Basic Risk Factor; 2D6 Chaos Dice if an Intermediate Risk Factor; 3D6 if an Advanced Risk Factor; and 4D6 if an Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
Hallucinogenic Frenzy	After ingesting a dose of red cap mushrooms, these creatures add 1D6 Fury Die to melee weapon Damage.
Hangin' Tough	These creatures cannot Bleed or suffer Injuries.
Hatred (ANCESTRY)	When facing the Ancestries indicated in the parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.

Herp Derp	These creatures are easily distracted. When their Turn starts, they must succeed at a Resolve Test or else lose 1 AP.
Holy Retribution	When struck by holy water, these creatures suffer 2D10+2 Damage from fire.
Lick Your Wounds	These creatures can spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.
Man O'War	When these creatures are Injured, always refer to the Moderate Injuries table to determine their severity. This Trait overrides any potential for increase in Injuries due to Qualities, Traits or other Talents.
Menacing	When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.
Mindless	These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
Murderous Attacks	When these creatures make an attack with a blackjack, garrote or bullwhip, their foe cannot Dodge, Parry or Resist this attack.
Natural Armor (VALUE 1-6)	These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
One-two Punch	When these creatures Take Aim and then make a successful Melee Attack, they force a foe to Resist a Stunning Blow.
Pack Mentality	When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.
Paw/hoof/wing	These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Creatures capable of flight are indicated under Movement.
Perfect Camouflage	Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.
Petrifying Gaze	When foes are Engaged with this creature (and the creature can see them), they must Resist with a successful Awareness Test or be Petrified. While Petrified, they are left Helpless and unconscious. Petrification lasts until the heart of the creature that caused the Petrification is pulverized into a bloody concoction and poured over the victim with a successful Alchemy Test.
Point Blank	When these creatures make an Attack Action with a weapon possessing the Gunpowder Quality within Short Distance, they add an additional 1D6 Fury Die to Damage.
Poison Resistance	These creatures are immune to poisons.
Reanimator	When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.
Ringen	These creatures penalize their foe's ability to Resist a Chokehold and Dirty Tricks by a -10 Base Chance to their Skill Test. In addition, when they use a Chokehold, add an additional 1D10 to determine how much physical Peril they inflict.
Ripping Teeth	When these creatures deal Damage, they can force a foe to Resist a Takedown.
Saddle Tactics	When fighting on horseback or a vehicle, they flip the results to succeed at Attack Actions and Perilous Stunts.
Salt of the Earth	These creatures have factored in +3 to their Peril Threshold.
Sanity-blasting	When first encountered, these creatures provoke one of the three brands of Madness; if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Horror.
Scar the Flesh	These creatures add +3 to their Damage Threshold, but do not wear armor.
Shootfighting	These creatures ignore the Pummeling and Weak Qualities when fighting bare-handed, with a blackjack or using knuckledusters. In addition, they can refer to [BB] or [CB] when inflicting Damage with these same weapons.
Shotgun Bang!	When these creatures successfully strike with a ranged weapon possessing the Gunpowder Quality, they automatically Load their weapon for 0 APs.
Silent Stalker	When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
Skeletal Remains	Only after these creature's bones have been spread around for 1 AP are they forever Slain!.
Sniveling Whelp	These creatures can only use 2 AP during combat.
Soul Jar	These creatures cannot be permanently Slain! unless the fetish or phylactery which houses their soul is destroyed. However, they can be forced to remain in hibernation and left unconscious if a jar of salt is poured into their mouths.

Spore-splosion	When these creatures attack, it cannot be Dodged or Parried – it may only be Resisted with a successful Toughness Test. If a foe fails this Toughness Test, they are exposed to Orx-molt.
Squabble Among Themselves	When these creatures suffer from Fear or Terror, they must succeed at a Resolve Test when their Turn starts or else attack their own allies. They can Resist every Turn thereafter.
Steely Fortitude	These creatures always succeed at Resolve Tests and cannot be Intimidated.
Swallow Whole	When these creatures make a successful Chokehold, they deal Damage as a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.
Unbridled Rage	When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to the Damage they inflict with melee weapon attacks.
Uncertain Form	These creatures are immune to Injuries and Perilous Stunts.
Unnatural Viscera	These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.
Unruly	When these creatures drop down the Damage Condition Track, they move an equal number of steps down the Peril Condition Track.
Wanton Hunger	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.
Weak Spot (BODY PART)	When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.
Winds of Chaos	When casting Generalist Magick , at their option, these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.

INTERMEDIATE RISK FACTOR TRAITS

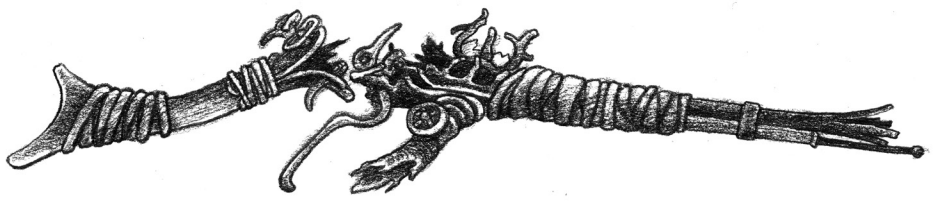
TRAIT	EFFECT
Accursed	These creatures cannot be harmed by normal weapons, only by weapons which have been imbued with Magick.
Acidic Spittle	These creatures can use their breath as a ranged weapon. This allows them to strike a single foe within 1+[PB], causing the foe to suffer 1D10+1 Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with foes.
Æthereal Form	Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.
Ambush Tactics	These creatures roll 2D10 to determine Initiative.
Arcana of Horror	These creatures can use Bolt of Flame from the Arcana of Pyromancy. If at least three of these creatures are standing within sight of one another, they can use Withering Touch from the Arcana of Sorcery. If at least nine of these creatures are standing within sight of one another, they can use Death's Embrace from the Arcana of Morticism. Should a foe be Slain! by use of any of these Magicks, they are immediately turned into a Lemurian Host. Reagents are unnecessary to cast this Magick.
Autotomy	When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.
Aversion to Light	When these creatures are exposed to any sort of light (such as that from a torch), they suffer a penalty of -3 to their Damage Threshold.
Bane of Lycanthropes	When creatures are struck with weapons coated with a sprig of wolfsbane, they suffer an additional 1D6 Fury Die in Damage.
Battle Frenzy	When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
Big Grim	These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.

Blam! Blam!	These creatures may spend 3 APs to attack twice with two ranged weapons, providing they possess the Gunpowder Quality and are Loaded.
Blitz	When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.
Bloodless	These creatures cannot Bleed.
Bloodlust	Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
Bonds of Death	These creatures can manipulate physical objects in Æthereal Form.
Both-handedness	When they wield two one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.
Broken Gut-plate	After these creatures are Seriously Wounded or made subject to a Called Shot to the body and suffer at least 9 Damage, they suffer a penalty of -6 to their Damage Threshold.
Broken Wings	Once this creature is Grievously Wounded, it can no longer fly.
Brush With Death	When these creatures make a successful attack bare-handed, they provoke Fear, but do no Damage. They also force a foe to Resist with a Resolve Test or be aged by one year. For every year aged, the foe permanently reduces Brawn by 1%.
Brute Strength	These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They have also factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
Call of the Abyss	When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.
Captivating Cry	When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.
Champion's Call	One foe is left Defenseless to all of this creature's attacks, until the foe is defeated. The creature may select a new foe once the current one is defeated.
Chthonian Dweller	These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.
Corrosive Bile	When creatures use this attack, it ignores their foe's Damage Threshold Modifier from armor.
Crippling Constrictor	When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.
Dark Sense	These creatures can see in the dark.
Death Roll	When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.
Demonic Frenzy	When this creature's Turn starts, roll 6D6 Chaos Dice. If at least three dice land on face '6', they enter a demonic Frenzy. While Frenzied, they can make up to three Melee Attacks during their Turn, costing 1 AP for each Melee Attack. In addition, they can make an Opportunity Attack at the end of a Charge. However, they cannot Counterspell, Dodge or Parry while in a frenzied state. Finally, their Frenzied state makes them more susceptible to harm, as foes add an additional 1D6 Fury Die to Damage when striking the creature.
Dense Anatomy	These creatures only suffer Damage dealt by fire.
Dionysian Delights	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.
Disease-ridden (DISEASE)	When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
Divide & Conquer	When these creatures are Slain!, roll 1D6 Chaos Die. If the result is face '1-3', they instantaneously split into two minor Adversary Demons (albeit unable to cast Magick, use the Underling rules this chapter and can now be permanently Slain!). If the result is face '4-6', it bursts into a cloud of mutating energy. Those caught in a Burst Template area of effect must succeed at a Resolve Test or gain a Taint of Chaos.
Eyes Wide Shut	When this creature's eyes are successfully struck with a Called Shot (otherwise treated as their head), they lose their ability to use Petrifying Gaze.

Fast on Their Feet	These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
Fetid Stick	When these creatures are encountered, they carry a staff which buzzes with flies. When they deal Damage, the foe's wounds are also Infected. It can only be used in the hands of these creatures, being otherwise useless relics to others. If picked up by PCs whose Order Ranks are higher than their Chaos Ranks, they are instantly infected with Chaotic Rot.
Fetid Weaponry	When these creatures inflict an Injury, their foe's wounds are also Infected.
Fey Sight	These creatures can see in the dark and automatically spot foes who are hidden or Æthereal.
Fireproof	These creatures and their possessions are entirely immune to Damage from fire.
Flammable	When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
Foul Mutation	When these creatures are encountered, roll 1D6 Chaos Dice if it has a Basic Risk Factor; 2D6 Chaos Dice if an Intermediate Risk Factor; 3D6 if an Advanced Risk Factor; or 4D6 if an Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
Fwip! Fwip!	These creatures may spend 3 APs to attack twice with ranged weapons without Loading.
Gastric Acidity	When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.
Gift of Devils	These creatures ignore the Heavy Quality of armor to cast Magick.
Grenadier	When these creatures are encountered, they have a glass grenade. When thrown, it affects multiple foes in a Burst Template. Affected foes must succeed at a Toughness Test or contract Tomb Rot.
Grossly Paranoid	These creatures have factored in +3 to their Initiative.
Gutter Runner	When these creatures attempt to hide in urban and underground environments, they flip the results to succeed at Stealth Tests.
Hangin'Tough	These creatures cannot Bleed or suffer Injuries.
Harbinger of Plagues	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they carry a massive gong. If the result is face '6', they carry a set of chimes. When they play the gong with Litany of Hatred, player Characters so affected also suffer 1D10+1 physical Peril. When they play the chime with Litany of Hatred, player Characters so affected instead lower their Damage and Peril Condition Tracks by -3 instead. These trappings can only be used by hands of these creatures who bear them, otherwise they are useless relics.
Hard-nosed	These creatures are immune to Knockout! and Stunning Blow.
Hatred (ANCESTRY)	When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
Hideous Might	These creatures add the Reach and Vicious Qualities to any melee weapons they wield. They also ignore the Weak Quality of melee weapons.
Holy Retribution	When struck by holy water, these creatures suffer 2D10+2 Damage from fire.
Horror of the Pit	These creatures do not need to breathe and are immune to Chokehold. In addition, player Characters whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.
Hypnotic Musk	Foes who stand within 9 yards of this creature cannot add their Apprentice Skill Rank to Combat and Willpower-based Skill Tests. In addition, foes who are Engaged with these creatures must successfully Resist using Toughness or be unable to add any Skill Ranks to Combat and Willpower-based Skill Tests for a day.
I Got Axe for You	After this creature makes an Attack Action with a melee weapon, it can immediately make an Opportunity Attack with any one-handed ranged weapon with the Throwing Quality on the same Turn.
I Thee Wed	These creatures cannot be permanently Slain! unless their wedding ring is placed into a decanter consecrated with the Ritual of Blessed Sacrament. As long as it remains in the decanter, they also remain in a state of hibernation, unless the ring is removed therefore giving life to the creature again. Only by then submerging the decanter into a large body of water are they forever Slain!.
Impish Delights	When these creatures are encountered, roll 1D6 Chaos die to determine what special power they can grant to one ally, once a day. If the result is a face '1', '2' or '3', they can cause any one ally standing within 3 yards of them to gain the benefits of Demonic Frenzy (as a Legion Demon). If the result is face '4' or '5', they allow any one ally standing within 3 yards of them to flip the results to succeed at a single Skill Test. If the result is face '6', anyone standing within 3 yards of this creature must succeed at a Resolve Test or temporarily lower their Fellowship by 9% for a day.

Implacable Defense	When this creature's Turn begins, they gain 1 additional AP. However, it can only be used to Dodge and Parry.
In the Face	These creatures can only be harmed by melee and ranged weapons by using a Called Shot to the head.
Inescapable	When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.
Keening Wail	These creatures can spend 2 APs to make an Interrogation Test. If successful, foes caught in a Cone Template who fail to Resist with a Resolve Test immediately suffer from Fear and cannot Counterspell or Parry until their next Turn. A foe can be made victim to Keening Wail every Turn.
Kill it With Fire	Only after these creature's remains are set On Fire are they forever Slain!.
Lamb to the Slaughter	When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.
Lick Your Wounds	These creatures can spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.
Light Sensitive	When a foe uses Take Aim for 2 APs to shine a source of light upon this creature before making their attack, reduce its Damage Threshold by a -6 penalty (to a minimum of 1).
Living Chaos	When these creatures use Magick, they must roll 3D6 Chaos Dice. If all land on face '6', they are instantaneously Slain!.
Man O'War	When these creatures are Injured, always refer to the Moderate Injuries table to determine their severity. This Trait overrides any potential for increase in Injuries due to Qualities, Traits or other Talents.
Masterfully Adroit	These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].
Menacing	When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.
Mindless	These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
Natural Armor (VALUE 1-6)	These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
Never Say Die	When these creatures are Grievously Wounded, add 3 to their Damage Threshold.
Never Surrender	Foes do not gain an advantage when they flank or outnumber this creature in combat.
Pack Mentality	When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.
Paw/hoof/wing	These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Creatures capable of flight are indicated under Movement.
Perfect Camouflage	Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.
Petrifying Gaze	When foes are Engaged with this creature (and the creature can see them), they must Resist with a successful Awareness Test or be Petrified. While Petrified, they are left Helpless and unconscious. Petrification lasts until the heart of the creature that caused the Petrification is pulverized into a bloody concoction and poured over the victim with a successful Alchemy Test.
Physical Instability	Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm until the new moon.
Poison Resistance	These creatures are immune to poisons.
Poisonous Bite	When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.
Primal Scream	When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.
Punishing Attack	When these creatures Take Aim and then make a successful Melee Attack, add 3 Damage.
Reanimator	When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.
Resistance to Chaos	This creature may flip the results to succeed at Resolve Tests when Resisting the effects of Magick.
Ripping Teeth	When these creatures deal Damage, they can force a foe to Resist a Takedown.

Sanity-blasting	When first encountered, these creatures provoke one of the three brands of Madness; if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Horror.
Scar the Flesh	These creatures add +3 to their Damage Threshold, but do not wear armor.
Serpentine Cloak	When these creatures are encountered, they wear a cloak made from an undersea creature. It provides a Damage Threshold Modifier of 1 when worn.
Sharp-sighted	These creatures do not suffer penalties for ranged weapons at Medium or Long Distances.
Shotgun Bang!	When these creatures successfully strike with a ranged weapon possessing the Gunpowder Quality, they automatically Load their weapon for 0 APs.
Silent Stalker	When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
Smoke Bomb	When these creatures are encountered, they have a smoke bomb. When thrown, it explodes outwards. Those caught in an Explosion Template area of effect must reduce their Movement by a -6 penalty, until they escape. In addition, it provides enough concealment for the creature to use their Stealth Skill.
Snikt! Snikt!	These creatures may spend 3 APs to attack twice with melee weapons.
Steely Fortitude	These creatures always succeed at Resolve Tests and cannot be Intimidated.
Stinging Tentacle	When these creatures deal Damage, they have the option to force a foe to Resist a Stunning Blow.
Strafing Talons	When these creatures execute a successful attack while flying, they also deal 1D10+[AB] physical Peril.
True Name	Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.
Unbridled Rage	When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.
Uncertain Form	These creatures are immune to Injuries and Perilous Stunts.
Wall Crawler	These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.
Wanton Hunger	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.
Weak Spot (BODY PART)	When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.
Winds of Chaos	When casting Generalist Magick , at their option, these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.
Witchboard	These creatures cannot be permanently Slain! unless their remains are placed beneath a spirit board. Once placed beneath a spirit board, they enter hibernation and will remain so unless the board or remains are removed, therefore giving life to the creature again as it is restored to Unharmed. Only by successfully casting Last Rites over the spirit board are they forever Slain!.
Wytch-science	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-4', they carry two Wytchfyre pistols. If the result is face '5', they carry a Wytchfyre jezzail. If the result is face '6', they carry a Wytchfyre thrower. While carrying a Wytchfyre thrower, they cannot Charge, Maneuver or Run.



ADVANCED RISK FACTOR TRAITS

TRAIT	EFFECT
Accursed	These creatures cannot be harmed by normal weapons, only by weapons which have been imbued with Magick.
Acidic Spittle	These creatures can use their breath as a ranged weapon. This allows them to strike a single foe within 1+[PB], causing the foe to suffer 1D10+1 Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with foes.
Æthereal Form	Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.
Ætheric Domination	When these creatures would potentially invoke a Chaos Manifestation, they must roll two or more face '6' on Chaos Dice to invoke it.
Ambush Tactics	These creatures roll 2D10 to determine Initiative.
Ashes to Ashes	These creatures cannot be permanently Slain! unless their remains are placed into a decanter consecrated with the Blessed Sacrament Ritual. Within, they remain in hibernation, unless the remains are removed therefore giving life to the creature again. Only by placing the decanter into a font of holy water are they forever Slain!.
Autotomy	When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.
Aversion to Light	When these creatures are exposed to any sort of light (such as that from a torch), they suffer a penalty of -3 to their Damage Threshold.
Battle Frenzy	When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
Big Grim	These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.
Bloodless	These creatures cannot Bleed.
Bloodlust	Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
Bonds of Death	These creatures can manipulate physical objects in Æthereal Form.
Both-handedness	When they wield two one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.
Broken Wings	Once this creature is Grievously Wounded, it can no longer fly.
Brute Strength	These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
Cancerous Absorption	When they render an enemy Slain!, they gain +3 to [BB] and move three steps up the Damage Condition Track positively.
Captivating Cry	When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.
Ceremonial Runes	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1', '2' or '3', they have three Apprentice Runes inscribed upon their staff. If the result is face '4' or '5', they have two Journeyman Runes inscribed upon their staff. If the result is face '6', they have one Master Rune inscribed upon their staff.
Champion's Call	One foe is left Defenseless to all this creature's attacks, until the foe is defeated. The creature may select a new foe once the current one is defeated.
Chomp	When a foe makes a successful Parry against this creature's melee attack, it can make an Opportunity Attack against that same foe.
Chthonian Dweller	These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.
Cold Hands	These creatures ignore the Damage Threshold Modifier a foe's armor may confer when they inflict Damage.

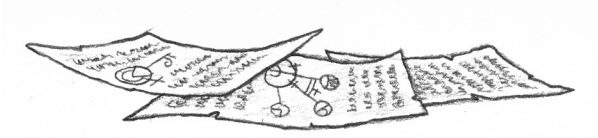
Come Into the Light	These creatures cannot be permanently Slain! unless their lantern is destroyed. If the lantern is snuffed out, they remain in a state of hibernation until it is relit.
Creepy Crawlies	These creatures can attack all foes in a Burst Template area of effect and are able to occupy the same space that its foes stand within. In addition, the creature never provokes Opportunity Attacks.
Crippling Constrictor	When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.
Dark Sense	These creatures can see in the dark.
Death Roll	When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.
Dense Anatomy	These creatures only suffer Damage dealt by fire.
Dim-witted	In combat, these creatures only use Attack Actions unless commanded otherwise by their leader with a successful Leadership Test.
Dionysian Delights	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.
Disease-ridden (DISEASE)	When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
Elemental Weakness	Creatures composed of the elements have specific weaknesses. Those composed of elemental air cannot move underground or across water; those composed of elemental earth instantly disintegrate and are Slain! if detached from the ground; those composed of elemental fire are Slain! if they enter a body of water or caught in a heavy rain shower; and those composed of water are instantly disintegrated, Slain! if they leave the water.
Entrancing	When this creature uses a Transfixed Gaze, they can use other Actions while they maintain its Mesmerizing effect. In addition, foes suffer 1 Corruption and 2D10+2 mental Peril for each of their Turns that they remain Mesmerized.
Eyes Wide Shut	When this creature's eyes are successfully struck with a Called Shot (otherwise treated as their head), they lose their ability to use Petrifying Gaze.
Fast on Their Feet	These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
Feckless Runt	When this creature's Turn begins, roll 1D6 Chaos Die. If the result is face '6', they attack that Turn with a senseless object that does no Damage. This means that the creature will have a foe's attention and be in the way, but will otherwise be an ineffective combatant.
Feel the Heat	When foes are Engaged with this creature, they must Resist with a successful Coordination Test or be exposed to Mildly Dangerous flames.
Fetid Weaponry	When these creatures inflict an Injury, their foe's wounds are also Infected.
Fey Sight	These creatures can see in the dark and automatically spot foes who are hidden or Æthereal.
Fiery Retribution	These creatures can use Spit Fire as an Opportunity Attack without having to Load.
Fireproof	These creatures and their possessions are entirely immune to Damage from fire.
Flailing Tentacles	These creatures can attack up to nine foes in an Engagement with one Attack Action. In addition, their tentacles have the Reach Quality, able to strike foes up to 3 yards away.
Flammable	When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
Foul Mutation	When these creatures are encountered, roll 1D6 Chaos Dice if it has a Basic Risk Factor; 2D6 Chaos Dice if an Intermediate Risk Factor; 3D6 if an Advanced Risk Factor; 4D6 if an Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
Fwip! Fwip!	These creatures may spend 3 APs to attack twice with ranged weapons without Loading.
Gastric Acidity	When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.
Give Me Your Eyes	When these creatures inflict a Moderate Injury, it is always a Black Eye. When they inflict a Serious Injury, it is always Head Trauma. Finally, when they inflict a Grievous Injury, it is always a Vitreous Hemorrhage.

Golden Death	These creatures cannot be permanently Slain! unless their eyes are pierced with a golden pin or 1 gold crown (gc) is placed beneath their tongue. During this time, they remain in a state of hibernation, unless the pins or gold crown (gc) are removed, therefore giving life to the creature again. Only by then decapitating and burning the head of the creature in a funeral pyre are they forever Slain!.
Hangin'Tough	These creatures cannot Bleed or suffer Injuries.
Hard-nosed	These creatures are immune to Knockout! and Stunning Blow.
Hatred (ANCESTRY)	When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
Herp Derp	These creatures are easily distracted. When their Turn starts, they must succeed at a Resolve Test or else lose 1 AP.
Hideous Might	These creatures add the Reach and Vicious Qualities to any melee weapons they wield. They also ignore the Weak Quality of melee weapons.
Holy Retribution	When struck by holy water, these creatures suffer 2D10+2 Damage from fire.
I Got Axe for You	After this creature makes an Attack Action with a melee weapon, they can immediately make an Opportunity Attack with any one-handed ranged weapon with the Throwing Quality on the same Turn.
In the Face	These creatures can only be harmed by melee and ranged weapons by using a Called Shot to the head.
Inescapable	When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.
Kill it With Fire	Only after these creature's remains are set On Fire are they forever Slain!.
Lamb to the Slaughter	When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.
Lashing Tail	These creatures can attempt an Opportunity Attack with their tail at the end of their Turn.
Lick Your Wounds	These creatures can spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.
Lumbering Brute	These creatures cannot Charge, Run or use Movement Actions that require 3 AP.
Many Faces of Death	By spending 1 Misfortune Point, these creatures create 1D6 illusions of itself that mimic its precise actions. Once a mirrored image is successfully struck with any weapon or Magick, it immediately dematerializsd. Determining which is the creature and the illusion requires a Secret Test using Scrutinize.
Masterfully Adroit	These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].
Menacing	When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.
Mindless	These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
Monstrous Bellow	When these creatures successfully use a Litany of Hatred, they inflict 2D10+[BB] physical Peril.
Natural Armor (VALUE 1-6)	These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
Never Surrender	Foes do not gain an advantage when they flank or outnumber this creature in combat.
Pack Mentality	When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.
Paralyzing Touch	When these creatures make a successful attack bare-handed, they deal both Damage and force a foe to Resist with a Toughness Test or be Paralyzed. While Paralyzed, foes are unable to use Movement Actions until they successfully Resist.
Paw/hoof/wing	These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Creatures capable of flight are indicated under Movement.
Perfect Camouflage	Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.
Petrifying Gaze	When foes are Engaged with this creature (and the creature can see them), they must Resist with a successful Awareness Test or be Petrified. While Petrified, they are left Helpless and unconscious. Petrification lasts until the heart of the creature that caused the Petrification is pulverized into a bloody concoction and poured over the victim with a successful Alchemy Test.

Physical Instability	Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm until the new moon.
Poison Resistance	These creatures are immune to poisons.
Poisonous Bite	When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.
Primal Scream	When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.
Reanimator	When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.
Ripping Teeth	When these creatures deal Damage, they can force a foe to Resist a Takedown.
Sanity-blasting	When first encountered, these creatures provoke one of the three brands of Madness; if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Horror.
Scar the Flesh	These creatures add +3 to their Damage Threshold, but wear no armor.
Seasons to Pass	When these creatures enter combat, they take upon a different aspect every Turn which passes. In the first Turn, they take on the aspect of spring, gaining +3 to Damage Threshold. In the next Turn, they lose the +3 to Damage Threshold, but take on the aspect of summer, gaining total immunity to fire. In the following Turn, they lose their total immunity to fire and take on the aspect of autumn, able to use two Melee Attacks on that Turn for 2 AP. In the final Turn, they lose their ability to use two Melee Attacks on and take on the aspect of winter, able to Dodge and Parry for 0 APs. This creature may only take upon one aspect at a time and continues to cycle through the four seasons as their Turns pass.
Shapeshifter	These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).
Shootfighting	These creatures ignore the Pummeling and Weak Qualities when fighting bare-handed, with a blackjack or using knuckledusters. In addition, they can refer to [BB] or [CB] when inflicting Damage with these same weapons.
Silent Stalker	When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
Snikt! Snikt!	These creatures may spend 3 APs to attack twice with melee weapons.
Sniveling Whelp	These creatures can only use 2 AP during combat.
Soul Jar	These creatures cannot be permanently Slain! unless the fetish or phylactery which houses their soul is destroyed. However, they can be made to remain in hibernation, left unconscious if a jar of salt is poured into their mouths.
Spit Fire	These creatures can use their breath as a ranged weapon. This allows then to strike a single foe within 3+[PB], as the foe suffers 2D10+2 Damage from fire. A foe can attempt to Dodge Spit Fire or Parry it with a shield. Spit Fire can be used while Engaged with foes.
Steely Fortitude	These creatures always succeed at Resolve Tests and cannot be Intimidated.
Stinging Tentacle	When these creatures deal Damage, at their option, they can force a foe to Resist a Stunning Blow.
Stomp the Yard	When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.
Stone Blast	When creatures use this attack, it forces a foe to Resist with an Athletics Test or suffer 1D10+ the creature's [BB] in Damage. This attack can be used against three foes at once and cannot be Dodged or Parried.
Storm Rage	These creatures are immune to all attacks from electricity and lightning. Furthermore, when they are struck by such attacks, it empowers them, adding a one-time bonus of +3 to Damage Threshold while enabling them to add a 1D6 Fury Die to weapon Damage for an hour.
Strafing Talons	When these creatures execute a successful attack while flying, they also deal 1D10+[AB]physical Peril.
Swallow Whole	When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.

Sweeping Strike	When these creatures make a successful attack with a two-handed melee weapon, they strike up to three foes they're Engaged with.
The Changer of Ways	When these creatures are made subject to Chaos Manifestations, they can roll twice and choose the most desirous result. Finally, they can Counterspell for 0 APs and can use Dispel Magick without having to make an Incantation Test.
Transfixed Gaze	When these creatures can see a foe (who can also see them), they force a foe to Resist with a Resolve Test or be Mesmerized. Mesmerized foes cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape. The creature cannot use any other Actions while they maintain a Transfixed Gaze. However, they can release the gaze at any time. If the creature suffers Damage while a foe is Mesmerized, they immediately relinquish the hold. Foes who attempt to Resist must flip the results to fail their Skill Test.
True Name	Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.
Unbridled Rage	When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.
Uncertain Form	These creatures are immune to Injuries and Perilous Stunts.
Ungainly	When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.
Unlatch Doors	These creatures can automatically unfasten any lock they can see or touch, Magickal or otherwise.
Unnatural Viscera	These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.
Unruly	When these creatures drop down the Damage Condition Track, they move an equal number of steps down the Peril Condition Track.
Vampire's Curse	These creatures cannot cross running water, unless by bridge or boat. When exposed to sunlight, they suffer 2D10+2 Damage from fire for every minute they remain exposed. Instead of suffering Injuries in this case, they instead are caught On Fire. When Slain!, they turn into mist and immediately return to their resting place to sleep. For every hour they sleep, they move one step up the Damage Condition Track positively. Once Unharmed, all Injuries are healed as well. However, while asleep, they can be permanently Slain! if an ironwood stake is driven through their heart and the head is removed.
Wall Crawler	These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.
Wanton Hunger	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.
Weak Spot (BODY PART)	When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.
Weakness to Brass	These creatures cannot be permanently Slain! unless a killing blow is rendered with a weapon made of brass or bronze.
Wind Kick	When creatures use this attack, it forces a foe to Resist with a Coordination Test or be thrown 1D10+[BB] in yards. This attack can be used against three foes at once.
Winds of Chaos	When casting Generalist Magick , at their option, these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.
Word of Death	When these creatures encounter those who are suffering from a Disorder, Disease or Grievous Injury, the foe must Resist with a successful Resolve Test or else be Slain!. However, the foe must be able to see and hear them for Word of Death to work. If a foe succeeds at this Resolve Test, they are forever immune to Word of Death.

Once decided, assign **Traits** to the creature. Be sure to consider the maximum number of Traits you can assign and those which are reserved for specific Risk Factors. Remember: you do not have to assign all Traits – you need only assign those which are most relevant to the creature.



Our Demodog has an Intermediate (Medium) Risk Factor, which means we have 7 Traits to choose. We also know because of its Risk Factor, that we can only choose from the Intermediate Creature Traits table. All 7 Traits will affect the values within the Character Profile, which we'll update in **Step X: Final Considerations**. In addition, we selected the Trait Foul Mutation and will give our Demodog Barbed Spines and Fanged Maw.

Trait: Dark Sense	
Effect	These creatures can see in the dark.

Trait: Foul Mutation	
Effect	When these creatures are encountered, roll 1D6 Chaos Dice if it has a Basic Risk Factor; 2D6 Chaos Dice if an Intermediate Risk Factor; 3D6 if an Advanced Risk Factor; or 4D6 if an Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

Trait: Gutter Runner	
Effect	When these creatures attempt to hide in urban and underground environments, they flip the results to succeed at Stealth Tests.

Trait: Fanged Maw	
Effect	Attacks made bare-handed gain the Entangling Quality.

Trait: Masterfully Adroit	
Effect	These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

Trait: Natural Armor (3)	
Effect	These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

Trait: Ripping Teeth	
Effect	When these creatures deal Damage, they can force a foe to Resist a Takedown.

Taint of Chaos: Barbed Spines	
Effect	Whenever you successfully use a Takedown, you also deal Damage as if you were using a bare-handed weapon.

STEP IX: ATTACK PROFILE

Now it is time to consider what sort of Attack Profile your creature will use. First, we need to talk about a general set of definitions wich will help you model normal weapons from **ZWEIHÄNDER** and **MAIN GAUCHE** or help you create weapons or attacks of your own design that are perhaps unique to your new creature. This will include all calculations from the entry, so you have a reference point when using it in combat. Additional details include the following:

MELEE & RANGED WEAPONS: The Attack Profile begins first with any melee or ranged weapons a creature might possess. Following the proper name of the weapon is the creature's Base Chance of Success to use the weapon (before Difficulty Rating is factored in).

DISTANCE & LOAD: Although not all creatures have both melee and ranged weapons, you will note that the listing for Distance should include whether it is a melee or ranged attack. Distance always includes the Short Distance listing for ranged weapons, such as (ranged 8 yards). Any APs needed to be spent to load should also be included, such as Load (1 AP). Simply multiply the Short Distance by two to calculate Medium Distance and multiply the Short Distance by three to calculate Long Distance.

DAMAGE & QUALITIES: Total Damage should be automatically calculated from Primary Attributes and Traits, along with any particular Qualities a creature's weapons might possess. If it is a non-standard Damage determination (such as from a Trait), mark it as being *Special*. In these cases, you will need to refer to the creature's Traits to better understand what occurs in place of standard Damage.

TRADITIONAL WEAPONS OR NATURAL WEAPONS?

Some creatures use melee and ranged weapons (particularly those who stand upright and have prehensile appendages). Reflecting in their weapon entries is trivial, referencing what has already been described in the Trappings chapter of **ZWEIHÄNDER**. However, other creatures will use some form of natural weapon. The classification of the creature will determine which natural weapons are available. Natural

attacks are not necessarily 'balanced' in terms of its assigned Risk Factor, so if you feel the tables below are too limited, feel free to borrow cross-classification.

If your creatures use weapons, simply enter them into the creature's **Attack Profile**. You may also combine this with natural weapons, but use the guideline below to limit your selection:

- **BASIC RISK FACTOR:** 1 natural weapon
- **INTERMEDIATE RISK FACTOR:** 1 to 2 natural weapons
- **ADVANCED *or* ELITE RISK FACTOR:** 1 to 3 natural weapons

QUICK NOTE: Do not calculate final Damage for weapons yet, as you will be looking at other parts of the Creature Profile to determine final values.

ABYSSAL CREATURE NATURAL WEAPONS

NAME	EFFECTS
Bull-like Horns	Distance (melee engaged or 1 yard) • Damage [BB] • Pummeling, Reach, Slow, Vicious
Corrosive Bile	Distance (ranged 1+[PB] yards) • Load (1 AP) • Damage [CB] • Slow
Demonic Beak	Distance (melee engaged) • Damage [BB] • Pummeling, Punishing, Slow
Deplorable Claws	Distance (melee engaged) • Damage [CB] • Fast, Finesse, Powerful, Vicious
Dire Penetration	Distance (melee engaged or 1 yard) • Damage [AB] • Entangling, Fast, Finesse, Vicious
Euclidean Strike	Distance (melee engaged) • Damage [AB] • Finesse, Weak
Eviscerating Pincer	Distance (melee engaged) • Damage [CB] • Slow, Vicious
Fire Hooves	Distance (melee engaged) • Damage [BB] • Fast, Immolate, Pummeling
Fleshy Whips	Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Fast, Reach
Halitosis Bite	Distance (melee engaged) • Damage [AB] • Fast, Finesse
Hellbite	Distance (melee engaged) • Damage [CB] • Entangling, Slow, Weak
Higher Demonic Claws	Simple Melee Distance (melee engaged) • Damage [BB] • Pummeling, Vicious, Slow
Hyperbolic Fluctuation	Distance (ranged 6+[PB] yards) • Load (1 AP) • Damage [AB] • Finesse, Weak
Immolating Claws	Distance (melee engaged or 1 yard) • Damage [CB] • Immolate, Punishing, Reach, Vicious
Lashing Tail	Distance (melee engaged) • Damage [BB] • Pummeling, Punishing, Slow
Lower Demonic Claws	Distance (melee engaged) • Damage [AB] • Fast, Vicious
Penetrating Tongue	Distance (melee engaged or 1 yard) • Damage [CB] • Entangling, Fast, Finesse, Reach, Vicious
Ragged Claws	Distance (melee engaged) • Damage [BB] • Fast, Pummeling
Spire Fire	Distance (ranged 3+[PB] yards) • Load (0 AP) • Damage (Special) • Shrapnel
Undulating Tentacles	Distance (melee engaged or 1 yard) • Damage [CB] • Reach, Vicious
Wall Crawler Reach	Distance (ranged 3+[PB] yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

ANIMAL CREATURE NATURAL WEAPONS

NAME	EFFECTS
Large Critter Bite or Claws	Distance (melee engaged) • Damage [CB] • Slow, Weak
Mandibles	Distance (melee engaged) • Damage [CB] • Fast, Vicious
Rending or Horrendous Bite	Distance (melee engaged) • Damage [CB] • Fast, Vicious
Small Critter Bite or Claws	Distance (melee engaged) • Damage [BB] • Pummeling, Slow
Swarm Attack	Distance (melee engaged) • Damage [BB] • Fast, Powerful, Pummeling
Talons & Beak	Distance (melee engaged) • Damage [CB] • Powerful
Tentacles or Pincers	Distance (melee engaged) • Damage [CB] • Fast, Entangling, Weak
Terrible Bites or Claws	Distance (melee engaged) • Damage [CB] • Finesse, Punishing, Vicious
Tusks	Distance (melee engaged) • Damage [CB] • Fast, Powerful, Vicious
Vampiric Fangs	Distance (melee engaged) • Damage [CB] • Fast, Vicious
Wall Crawler Spinneret	Distance (ranged 3+[PB] yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing
Yellow Teeth	Distance (melee engaged) • Damage [CB] • Fast, Vicious, Weak

BEAST CREATURE NATURAL WEAPONS

NAME	EFFECTS
Claws & Teeth	Distance (melee engaged) • Damage [BB] • Pummeling, Vicious
Dull Hoof	Distance (melee engaged) • Damage [BB] • Pummeling
Lashing Tail	Distance (melee engaged or 6 yards) • Damage [BB] • Pummeling, Slow
Powerful Bite	Distance (melee engaged) • Damage [BB] • Pummeling, Slow
Ragged Claws	Distance (melee engaged) • Damage [CB] • Slow, Vicious
Ragged Talons	Distance (melee engaged) • Damage [AB] • Finesse, Weak
Razor Fin	Distance (melee engaged) • Damage [BB] • Pummeling, Weak
Sharp Beak	Distance (melee engaged) • Damage [AB] • Fast, Finesse, Vicious
Snapping Jaw	Distance (melee engaged) • Damage [CB] • Punishing, Slow, Vicious
Spiked Tail	Distance (melee engaged or 1 yard) • Damage [CB] • Reach, Slow, Powerful
Talons	Distance (melee engaged) • Damage [AB] • Finesse, Slow, Vicious
Terrible Teeth	Distance (melee engaged) • Damage [AB] • Fast, Finesse, Vicious
Thrashing Tentacles	Distance (melee engaged or 3+[PB] yards) • Damage [CB] • Powerful, Reach
Vicious Bite	Distance (melee engaged) • Damage [CB] • Slow, Vicious, Weak
Vile Claws	Distance (melee engaged) • Damage [BB] • Pummeling, Slow
Vorpal Claw	Distance (melee engaged or 1 yard) • Damage [CB] • Punishing, Reach, Slow, Vicious
Wall Crawler Grasp	Distance (ranged 3+[PB] yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

HUMANOID & MUTANT CREATURE NATURAL WEAPONS

NAME	EFFECTS
Bog Claws	Distance (melee engaged) • Damage [CB] • Fast, Vicious, Weak
Eviscerating Claws	Distance (melee engaged) • Damage [AB] • Fast, Finesse, Vicious
Flailing Branch	Distance (melee engaged) • Damage [BB] • Entangling, Pummeling, Slow
Fluorophore	Distance (ranged 1+[PB] yards) • Damage (None) • Entangling
Mutated Antlers	Distance (melee engaged) • Damage [BB] • Pummeling, Slow
Mutated Hooves	Distance (melee engaged) • Damage [BB] • Pummeling, Powerful, Slow
Mutated Horns	Distance (melee engaged) • Damage [BB] • Pummeling, Powerful, Punishing, Slow
Pseudopod Glob	Distance (ranged 3+[PB] yards) • Load (1 AP) • Damage [BB] • Slow, Pummeling, Throwing
Pseudopod Tentacle	Distance (melee engaged) • Damage [BB] • Entangling, Fast, Pummeling
Ragged Teeth	Distance (melee engaged) • Damage [CB] • Entangling, Pummeling, Slow
Stomach Maw	Distance (melee engaged) • Damage [CB] • Vicious, Punishing
Tail Vertebrae	Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach
Tail Whip	Distance (melee engaged or 1 yard) • Damage [BB] • Entangling, Pummeling, Reach

Terrible Claws	Distance (melee engaged) • Damage [BB] • Pummeling, Slow
Thundering Claws	Distance (melee engaged or 1 yard) • Damage [BB] • Pummeling, Powerful, Reach
Tyrant Spike	Distance (melee engaged or 1 yard) • Damage [BB] • Fast, Reach, Powerful, Pummeling, Vicious
Unhinged Jaw	Distance (melee engaged) • Damage [BB] • Pummeling, Weak

SUPERNATURAL CREATURE NATURAL WEAPONS

NAME	EFFECTS
Branch-like Claws	Distance (melee engaged or 1 yard) • Damage [BB] • Entangling, Pummeling, Slow
Cold Touch	Distance (melee engaged) • Damage [BB] • Pummeling, Slow, Weak
Earthen Fisticuff	Distance (melee engaged) • Damage [CB] • Slow
Elemental Lash	Distance (ranged 3+[PB] yards) • Load (2 AP) • Damage [BB] • Entangling, Pummeling
Elemental Slash	Distance (ranged 6+[PB] yards) • Load (2 AP) • Damage [AB] • Entangling, Finesse
Ghastly Touch	Distance (melee engaged) • Damage [CB]• Entangling, Pummeling, Slow, Weak
Gnashing Teeth & Claws	Distance (melee engaged) • Damage [CB] • Slow, Vicious
Iron-hard Fists	Distance (melee engaged) • Damage [CB] • Vicious
Phantom Limb	Distance (ranged 3+[PB] yards) • Load (1 AP) • Damage [CB] • Entangling, Throwing
Ragged Talon	Distance (melee engaged) • Damage [BB] • Pummeling, Slow, Weak
Redcap Claws	Distance (melee engaged or 1 yard) • Damage [BB] • Pummeling, Slow, Weak
Stinging Tentacle	Distance (melee engaged) • Damage [CB] • Entangling, Fast, Pummeling
Stunted Claw	Distance (melee engaged) • Damage [CB] • Slow, Weak
Teeth & Claw	Distance (melee engaged) • Damage [CB] • Slow, Vicious, Weak
Tooth & Nail	Distance (melee engaged) • Damage [BB] • Pummeling, Slow, Weak
Vampiric Claw	Distance (melee engaged) • Damage [BB] • Punishing, Slow, Weak
Vampiric Talon	Distance (melee engaged) • Damage [BB] • Pummeling, Slow, Weak
Wall Crawler Grasp	Distance (ranged 3+[PB] yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

GETTING CREATIVE!

There are a host of Qualities within both **ZWEIHÄNDER** and **MAIN GAUCHE**. You can use the table below to craft your own natural weapons. Simply choose 1 to 3 Qualities, name the natural weapon your creature uses and enter it into the Attack Profile on the Character Profile sheet.

DISTANCES: If it is a melee natural weapon, assume it has a Distance of (melee engaged), unless it is of a Large or Huge size. In that case, give it a Distance of (melee engaged or 1 yard). If it has a ranged natural weapon, give it a Distance of 1+[PB], 3+[PB], 6+[PB] or 9+[PB].

NAME	EFFECT
Adaptable	Whenever weapons of this Quality are held in two hands instead of one for Attack Actions, add +1 to Damage.
Arming	Weapons of this Quality cannot be Disarmed from their wielder.
Artillery	Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons force foes to flip the results to fail whenever they attempt to Dodge or Parry an attack made with an Artillery weapon.
Binding	Whenever a foe is threatened with Disarm with a weapon of this Quality, they suffer a -10 Base Chance when Resisting its effects.
Brace	A wielder of a weapon with this Quality cannot Charge, Maneuver or Run.
Breaker	Whenever weapons of this Quality successfully Parry a melee weapon with the Finesse Quality, its wielder can spend 1 Action Point (called AP throughout the rest of this chapter) to force the attacking foe to Resist with a Warfare Test. If they fail, the foe's weapon gains the Ruined! Quality.
Defensive	Shields and weapons of this Quality add a +10 Base Chance to Parry.
Detonate	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. In addition, Detonate weapons always inflict a Grievous Injury whenever a target suffers Damage.
Distraction	Immediately after Taking Aim at a foe, weapons and shields of this Quality force the foe to Resist Dirty Tricks.
Entangling	Immediately after striking a foe, weapons of this Quality force a foe to Resist either a Chokehold or Takedown. In addition, whenever a foe is threatened with a Chokehold or Takedown with this weapon, they must flip the results to fail when Resisting its effects.
Fast	Whenever a foe is struck by weapons of this Quality, they suffer a -10 Base Chance to Dodge or Parry.
Fiery	After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire.

Finesse	Weapons of this Quality always reference [AB] whenever dealing Damage, instead of [CB].
Gas	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Gas effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed.
Gunpowder	Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried. Finally, they explode on a face '1' or '6'.
Immolate	After a foe is struck with a weapon of this Quality, they must succeed at a Coordination Test or be set On Fire. The weapon is immediately extinguished after a successful attack, until relit.
Ineffective	Weapons and shields of this Quality cannot deal Damage or inflict Injuries.
Light	Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.
Maker's Mark	Weapons of this Quality gain a +5 Base Chance to strike. Armor of this Quality reduces its Encumbrance Value by 2 (to a minimum of 1). Shields of this Quality add a passive +1 to Damage Threshold Modifier.
Powerful	Immediately after striking an Engaged foe, weapons of this Quality force a foe to Resist with Toughness or be shoved out of the Engagement.
Pummeling	Weapons of this Quality always refer to [BB] whenever inflicting Damage, instead of [CB]. Pummeling weapons can only inflict Moderate Injuries, never Serious or Grievous Injuries. Finally, Pummeling weapons cannot be used to cause Bleeding.
Punishing	Immediately after striking a foe, weapons of this Quality may add a 1D6 Fury Die to Total Damage in exchange for spending 1 additional AP on this Turn.
Reach	Weapons of this Quality may strike a foe a wielder is Engaged with or standing one yard away from outside of an Engagement. In addition, foes who are armed with a Reach weapon can make an Opportunity Attack whenever someone Charges or Runs toward them.
Recoil	After being fired, weapons of this Quality force its wielder to Resist with Toughness or be shoved out of the Engagement. If they Critically Fail this Skill Test, they also suffer an Injury, based on their current Damage Condition. If Moderately Wounded, they suffer a Hyperextended Elbow; if Seriously Wounded, they suffer from a Stress Fracture; and if Grievously Wounded, they suffer a Splintered Elbow. Finally, these weapons require three ammunitions to Load instead of one.
Repeating	Ranged weapons of this Quality can be fired up to three times without having to spend APs to load.
Shrapnel	Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.
Siege	Whenever a weapon with this Quality is fired, it affects multiple targets in an Explosion Template. In addition, Siege weapons always inflict a Grievous Injury whenever a target suffers Damage.
Slow	Whenever a foe is struck by weapons of this Quality, they gain a +10 Base Chance to Dodge or Parry its Damage.
Smoke	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike.
Throwing	Weapons of this Quality do not have a Medium or Long Distance increment for ranged weapons.
Vicious	Weapons of this Quality grant an additional 1D6 Chaos Die to determine whether a wielder inflicts an Injury upon a foe.
Volatile	When a wielder Critically Fails an Attack Action or Perilous Stunt using weapons of this Quality, roll a 1D6 Chaos Die. On a result of '1' to '5', the weapon misfires, requiring an hour to clean and repair. On a result of face '6', it explodes, destroying the weapon and dealing 2D10+2 Damage from fire to its wielder. This Damage cannot be Dodged, Parried or Resisted.
Volley	Ranged weapons of this Quality can be fired up to nine times without having to spend APs to load.
Weak	Weapons of this Quality can only inflict Moderate or Serious Injuries, never Grievous Injuries.
Wytchfyre	Weapons of this Quality must be Loaded with gunpowder and shot, along with a pyreshot of Wytchfyre, in order to be used. After a foe is struck with this weapon, they must succeed at a Coordination Test or be set On Fire. Finally, a foe suffers 3 Corruption whenever they suffer Damage from these weapons.

Our Demodog is of an Intermediate (Medium) Risk Factor, which means we can choose one or two natural weapons. We also know that it is of the Abyssal classification, so we have chosen Halitosis Bite and Lower Demonic Claws for its natural weapons:

ATTACK PROFILE

Weapon	Base Chance	Melee or Ranged & Distance	Load	Damage	Qualities
Lower Demonic Claws	70%	Melee engaged	AP	2D6 + [ ]	Fast, Vicious
Halitosis Bite	70%	Melee engaged	AP	2D6 + [ ]	Fast, Vicious

STEP X: FINAL CONSIDERATIONS

It is time to wrap up your Creature Profile! Follow these steps to bring it to a close:

DODGE VALUE: Remember, if your creature is not wearing armor, apply the Natural Quality to its Dodge, indicated in brackets

PARRY VALUE: If the creature has a natural weapon, do not calculate Parry (unless you feel your creature is an exception to the rule).

TAINTS OF CHAOS: The trait of Foul Mutation indicates your creature has a certain number of Taints of Chaos. Taints usually change Primary Attributes, alter weapon Qualities or have a miscellaneous effect which needs to be accounted for in the final calculations. Taints of Chaos and their revised listings with effects are covered in the Appendix.

TRAPPINGS: Does your creature have trappings? If so, pick a handful that makes sense. Try to keep these within the boundaries of your world economy. If a creature has no trappings, mark this entry as *None*.

TREASURE: Does the creature have its own treasure it holds dear? If so, you may wish to give them other treasure and coins, as described in *Loot & Lucre* from the Bestiary chapter in **ZWEIHÄNDER**.

FINAL CALCULATIONS: A combination of Primary Attributes, Bonus Advances, Traits and Taints of Chaos will ultimately affect all the calculations for your creature. Go back through the nine steps of the creature creation process and calculate all the additive bonuses in the Creature Profile before making the final adjustments.

CREATURE TYPE	DEMODOG	SPELLS	None
CLASSIFICATION	Abyssal	GENERALIST	
INFLUENCES	Stranger Things, hellhounds, Cujo	PETTY	
SIZE	Large (2D6 Fury Dice for Damage)	LESSER	
RISK FACTOR	Intermediate (Medium)		
ROLE	Boss	GREATER	

PRIMARY ATTRIBUTES

	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	50% [5]	50% [7]	45% [8]	50% [5]	40% [5]	45% [4]	35% [3]
Bonus Advances		✓ ✓	✓ ✓ ✓ ✓		✓		

SECONDARY ATTRIBUTES

	Initiative	Movement	Damage Threshold	Peril Threshold	Parry	Dodge	Risk Factor
	+8	11	10 (16/22/28)	7 (13/19/25)	-	45% (Natural)	Intermediate (Med.)
Skill Ranks	Athletics +10, Awareness +10, Coordination +20, Eavesdrop +10, Intimidate +20, Navigation +10, Resolve +20, Scrutinize +10, Simple Melee +20, Stealth +20, Survival +20						

ATTACK PROFILE

Weapon	Base Chance	Melee or Ranged & Distance	Load	Damage	Qualities
Lower Demonic Claws	70%	Melee engaged	AP	2D6 + [8]	Fast, Vicious
Halitosis Bite	70%	Melee engaged	AP	2D6 + [8]	Fast, Vicious

Trait: Dark Sense

Effect: These creatures can see in the dark.

Trait: Masterfully Adroit

Effect: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

Trait: Foul Mutation

Effect: When these creatures are encountered, roll 1D6 Chaos Dice if it has a Basic Risk Factor; 2D6 Chaos Dice if an Intermediate Risk Factor; 3D6 if an Advanced Risk Factor; or 4D6 if an Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

Trait: Natural Armor (3)

Effect: These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

Trait: Gutter Runner

Effect: When these creatures attempt to hide in urban and underground environments, they flip the results to succeed at Stealth Tests.

Trait: Ripping Teeth

Effect: When these creatures deal Damage, they can force a foe to Resist a Takedown.

Trait: Fanged Maw

Effect: Attacks made bare-handed gain the Entangling Quality.

Taint of Chaos: Barbed Spines

Effect: Whenever you successfully use a Takedown, you also deal Damage as if you were using a bare-handed weapon.

NON-PLAYER CHARACTER CREATOR

While it is assumed that a non-player Character (called a NPC here on out) shares all of the same characteristics as player Characters (Skill Ranks, Bonus Advances, Talents, etc.), it may not always be necessary to generate a complete Character from the ground up. We will show you in the steps below how to create memorable NPCs, regardless of whether they are a scurrilous serf, a sniveling sycophant or a svelte sultan.

TWO APPROACHES, TWO SITUATIONS

We have two approaches to show you on how to create a NPC. One to fit a particular narrative situation, the other to create a fully-fledged NPC. Regardless of the approach, you will use the new NPC Profile sheet, which is included in the Appendix and as a form-fillable PDF format online. Be sure to print one out before you get started!

NPC CREATOR OVERVIEW

What follows is a brief overview of the step-by-step process which you can follow to create your own custom NPCs:

- Step I: Determine Approach
- Step II: Persona & Identity
- Step III: Age Group & Ancestry
- Step IV: Appearance & Social Class
- Step V: Motivation
- Step VI: Archetype & Alignment
- Step VII: Primary Attributes
- Step VIII: Skill Ranks
- Step IX: Bonus Advances
- Step X: Talents
- Step XII: Additional Options
- Step XIII: Trappings
- Step XIV: Final Considerations

STEP I: DETERMINE APPROACH

Initially, you need to decide how well-defined you want the NPC creation process to be. There are two options, Simple and Complex. Regardless of the Approach you choose, you may can always stop at the end of the Simple Approach or continue onwards to Complex Approach.

SIMPLE: You will use this approach to create a NPC with enough narrative descriptors to have a mechanical effect upon the story with mechanics. This gives you enough for the player Characters to engage with the NPC, but without the need to provide them with full stats. This approach is suitable for most NPCs the player Characters will encounter in your grim & perilous game.

COMPLEX: By joining the descriptors above, you will create a fully-fledged NPC with an entire array of attributes. This is suitable for NPCs prepared to enter combat or other tense situations with the player Characters where their stats are likely to be needed.

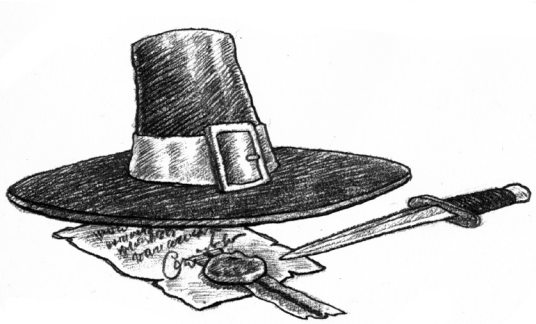
FIVE SENTENCE NPCS

Regardless of the Approach, we need to give the NPC five descriptors, each as a brief statement which together define the most important details about them. The first defines both why the players and their Characters should care about the NPC and how you think your NPC would be in a social situation. The of second, third and fourth each encapsulates precisely how you could describe the NPC to the players at the table. The final descriptor provides distinct mechanical details about the NPC, these being what you would refer to whenever the players use Skill Tests for their Characters to interact with them.

For example, we want to create *Solomon Kane*, the puritanical firebrand found in the stories of Robert E. Howard. Using this system, we would describe him thusly – note that items identified in **bold** font are variables determined by you:

1. **'A dour English Puritan and redresser of wrongs.'**
2. **Solomon Kane** is an **adult human male**.
3. **He** is of **tall** height and a **slender** build for a **human**, but with **pale skin**.
4. **He** is dressed **modestly** for someone of the **Burgher** class, & has **beady eyes** and **lanky hair**.
5. **He** is of the **Warrior** Archetype, driven by **Judgement** and is **Order-Aligned**.

Despite the Approach you choose, you may always stop at the end of the Simple Approach or continue onwards to Complex Approach. Regardless of the Approach, move onto Step II to continue creating your NPC.



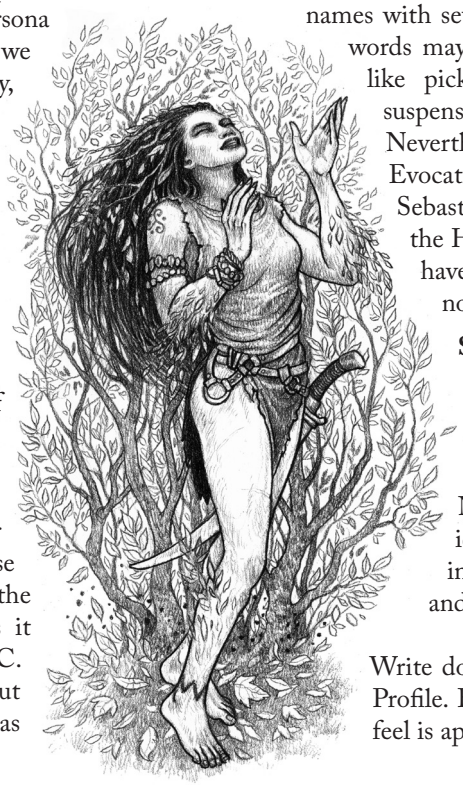
STEP II: PERSONA & IDENTITY

This is the second step for the Simple Approach, but perhaps the most important one. Using just a few words, either a descriptor or a short sentence, you will communicate to your players **why** their Characters should care about the NPC. These should be reasons that transcend a collection of mundane words and categorical descriptors.

PERSONA

Building unique character personality types is tough; it is easier for players to gravitate towards useful character personalities they can recognize from movies, TV shows and books. However, be aware the further you stray from the media they know and consume, the less likely your players will recognize the personality or flair that makes the NPC easily identifiable in their heads. You know your players best. For example, current affairs may resonate with some players, whereas pop culture references may work with others. For the former, you might describe your NPC's persona as "Elon Musk as a mad scientist rising from the slums", but for the latter, you might say, Rupert Angier in the book *The Prestige*.

While traditional fantasy archetypes can influence your decision here, there is a wide, diverse array of other personas that transcend the age-old and tired tropes such as 'ranger girl with bow who hates cities and orcs'. Do not be afraid to lean on Hollywood or television personalities to better define what your NPC's persona will be like. From our home game, we had a folksy NPC named Jim Dandy, a notorious liar and slickster. When writing his persona, it was written as "Andy Bernard from *The Office*, but with a Southern drawl and a sinister, Mad Hatter-like twist". This allowed the GM to think about the NPC's mannerisms (bad humor), the way he spoke (with a "Savannah accent, which is more like molasses just sorta spillin' out of your mouth") and his sense of humanity (self-involved/capricious).



Once you have decided upon your NPC's persona, write it down under **Persona**. You should refer back to these five descriptors as you work through the remainder of the creation process as it will help you better define your NPC. Remember: this may change throughout the course of gameplay. Amend as necessary.

IDENTITY

Now that you have set the baseline expectations for the NPC's Persona using the descriptors, it is time to move onto two important pieces of background.

NAME: Now that you have defined the NPC's persona, you need to give them a name. You may even have in mind a name for them. The name may be inspired by novels you have read, video games you have played, other tabletop role-playing games you have ran or movies you have watched. There really are no strict naming conventions you should follow. However, it is worth noting what sort of impressions the name may leave on your players in case they conflict with what sort of Character you wish to present them with. Always consider the campaign's milieu and the naming conventions you have used before to set the right tone. Selecting a name such as Bobby Badass may not fit within the context of a campaign set during the War of the Roses, but perhaps *Bold Robert* would. Similarly, silly names such as Carlos the Dwarf, Pierce the Dickish or Karlore the Mayor of Wizard Township are likely to be unacceptable unless the tone of your campaign is also silly or humorous. When in doubt, select something evocative that rolls off the tongue easily.

Real world names tend to work, particularly if they evoke the age of old antiquity (Germanic-sounding names work well for those playing a campaign set in the world that evokes **ZWEIHÄNDER**'s source material). Picking names with several consonants or unpronounceable words may be a problem for some players and like picking silly names, may break their suspension of disbelief in your game world. Nevertheless, do not be afraid to get creative! Evocative and colorful names such as Ser Sebastian Bastian, Blixa Killbride, Grover the Huckster or Little Lars the Ninefinger have a distinct ring to them; ones that are not easily forgotten.

SEX & PRONOUN: This game makes no basic intellectual, physical or spiritual distinctions between females and males of any Ancestry. The same goes for transgender NPCs, regardless of their gender identification. Any social inequalities in the campaign world should be owned and addressed by you with players.

Write down the **Name** and **Sex** on the NPC Profile. Be sure to indicate the **Pronoun** you feel is appropriate in the fields.

D100	MALE NAMES				
1	Adelard	35	Georgii	69	Mikail
2	Agnore	36	Gilgarion	70	Moldof
3	Alanin	37	Giselbert	71	Mormecar
4	Alcanix	38	Gloringwa	72	Narien
5	Alexi	39	Grani	73	Nitzer
6	Artur	40	Grinwold	74	Olanis
7	Asan	41	Gunnulf	75	Orri
8	Asvald	42	Hardt	76	Pavel
9	Balboa	43	Harrond	77	Rana
10	Baltar	44	Hedeon	78	Ravandril
11	Bogdahn	45	Heinrich	79	Reinholdt
12	Bram	46	Hensil	80	Richart
13	Camring	47	Hobi	81	Rudger
14	Dankmar	48	Hrosskell	82	Rulde
15	Dima	49	Ichabod	83	Salvik
16	Dmitri	50	Imhol	84	Selkollr
17	Dolwen	51	Iorveth	85	Sergei
18	Dunfjall	52	Ivan	86	Sigmir
19	Edmund	53	Jorgle	87	Sigurt
20	Edwin	54	Karl	88	Skeggi
21	Egdor	55	Kaspar	89	Skialg
22	Egor	56	Kelta	90	Stein
23	Einheit	57	Ketilbiorn	91	Svartgeirr
24	Elror	58	Killian	92	Thalos
25	Erasmus	59	Kolbein	93	Tolman
26	Eredor	60	Kollskegg	94	Torberg
27	Erling	61	Kostantin	95	Urdithane
28	Farnoth	62	Kristof	96	Viktor
29	Fillip	63	Laurenor	97	Voltz
30	Foros	64	Levin	98	Vyach
31	Frey	65	Link	99	Zeidle
32	Fyodor	66	Luppolt	100	Zoltan
33	Garald	67	Markcha		
34	Gaul	68	Matheus		

D100	FEMALE NAMES
1	Aggora
2	Alane
3	Aldis
4	Altronia
5	Anikka
6	Anya
7	Arwin
8	Aslaug
9	Baeju
10	Beatrix
11	Belle
12	Bera
13	Berchte
14	Beryll
15	Bingjaz
16	Brigirt
17	Brunhilda
18	Carla
19	Cordelia
20	Cutka
21	Elandor
22	Elenwe
23	Emme
24	Engela
25	Eponia
26	Errgha
27	Finduelis
28	Fluli
29	Gabby
30	Galadwen
31	Gayle
32	Gertrude
33	Giselbert
34	Gretla

35	Grima	69	Prisco
36	Gudfrid	70	Ragna
37	Hilda	71	Rilia
38	Hilde	72	Rosabella
39	Hildegard	73	Rowena
40	Hlif	74	Ruela
41	Hrafnhild	75	Sadrilil
42	Ildrin	76	Salina
43	Iludir	77	Sibbe
44	Ingunn	78	Sigrid
45	Irrgha	79	Steinunn
46	Janna	80	Styrlaug
47	Jarjeen	81	Tallana
48	Jilly	82	Tallana
49	Jimja	83	Tarkha
50	Klare	84	Thordi
51	Lena	85	Thorfrithr
52	Liessa	86	Thraslaug
53	Lindo	87	Tilda
54	Lucia	88	Torporza
55	Lucinda	89	Unn
56	Lucretia	90	Vadandre
57	Magi	91	Vaklana
58	Marta	92	Verina
59	Mina	93	Vivandrel
60	Muriel	94	Wulfhilde
61	Nianna	95	Xena
62	Ogrila	96	Ylarfa
63	Orrgha	97	Yrrgha
64	Pansy	98	Yuviel
65	Pelegrane	99	Zagba
66	Perplopa	100	Zelda
67	Phee		
68	Poppy		

For our NPC, we have an idea in our head what this person is like. They are suited for a grim & perilous world, therefore they have been 'physically & psychologically scarred, with a gravelly voice with no sense of humor but drags their foot as they walk'. We'll name the NPC Danziger Eckhardt – the misfortunate protagonist at the beginning of both **ZWEIHÄNDER** and **MAIN GAUCHE**. His name was inspired by the band Danzig, the term 'edgelord' (that seems to fit the tongue in cheek joke-ish nature of **ZWEIHÄNDER***)* and thus his surname Eckhardt). In our home game, he went by the moniker 'Sunshine' because his personality was so dour. Now, imagine what sort of impact our protagonist would have if he was simply called Danziger Sunshine. Would it instill the same sense of respect, reverence or caution that Eckhardt would connote?

PERSONA	Physically & psychologically scarred, with a gravelly voice with no sense of humor; drags his foot as he walks.

NPC Name	Age Group	Ancestry	Sex
Danziger Eckhardt is a(n)			male.

Pronoun	Height	Build	Ancestry	Complexion
He is of	stature & a	build for a	, but with	.

Pronoun	Manner of Dress	Social Class	Distinguishing Marks
He is dressed	for someone of the	class, & has	.

Pronoun	Archetype	Motivation	Alignment
He is of the	Archetype, driven by	& is	.

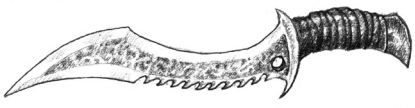
STEP III: AGE GROUP & ANCESTRY

AGE GROUP

Use what you have decided as your NPC's persona to determine their age. Age has no immediate impact to their Primary Attributes. Also, note that we have purposefully omitted specific age ranges and instead use general terms for Age Groups. As a GM, you may have your own idea about how life expectancy and number of years categorized by age varies by Ancestry.

Age Group also determines the number of Distinguishing Marks your NPC might have when you create them. In addition, if you are using the Complex Approach rather than the Simple Approach, it will also determine the number of Skill Ranks, Bonus Advances and Talents your NPC will possess later in the process.

D100	AGE GROUP	NUMBER OF DISTINGUISHING MARKS
1 to 25	Young	None
26 to 70	Adult	1
71 to 90	Middle Aged	2
91 to 100	Elderly	3



ANCESTRY

Humans are the default Ancestry for most grim & perilous worlds, but you may want to select a specific or random Ancestry when making a NPC. Ancestry is also an important factor in determining a NPC's Skill Ranks, Bonus Advances and Talents when taking the Complex Approach to NPC creation.

If you do not have a specific idea as to what the Ancestry of your NPC should be, you can randomly determine Ancestry by using the table below. Once you determine the Ancestry of your NPC, mark it under the relevant fields for **Ancestry**.

D100	ANCESTRY
1 to 15	Dwarf
16 to 32	Elf
33 to 49	Gnome
50 to 66	Halfling
67 to 83	Human
84 to 100	Ogre

Even though Danziger's stories seem to indicate that he has lived a long (yet misfortunate) life, Danziger is barely 21 years of age. At the time of the opening story, he was but a youth. For now, we will place him in the Adult Age Group. Danziger Eckhardt lives in the great city of Kahabro upon the continent of Goth Moran; a world that is treated as mostly humanocentric. Thus, we have chosen human for his Ancestry.

PERSONA	Physically & psychologically scarred, with a gravelly voice with no sense of humor; drags his foot as he walks.

NPC Name	Age Group	Ancestry	Sex
Danziger Eckhardt is a(n)	**adult**	**human**	male.

Pronoun	Height	Build	Ancestry	Complexion
He is of	stature & a	build for a	**human** , but with	.

Pronoun	Manner of Dress	Social Class	Distinguishing Marks
He is dressed	for someone of the	class, & has	.

Pronoun	Archetype	Motivation	Alignment
He is of the	Archetype, driven by	& is	.

STEP IV: APPEARANCE & SOCIAL CLASS

It is now time to determine the baseline appearance of your NPC. The Character creation section in **ZWEIHÄNDER** contains a number of specific appearance options to help further round out a Character's description. We have simplified the information here, as well as added a few more options to help you create individual NPCs.

Using the tables below, select their **Height**, **Build**, **Complexion** and **Manner of Dress**. Also, be sure to select up to three **Distinguishing Marks**, based on the NPC's Age Group. Alternatively, you can use the tables below to randomly determine your NPC's appearance. Write all of the relevant details down in the NPC Profile.

D100	HEIGHT TYPE
1 to 20	Short
21 to 79	Normal
80 to 100	Tall

D100	BUILD TYPE
1 to 20	Frail
21 to 40	Slender
41 to 60	Normal
61 to 80	Husky
81 to 100	Corpulent

D100	COMPLEXION
1 to 10	Pale skin
11 to 20	Fair skin
21 to 30	Light skin
31 to 40	Light tan skin
41 to 50	Tan skin
51 to 60	Dark tan skin
61 to 70	Light brown skin
71 to 80	Brown skin
81 to 90	Dark brown skin
91 to 100	Ebony skin

D100	MANNER OF DRESS
1 to 25	Shabbily
26 to 70	Modestly
71 to 90	Fashionably
91 to 100	Extravagantly

D100	DISTINGUISHING MARKS
1	Abnormally white teeth
2	Abundance of freckles on face
3	Acne-scarred face
4	Additional toes or fingers
5	Almond-shaped eyes
6	AseXual appearance
7	Ashy elbows
8	Balding pate
9	Beaded mustachio
10	Beady eyes
11	Beauty mark on face
12	Big ears
13	Blood-shot eyes
14	Bow-legged walk
15	Branded with cattle iron
16	Broken nose
17	Buck-toothed or snaggle-toothed
18	Bulging eyes
19	Burn scars on face and arms
20	Bushy eyebrows
21	Carefully-groomed beard
22	Cherubic face
23	Clammy hands
24	Claw marks over face
25	Covered in black moles
26	Curly locks of hair
27	Devilish goatee
28	Different colored eyes
29	Dimpled cheeks
30	Doll-like face
31	Drooping eye
32	Dry, flaking skin
33	Ear half-missing
34	Embarrassing acne scars
35	Embarrassing tattoo on face
36	Excessive body hair
37	Eyes too far apart
38	False finger
39	Farmer's tan
40	Glasgow smile
41	Golden lock of hair
42	Harelip
43	Hooked nose
44	Horse-faced
45	Humpbacked
46	Incredibly beautiful
47	Itchy scabies bites
48	Jaundiced complexion
49	Lanky hair
50	Large and hairy mole
51	Large nose
52	Large red birthmark on arms
53	Lazy eye
54	Leathery countenance
55	Lichtenberg scar
56	Long eyelashes
57	Long moustache
58	Long sideburns
59	Milky eye
60	Mismatched eye color
61	Missing an eyebrow
62	Missing fingers
63	Nervous tic
64	Older-looking face
65	Painted beard
66	Pallid countenance
67	Patch of white hair
68	Perfect posture
69	Perpetual sneer
70	Perpetually deep frown
71	Piercing eyes
72	Pigeon-toed stance
73	Pot belly
74	Pox scars all over body
75	Pronounced brow
76	Purple bags beneath eyes
77	Rancid breath
78	Rash of pimples
79	Rheumy eyes
80	Six-fingered hand
81	Slouchy posture
82	Spiked mohawk

83	Squinting eyes or false eyepatch
84	Steely gaze
85	Strong jaw
86	Sunburn scars
87	Sunken eyes
88	Tanned, leathery skin
89	Tarred and feathered
90	Terribly crooked teeth
91	Vacant eXpression
92	Veteran's nose
93	Vulgar tattoo
94	Weak chin
95	Wears spectacles
96	Webbed hands and feet
97	Widow's peak
98	Wind-chapped cheeks
99	Yellow scum on teeth
100	Yellowed fingernails and toenails

SOCIAL CLASS

Social Class plays a large part in the way the NPC was raised, the social conventions they adhere to and what actions they consider to be acceptable. It also affects the vocabulary they use to communicate and the way in which they communicate. Referring to someone by their first name may be acceptable amongst the Lowborn, but a Lowborn addressing a Highborn person, even an Aristocrat, is likely to cause offense. Altogether, this should further color how your NPC would interact with the player Characters and react to what they say and do.

Each Social Class has been painted with a broad brush, leaving them open to interpretation. The fundamental differences between them are likely to vary from culture to culture.

LOWBORN: The NPC was born poor and never found a way to raise themselves above their station. From morning to night, their days have been spent in backbreaking labor beneath the sun, barely making enough to put food on the table. They likely work six days a week with only the Sabbath or other special holy days providing respite from labors. The Lowborn live in constant deference, humble in spirit, but hearty in lifeblood for what meager riches they can gather from their hardscrabble existence. The Lowborn also tend to be meek and small, shying away from their betters, which works well when standing before lord such-and-such. Yet it also allows them to move around unnoticed, which is an advantage for any peasant on the run from serfdom – servitude not far removed from slavery. Lowborn are a simple, superstitious lot, unburdened by formal education or training. This rustic demeanor can be a solace amongst the like-minded, but others view it with bemusement or disdain.

BURGHER: The NPC grew up amongst a family that has broken free from the feudal order, a member of the burgeoning middle class called the Burghers. The growth of commercialism and the capacity to make money in the towns and cities have provided them with two freedoms the Lowborn lack – the freedom to make their own choices and the freedom to forge their own life without the patronage and protection of the Aristocracy. Lawyers, doctors and other academicians are often of the Burgher caste. Money is not everything, but it can certainly grease the wheels, as it were, as all but the wealthiest of Burghers can afford the same social network as their betters within the Aristocracy. Because they are not required to 'play at court' with their betters, Burghers instead dedicate their spare time to crafts, hobbies and the world around them. Perhaps more so than any other Social Class, Burghers possess a unique opportunity, the chance to better themselves and rise above their station. However, not everyone appreciates the freedom that Burghers enjoy or the sweeping social changes this freedom may herald.

ARISTOCRAT: The NPC was born to a family whose name can be traced back to the nobility of old. The influence and renown of their lineage can be a significant boon; they may be able to call upon powerful allies or even command subjects to assist them when needed. Their life has also afforded them many luxuries, including food, clothing and other comforts. Many are highly educated, girls typically being sent to formal finishing schools, while the boys are expected to study under the sometimes knuckle- wrapping tutelage of schoolmasters – though there are always exceptions. Whatever their schooling, aristocrats are always well-versed in the nuances of high society and maintaining one's courtly appearance.

Patronage, ambition, climbing the social network and an array of responsibilities define the differences between the Aristocracy and the *nouveau riche* Burgher. Aristocrats exercise certain freedoms others cannot afford. It is common for them to express an interest in the arts and hunting for sport, but some dedicate themselves to understanding the sciences and literature, perhaps sponsoring artists and scientists for the prestige it brings them. Whatever their pursuits, Aristocrats display a degree of eloquence and refinement that frequently inspires resentment or discomfort among those who did not share a similar upbringing.

Once you determine the Social Class of your NPC, mark it under **Social Class**. Alternatively, you can randomly determine its by using the table below.

D100	SOCIAL CLASS
1 to 60	Lowborn
61 to 90	Burgher
91 to 100	Aristocrat

Danziger comes from a stock of tall folk who are tanned from centuries of working under the blazing sun and pouring rain. He is of tall statue, husky build and has a dark tan complexion. In addition, he is shabbily dressed and has burn scars on his face and arms. His limited vocabulary, his having lived amongst society's castoffs and having made his living from committing murder-for-hire, Danziger Eckhardt carries himself with the low expectations and rough manners of the lower classes. Thus, we will select Lowborn as his Social Class.

PERSONA	Physically & psychologically scarred, with a gravelly voice with no sense of humor; drags his foot as he walks.		
NPC Name	Age Group	Ancestry	Sex
Danziger Eckhardt is a(n)	adult	human	male.

Pronoun	Height	Build	Ancestry	Complexion
He is of	**tall** stature & a	**husky** build for a	human , but with	**dark tan skin.**

Pronoun	Manner of Dress	Social Class	Distinguishing Marks
He is dressed	**shabbily** for someone of the	**Lowborn** class, & has	**burn scars on face and arms.**

Pronoun	Archetype	Motivation	Alignment
He is of the	Archetype, driven by	**Revelation** & is	.

STEP V: MOTIVATION

What drives a NPC to commit certain acts or dedicate themselves to a particular cause or purpose, will vary from NPC to NPC. They may have suffered a lifetime of hardship, enjoyed an upbringing of luxury and indulgence, been subject to a social slight or been indoctrinated from childhood. So one NPC might want to bring down the social order, another to accumulate wealth, another to embarrass an equal and another to fulfill the aims of the foul daemon they worship through wanton acts of adoration and sacrifice. These drives create a defining purpose for your NPC, called a Motivation. A NPC is not restricted to one Motivation and they may be driven by several different agendas and may even have odd urges. For example, it is not unknown in a grim & perilous world for an Aristocrat to want to maintain their luxurious lifestyle while also serving the aims of some daemonic cult. The question is, which is more important to them?

Roleplaying and portraying these Motivations is vital when creating deep and compelling NPCs. For instance, villains do not simply scheme for the mere purpose of being evil; no, they do so with an end goal in mind. Each Motivation gives you a keyword you can refer to when the player Characters interact with each NPC, while each also gives you an idea whether the player Characters share a common bond or goal with them. Ultimately, a NPC's Motivation is an excellent tool to enhance role-playing, using it as a 'north star' to guide you when the NPC is faced with moral dilemma.

Although we recognize that some of these Motivations are apparent in their meaning, we have copied and expounded upon their original entries from **ZWEIHÄNDER** below.

ABSOLUTION: Those who are driven by this Motivation seek to be redeemed through their actions, either to a mentor, peer or perhaps a god. They will often go to great lengths and sacrifice others, to guarantee that they are given clemency for their crime. And crimes committed along the way… well, those too will be absolved.

ASCENDANCY: Whether for moral dominance or from a position of power, these people will stop at nothing to maintain their status quo. Slipping backwards is not an option, forward momentum is their goal. Those who stand

in their way can become allies or be simply trampled over.

DECORUM: Propriety is paramount, as seemliness leads to a better end. While they maintain airs in front of others, it may all be a show, meant to hide their darker predilections behind closed doors. In public and before their peers, however, they must appear astute and reputable.

DEFIANCE: Every cause is worth dying for and the defiant will harp endlessly on about what they feel is just and right. Their sense of true justice may be skewed by their inability to give ground or call it quits. Even in the face of danger, they remain resolutely disobedient.

DESTRUCTION: Those given to this Motivation care little for the world and would rather see it burn than flourish. While they may not take an active hand to help kindle the fire, they are certainly not going to toss a bucket of water on it when it starts to burn everyone and everything around them.

DOMINION: Territorial and haughty, these folk believe their home is their castle. And, perhaps even your castle is their castle. They broker no deals nor make allegiances unless it strengthens their sovereignty over what they hold most precious.

EMANCIPATION: Freedom and choice are the watchwords of this Motivation. Free thought and independence are keys to make society better. They may even foment rebellion or support illegal activities to see that personal freedom is achieved, but are not afraid to enslave others to see their ideology is met.

HOMAGE: Those who are motivated by Homage do aught else, but emulate the behaviors of a peer. Succor, adoration and obsequiousness are often the descriptors of those who care nothing of themselves, but live only to appease others.

INNOVATION: Those who thrive on discovery embark upon an endless quest of self-fulfillment. Innovators may be friendly naturalists or murderous magicians, hell-bent on creating a new world for themselves. They hold dear their achievements and may stop at nothing to see others fail in their footsteps.

JUDGEMENT: Standing upon high, they believe there is only one truth in this world – their own. Whether empowered by the state or by a god, their shrewdness is matched only by reasonable arguments. It is rare that they entertain the ideas of others' in this regard, given that they discriminate indiscriminately against others' sense of prudence.

LARGESSE: Generous to a fault, they dispense favors and gold ceaselessly. Their munificence is well-regarded by their friends. Unsurprisingly, sycophants and hangers-ons often circle around the charitable. But they, too can be used – perhaps the philanthropy of the kind-hearted is dispensed if only to cover up their true crimes.

LEGACY: They must leave something behind, whether it be an esteemed name, reputation, commemorations or their seed. Heritage means everything to them, going to great lengths to know everyone knows about their victories and achievements. This may mean erecting temples in their name or racking up a murder count that would make the most heinous of criminals blush.

METAMORPHOSIS: Change and evolution are all that matter. Evolving from where they are now into something else is the only way to live. Being upjumped from their current circumstances, growing in their duties and responsibilities or transmutation into something less human would fulfill their intent.

NIHILISM: Life means nothing. Do what you want. Party as you like. Steal to your heart's content. It may also mean that one predisposed to such entropic desires care little if their own goods are stolen. However, it would prove a great test of faith to see what little property they have taken by another.

PEACE: An end to hostilities is the only way to pure enlightenment. But, peace is not always sown by making deals with their enemies. Sometimes, peace can only be achieved forcibly through tyranny. This may not suit every peacenik, but plenty of rulers use moments of chaos as a way to enforce harmony with violent reprisal.

PERFECTION: Infatuation with their looks or capabilities drives these people to places others might not like. They abhor others who may be comparable to themselves. They may spite others' faces for their perfect noses – and simply cut it off to wear as their own. Or perhaps they hide their inadequacies behind a carefully prepared veneer of makeup and rouge.

REVELATION: The word of gods or the universe, will teach everyone else what it means to be faithful. Only a few are worthy of knowing the truth and no others may understand the complications that are to come but those awaiting Revelation.

SECRECY: Obfuscation of the truth and staying out of the limelight, suits them just fine. Those obsessed with Secrecy would rather not attract attention from others, especially if it would raise the ire of witch hunters seeking out the heresy they practice.

VENERATION: They seek to be worshipped, whether for personal achievements, adoration of their physical selves or hero-worshipped by soldiers. There have been many kings and priests who have desired to be worshipped as gods born upon earth, but a rare few ever deserved such attentions.

VENGEANCE: A right must be wronged and they will stop at nothing to see it happen. Once the wrong is righted, however, some borne upon this path may continue a twisted game of finding yet more wrongs to be righted. Many a masked vigilante have been led astray to seek vengeance.

Once you determine the Motivation of your NPC, mark it under **Motivation**. Alternatively, you can randomly determine it by using the table below.

D100	MOTIVATION
1 to 5	Absolution
6 to 10	Ascendancy
11 to 15	Decorum
16 to 20	Defiance
21 to 25	Destruction
26 to 30	Dominion
31 to 35	Emancipation
36 to 40	Homage
41 to 45	Innovation
46 to 50	Judgement
51 to 55	Largesse
56 to 60	Legacy
61 to 65	Metamorphosis
66 to 70	Nihilism
71 to 75	Peace
76 to 80	Perfection
81 to 85	Revelation
86 to 90	Secrecy
91 to 95	Veneration
96 to 100	Vengeance

At first Danziger searched for coin, but then he decided truth was more powerful than cash. In order for him to be able to wield the power of truth, he would have to seek it out using steel and avarice. For that, we would select Revelation as his Motivation.

STEP VI: ARCHETYPE & ALIGNMENT

ARCHETYPE

For the Simple Approach, we only choose a NPC's Archetype, not an individual Profession. This will provide you with a generic term you can assign to the NPC if the player Characters ask and it also provides you with the starting point for their full stats (such as Primary Attributes, Skills and Talents) if you decide to develop the NPC using the Complex Approach.

Choose from **Academic**, **Commoner**, **Knave**, **Ranger**, **Socialite** or **Warrior**. Once you determine the Archetype of your NPC, mark it under **Archetype**. Alternatively, you can randomly determine it by rolling on the table below.

D100	ARCHETYPE
1 to 15	Academic
16 to 32	Commoner
33 to 49	Knave
50 to 66	Ranger
67 to 83	Socialite
84 to 100	Warrior

ALIGNMENT

Just as the player Characters themselves will be drawn betwixt Order and Chaos, so too will the NPCs they interact with. However, NPCs are a touch more linear in their thinking. Either they side with the cause of Order and the needs of society around them or they are drawn to the selfish needs of Chaos.

WHY ALIGNMENT?

Take a moment to decide just how the NPC came to be drawn towards Order or Chaos. Was their Motivation born from it? A quick glance at their history will show a passion for something, whether it be food, lucre, comfort, kindness, battle, knowledge or even salvation. It is important to consider the broader strokes of what the NPC seeks, as gameplay itself (and your decisions) will decide whether their pursuit is pure or corrupt.

CHAOS-ALIGNED: If a NPC is prone to internal conflict, madness and unfiltered sentiment, then they will be drawn to the Chaos Alignment. They are likely to give into baser things, perhaps becoming a mirror of the cruelty they once trembled from. Perhaps it is a simple matter of the madness of this world being reflected in them, but dissonance, uncertainty and discord are reflected in those who are Chaos-Aligned.

ORDER-ALIGNED: On even the rockiest of outcroppings, a wildflower blooms, a sign of stubborn life refusing to bend or submit. Despite the circumstances or perhaps because of them, a NPC possesses an inner strength which refuses to be extinguished. Harmony, stability and hierarchy are reflected in those who are Order-Aligned.

Once you determine the Alignment of your NPC, mark it under **Alignment**. Alternatively, you can randomly determine it by using the table below.

D100	SOCIAL CLASS
1 to 50	Chaos-Aligned
51 to 100	Order-Aligned

SIMPLE APPROACH COMPLETE

Congratulations! You have created your first NPC. Be sure to share any NPC you design over on the Grim & Perilous Library, our community content portal at GrimAndPerilous.com. However, if you wish to move on and further flesh out your NPC with a full line of stats, move onto the next step.

With the power of his own flesh and wherewithal, Danziger's life became one filled with blood and iron. He was no wordsmith, but he had a way to make others 'understand' him using violence and avarice. We will choose the Warrior Archetype for Danziger. It is Danziger's endless search of truth and power that allowed a small handful of cultists to take him down. For this reason, we will make him Chaos-Aligned.

PERSONA	Physically & psychologically scarred, with a gravelly voice with no sense of humor; drags his foot as he walks.

NPC Name	Age Group	Ancestry	Sex
Danziger Eckhardt is a(n)	adult	human	male.

Pronoun	Height	Build	Ancestry	Complexion
He is of	**tall** stature & a	**husky** build for a	human , but with	**dark tan skin.**

Pronoun	Manner of Dress	Social Class	Distinguishing Marks
He is dressed	**shabbily** for someone of the	**Lowborn** class, & has	**burn scars on face and arms.**

Pronoun	Archetype	Motivation	Alignment
He is of the	**Warrior** Archetype, driven by	**Revelation** & is	**Chaos-aligned.**

PRIMARY ATTRIBUTE DISTRIBUTION BY ARCHETYPE

PRIMARY ATTRIBUTES	ACADEMIC	COMMONER	KNAVE	RANGER	SOCIALITE	WARRIOR
Combat	40	35	40	45	40	50
Brawn	35	50	40	40	35	45
Agility	40	45	50	40	40	35
Perception	45	40	45	50	45	40
Intelligence	45	40	40	40	45	40
Willpower	50	40	35	45	40	45
Fellowship	40	45	45	35	50	40

STEP VII: PRIMARY ATTRIBUTES

At this point, you have determined that because you want your NPC to have the necessary stats and skills needed to fully enter combat and other tense situations, a Complex Approach is needed rather than a Simple Approach. This, and the following steps, will guide you to further develop and create your NPC.

PRIMARY ATTRIBUTES

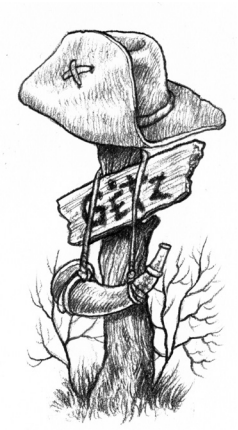
We have taken the liberty of assigning Primary Attributes to Archetypes for a quick approach to NPC creation. Simply look at the table below and assign the Primary Attributes that are relevant to the NPC's Archetype. Then, record it under the relevant fields. You will also see brackets following the values in the white space. Do not adjust the NPC's Primary Attribute Bonuses just yet, as Bonus Advances and Taints of Chaos from the Appendix may change these values.

For further customization, assign these values to your NPC as you see fit: **50%**, **45%**, **45%**, **40%**, **40%**, **40%** and **35%**.

We already determined that Danziger Eckhardt is of the Warrior Archetype. Thus, we have distributed his Primary Attributes as follows:

MAKING FULLY-FLEDGED NPCS

If you are interested in creating a custom NPC using the same approach as you would in building a player Character, refer to *Creation Overview* of the Character Creation chapter in **ZWEIHÄNDER**. Then marry that concept to *Starting At A Higher Tier* in the Game Mastery chapter therein.



PRIMARY ATTRIBUTES							
	COMBAT CB	BRAWN BB	AGILITY AB	PERCEPTION PB	INTELLIGENCE IB	WILLPOWER WB	FELLOWSHIP FB
	50% [ ]	45% [ ]	35% [ ]	40% [ ]	40% [ ]	45% [ ]	40% [ ]
Bonus Advances							

STEP VIII: RISK FACTOR

Every NPC is classified by the estimated level of the danger they represent to the player Characters. This classification is called their Risk Factor. In addition, when Notch is combined with Risk Factor, this gives you an idea of how powerful a NPC is and how many Skill Ranks, Bonus Advances and Talents they may have. This methodology follows the same standards as annotated earlier in the Creature Creator.

Once determined, write down the **Risk Factor** on the NPC Profile, along with their **Notch**.

Danziger Eckhardt is something not to be trifled with. He has been marked for death, has undergone horrific cult activities and learned to survive on the streets of Kahabro – both above and below. We also want Danziger to be challenging enough for three or more Characters. To reflect this, we made him of the Intermediate Risk Factor with the (Medium) Notch.

ELITE RISK FACTORS

As previously noted, NPCs with the Elite Risk Factor are leagues ahead of others. Elite NPCs have 50% in most of their Primary Attributes, save for one Primary Attribute, which is 55%. Make the modifications accordingly.

PRIMARY ATTRIBUTES							
	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	50% [ ]	45% [ ]	35% [ ]	40% [ ]	40% [ ]	45% [ ]	40% [ ]
Bonus Advances							

SECONDARY ATTRIBUTES							
	Initiative	Movement	Damage Threshold	Peril Threshold	Parry	Dodge	Risk Factor
	+		(/ /)	(/ /)	% ( )	% ( )	Intermediate (Med.)
Skill Ranks							

STEP IX: SKILL RANKS

When making the initial assignment of Skill Ranks to your NPC, several factors will influence how you do this. These include, but are not limited to, what Archetype they are in, their combat readiness, general economic standing, behaviors and the place they occupy in the world, as well as the story you want to tell and flavor you want the NPC to have.

As before, **ZWEIHÄNDER** and **MAIN GAUCHE** use a 'bounded accuracy' model to reduce potential bloating of numbers at higher Risk Factors and Tiers. This means that there are specific limitations to the number of Skill Ranks you may assign to any one Skill:

- NPCs with a Basic Risk Factor cannot have more than one Skill Rank in the same Skill.
- NPCs with an Intermediate Risk Factor cannot have more than two Skill Ranks in the same Skill for Intermediate Risk Factor.

- NPCs with an Advanced or Elite Risk Factor cannot have more than three Skill Ranks in the same Skills.
- NPCs do not have Skill Focuses whatsoever.

Danziger Eckhardt has an Intermediate (Medium) Risk Factor. Therefore, he cannot have more than two Skill Rank (+20) in any Skill he possesses. Let's use Martial Melee as our example; if he has a Basic Risk Factor instead, Danziger could have only one Skill Rank (+10) in Martial Melee; if he has an Intermediate Risk Factor, Danziger could have up to two Skill Ranks (+20) in Martial Melee; and finally, if he has an Advanced or Elite Risk Factor, Danziger could have up to three Skill Ranks (+30) in Martial Melee.

A combination of Risk Factor and Notch will cap the maximum number of Skill Ranks you can assign to the NPC. Follow these guidelines to determine how many Skill Ranks you can assign. Remember, this is the maximum number of Skill Ranks a NPC can possess across all of their Skills. You need not select all Skill Ranks, unless absolutely necessary:

BASIC RISK FACTOR

- (Low) Notch: up to 4 Skill Ranks
- (Medium) Notch: up to 7 Skill Ranks
- (High) Notch: up to 10 Skill Ranks

INTERMEDIATE RISK FACTOR

- (Low) Notch: up to 14 Skill Ranks
- (Medium) Notch: up to 17 Skill Ranks
- (High) Notch: up to 20 Skill Ranks

ADVANCED or ELITE RISK FACTOR

- (Low) Notch: up to 24 Skill Ranks
- (Medium) Notch: up to 27 Skill Ranks
- (High or Unique) Notch: up to 30 Skill Ranks

SELECTING SKILL RANKS: We have assigned Skill Ranks to each Archetype, however they only serve as a guide. If there are a few Skill Ranks you think your NPC should have, feel free to select Skill Ranks not indicated on the list.

SKILL DISTRIBUTION BY ARCHETYPE

SKILL	ACADEMIC	COMMONER	KNAVE	RANGER	SOCIALITE	WARRIOR
Alchemy	✓					
Athleticst		✓		✓		✓
Awareness		✓	✓	✓		✓
Bargain	✓	✓	✓		✓	✓
Charm			✓		✓	
Coordination			✓	✓		
Counterfeit	✓		✓		✓	
Disguise			✓		✓	
Drive		✓		✓		
Eavesdrop			✓		✓	
Education	✓				✓	
Folklore	✓	✓	✓	✓	✓	✓
Gamble			✓		✓	✓
Guile			✓		✓	✓
Handle Animal		✓		✓		
Heal	✓	✓		✓		
Incantation	✓					
Interrogation		✓			✓	✓
Intimidate			✓	✓		✓
Leadership	✓				✓	✓
Martial Melee						✓
Martial Ranged			✓	✓		✓
Navigation	✓	✓		✓		
Pilot		✓		✓		
Resolve	✓	✓	✓		✓	✓
Ride	✓			✓	✓	✓
Rumor	✓	✓	✓	✓	✓	✓
Scrutinize	✓				✓	
Simple Melee	✓	✓	✓	✓	✓	✓
Simple Ranged	✓	✓	✓	✓	✓	✓
Skulduggery			✓			
Stealth		✓	✓	✓	✓	
Survival	✓	✓		✓		
Toughness		✓		✓		✓
Tradecraft	✓	✓				
Warfare	✓					✓

Danziger Eckhardt has an Intermediate (Medium) Risk Factor, which means we have 17 Skill Ranks to assign. We also know that because of his Intermediate Risk Factor, he cannot have more than +20 assigned to any one Skill. We've already decided that he is going to be well-versed in swordsmanship. We also know we want him to be a tough sonofabitch and an inconsummate gambler, but frail of mind. Thus, we have assigned Danziger's 17 Skill Ranks as follows:

Skill Ranks	Athletics +20, Awareness +20, Folklore +20, Gamble +10, Resolve +10, Rumor +20, Martial Melee +20, Simple Melee +20, Toughness +20, Warfare +10

STEP X: BONUS ADVANCES

Now, it is time to begin assigning Bonus Advances to your NPC. Bonus Advances are added to Primary Attribute Bonuses to calculate their final Primary Attribute Bonus value. This means you apply Bonus Advances to [CB], [BB], [AB], [PB], [IB], [WB] and [FB] as final modifiers to determine the ultimate values for all Secondary Attributes.

ASSIGNING BONUS ADVANCES

Deciding which Bonus Advances to assign will define how precisely the NPC's Secondary Attributes influence how it functions. As **ZWEIHÄNDER** and **MAIN GAUCHE** use a 'bounded accuracy' model to reduce potential bloating of numbers at higher Risk Factors and Tiers, there are specific limitations on the number of Bonus Advances you can assign to any one Primary Attribute:

- You may assign Bonus Advances to one or more Primary Attribute Bonuses. So, if you have three Bonus Advances to assign, you could add them to the same Primary Attribute Bonus or split them up among multiple Primary Attribute Bonuses.
- NPCs with a Basic Risk Factor cannot have more than two Bonus Advances in the same Primary Attribute.
- NPCs with an Intermediate Risk Factor cannot have more than four Bonus Advances in the same Primary Attribute.
- NPCs with an Advanced or Elite Risk Factor cannot have more than six Bonus Advances in the same Primary Attribute.

In addition, a combination of Risk Factor with Notch will cap the maximum number of Bonus Advances you can assign to the NPC. Follow these guidelines to determine how many Bonus Advances can be assigned:

BASIC RISK FACTOR

- (Low) Notch: up to 3 Bonus Advances
- (Medium) Notch: up to 5 Bonus Advances
- (High) Notch: up to 7 Bonus Advances

INTERMEDIATE RISK FACTOR

- (Low) Notch: up to 10 Bonus Advances
- (Medium) Notch: up to 12 Bonus Advances
- (High) Notch: up to 14 Bonus Advances

ADVANCED *or* ELITE RISK FACTOR

- (Low) Notch: up to 17 Bonus Advances
- (Medium) Notch: up to 19 Bonus Advances
- (High or Unique) Notch: up to 21 Bonus Advances

Danziger Eckhardt has an Intermediate Risk Factor and a Combat attribute of 50%. This means his [CB] is 5, prior to modification by any Bonus Advances. Therefore, he cannot have more than four Bonus Advances assigned to [CB] because of his Risk Factor. If Danziger Eckhardt had a Basic Risk Factor instead, he could have up to two Bonus Advances assigned to [CB]. And finally, if Danziger Eckhardt were of Advanced or Elite Risk Factor, he could have up to six Bonus Advances assigned to [CB].

Once decided, assign **Bonus Advances** to the NPC. We recommend that you do not calculate the final Primary Attribute Bonuses yet, as their Talents and Taints of Chaos may change these values. Instead, use a check mark below each Primary Attribute to indicate how many Bonus Advances were assigned, so you can make final adjustments at the end of this process.

SECONDARY ATTRIBUTES: As with Primary Attributes, a NPC's Secondary Attributes are calculated in the same fashion as they are on the player Character sheet:

- To determine Initiative, add 3 + [PB].
- To determine Movement, add 3 + [AB]. Remember, a NPC's Movement rate is the number of yards they can move in combat.
- To determine Peril Threshold, add 3 + [WB].
- To determine Damage Threshold, add [BB] to any Damage Threshold Modifier they gain from armor.
- Of all Secondary Attributes, Encumbrance Limit is the least important. Ignore it for creating NPCs.

- Parry is equal to the highest Combat-based Skill the NPC has, while Dodge is equal to their Coordination value.

Danziger has an Intermediate (Medium) Risk Factor, which means we have 12 Bonus Advances to assign. We also know that because of his Risk Factor, he cannot have more than four Bonus Advances assigned to any one Primary Attribute. We know Danziger is going to be particularly dangerous in a fight and from his harrowing adventures, has learned a number of dark secrets not intended for mankind. Thus, we have defined Danziger's 12 Bonus Advances as the following:

STEP XI: TALENTS

NPCs possess a number of Talents which can affect their general abilities, their combat abilities and their non-combat abilities. However, Talents may also represent additional abilities which you will need to refer to while playing the NPC. Unless specified otherwise, you can use Talents in combat freely without having to dedicate Action Points to those Talents. Any Talents which change the NPC's Profile and Attack Profile should be factored into the NPC Profile sheet.

ASSIGNING TALENTS

Your choice of Talents will define how precisely the NPC's Secondary Attributes influence how they function. As **ZWEIHÄNDER** and **MAIN GAUCHE** use a 'bounded accuracy' model to reduce potential bloating of numbers at higher Risk Factors and Tiers, there are specific limitations to the number of Traits you can assign to a NPC:

BASIC RISK FACTOR

- (Low) Notch: up to 1 Talent
- (Medium) Notch: up to 2 Talents
- (High) Notch: up to 3 Talents

INTERMEDIATE RISK FACTOR

- (Low) Notch: up to 4 Talents
- (Medium) Notch: up to 5 Talents
- (High) Notch: up to 6 Talents

ADVANCED *or* ELITE RISK FACTOR

- (Low) Notch: up to 7 Talents
- (Medium) Notch: up to 8 Talents
- (High or Unique) Notch: up to 9 Talents

Find the specific Risk Factor your NPC belongs to and assign **Talents** to the NPC.

SELECTING TALENTS: We have assigned suggested Talents to each Archetype. However, these suggestions are only a guide. If there are a few Talents you feel the NPC should have, select ones not indicated on the list.

TALENT DISTRIBUTION BY ARCHETYPE

TALENTS	ACADEMIC	COMMONER	KNAVE	RANGER	SOCIALITE	WARRIOR
Æthereal Alignment	✓					
Ambidexterity			✓	✓	✓	✓
Appalling			✓			✓
Arbalest's Speed				✓		✓
Azimuth	✓			✓		
Bad Axx!						✓
Battle Magick	✓					
Beatdown		✓	✓			
Blood Magick	✓					
Carousing		✓	✓		✓	✓
Cheap Shot		✓	✓			
Clinch Fighter				✓		✓
Determination	✓	✓		✓	✓	
Die Hard		✓		✓		✓
Doppelganger			✓		✓	
Eagle Eyes				✓	✓	
Fencer's Panache					✓	✓
Forked Tongue	✓		✓		✓	
Gallows Humor		✓	✓		✓	✓
Gangster Grip			✓			
Gatecrasher						✓
Ground & Pound		✓				✓
Gruesome Shot				✓		✓
Handspring			✓	✓		
Hard To Kill		✓		✓		✓
Higher Mysteries	✓					
Holdout			✓		✓	
Housebreaker			✓			
Impenetrable Wall						✓
Impervious Mind	✓			✓	✓	
Indifference		✓		✓		✓
Incredible Numeration	✓				✓	
Instincts		✓	✓	✓		✓
Kidney Shot			✓		✓	✓
Knifework		✓	✓	✓	✓	✓
Larceny			✓		✓	
Left-handed Path	✓					
Lightning Reaction			✓			✓

TALENTS	ACADEMIC	COMMONER	KNAVE	RANGER	SOCIALITE	WARRIOR
Light Sleeper		✓		✓		✓
Long-winded		✓		✓		✓
Mariner	✓	✓		✓		
Menacing Demeanor						✓
Meeting Of The Minds	✓				✓	
Military Formation						✓
Mine Craft		✓		✓		
Mounted Defense		✓				✓
Multilingual	✓				✓	
Nerves Of Steel				✓	✓	✓
No Mercy			✓			✓
Overwhelming Force						✓
Run Amok						✓
Rural Sensibility		✓		✓		
Saddle-born		✓		✓	✓	✓
Second Skin						✓
Secret Signs	✓		✓	✓	✓	
Shield Slam						✓
Shoot From The Hip			✓			✓
Siegecraft	✓					✓
Silver Tongue	✓				✓	
Spirited Charge				✓	✓	✓
Sprint		✓		✓		✓
Strangler's Union			✓			
Streetwise		✓	✓			
Strong Jaw		✓				✓
Supernatural Paranoia	✓	✓		✓		✓
Sword & Board						✓
Take 'em Down				✓		✓
There Will Be Blood			✓			✓
Tough As Nails		✓		✓		✓
True Grit		✓		✓		✓
Winds Of Change	✓			✓	✓	
Worldly	✓			✓	✓	

Danziger has an Intermediate (Medium) Risk Factor, which means we have five Talents to choose. We also know that because of his Archetype, we can choose from the Warrior table. In addition, we selected the Talents of: Clinch Fighter, Indifference, No Mercy, There Will Be Blood and Tough As Nails.

Talent: Clinch Fighter	
Effect	You penalize your foe's ability to Resist a Chokehold and Dirty Tricks by a -10 Base Chance to their Skill Test. In addition, when you use a Chokehold, add an additional 1D10 to determine how much physical Peril you inflict.

Talent: Indifference	
Effect	When viewing blood-soaked and visceral scenes of death, you always succeed at Resolve Tests to withstand their potential psychological effects (such as with Stress, Fear and Terror) and do not suffer Corruption due to such scenes.

Talent: No Mercy	
Effect	When you Injure a foe with a melee weapon, you inflict two Injuries instead of one.

Talent: There Will Be Blood	
Effect	You roll an additional 1D6 Chaos Die to determine if you Injure foes.

Talent: Tough As Nails	
Effect	You no longer suffer Moderate Injuries, remaining uninjured as a result.

STEP XII: ADDITIONAL OPTIONS

While the Complex Approach is designed to avoid the need to roll up a whole character for a NPC, you may wish to further distinguish your NPC. Use any of these options as you see fit:

- **ANCESTRAL TRAIT:** Add any one Ancestral Trait. The Ancestral Trait will be dictated by the Ancestry of the NPC. However, if you want the NPC to be of mixed blood, simply choose the Ancestral Trait from the other Ancestry.
- **PROFESSIONAL TRAIT:** Add Professional Traits. In addition, you can add Special Traits and Drawbacks as well:
  - **BASIC RISK FACTOR:** 1 Professional Trait
  - **INTERMEDIATE RISK FACTOR:** 2 Professional Traits
  - **ADVANCED RISK FACTOR:** 3 Professional Traits
- **TAINT OF CHAOS:** Taints usually change Primary Attributes, alter weapon Qualities or have a miscellaneous effect which needs to be accounted for in the final calculations. Roll 1D6 Chaos Dice if the NPC has a Basic Risk Factor; 2D6 Chaos Dice if the NPC has an Intermediate Risk Factor; 3D6 if an Advanced Risk Factor; and 4D6 if an Elite Risk Factor. For every face '6', add one Taint of Chaos to the NPC and adjust their revised listings with Effects that are detailed in the Appendix.
- **MAGICK:** If your NPC can use Magick, adhere to the guidelines previously spelt out above under the Magician Role in the Creature Creator, save for the fact that NPCs should always be required to use reagents when casting Magick.

Danziger's ancestors have intermingled their blood with the Dwarves of the mountains. Therefore, we'll select Rune-Marked Glory for his Ancestral Trait. For Professional Traits, we will give him Wharf Rat from the Stevedore Profession and Jailhouse Rock from the Convict Profession.

STEP XIII: TRAPPINGS

What sort of objects does your NPC carry on them? Their Archetype, as well as their skills and talents should suggest what possessions they have. Does your NPC have any weapons or armor that they carry to defend themselves with? Do they need particular tools for their trade? Do they have something the player Characters might want to purchase – goods or services? Is there something in their Archetype, skills or talents which might serve to assist or hinder the player Characters, for example, the means to bind wounds (or cause them)? How much money do they regularly carry to make change with or lose if their purse is cut? Lastly, do they have any sort of iconic trapping that sets them apart?

When deciding what items a NPC possesses, be sure to consider whether or not it makes sense for a Socialite to

be wearing Munitions plate or for a Warrior to carry an alchemy kit. Only record trappings that are most relevant to their Persona and what they. Do not worry about tracking what sort of clothing they have as an example. It is only important to track those possessions which you feel are most relevant to the personality of the NPC.

CASH ON-HAND: As there are the three tiers of money per Social class, your NPC may have the following available on their person.

SOCIAL CLASS	CASH ON-HAND
Lowborn	3d10+3 brass pennies (bp)
Burgher	2d10+2 silver shillings (ss)
Aristocrat	1d10+1 gold crowns (gc)

FINERIES: You may decide that your NPC wears something valuable that is indicative of their Social Class, such as a ring, locket or brooch. If the NPC is of some importance in the community, as an example, it may make sense to have them wear something that distinguishes them from other members of their Social Class. For example, a local mayor might wear their chain of office, a member of a chivalric order might wear a badge bearing its device and a cultist might wear an item of jewelry, such as a ring or earring. Any one of these items might be indication of their greater affluence or influence.

FINERY VALUE BY SOCIAL CLASS

FINERY	LOWBORN	BURGHER	ARISTOCRAT
Armband	3 bp	3 ss	3 gc
Bracelet	1 bp	1 ss	1 gc
Brooch	9 bp	9 ss	9 gc
Earrings	3 bp	3 ss	3 gc
Locket	12 bp	12 ss	12 gc
Necklace	6 bp	6 ss	6 gc
Ring	3 bp	3 ss	3 gc

Danziger Eckhardt escaped from the Pit and has since lived on the harsh streets of Kahabro. His trappings will include: a garrote, two doses of Madame Geneva and a shiv. In addition, he has 15 brass pennies (bp) for being of the Lowborn Social Class. Lastly, he owns blood-stained leather armor and a lochaber axe he pilfered from a Legate agent.

STEP XIV: FINAL CONSIDERATIONS

It is time to wrap up your NPC Profile! Follow these steps to bring it to a finish:

DODGE VALUE: If the NPC is not wearing any sort of armor, be sure to apply the Natural Quality to their Dodge value and indicate its application in parenthesis. If the NPC is wearing armor of the Heavy Quality, be sure to eliminate their Dodge value all together (unless a Talent or Quality allows them to.

PARRY VALUE: If the NPC is using a bare-handed weapon, do not calculate Parry (unless you feel your NPC is an exception to the rule).

TAINTS OF CHAOS: The trait of Foul Mutation indicates the NPC has a certain number of Taints of Chaos. Taints usually change Primary Attributes, alter weapon Qualities or have a miscellaneous effect which needs to be accounted for in the final calculations. Taints of Chaos and their revised listings with effects are detailed in the Appendix.

ATTACK PROFILE: If your NPC use weapons, simply enter them into the **Attack Profile**, as indicated in the NPC Profile.

FINAL CALCULATIONS: A combination of Primary Attributes, Bonus Advances, Traits and Taints of Chaos will ultimately affect all the calculations for your NPC. Review all of the mechanics you have recorded and then calculate the new values in the NPC Profile before making the final adjustments.

Since Danziger Eckhardt's dealings with the cultists in the Pit, he was afflicted with a Petrified Limb – a result of slaking his thirst on the putrescent black liquid. We'll record this under Taint of Chaos.

COMPLEX APPROACH COMPLETE!

Congratulations – you have created your first NPC using the Complex Approach. Be sure to share any NPC you design over on the Grim & Perilous Library, our community content portal at GrimAndPerilous.com.

Using the Complex Approach, on the next page is our fully-realized Danziger Eckhardt:

DANZIGER ECKHARDT

PERSONA	Physically & psychologically scarred, with a gravelly voice with no sense of humor; drags his foot as he walks.		
NPC Name	Age Group	Ancestry	Sex
Danziger Eckhardt is a(n)	adult	human	male.

Pronoun	Height	Build	Ancestry	Complexion
He is of	tall stature & a	husky build for a	human, but with	dark tan skin.

Pronoun	Manner of Dress	Social Class	Distinguishing Marks
He is dressed	shabbily for someone of the	Lowborn class & has	burn scars on face and arms.

Pronoun	Archetype	Motivation	Alignment
He is of the	Warrior Archetype, driven by	Revelation & is	Chaos-aligned

PRIMARY ATTRIBUTES

	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	50% [9]	45% [6]	35% [3]	40% [5]	40% [7]	45% [6]	40% [4]
Bonus Advances	✓ ✓ ✓ ✓	✓ ✓		✓	✓ ✓ ✓	✓ ✓	

SECONDARY ATTRIBUTES

	Initiative	Movement	Damage Threshold	Peril Threshold	Parry	Dodge	Risk Factor
	+8	6	8 (14/20/26)	9 (15/21/27)	70%	35%	Intermediate (Med.)
Skill Ranks	Athletics +20, Awareness +20, Folklore +20, Gamble +10, Resolve +10, Rumor +20, Martial Melee +20, Simple Melee +20, Toughness +20, Warfare +10						

ATTACK PROFILE

Weapon	Base Chance	Melee or Ranged & Distance	Load	Damage	Qualities
Garrote	70%	Melee engaged	0 AP	None	Entangling, Fast, Ineffect
Lochaber Axe	70%	Melee engaged	0 AP	D6 + [9]	Adaptable, Powerful
Shiv	70%	Melee engaged	0 AP	D6 + [9]	Fast, Weak

NPC PORTRAIT

Talent: Clinch Fighter

Effect: You penalize your foe's ability to Resist a Chokehold and Dirty Tricks by a -10 Base Chance to their Skill Test. In addition, when you use a Chokehold, add an additional 1D10 to determine how much physical Peril you inflict.

Talent: Indifference

Effect: When viewing blood-soaked and visceral scenes of death, you always succeed at Resolve Tests to withstand their potential psychological effects (such as with Stress, Fear and Terror) and do not suffer Corruption due to such scenes.

Talent: No Mercy

Effect: When you Injure a foe with a melee weapon, you inflict two Injuries instead of one.

Talent: Tough As Nails

Effect: You no longer suffer Moderate Injuries, remaining uninjured as a result.

Talent: There Will Be Blood

Effect: You roll an additional 1D6 Chaos Die to determine if you Injure foes.

Trait: Fair Share

Effect: Add 3 to your Encumbrance Limit. In addition, whenever you negotiate your rate of pay, add your [FB] in the type of coins you will be paid in. For instance, if you are being paid as a Stevedore (2bp daily) and have a [FB] of 4, you would be paid 6 bp a day instead.

Trait: Jailhouse Rock

Effect: Whenever you Parry a melee weapon, immediately make an Opportunity Attack against that same opponent. You may only make this attack if you are wielding a melee weapon of the Brawling type.

Trait: Rune-Marked Glory

Effect: Whenever you suffer Damage or Peril from Magick, spend a Fortune Point to ignore it entirely. Note that this does not alleviate any additional effects the Magick spell may also cause (such as being caught On Fire or knocked Prone).

Trait

Effect:

Taint of Chaos: Petrified Limb

Effect: You gain either the Veteran's Hand or Veteran's Leg Drawback.

Taint of Chaos

Effect:

Taint of Chaos

Effect:

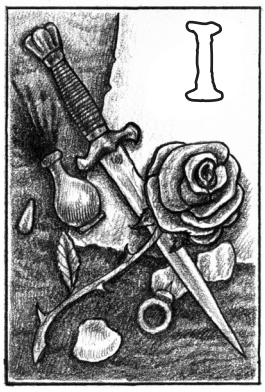
Taint of Chaos

Effect:

TRAPPINGS

Garotte, leather armor, lochaber axe, two doses of Madame Geneva, pipe with matches, shiv, 15 brass pennies (bp)

LIBER OBSCURUS



In grim & perilous adventures, player Characters are doubtlessly going to find themselves being caught up in investigations of conspiracies. Their involvement may find them delving into the murky, morally-grey politics of high courts and machinations of minor lords (consider the works of George R.R. Martin). They may find themselves trapped in matters of parochial intrigue, betwixt a murder within the hidden halls of a monastery (such as in the book *The Name of the Rose*) or a cover-up to hide the truth (the medieval reign of the female Pope Joan). Perhaps the investigation will lead them down darker paths, as the Characters uncover what drives a killer to wantonly slaughter innocent people (the Renaissance child-murderer Baron Gilles de Rais), lay bare black allegiances between corrupted Inquisitors or even track down demon-worshipping cults (paying homage to WFRP). Conspiracies are part and parcel of the experience GMs can offer their players, dramatically changing standard 'murder hobo' adventures into more mature games, interweaving complex storylines together that must be unraveled by the players and their Characters to resolve the mystery and bring the investigation to its (oftentimes) grim conclusion.

RUNNING A CONSPIRACY

A Conspiracy is a type of challenge that uses both Structured and Narrative Time to frame its encounters. It is equally as important as Chase Scenes, combat encounters and Wilderness Travel. Oftentimes, it blends into the Social Intrigue system – and the other aforementioned systems – as its events and the Characters' investigative efforts play out. Within these pages is a set of guidelines a GM can follow to craft their own Conspiracy to enhance an adventure. Unlike other systems, however, these guidelines have more of a narrative punch, giving advice on how to construct and conduct a Conspiracy. We will also show how to map out the Conspiracy and point out the pitfalls to avoid and the way to fix dead ends. In addition, we will weave in examples from the adventure found in **ZWEIHÄNDER** called 'A Bitter Harvest', and other examples from the adventure found later in this book 'There's Something About Marie'.

Several factors affect how the Conspiracy unfolds, but we are going to let you in on a little secret: most of the work is in the hands of the player Characters. We will explain how this comes about by breaking it down into three sections: *Clues*, *Leads* and *Revelations*.

RULE OF THREES: In our approach to Conspiracies, remember these key terms and counts: 3 Clues uncovers 1 Lead. 3 Leads uncovers 1 Revelation. And finally, 3 Revelations lays bare the entire Conspiracy. You will see how this approach comes to life later in this chapter.

INDEX CARDS: Within a Conspiracy, an investigation is going to turn up a lot of evidence. We strongly recommend having index cards handy as a means to keep a record of clues for the players throughout the Conspiracy. Much like the *People, Places & Things* approach from the Game Mastery chapter in **ZWEIHÄNDER**, this gives players something to constantly reference, refreshing their memory prior to and during the adventure. Plus, interactive players may insist on pinning up the cards on a wall, emulating a true investigative style beyond the game table! We will explain later how to use the index cards effectively.

CONSPIRACY OVERVIEW

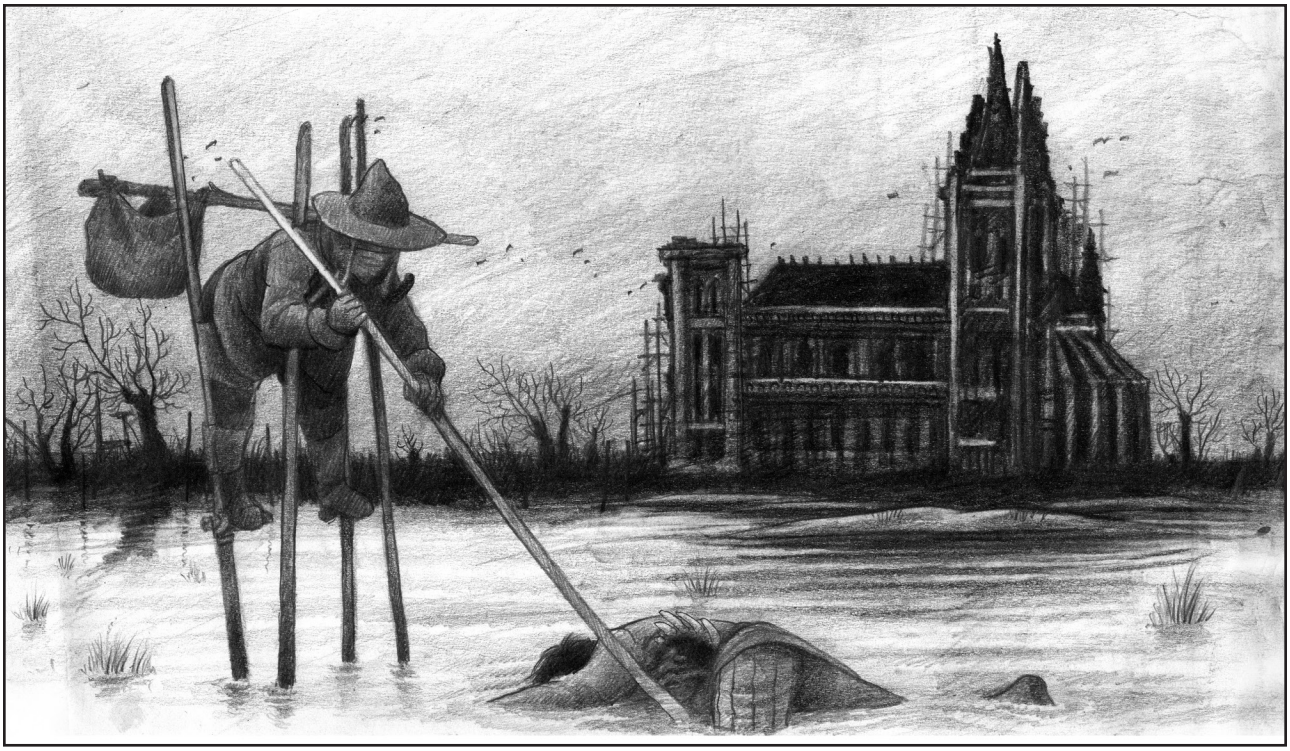
Below is a quick guideline for GMs to follow when crafting a Conspiracy:

- **Step I:** Your Hook
- **Step II:** The Agenda
- **Step III:** Clues
- **Step IV:** Leads
- **Step V:** Revelations
- **Step VI:** Beyond the Conspiracy

STEP I: YOUR HOOK

Most systems would have you start with the Agenda, but that is not important at this stage – you need to first get your players' attention. Where does every Conspiracy start? At its beginning.

Something has gone amiss. Someone is missing. Somewhere, something does not add up. In the case of the book *The Name of the Rose*, a monk commits suicide, leading to the disappearance of his brethren without apparent reason. If we were to look at the real-world Manson Family's spree of crime through the lens of **MAIN GAUCHE**: A Cult Leader's cabal commits the heinous murder of a Maestro's pregnant mistress. The members of Cult may take hostages (who may be there upon their own free will) or attempt to very publicly murder a well-known aristocrat to further its scurrilous ends. Mysteriously, cattle or other domesticated animals keel over in the dead of

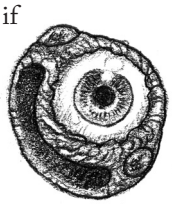


night, without any apparent signs of abuse or mishandling. A perfect example can be drawn from 'A Bitter Harvest', where an important shipment of hemp does not make it to its destination; this is the hook.

Why it has happened is not important yet, however defining *what* the hook is will attract the attention of your players and draw their Characters into the Conspiracy. Your hook should both be relevant to the Characters' world and impart a human connection. As an example, introducing the murder of an unknown lady or lord without any connection to the player Characters may not impress upon them the importance of their death, but the murder of a beloved guild master who has actively sponsored the Characters might be. The ill-tidings of a home village mysteriously burnt to the ground without any provocation or sign of rapine may pull at the Characters' heartstrings, but the disappearance of a merchant ship bound for a foreign nation they know nothing about or care little for, will not draw the player, let alone their Character, in so readily (unless perhaps there is promise of coin to be had). You do not necessarily need to 'go big or go home' in this respect, but you need to define your hook as something the Characters would care about (thus why it is called a hook!).

START *IN MEDIA RES*: This Latin phrase translates to 'in the middle'. Using *in media res*, you begin the Conspiracy – session #1 – in the middle of the story. Although you do not have to adhere to this, starting out the beginning of a Conspiracy with an action-filled scene immediately engages players, drawing them into the story.

In 'There's Something About Marie' (contained later in this book), a young man stumbles upon the Characters' boat. They do not yet know the young man, but it does play towards their own sense of humanity (the apparent injury of an innocent man). It also could play toward the Characters' sense of self-preservation (a bleeding man may contradict their identity as merchants). This example of *in media res* immediately draws the players and their Characters into the Conspiracy as they bite the hook, even if they do not realize it yet.



STEP II: THE AGENDA

For every hook, there must be an Agenda, and for every Agenda there must be a set of conspirators behind it. Traditionally, an Agenda is an overarching concept that drives the Conspiracy. When you create the Agenda, define it in three very abstract categories. Do not spend too much time detailing the Agenda out – keep it broad, so that you do not box yourself in, and so it remains flexible to accommodate any new Leads or Clues you decide to introduce later in the adventure.

As an example, in 'A Bitter Harvest', Johanna Steiger seeks to enact revenge against the village of Vorberg (specifically,

against its men-folk) who sold her and the other women to the Orx WAAAR! Horde, using the remnants of the same horde that enslaved her, using witchcraft to turn the tide. To make this happen, she staked out three things to bring her Agenda to fruition. Although 'A Bitter Harvest' does not necessarily adhere to the Conspiracy Rules format, it is easy to understand what Johanna's Agenda is:

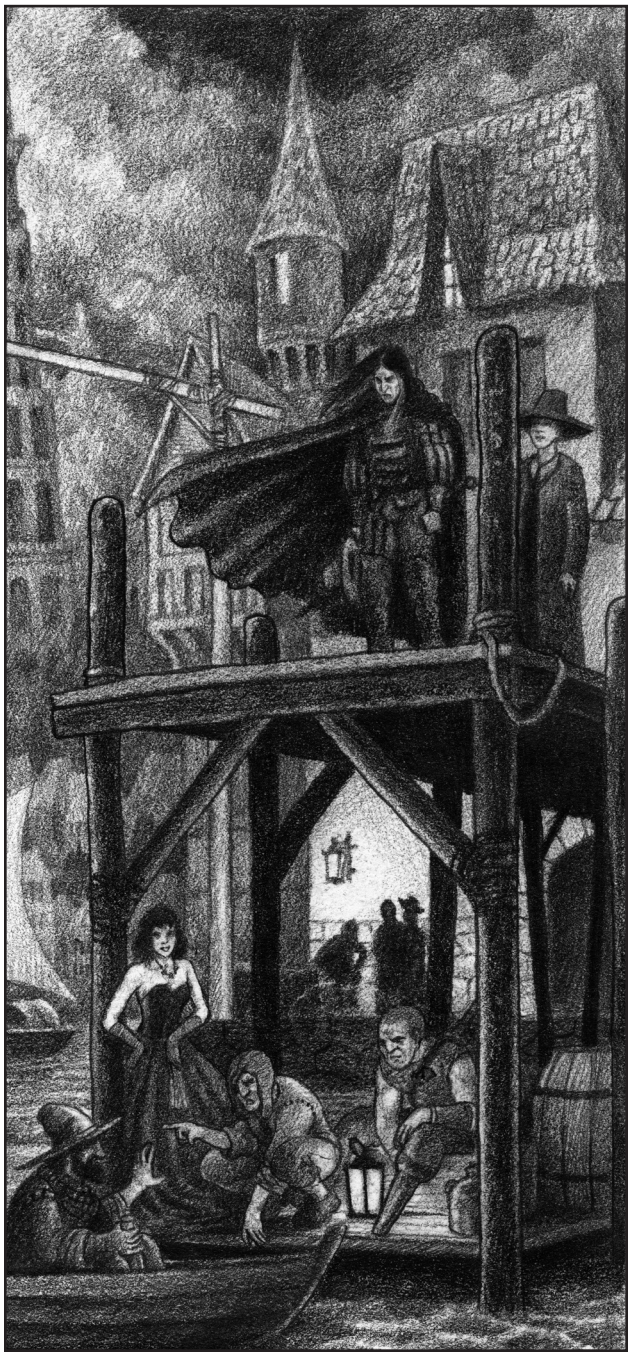
- Create an air of chaos in the village of Vorberg by disrupting the business affairs of her ex-husband, Maximilian Steiger.
- Kill the Orx WAAAR! Horde leader, and then enslave the remainder of the horde with her stew 'Mother Knows Best'.
- Invade the village of Vorberg, reclaiming it for Katarina and bringing the menfolk to 'justice' at the end of the Orxish blades.

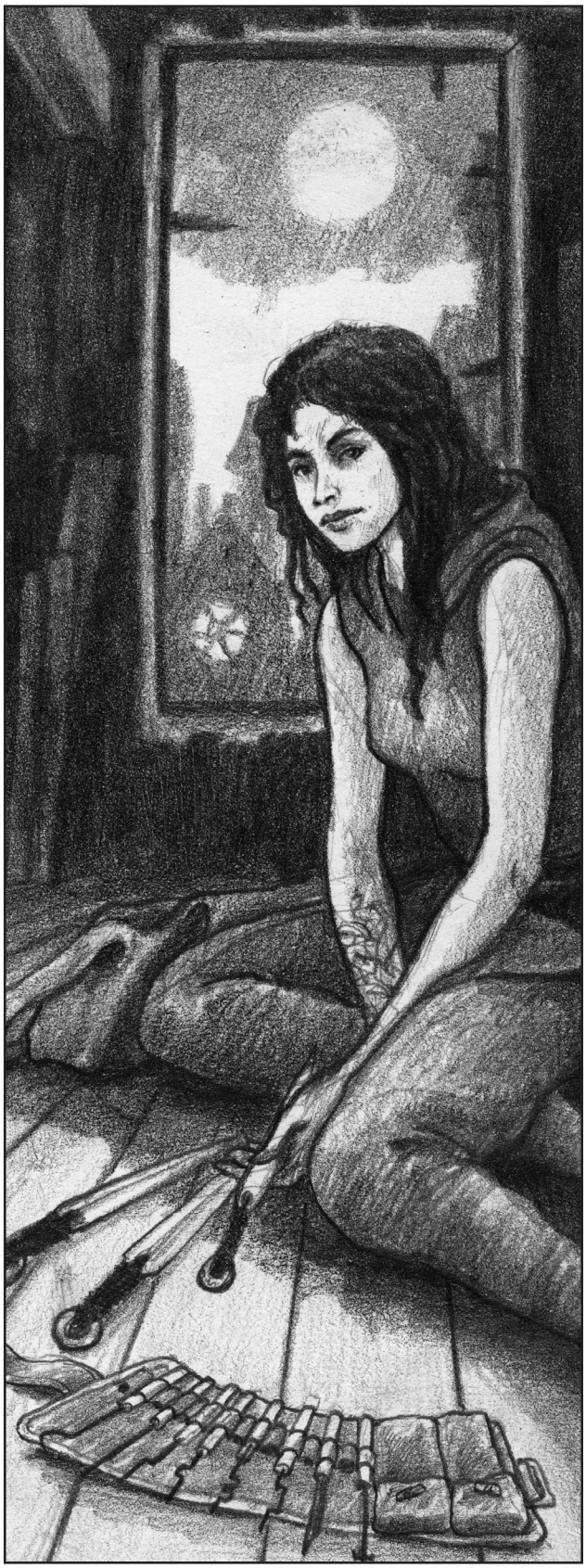
KEEP IT VAGUE: You have intentionally written a skeleton of a Conspiracy for a reason: you want the ability to overlay it into whatever adventure you are writing or running, you want it to accommodate changes from your players as you will never be able to totally anticipate what direction they will go in. In fact, do not be afraid to change an Agenda mid-Conspiracy, should it make more sense narratively for the story. Foreshadowing is fine in some circumstances, but do not muddle players' minds with too many details. You have a lot of plates spinning at the same time. Keep things streamlined – and do not overcomplicate.

TIME IS NOT THEIR FRIEND: Throughout the player Characters' investigations, they are likely to run up against the limitations of time before the Conspiracy comes to fruition. In the adventure 'There's Something About Marie', the Wytchstone shipment will arrive within two days at Minuet. That means the players and their Characters have got to figure things out quick… but that is where *in media res* and your Hook comes into play!

GO FOR BROKE: Your agenda should be imaginative – do not be so straightforward with the conspirators' goals. Remember, the villain is the hero in their own eyes, and their Conspiracy should position them in a fashion to appear as if they were in the right all along. The more outlandish the idea, the more likely the players are to run with it. Keep the boring, staid Conspiracies for one-shots and short scenarios (where compactness is necessary to keep the adventure moving), and save the big bad Agendas for Conspiracies that span an entire campaign.

REDUCE & REFACTOR: Instead of you doing all of the heavy lifting, listen to your players' discussions – both in-Character and out of Character – about what the Conspiracy is. Take notes and be willing to change for the betterment of the story and enjoyment of the game. Should the Agenda seem flimsy, or for some reason appear not be working, rework it (but keep this a secret). Take the sum parts of the players' interactions thus far, together with their deductions and change the Agenda to suit their findings, particularly if they are running with some outlandish ideas themselves. This will make them feel like they have agency in the discovery process and gives you the ability to change it while reinforcing the illusion that you 'had planned this all along'.





WEB OF CONSPIRACY: Construct a loose 'web' of conspirators/masterminds, using a scratch sheet of paper. Draw solid boxes around the masterminds, dotted line boxes around conspirator's henchmen, and avoid aught else until you have to begin fleshing out who else might be involved. You can illustrate connections/alliances to those who are on the periphery by drawing arrows between NPCs. You may even choose to not spell out who the masterminds are at this point. But why? It affords you flexibility later on as Clues are revealed to 'fill in the blanks' with NPCs the player Characters come across later. There is power in not marrying yourself to a defined rogue's gallery. In Graeme's Davis' third edition of "*The Enemy Within*", he purposely gave the GM liberty to set up who the true mastermind was, the campaign being peppered throughout with options to easily adapt one of the three most notable NPCs as the real mastermind behind the Conspiracy.

Not all adventures will adhere to this policy. You may already have the conspirators staked out ahead of the campaign. As an example, in 'There's Something About Marie', you can draw solid boxes around Zacharias Kohlenfeuer and Sergeant Winterhalder, whereas Bruno Connard should have a dotted line box around his name. Direct arrows point between Zacharias and Winterhalder.

STEP III: CLUES

Every Conspiracy involves both investigative work and interrogations. Every investigation turns up evidence, otherwise called Clues. While players will inevitably turn up hints as to what might be going on in their investigation, Clues are very different, as they provide material evidence which leads to the uncovering of a Lead. Finding Clues should always be very simple and should never be vague. Do not make players roll Skill Tests to find Clues, as this will not only stall their Characters' investigation as they stop to make the rolls, but also has the potential to thwart their investigation into the Conspiracy if the players fail the Skill Tests. Players may simply state "I look for clues", and you should let them. It may even be contextual to the scene. As an example, in 'A Bitter Harvest', the player Characters happen upon a scene of carnage peppered with black arrows where the hemp shipment was ambushed. The black arrows indicate some sort of attack. Should the Characters approach, immediately reveal the fact that they have found black arrows.

When a Character uncovers a Clue, consider writing it up on an index card, making sure to give it the same title as the Clue. Allow enough room on the card for the players to write their deductions and understanding about that Clue. Then hand the index card to the players. This card (and its

Clue) signals to your players that it is something important related to the plot – and thus, worth paying attention to. It should be included as part of any player handouts and be available to the players, so that they can refer to the Clue as they begin to draw their own conclusions about the Conspiracy.

CONTEXTUAL & CONSPICUOUS CLUES: Clues are generally contextual to the environment. As an example, in our previous adventure 'A Bitter Harvest', the Characters embark upon an investigation within the small community of Vorberg. As they interact with and investigate the locals, they begin to slowly unravel what happened in the community a number of years ago. In this instance, you would reveal the Clue, 'Mutant Invasion'. Characters will sometimes also reveal a Clue by simply being present in the scene. In the example above from 'A Bitter Harvest', the amulet at the grave and around Waldman's neck are distinct Clues that the players will discover.

The only challenge you should present when finding Clues is time. For instance, a player Character would be hard-pressed to uncover a Clue in the middle of combat, however they should be able to quickly gather Clues when no other factors are immediately affecting their ability to find them.

GIMME A HINT, GM!

Let us face it, sometimes Clues can fly over the heads of the players. Whether the GM is being too ambiguous, players are not paying close enough attention or the story just is not clicking for them, the GM may need to spell things out for their players. Adhere to this simple rule, and you will find that your Conspiracies take shape faster and move the story forward, making your players feel like they are accomplishing something: allow players to spend a 1 Fortune Point to deduce a hint about a Clue, but only when all else fails. Keep this option in your back pocket and use it rarely.

UNDERSTANDING CLUES

Although you never have a player roll to have their Character find a Clue, you will have them make a Skill Test to deduce important information (hints) about it. These deductions reveal more evidence, giving them an idea on how to continue the investigation and drive the story forward without having the GM constantly steer the players in the right direction. This is where you can have multiple players participate in the deduction, and help inform the outcome with Assisted Tests. When in doubt which Skill to reference, have them roll a Scrutinize Test to make a deduction. Here are a few examples:

- In the adventure 'A Bitter Harvest' from **ZWEIHÄNDER**, the Characters find cruelly-barbed, black fletched arrows, an immediate Clue. A successful Tradecraft Test would help the players and their Characters understand the Clue – these arrows were handcrafted by Mutants.
- In the new adventure 'There's Something About Marie', Udo stumbles upon their barge, badly bleeding. This is called out in the text: *Characters will notice he is as pale as a ghost, and grasping his left side where blood has stained his jerkin.* With a successful Heal Test, the Characters can deduce that he has been stabbed with a thin knife, penetrating his lungs.
- In the aforementioned adventure, the player Characters will also notice the stiletto that Sergeant Winterhalder carries at his side, an 'unusual' weapon for a Reeve to be carrying. With a successful Folklore Test, they can deduce that the stiletto is a weapon wielded by an underhanded or dastardly person.

Depending upon the quality of the success or failure of their deductive Skill roll, there are four responses you can use to interpret and track how much the players and their Characters have learned. The better they roll, the more detail and information a Clue may provide:

- **SUCCESS:** Reveal one material hint about the Clue that is important to the Conspiracy. Make a check mark beside the Clue on an index card. Once the Characters have collected three Clues, it uncovers a Lead. We will talk about Leads next.
- **CRITICAL SUCCESS:** Reveal two material hints about the Clue that are important to the Conspiracy. Make a check mark beside the Clue on an index card. Once the Characters have collected three Clues, it uncovers a Lead. We will talk about Leads next.
- **FAILURE:** The Clue reveals nothing for now, but the players and their Characters may try again after they find another Clue or uncover a Lead or Revelation.
- **CRITICAL FAILURE:** The Clue reveals nothing for now, but the players and their Characters may try again after they find another Clue or uncover a Lead or Revelation. The Character whose player rolled the Critical Failure also suffers 1D10+1 mental Peril from Stress.

INVESTIGATOR'S "TRUE DETECTIVE" TRAIT

The investigator has a Professional Trait which can play an important role when the Conspiracy Rules come into play. Whenever an investigator uses their *True Detective* Trait and the player spends a Fortune Point, treat their understanding of a Clue as if it were a Critical Success.

UNDERSTAND CLUES WITHOUT ROLLING: Through discussion and role-play, players may come up with deductions of their own without rolling a Skill Test for their Characters. Should they guess right, allow them to make an immediate deduction as if they had succeeded at their Skill Roll – and be sure to let them know! Players should never be left in the dark about whether or not they understand the Clue, but they should not be provided with too many extraneous details. Let players deduce at their own pace, but be sure to avoid dead ends (which we will talk about later).

WHEN IN DOUBT, K.I.S.S.: 'Keep It Simple, Stupid'. We do not mean that you are stupid, but keep things streamlined enough to the point where it gives you the ability to pivot and adapt as needed. Do not overwhelm players with more than three material Clues, as they have enough to keep track of along the way. Instead, color in their Clues with hints and other substantive information that better defines the Clues they have uncovered so far.

STEP IV: LEADS

The best mysteries are revealed over a period of time; so, to reflect this, the Clues that turn up to reveal the Conspiracy oftentimes unfold in unusual ways. Remember: 3 Clues uncovers a Lead for the players their Characters, one which will draw them deeper into the Conspiracy. A Lead is like the corner of a jigsaw puzzle; it begins to show them what the Conspiracy looks like, what its boundaries are and provides fertile ground for players to begin linking together various disparate Clues to discover the greater mystery. Just like with 3 Clues uncovers a Lead, 3 Leads uncovers a Revelation.

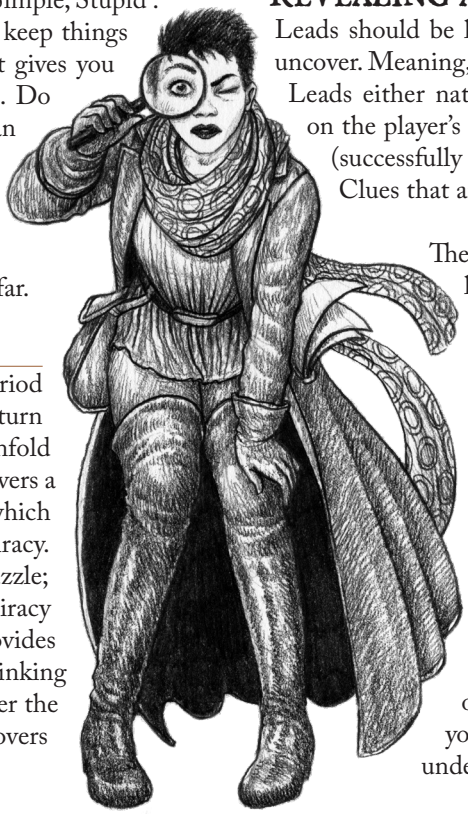
WHAT IS A LEAD?

A Lead is a correlation between three Clues. As Clues are contextually related to one another, so must the Lead provide a conclusion that the Characters can draw from the three Clues. Using the example provided in 'There's Something About Marie', the Characters uncover three Clues before they ever reach Minuet. By using their deductive Skills, they reveal important, contextual information about three Clues: Udo's knife wound, Sergeant Winterhalder's stiletto and the scroll case. If the Characters are able to use their Skills to understand all three of these Clues, the GM can immediately reveal a Lead: *"Without a doubt, Sergeant Winterhalder, his Crooked Reeves and the Twin Trout are connected to the shipment, and silenced Udo Gébler over the illegal shipment."* This is the way in which Leads should be revealed most of the time.

Leads are always contextual. Do not marry yourself to a precise determination of what that Lead is, but be sure that it is plain enough for players and their Characters to continue their investigations. And just like Clues, once a Lead is revealed, write it down on an index card, and beneath the Lead, write the three Clues that are tied to it. Hand the index card to the players, so they may refer to the Lead as they begin to draw their own conclusions about the Conspiracy.

REVEALING A LEAD

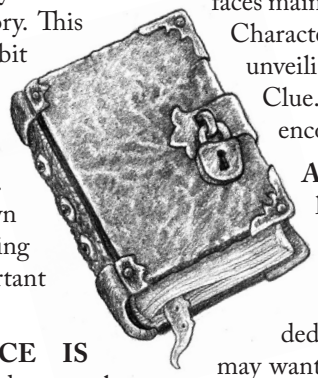
Leads should be left to the discretion of players to uncover. Meaning, you should allow them to uncover Leads either naturally (through skillful deduction on the player's part) or through use of Skill Tests (successfully understanding three concurrent Clues that are related to one another).



The players and their Characters are likely to be drawn in different directions and this can work in the GM's favor. The urge will be for you to reveal all of the Conspiracy's Leads in order, but you should not give into this or feel pressured to do so. Instead, by creating and revealing Leads out-of-order, the Conspiracy begins to open up, playing towards a sandbox-style approach. To the players, however, you are creating the illusion that the story feels open ended, while as the GM, you are secretly keeping the story under tight control. Remember: Leads

always point towards the Revelation and form a chain of evidence that points back towards the conspirators, their Agenda and eventually a Revelation about the Conspiracy. Crafting a Conspiracy is not unlike working on a jigsaw puzzle. All of the pieces in the box are mixed up randomly, but you start by pulling out all of the pieces and corners to form the border (Leads), setting aside those which are not important yet or you are unsure as where they fit in. Slowly, by examining and comparing these other pieces, you uncover the picture by guessing what is in between the pieces you have already laid out.

In fact, you do not necessarily want the players and their Characters to follow a distinct chain of Leads, so you should not worry too much about them uncovering Clues or Leads out-of-order. This gives you time to prepare, respond and lay out other contingencies should things go amiss. Certainly, do not be afraid to dump some Clues, or to create new Leads, based on how the players and their Characters are proceeding through the story. This is where you can let go of the GM reins a bit and begin thinking about the deductions the players have made about the Clues. Let them go off on wild goose chases and let that inform how you reveal each Lead. However, should they get lost in their own tangled minds as to what the Clues are driving them towards, you can use these four important tools to right the ship:



LEADS ARE OBVIOUS, EVIDENCE IS AMBIGUOUS: Your Leads should provide enough fodder to feed players should they decide to go off in their own direction. As yet, they have not connected all of the dots and should not be able to do so. When your players begin an above-board conversation about "...where to go next" and begin to review the Clues and any Leads they have turned up at this point, you know you have done your job. Players are likely to begin retracing their steps and are prepared for their Characters to stumble from one end of hell's half acre to the other in order to uncover something they feel they may have missed. Do not discourage them in this fashion, but be sure to avoid the perils of a dead end.

DEAD-END BREAKER: Players will inevitably follow a path that you know will not get them any closer to new Clues or Leads. In fact, Leads often drives them toward a dead end. When this occurs, you can use *ad hoc* scenarios to take their Characters off the beaten path to provide them with a break from the Conspiracy. In addition, this tool gives you some time between sessions to consider other implications or ways to draw in the Characters, and thus their players, back onto the path towards the Conspiracy. You should not reveal to the players that they have reached a dead end or that the side trek scenario is designed to break the dead end. Any dead-end breaker should be at best, no more than one or two sessions in length; otherwise, players will lose focus. And, when in doubt, it may be time to introduce a fight…

ENFORCERS: Of course, the conspirators are trying to cover up their tracks. They need to eliminate anything that pulls the investigators towards new Leads or reveals the Conspiracy's agenda. So, how do they do this? The conspirators will typically hire unaffiliated ne'er do wells to do their dirty work; employ subterfuge to eliminate the weakest links in the chain; and even use social and political pressure in this fashion, but rarely use violence. Use of violence only raises a red flag that something is amiss – not only confirming the suspicions of the players and their Characters, but also raising their ire – so use it sparingly. Do not be afraid to have enforcers enact direct conflict with the Characters, but be careful to hide their faces. Hiding their faces maintains the Conspiracy's air of mystery and if the Characters capture and interrogate these enforcers, by unveiling their faces it can reward them with another Clue. Since violence is a means to an end, violent encounters should always result in a new Clue.

ADRENALINE BOOST: Your players are likely to focus on their Character's Intelligence and Fellowship-based Skills for most of the Conspiracy. There are rumors to be uncovered, interrogations to be conducted and deductions to be made. Eventually, your players may want to crack some skulls to get the answers they need. Intersperse combat and Chase Scenes into a game session as a cheap shot to change the pace. However, such adrenaline boosters should be used sparingly – and with some care – too much combat and you will set the wrong tone. But, every gaming group is different. Listen to them, try to sense where they might be getting stuck and use combat and Chase Scenes to liven up the investigation. If you can interweave secondary allies into the Conspiracy in this way, you can even use adrenaline boosters to divulge new hints about the story – or even better, a new Clue you devised on the fly or between game sessions. And, it is also an excellent time to use a 'divine hand' to realign the players to the Conspiracy…

DEUS EX MACHINA, SPARINGLY: Should the players and their Characters' investigative effort not only come off the rails, but also be unable to climb back on, despite their best intentions, you can use their NPC allies to help steer them back along the path. Do not be **too** obvious, however – it should never feel ham-fisted. If you can, take advantage of foreshadowing to set up these moments.

STEP V: REVELATIONS

A Revelation is the end of a story arc; a culmination of Clues and Leads. The Revelation should provide generous exposition about both the Conspiracy and the Agenda of its masterminds. If you think of a story taking place in three acts, then Revelations should be revealed at the end of each act. Provided that you are using a Conspiracy to drive a full three-tiered approach to running a campaign, a Revelation should be revealed by the end of each Tier of play. This may take some careful pacing on your part, but we will show you some additional tools to help you control this pacing later in this chapter.

When a Revelation is revealed, just as with Leads and Clues, write it down on an index card, and beneath the Revelation, write the three Leads that are tied to it. Hand the index card to the players, so that they may refer to the Revelation as they begin to draw their own conclusions about the Conspiracy.

Every Conspiracy consists of three Revelations. Use these general approaches for each Revelation:

FIRST REVELATION

The first Revelation should be revealed shortly before the end of Basic Tier. It should give the players an idea that there are conspirators out there (but not who they are), that a Conspiracy exists and it has an Agenda. At this point, you should reveal one of the Agenda's major story points. Using 'There's Something About Marie' as an example, the summoning of Sss'ilky-Synnn will enable Zacharias to resurrect his beloved Mädchen. This is a major reveal, which comes at the culmination of the adventure.

SECOND REVELATION

The second Revelation should be revealed shortly before the end of Intermediate Tier. This would reveal the identities of the conspirators, the identity of the mastermind of the Conspiracy and reveal the second part of the Conspiracy's Agenda. Although our example from 'There's Something About Marie' does not develop further to the point where a second Revelation can be made, you could possibly infer that there is something afoot with the rise of the Fulci Movement by introducing another surviving member. Perhaps Count Wilhelm Byron lived through his encounter with the inquisitor, and is using Zacharias to summon Sss'ilky-Synnn so he does not face any imminent danger. His goals may be to develop the Fulci Movement into a full-blown cult! You could also take the approach that Marié de Mericourt is secretly orchestrating the events which unfold over the course of 'There's Something About Marie' because she is possessed by Sss'ilky-Synnn, and

intends to infiltrate the priesthood by dragging Zacharias before Marié's inquisitorial masters.

THIRD REVELATION

This third and final Revelation is the showdown: The Characters have uncovered all of the Clues needed to provide a complete and comprehensive understanding of the Conspiracy, as well as the mastermind behind it. This is generally revealed shortly before the end of Advanced Tier.

Following the third and final Revelation, the entire Conspiracy has been laid bare before the Characters. Ideally, the campaign or scenario should culminate shortly thereafter with a final confrontation which can take shape in many ways. The traditional option is for this to be a final set piece battle, but alternatively, it could be a very complex Social Intrigue event where the Characters are staking their reputation. The players will likely have weighed the consequences of their actions already and will have in mind how they want the confrontation between the Conspiracy and their Characters to be resolved.

AVOID EXPOSITION: Your players may well uncover every single link in the chain of Conspiracy – good on them! They may even skip some Leads, and trudge onwards – leaving some parts of the investigation in their wake and forging onwards to figure out the Conspiracy. This is also perfectly fine! Do not get bogged down into the details. And especially, do not spend a lot of time between sessions writing up or expanding on the Revelation. Use the tools from your GM toolbox to write in broad terms only what is necessary. You do not need to explicitly spell out every minor detail.

STEP VI: BEYOND THE CONSPIRACY

You should always conclude the Conspiracy with a sense of accomplishment and resolution on the players' part. They should feel like they took an active hand in investigating the Conspiracy and that their investigations led to the Conspiracy's (seeming) end.

Although the campaign has closed out, is there another Conspiracy afoot? Is it possible that there is something even larger at play than what the Characters have foiled? You can easily lead into new adventures, scenarios or even completely-new campaigns by tying in the previous story to the next. And, it need not involve the same Characters! While these sorts of considerations are beyond the scope of this chapter, do not be afraid to end the entire story with an 'off-camera' event, showing what happened in the aftermath of the Conspiracy. Do not be afraid to wrap up the Conspiracy with a plot twist as an epilogue to the story, but be careful not to completely undo or crush the hard work the players put into revealing and squashing the Conspiracy.

As to what this leads to? That is entirely up to you.

THERE'S SOMETHING ABOUT MARIÉ

There's Something About Marié' is a rural adventure you can run for players new to **ZWEIHÄNDER**, or those already familiar with it. It uses many of the tools you have learned about in the core book, including Combat Encounters and Social Intrigue. It is meant to teach you how to use these tools during an adventure, while providing a structured adventure to better teach players how **ZWEIHÄNDER**'s mechanics work.

This adventure is designed for three to six Characters in either the Intermediate or Advanced Tier, but may be too challenging for those in the Basic Tier unless they rely on their wits and try to avoid combat. It can be run independently or easily inserted into an existing campaign. This scenario is not intended to be the origin story of how the adventurers met. It is assumed that "There's Something About Marié" is one of the party's many adventures, as its members begin gameplay already knowing one another. The exact dynamics of the relations between them will be determined as they play through first this scenar io, and then hopefully many others. Note that this adventure contains mature themes.

The scenario consists of four parts, its structure being directed by a few key events and the player Characters' choices. The entire adventure is crafted around the Conspiracy Rules found in **Chapter VIII: Liber Obscurus**. It encourages proactivity, investigation and critical thinking upon the players' part if they are to solve the mystery, with a shocking revelation requiring them to decide upon the best course of action in order to bring the story to a close. The players will also need to show initiative if they are to get the most out of the scenario. Completion of the entire adventure should roughly take between three and five sessions.

It is assumed that the player Characters are travelling by river barge along the tributary of a great river, within a day's travel of a riverside village whose economy has been disrupted by civil war. Although this has made life harder for the peasantry, the unscrupulous, the opportunist, and the greedy have flooded into the region looking to make a quick coin or two. For purposes of this adventure, we have used the setting from the *Goth Moran Divided* campaign seed (**ZWEIHÄNDER**, page 450). Specifically, the scenario begins in the autumn, with the player Characters travelling along the Basque River. The bulk of the adventure will take place in and around the dockyards of Lloyd's Beacon and conclude in Minuet.

PLOT SYNOPSIS (THE CONSPIRACY)

The story leading to the events of the scenario starts a year ago with the *Fulci Movement*, a salon of poets and authors founded by Count Wilhelm Byron in the cosmopolitan city of Kahabro. A notorious libertine, Count Byron had been a student of the infamous old master, Malen Fulci, and was the chief proponent of the artistic style known as 'The Fulci Movement', which attracted a number of painters, poets and storytellers to the salon's ranks. This included Mädchen Galloe, a painter of middling measure whose ambition was to study under the count. In public, Byron merely humored Galloe's attempts to impress him and refused to take her on as a student, but behind Galloe's back, laughed at the paucity of her talent. Rebuffed and frustrated, in her despair Galloe prayed for inspiration and adoration – and those prayers were not only answered by the Abyssal Prince of Pleasure, the dark prince also provided like He always does. The Prince's 'gift' was a jade statue of a naked man with a serpent coiled around him, a muse not just for Galloe, but all of the Fulci Movement.

When Galloe showed Byron her next painting, the count was flabbergasted. How could an artistic nonentity like Galloe paint something of such exquisite rapture? Byron demanded to know who had painted the painting, promising to take such a burgeoning talent under his wing and make him an old master whose name would carry down the centuries. Galloe saw her chance and in a gabble, explained how she was inspired by a statue and that the painting was truly hers. Upon being shown the statue, Byron knew that it had to be his, even if it meant taking on the insipid Galloe as a pupil.

Little did Byron or Galloe know that to this statue was bound the Carnal Demon *Sss'ilky-Synnn*. For weeks, his honeyed words snaked into Count Byron's dreams, taking shape in his works and those of the other members of the salon until it was no longer a like meeting of artistic minds, but a true cult devoted to the Prince of Pleasure. From their dark explorations came works exquisite and nightmarish, grotesque and scintillating, and for Count Byron – now under the spell of the Carnal Demon – the ambition to create his greatest ever work. As the count envisioned it, Byron's magnum opus would not only surpass the skill and vision of his late master, Malen Fulci and his masterwork *The Beyond*, but it would also summon the cult's beloved muse to inspire him to even greater artistic endeavors.

This proved to be the cult's undoing.

Just as the cult was performing the summoning, Marié de Mericourt – an inquisitor of the Witchhammer order – stormed its hedonistic ceremony. She had been tracking the activities of the salon for nearly a year, but to date, had been unable to turn up any strong evidence of its wrongdoings, or indeed, the fact that it had become a cult. Marié was convinced that Count Byron was an occultist dedicated to the Abyssal Prince of Pleasure, but without firm evidence, neither she nor the church could move against him or the cult. This was not enough for the veteran inquisitor and despite knowing that she would face disciplinary procedures, Marié continued her surveillance of the salon and its members. The opportunity for her suspicions to be proved right came after she tracked the salon's inner members to a secret meeting at which Count Byron was leading them in a summoning ceremony!

Knowing that she had been right all along and angered that the church had not believed her, Marié acted immediately to stop the summoning. None of the occultists could withstand her zealous charge, not even Count Byron. Yet despite dealing him a mortal blow with her sword, Marié could not stop Count Byron from completing the ritual. When Sss'ilky-Synnn materialized, it was to find his occultists lying dead. Consumed with fury, he launched a fierce attack at the only person still standing, Marié, severely wounded the inquisitor. Laughing, the Carnal Demon leaned in to savor the kill, but de Mericourt was not finished yet, and with a single, desperate thrust, her blade cut deep. Within hundreds of yards, people fell to the ground bleeding from the ears as Sss'ilky-Synnn's screams of vexation ravaged the air as the Carnal Demon was sucked back into the Abyss.

The Ætheric Winds are indeed fickle; a rift opened and a clawed hand dragged Count Byron into the Abyssal void. He would be heard from no more. Although in years to come, he would be renowned for later fathering the woman who invented the first difference engine (powered by Wytchstone), his name remained a case study for Witchhammer on how to identify occultists in libertine circles. But that is not where our story picks up.

Wounded and bleeding, de Mericourt was unable to stop the only other survivor of the ceremony, Mädchen Galloe, from fleeing with the statue. Taking to the streets, the bloodied and shocked painter thought she was the sole survivor, but she managed to find one other remaining member of the cult still alive. Zacharias Kohlenfeuer had been the cult's most recent inductee, too new to have been at the ceremony, but the starving artist was still keen to serve its interests. On the run together and desperately attempting to attend to her wounds, Zacharias became besotted with the woman. He viewed Mädchen Galloe with not only adoration, but also with complete and utter lust-filled obsession. This was not true love in the romantic or artistic sense, but the influence of the demonically-amorous musk of Sss'ilky-Synnn which still clung to Mädchen and warped Zacharias' mind. Whatever his intentions towards Mädchen, they would never see fruition. Over several fitful nights, Mädchen was wracked with fevered dreams and pain from her injuries. Zacharias could do nothing to save her. Having been shot by Marié de Mericourt at the ceremony, Mädchen expired a week later from her wounds. Zacharias was ineffably distraught at the death of Galloe. Yet just as he had been obsessed with making Mädchen his when she had been alive, Zacharias was equally as determined to ensure she remained his when she was dead. Thus Zacharias' obsession become grotesque as he did the best he could to preserve the decaying corpse… until it rotted entirely.

With her corpse gone, Zacharias turned his obsession with Mädchen to the only remnant of her he had – the jade statue of Sss'ilky-Synnn. He devoted himself to the worship of the Prince of Pleasure through the statue for more than a year, praying for a means by which Mädchen could be restored to him. Eventually, ... the statue began to whisper to him just as it did Mädchen Galloe and Count Byron before. To Zacharias' joy, the statue not only told him dark secrets, expanding his horizons to become a fledgling Ecstatic Celebran t, and revealing promising avenues via which his beloved could be resurrected, it did so in Mädchen's voice.

Of course, it was not Mädchen speaking to him from beyond the grave, but Sss'ilky-Synnn, whose thirst for revenge against Marié de Mericourt was as powerful as Zacharias' obsession with Mädchen. His seductive whispers told Zachariah how he could save Mädchen by reviving her from death. All he has to do is gather the right reagents, capture Marié de Mericourt, and then sacrifice the inquisitor in a ceremony which would ensure the return of the love of his life to the Material Realm. Unsurprisingly, this is all a lie. The ceremony will not summon Mädchen

Galloe back to life, but Sss'ilky-Synnn from the Abyss to first take revenge against Marié and then . . . claim Zacharias' soul for the Prince of Pleasure.

After nearly six months of wandering, Zacharias has gathered most of the necessary reagents save for one – Wytchstone! Fortunately, he has made arrangements with a band of Crooked Reeves to deliver this highly illegal and dangerous substance to him and he is supposed to meet them in Minuet on the 13th – a lucky day.

Meanwhile, Marié de Mericourt has recovered from her wounds and has been tracking down the remaining occultists and their allies, and has found out that a certain Crooked Reeve chapterhouse is smuggling heretical cargo down the Basque River for Zacharias. She knows that the shipment of Wytchstone is coming to Minuet soon and has dispatched her agent Udo Gébler to Lloyd's Beacon find out more about the shipment. Meanwhile, the inquisitor waits in Minuet, hiding amongst the prostitutes of a local brothel.

ENTER THE 'HEROES': The player Characters are drawn into this series of events when a wounded man suddenly stumbles aboard their river barge. This stranger is Udo Gébler, the agent dispatched by Marié de Mericourt, who is being chased by the Crooked Reeves in Lloyd's Beacon. Udo discovered the connection between their Sergeant Winterhalder and the occultist, Zacharias, but they discovered him. Before he could escape, he was stabbed with a poisoned blade by Winterhalder's men. During this encounter, Gébler hides a secret note aboard the barge. The note is intended for Marié de Mericourt, but hoping that in his fit of death, the note will reach her regardless.

The player Characters find themselves in Minuet on the 12th, seeking shelter against a rainstorm. They are directed to a local inn where they quickly pick up hints that everything is not as it seems. In particular, a certain mysterious Aradain woman is acting suspiciously. Could she be after the Wytchstone?

The next day, they will find out that the Aradain has caused quite a stir in the small community with almost everyone in the village taking some interest in her. While they wait for their barge to be repaired, the player Characters will be approached at different times by a watchman, a local racketeer, a bounty hunter and the matron of the brothel. In turn, they each try to hire, bribe, threaten or plead with the player Characters into helping them. It is quite possible that different player Characters ally with different parties, which will set up an interesting situation when it comes to the big finale.

Of course, what no one knows (but the player Characters are about to find out) is the fact that the Aradain woman is actually an inquisitor. Marié's secret will be revealed as the events of the scenario reach their explosive climax on the evening when the Crooked Reeves arrive with the Wytchstone and the inquisitor comes to arrest them. Unfortunately, this is when all of the other interested parties decide to make their move against Marié as well and all this will take place at the tollhouse where the player Characters are on guard duty…

TIMELINE

- **1 year ago:** Count Wilhelm Byron founds *The Fulci Movement*
- **8 months ago:** Count Byron summons Sss'ilky-Synnn; Byron is slain and Sss'ilky-Synnn is banished by Marié de Mericourt
- **7 months ago:** Mädchen Galloe dies from her injuries
- **6 months ago:** Zacharias Kohlenfeuer gives himself to the Prince of Pleasure's devotion
- **3 months ago:** Bruno Connard takes control of Minuet; Hermann Treumann sends word to Drach's Landing for help against the racketeer, but help never comes
- **2 month ago:** Marié de Mericourt tracked down Zacharias into the Basque River Valley, and sent Udo Gébler to spy in Lloyd's Beacon
- **1 month ago**: Sergeant Winterhalder arranges to smuggle Wytchstone to Minuet on the 13th of the following month for Zacharias Kohlenfeuer
- **3 weeks ago:** Marié arrives in Minuet
- **2 weeks ago:** Hermann Treumann sent word to Lloyd's Beacon asking for Sergeant Winterhalder to come to Minuet to judge Ruben
- **1 week ago:** Marié dispatched Udo to investigate possible links between a band of Crooked Reeves and Zacharias, who she believes is an occultist

CONSPIRACY RULES: In this adventure, there is but one Revelation to be revealed: Marie is after Zacharias, as Zacharias is after the Wytchstone and Winterhalder has arranged for its illegal transport. Although the entire Conspiracy will not be laid bear in this adventure, it should give you ideas on how to craft a grander conspiracy about the cult. We have written in 9 Clues throughout the story, but it is up to you to create a contextual Lead that brings the player Characters to the Revelation.

DRAMATIS PERSONAE

The following describes the major NPCs in 'There's Something About Marié'. It includes all related, mechanical details the GM may need to while running the adventure. Full NPC Entries follow at the end of this scenario.

BRUNO CONNARD

Professions: Convict/Outlaw Chief
Ancestry: Adult Human (40 years old)
Social Class: Lowborn
Motivation: Largesse
Alignment: Chaos-Aligned
NPC Entry: None, see *The Knavery* at the end of this scenario

In the wake of the *Blood War*, Bruno Connard has found a good place in Minuet where law enforcement is almost non-existent and merchants pass by regularly. He and his gang run a protection racket that includes One-Eyed Jakob's, the general store, as well as some wealthier locals. He also runs the dog gambling ring in Sigmund's Flask. In reality, Bruno Connard is much like his codpiece – full of hot air with little to back up his claims. He is a coward who preys on helpless victims and avoids any direct confrontation. He has heard there is a new girl in the brothel, but has been denied a chance to meet her so far. Her "hard-to-get routine" has only served to make him more intrigued by the mysterious Aradain woman.

Bruno Connard is a tall, skinny man with bad skin and a crooked smile. He wears a mismatch of good-quality clothing taken from his victims, plus cheap jewellery.

HERMANN TREUMANN

Professions: Laborer/Watchman
Ancestry: Middle Aged Human (59 years old)
Social Class: Burgher
Motivation: Decorum
Alignment: Order-Aligned
NPC Entry: None, see *The Knavery* at the end of this scenario

Herman Treumann has worked at the tollhouse for as long as it has been in Minuet and, unlike many of his peers, Hermann is actually an honest, hardworking servant who takes pride in his duty. Over the years, travelers from across the region have come to know and respect him as a no-nonsense kind of a man who is never less than and never takes a bribe. Herman has two younger brothers, Heinrich and Wilhelm, who reside in the family's home village of Vorberg (see the 'A Bitter Harvest' adventure, **ZWEIHÄNDER**, page 625). A violent encounter with smugglers a few years back left Herman with a pronounced limp, forcing him to hire Ruben to assist him. Ruben's eventual betrayal came as a huge shock and disappointment to Hermann, as he had learnt to trust the young man and thought he would someday take his place as the toll keeper. He suspects Connard for influence young Ruben, but lacks tangible evidence.

Hermann is a solidly-built man in his late fifties, his hair turned to gray around the temples. A pronounced limp marks his slow, but methodical approach.

LUDO HÄLFTEMANN

Professions: Bounty Hunter/Kinslayer
Ancestry: Middle Aged Halfling (50 years old)
Social Class: Lowborn
Motivation: Emancipation
Alignment: Chaos-Aligned
Bestiary Entry: None, see *The Knavery* at the end of this scenario

During the Blood War, Ludo served Ghulistan. He and his war hounds – Hans and Franz – braved the parts of the forest to drive out the Walstanians, and worse. He fought horrible things in the Grunwald Forest, but managed to survive , although the things he saw during those dark and bloody days have left him with a mean streak as wide as the Basque. After the war, Ludo Hälftemann had to find work to sustain him, so he turned to kin-slaying.

Saw-toothed with a perpetual five o'clock shadow, the Halfling's ruthlessness and tenacious character suits his new line of work. A long scar runs across Ludo's face, and is unusually skinny.

MARIÉ DE MERICOURT

Professions: Hedge Knight/Investigator/Inquisitor
Ancestry: Adult Human (38 years old)
Social Class: Aristocrat
Motivation: Judgement
Alignment: Order-Aligned
Bestiary Entry: None, see *The Knavery* at the end of this scenario

Marié de Mericourt was born to an Aradain noble family in Bellegane, the capital of Aglador. When she was just eleven years old, a gang of occultists broke into their home in the middle of Candlemass Eve on the winter solstice and butchered her family. Her father's valet helped her escape and the orphaned child was taken to live with her Gothric cousins in Drach's Landing. Despite being Walstanian sympathizers during the Blood War, her Gothric cousins

were devout followers of the Steward and under their tutelage, Marié grew into a strong, independent woman with a deep and abiding hatred of all heresies. At first, the church welcomed her ardent devotion and dedication with which she ferreted out heretics and occultists, but her explosive temper and reputation for relentlessness and unforgiving zeal have not only damaged her reputation, they driven her to act beyond the strictures of the church. If there is one thing that the church of the Steward hates only slightly less than heretics, it is an inquisitor who has turned renegade. Right now, Marié is meant to be recovering from wounds received while dealing with a cult and as long as she is in Minuet, she is not operating with the church's blessing.

Besides having a bad temper, Marié is also very superstitious. While staying at One-Eyed Jakob's, Marié has noticed the plight of the prostitutes. Being a devout follower of the Steward, she believes in strength and independence, and has therefore taught the prostitutes how to defend themselves both physically and spiritually.

Marié is beautiful in a typically Aradain way, with flowing dark hair and dark brown eyes. Typically, she dons a wide brimmed hat – characteristic of inquisitors – several purity seals and talismans fastened to her boot-length leather jack. She always wears a green scarf around her neck to hide hideous scars caused by Sss'ilky-Synnn's pincer. While in the brothel, she is dressed (and perfumed) accordingly.

SERGEANT ALDUS WINTERHALDER

Professions: Watchman/Reeve
Ancestry: Adult Human (45 years old)
Social Class: Burgher
Motivation: Dominion
Alignment: Chaos-Aligned
Bestiary Entry: None, see *The Knavery* at the end of this scenario

During the Blood War, Aldus Winterhalder led a band of Sellswords who fought for Ghulistan. Following the Blood War, he and his men raided an abandoned reeve chapterhouse a few days outside of Swanzi. Adopting their dress and decorum, Winterhalder and his band of miscreants moved to Lloyd's Beacon , and installed themselves as reeves. They have held the position for so long that barely recall what they did during the Blood War. Sergeant Winterhalder knows that he and his men are on to a good thing and they do everything to hold onto their position of power. Consequently, the Sergeant is officious, pompous and runs a tight ship lest he be revealed as an imposter, along with all of his men.

Sergeant Winterhalder is a short, stumpy man with a paunch belly, a prototypical "cop 'stache" and short-cropped hair. He wears a set of copper-trimmed scale mail , and carries a swagger stick he holds bent between two chubby hands.

SSS'ILKY-SYNNN

Professions: None
Ancestry: Lower Demon
Social Class: Aristocrat
Motivation: Vengeance
Alignment: Chaos-Aligned
Bestiary Entry: Carnal Demon (**ZWEIHÄNDER**, page 476) or see *The Knavery* at the end of this scenario

Sss'ilky-Synnn was one of the Abyssal Prince of Pleasure's favored paramours, allowed to comb the Dark Prince's hair with his oiled claw. When he was initially defeated by Marié de Mericourt, Sss'ilky lost his favored position and was driven from his master's dais. Since then, he has obsessively sought revenge against de Mericourt to win back his right to lounge on the divans in the Prince's presence.

Horrible and entrancing at the same time, Sss'ilky-Synnn has creamy white skin, is rippling with cords of muscle, has a head full of beautiful golden hair and large, emerald pools for eyes. His left arm terminates in a purplish, scythe-like pincer with which he can bestow the gentlest of caresses or the deadliest of slashes. His legs terminate in twin talons and and between his legs writhes a prehensile, barbed phallus – the length of a whip.

ZACHARIAS KOHLENFEUER

Professions: Cultist/Ecstatic Celebrant
Ancestry: Adult Human (24 years old)
Social Class: Burgher
Motivation: Secrecy
Alignment: Chaos-Aligned
NPC Entry: None, see *The Knavery* at the end of this scenario

Ever since Zacharias Kohlenfeuer saw his 'beloved' Mädchen perish, he has been utterly obsessed with the idea that he can bring her back to life. He blames himself for her death and his sole solace is that the fact that her final gift to him, the statue of Sss'ilky-Synnn, has offered him a glimmer of hope. The statue speaks to Zacharias in his dreams, promising to return Mädchen from death. All he has to do is perform a ritual in the presence of the inquisitor Marié de Mericourt. Kohlenfeuer knows the ritual comes with a high cost – the inquisitor's life for Mädchen's, but that is a price he is willing to pay to see Mädchen's return from the grave.

Zacharias is a young, handsome man with perfectly coiffed black hair. However, his forays into the dark arts have left his skin pale and the fear and stress he is currently under have left him with rings around his eyes. In Minuet, Zacharias is disguised as a monk.

OTHER NPCS

Throughout this adventure, the player Characters will encounter several other people. The GM should assume those who would not intend the player Characters harm to be Order-Aligned, whereas others who may intend violence upon them are Chaos-Aligned. Most of the people that the player Characters will meet will be of Lowborn stock. Exceptions to this may be made at the GM's discretion.

A FEW GOOD MEN

The Basque River is the lifeblood of the continent of Goth Moran and countless vessels ply its waters and tributaries every day. In recent times, the flow of trade up and down the mighty river, as well as across it between the provinces of Ghulistan and Walstania, have been severely disrupted by the Blood War. As the vicious ethnic war has wound down with no clear victor, merchants have rushed back into the area to re-establish the once lucrative markets across the river.

One such merchant is Rudger Weissbier. A grey-haired and jovial man in his late forties, Weissbier wants to hire a few good men to escort his cargo of fine wines to Kahabro during the week of Mourning-Limb (a Gothric holiday dedicated to maimed veterans, who generally receive free ale and beer for their sacrifice). The route to Kahabro (or any other larger city that suits the GM's needs) is not an easy one, requiring travelers to traverse some of the Basque River's less-travelled tributaries, Weissbier wants to insure that he and his cargo will get there in one piece. He offers to pay the player Characters each a standard fee of 80 brass pieces (bp) per day of travel. However, add +10% (+8 bp) if a player Character has two Skill Ranks in any Combat-based Skill , or +20% (+16 bp) if they possess three Skill Ranks in any Combat-based Skill.

PART I: LLOYD'S BEACON

The adventure begins as the party has been travelling the Basque River aboard a river barge for a few days. Perhaps they are under the employ of Lutz Wassertragger. or even Maximillian Steiger, the personalities from the adventure 'A Bitter Harvest' (**ZWEIHÄNDER**, page 625).

Regardless of its employer, t he party has started is journey down the Basque River and is well on its way towards its destination when the events of the adventure. After a few days of travel, the barge stops at a tiny riverside dockyard called Lloyd's Beacon to resupply, check the boat for any damage and spend the night. It is the 11th of a cool, autumn day. There is but a population of twelve people in Lloyd's Beacon, plus four others who are Crooked Reeves. The shadows are already growing longer and the various vendors and stevedores are preparing to call it a day when the party's barge slides to a halt alongside one of the wooden jetties. The party has an hour to kill at best before The Altercation.

THE ALTERCATION

Just as they prepare to leave the barge, there is a crash as something is knocked over, followed by angry shouts. Ahead of them, a wiry young with youthful features darts from behind a pile of crates and proceeds up the ramp onto their barge. This is Udo Gébler, the agent sent to Lloyd's Beacon by Marié de Mericourt. He is dressed in good quality, yet practical, clothing and a backsword hangs from his belt. The man's eyes dart from side to side as staggers onto the deck, panting heavily, first looking for a place to hide , then at the player Characters for help.

Udo Gébler

- "Help me… they must not catch me… I have to find a place to hide!

Try to establish a sense of urgency by asking each player around the table to quickly describe what their character's initial reaction to the situation is. As soon as everyone has had their turn, four Crooked Reeves run onto the pier, military pikes in-hand, obviously in pursuit of someone. While the Crooked Reeves question all passers-by, the player Characters have 1D10+1 minutes to decide what to do. You may wish to measure this period of time using the stopwatch function on your phone, hidden behind a ***Gamemaster's Screen*** so as to not tip your hand for when the Crooked Reeves will approach the party's barge.

CLUE: Players will notice he is as pale as a ghost , and grasping his left side where blood has stained his jerkin. With a successful Heal Test, players can deduce that he has been stabbed with a thin knife, penetrating his lungs.

The player Characters probably want to know who the stranger is and why the Crooked Reeves are after him. He promises to answer all their questions later, just as soon as he has evaded his pursuers and had a chance to see to the wound in his side.

UDO GÉBLER

The stranger is in fact Udo Gébler, an agent in the employ of Marié de Mericourt. The inquisitor has been tracking Zacharias and has learned that they use the Crooked Reeves of this area to smuggle heretical items for them every now and then. Gébler snuck into their chapterhouse, but was discovered. A fight ensued and Udo was wounded, but still managed to escape and is now trying to find a place to hide. He will not reveal this to the player Characters, however, as there isn't enough time.

SERGEANT WINTERHALDER: When their time is up, a successful (Easy +20%) Awareness Test reveals one of the stevedores pointing at their barge – the Crooked Reeves start towards their ship. Unless they remove the ramp, the Crooked Reeves will board the barge without bothering to ask for permission. If the player Characters bar them entry, a surely-looking lout with a large moustache and big belly steps forward and announces himself as Sergeant Winterhalder and demands to be allowed on board in pursuit of a dangerous criminal. If the player Characters continue to resist, he points out that the Reeves have a chapterhouse here with two well-armed patrol ships. Once the Crooked Reeves are aboard, they proceed to search the vessel. If the player Characters ask Sergeant Winterhalder who they are after, a successful (Standard +/-0%) Charm Test gets the Sergeant to reveal to them that he and his men are after a dangerous criminal named Udo Gébler. If the result of the Skill Test is a Critical Success, the Sergeant reveals that Udo is a 'dangerous occultist'.

CLUE: Players will also notice a stiletto at Sergeant Winterhalder's side, an 'unusual' weapon for a Reeve to be carrying. With a successful Folklore Test, players can deduce that the stiletto is a weapon of an underhanded or dastardly person.

It is up to the player Characters how they handle the situation with Gébler. Some possibilities are discussed below:

TALK OR BRIBE THEIR WAY OUT

As Gébler has undiscriminating evidence on the Crooked Reeves, no amount of convincing, threatening, pleading , or bribing will prevent them from searching the ship. The player Characters can of course lie that they saw him board some other vessel etc. This requires a successful Challenging (-10%) Guile Test and even then, Sergeant Winterhalder will search the ship's manifest for illegal contraband, while the others move on.

COMBAT: FIGHT IT OUT

The player Characters should realize that this would be an extremely unwise course of action. If a fight breaks out, three more Crooked Reeves arrive at the scene after 1D10+1 minutes. Unless the player Characters have defeated Sergeant Winterhalder and his men, thrown them off the barge , and their barge has pulled away from the jetty, the new arrivals will storm onto the barge and gain a Surprise Turn.

If the player Characters survive and manage to flee, they will be dogged by patrol ships for the rest of their journey. This could lead to an exciting Chase Scene, but may undo the adventure at-hand. Either way, ensure that the direction they head is downriver towards Minuet , to keep the story pacing in the right destination.

TURN UDO IN

They can turn in Udo, in which case the Crooked Reeves take him away and he is never seen again. Sergeant Winterhalder thanks them for doing the right thing by Ghulistan and the Crooked Reeves leave.

STOWAWAY UDO

If its choose this route, the party will need to distract or direct the Crooked Reeves away from Udo's hiding place. Also, his wound is bleeding so heavily, they'll need to cover the bloodstains or somehow explain them away. Once they fail to find any sign of the man, the Crooked Reeves leave with a stern warning against harboring wanted criminals.

PLAYTEST NOTES

In our first playtest, one of the player Characters took one of the bottles of wine , and poured it across the deck of the barge. This helped cover up the fact that they helped hide Udo, who was bleeding like a stuck pig when he came onto their ship.

IF THEY FIND THE FUGITIVE: The Crooked Reeves will seize Udo Gébler and take him away. The player Characters are taken to the chapterhouse and questioned. If they fail to give a satisfactory explanation or a sizable bribe of at least 18 gold crowns (gc), they will be reprimanded (maybe even flogged to Incapacitated! on the Peril Condition Track) for attempting to help a dangerous criminal. If you see it fit, they could even be fined or bribed with 3 gold crowns each (gc) – or if unable to pay – imprisoned for a few weeks while their backgrounds are 'checked'. If they choose this course of action, the adventure is not necessarily over. In this case, you may rule that during inclement weather, the Crooked Reeves forget to lock the cell door during shift change, providing an ample opportunity to escape (perhaps to abscond with one of the reeve's patrol boats). This also ensures that the adventure moves towards Minuet once more, but may require some creativity on your part to tie together any loose strings to put them back onto the path to an encounter with Marié de Mericourt.

DEPARTURE & UDO'S FATE

Whatever course of action the player Characters decide on, Udo will give one final groan and with blood foaming from his mouth, and breathe his last words, *"mother…"*. It will obvious to anyone that the young man is dead and a successful (Easy +20%) Heal Test confirms that the wound was poisoned.

With a successful Incantation Test, what they can glean from the note is that someone will be bringing highly-illegal and downright heretical Wytchstone to Minuet. This handout will lay the groundwork for the events which unfold in Minuet.

CLUE: In any event, even if the party did not allow him to stay aboard, Udo has still managed to hide a scroll case aboard their barge. The player Characters should find this case a few hours after the incident, after they have left Lloyd's Beacon and are already well on their way to Minuet. Inside the scroll case is a short note written by Udo and intended for Marié de Mericourt. It reads:

Expecting Wytchstone to arrive in Minuet on the 13th
Aboard the Twin Trout
~ U.G.

PART II: ARRIVAL IN MINUET

Gébler's note says the 13th, but the month has been left unnamed on purpose. This way it is up to you whether the player Characters arrive in Minuet a few days after the events in the previous chapter, or after a longer time, and perhaps another scenario , has passed. What matters is that they arrive in Minuet in the late afternoon of the 12th.

WHAT'S HAPPENING IN MINUET?

Around midday on the 12th, dark clouds roll across the sky and the wind picks up. The drizzle soon turns into rain and shows no signs of stopping – even as night falls. By the time the party is near Minuet, their barge is traveling through a serious rainstorm. Anyone with the Navigation or Pilot skills will know that the safest option at this point is to secure the barge at the nearest village and seek shelter there.

The barge heaves and seizes dangerously, but the player Characters manage to dock safely. As they struggle to fasten the moorings, a shaft of light pierces the darkness as a toll keeper in a cloak that threatens to be torn from his shoulders by to the weather braves the dreadful storm to meet them. This is none other than Hermann Treumann. His guttering lantern swings wildly in the wind in a valiant – but desperate – attempt to shed some light on the party's dockside activities. He shouts in order to be heard over the howling wind:

Hermann Treumann

- "Welcome to Minuet, travelers! Grace be to the God-Emperor, ye made it here safely! I am Hermann Treumann, the toll keeper. Don't ye worry about them tolls now, we can settle them in the mornin'! If yer be lookin' for a place to spend the night I recommend One-Eyed Jakob's, on the west side of the village. About the only place open at this hour too!"

Refuge will be refused to anyone seeking shelter elsewhere in Minuet besides One-Eyed Jakob's, due to both the hour and the inclement weather.

TO ONE-EYED JAKOB'S

Even in the heavy rain, One-Eyed Jakob's is easy to find, as it is the largest building in the village. It looks like a typical two-story inn, in front of which a sign with a jack of spades swings wildly in the wind. A successful (Easy +20%) Folklore Test tells them that One-Eyed Jakob's is well-known by the more regular travelers across the region, as the inn is also a brothel.

When the player Characters knock on the inn's front door, it is answered by a big, ugly bouncer named Diesel, who will eye them up and down before stepping aside to let them enter. Once inside, he will shut the door and resume his seat. Any attempt to engage him in conversation will elicit barely a grunt. The bouncer is only there to discourage anyone from doing anything stupid. Fortunately, the party receives a much warmer welcome from the rest of the staff. Two brightly-painted prostitutes will introduce themselves, *"Oh hello! I'm Julian and this is my friend Vivian!"*. They offer to help them out of their wet overcoats , and over to a vacant table. In spite of the weather, the place seems to be quite full; a mishmash of patrons is enjoying warm ale, a hearty laugh and attractive company. A group of passing merchants is downing drinks and dancing, there is a loud card game going on in a side booth , and a pale young man with perfectly coiffed hair sits by the fire, writing in a large, leather-bound book.

Once the player Characters have settled down, they are approached by the matron of One-Eyed Jakob's, Madame Domenica Niehoff. In late forties, this striking woman welcomes them and personally assures them all of their needs will be taken care of. Jakob's has a rather impressive selection of warm ales, fine wines and the food is tasty, if a bit spicy – not to mention expensive (double the prices found under *Lodging & Tavern Provender*, page 234, of the the Trappings chapter in **ZWEIHÄNDER**). The player Characters are free to indulge themselves.

SCHNAPS, SCHNAPS, SCHNAPS, SCHNAPS, SCHNAPS, EVERYBODY!

Feel free to actively encourage the player Characters to drink to excess. It has clearly been a terrible day's travel, and the warm food and drink is certainly a respite from the autumn weather outside. If the party intends to drink, be sure to reference the *Intoxication* rules from the Hazards & Healing chapter (**ZWEIHÄNDER**, page 263).

PUBLIC ENEMY NUMBER ONE

If they attempt to talk to the pale young man (who is Zacharias Kohlenfeuer) he will shut the journal he is holding before politely declining to share his name or engage in conversation, on the pretense of not feeling too well.

CLUE: This will not prevent the party from noticing that his book contains many drawings of a young woman. If asked about the woman requiring a (Challenging -10%) Charm Test, a sudden wave of sadness overcomes the man, as he says that she is his fiancée Mädchen, and that they have been apart from each other for a few months. Thankfully, he is meeting her in Minuet on the following day.

TROUBLE WITH DIESEL

Diesel, the bouncer, sits by the door, slowly drinking and growing more intoxicated by the minute. Being an unimaginative brute, he attempts to grope any female figure that comes anywhere even remotely near him. The party can easily tell that the prostitutes absolutely loathe the man. If asked about it, they will quite openly admit that Diesel is not liked. A successful (Trivial +30%) Charm or Rumor Test further reveals that the bouncer actually works for a local racketeer named Bruno Connard rather than Madame Domenica Niehoff; not exactly a secret, as most folk in Minuet already know of his allegiances to Bruno and his protection racket.

At a suitable moment Diesel demands more ale in a loud voice and Vivian, the girl who was there to greet the party, goes to take him a fresh tankard. As she hands him the drink, Diesel gropes her from behind. Vivian squirms and tears herself away.

WHITE KNIGHTS, ASSEMBLE

Clearly, this is an opportunity for a player Character to help Vivian. However, the whores of One-Eyed Jakob's are not entirely defenseless (as Diesel will learn soon enough). If a player Character wishes to interfere, they will need to beat her Initiative value of 17. If their result is higher, Diesel is left Defenseless and Helpless to their first attack. If they manage to piss Diesel off, this may result in a fight. He uses the same stats as an Ex-Convict (found in *The Knavery* later in this scenario).

VIVIAN STRIKES: Just as Diesel stands up and reaches for her; with one punch square in the nose, she drops the brute to the ground. Blood bursts from his nose as he hits the floor with a hard 'thud!' . Everyone stares in stunned silence as Vivian looks to her balled-up fist, then at the unconscious Diesel. Her face lights up and as she looks up towards the stairwell, she exclaims joyously:

Vivian

- "It worked, it really worked Marié!"

A NOTE ON WYTCHSIGHT

The jade statue is a corrupting relic that warps the Ætheric Winds around it, effectively making them unreadable. This convenient fact helps to keep the identity of the true recipient of the Wytchstone a secret until the events described later.

MEETING MARIÉ

All eyes in the brothel turn towards the stairs where Vivian was looking. A beautiful Aradain woman descends down the stairs completely cloaked, save for the faintest hint of a red corset peeking out from beneath her collar. This is Marié de Mericourt. Her large, brown eyes look to Vivian Ward and her lips curl into a slow smile. Madame Domenica ushers Vivian to a backroom, putting a finger to her own lips. The lingering scent of perfume pervades the room (the same perfume that can be smelled at the God-Emperor's Shrine). Two stable hands carry the unconscious Diesel outside.

At this point, a (Challenging -10%) Awareness Test reveals that that upon seeing the Aradain, the pale man gets visibly upset and spills the contents of his inkwell across the table and his journal. He tears the smeared page out and flings it into the hearth, then quickly makes his way upstairs where he will lock himself in his room. Should one of the player Characters retrieve it, it depicts a smeared picture of a woman's face, framed within dark curls. Players may assume this is supposed to be Marié, but it is in fact Mädchen. Feel free to indulge players if they chase after this red herring, as it could hook them into Zacharias Kohlenfeuer's plot sooner than expected.

Once Diesel and Vivian are out of sight, they are also quickly out of mind and the merrymaking continues as if nothing had happened. Madame Domenica will dismiss the incident hurriedly and refuses to further discuss it.

Marié de Mericourt is a very striking figure, and is hard to look away from – not only for her beauty, but for also for the fact that an Aradain woman this far south in Goth Moran is highly unusual. With a successful (Challenging -10%) Awareness Test, the party will notice she has a hidden stiletto strapped to her leg.

SOCIAL INTRIGUE: WHO IS MARIÉ?

If confronted about it, she will become openly suspicious of the player Characters. This immediately triggers a Social Intrigue event. Treat her as if she were an Aristocrat for purposes of role-playing. Marié begins with a Polite Disposition. However, depending on how the party interacted with Diesel earlier, her Disposition towards the player Characters may be better or worse than this. Follow the normal rules for Social Intrigue as a Complex Exchange, but in this case, those who pick Interrogation or Guile for their Social Tactic will be less effective, both being unfavorable Skills. Remember, before their player Characters fully commit to the Social Intrigue, let the players discuss with one another what they want to accomplish, how they wish to accomplish it and the risks associated with what they agree to do.

Marié will speak with them, in her attractive Aradain accent, and tell them she arrived here only recently. At your discretion, Marié may use her feminine wiles – all flowing locks, warm eyes , and honeyed words – in order to have some of the player Characters take an interest in her, or better yet, try to outdo each other in an attempt to gain her attention. Of course, she will turn them all down in the end. Marié's intention is to work out whether anyone in the party might be an occultist. However, her teasing will simply come to an abrupt (and noticeable) halt once she gets to the heart of who they are. If the player Characters continue pressing Marié with questions, here is what she has to say about each of following people:

UDO: Marié will pretend to not know who he is, but does mention a man by that name heading to Lloyd's Beacon sometime back. Whether it was a few days or weeks ago depends on when the party left Lloyd's Beacon.

VIVIAN: If asked about Vivian, Marié will quickly dismiss the situation with a disarming laughter, and explain that Diesel probably deserved i t, as he's *"been hands-ey with the girls"* and that *"…it's about time he got his just desserts"*.

If they manage to persuade Marié as to their good intentions, she will dish out rumors to 'stir the pot' – as it were – to better understand where the party's loyalties lay. This requires a successful (Standard +/-0%) Charm Test. She will then tell of the sordid tale of Count Byron (as detailed in the *Background* section at the start of the adventure), but will not speak about or to the fates of Mädchen or Zacharias. If pressed about Zacharias and his mention of his fiancée, she plays coy, suggesting that *Mädchen* is a very common term of endearment (a word meaning 'girlfriend' in the native Gothric tongue). Astute players will pick up on the differences between girlfriend and fiancée, however. Regardless, she cheerily ends the story, saying that there is no such thing as demons, smiles and bids them all a good evening as she retires upstairs to her chambers.

CLUE: While Marié will not reveal who she truly is, it should become evident that she is not who she pretends to be. A (Hard -20%) Scrutinize Test leads to that she's put on a *façade,* acting as a prostitute of Jakob's is poor at best.

I HAVE A BAD FEELING ABOUT THIS

It serves the purposes of this adventure if the player Characters suspect Marié could very well be the unnamed recipient of the Wytchstone. Therefore, once the player Characters have downed a few drinks and are starting to relax, you should start dropping subtle hints of something sinister lurking behind the inn's friendly façade. Once your player Characters start looking at each other muttering about witches and occultists, you know you are on the right track. Suggestions include:

- A sweet scent of perfume and incense lingers in the air, gently caressing their senses and making them slightly giddy (after an hour inside, allowing them to restore themselves one positive step up the Peril Condition Track) .
- There is always music in the air, even when the entertainers have put their instruments down. It seems to come from elsewhere – deeper – below the inn.
- A Scrutinize Test (Easy +20%) reveals the decoration of the candelabras to be very sexually suggestive.
- The brothel's hosts smile and are coquettish, but constantly whisper amongst themselves about the player Characters. If questioned, they will simply point out the most handsome or comely of the bunch (the member of the party with the highest [FB]), and ask to provide them company 'free of charge' for the night.

GETTING LUCKY

If any of the players take advantage of the hosts to engage in a bit of sexual play, they will gain the benefits of 'getting lucky' (see the Prostitute's Professional Trait of *The Full Monty* on page 124 of **ZWEIHÄNDER**), but must succeed a (Trivial +30%) Toughness Test the next morning or else they contract Venereal Disease (as described under Diseases in the Hazards & Healing chapter in **ZWEIHÄNDER**).

Once the player Characters have finished indulging themselves in what One-Eyed Jakob's has to offer, it is time to retire for the evening. However, the jade statue has a strange effect upon those who rest within the inn's walls. The player Characters experience strange dreams as they sleep. Some suggestions as to what those might encompass are as follows (employ at your discretion):

- Something in these dreams could be tied to something the Carnal Demon says during the finale .
- Perhaps one of the player Characters dreams of an insidiously-tall and pale demon-man combing their hair, only to find Sss'ilky-Synnn's obsidian comb on the dresser beside them.
- They may experience nocturnal emissions.
- Due to the statue's strange effects, the player Characters will awaken the next day to be Imperiled on the Peril Condition Track.

PART III: MORNING IN MINUET

On the morning of the 13th, the day the Wytchstone is allegedly arriving in Minuet, it is still cloudy and cold, but the rain has subsided. When the player Characters go down to the tollhouse, they will find out that the storm has wreaked some minor damage on their barge (see *The Toll Keeper's Offer* for more on this).

Suddenly, the player Characters find themselves stuck in the village for the day and they probably want to have a look around. What follows is a short description of some of the more interesting locales in Minuet. This is followed by a description of the key events that will occur during the party's stay. In case the party wishes to investigate Marié further, various rumors and red herrings are provided.

INSIDE MINUET

Minuet is a small trading outpost sitting on one of the Basque's many tributaries. With a population of around 100 souls, most of the people who live here either own or work in the various establishments which cater to the passing travelers. For a most part, the buildings are simple one-story wood and stone affairs, though are several taller buildi ngs, such as One-Eyed Jakob's. Most businesses have been built in the vicinity of the river. Before the Blood War, the village was a frequent and popular stop on the river route to Drach's Landing, but in the wake of war, trade and visitor numbers have declined, rerouted to better exploit the demands of the growing number of refugees elsewhere. Many of the village's shops and establishments have closed their doors and now only a few continue to trade, along with two or three pedlars and One-Eyed Jakob's remain.

The people of Minuet are used to travelers and strangers from all over, but the steady decline of their village and the growing number of criminals and other unsavoury characters has made them wary and cautious. That said, any chance to make money is still greeted with a warm smile – and a greedy hand. The player Characters are likely to be surprised by the villagers' knowledge of different trade customs from across the continent of Goth Moran. While many were touched by the vicious conflict between the Ghulistani and Walstanians, few pay heed to such petty ethnic disagreements. The only thing that matters most to them is cash money.

GENERAL STORE: Wilhelm Handelman runs the general store. His small and confined shop combines a lousy selection with unreasonably high prices (double the prices found in the Trappings chapter in **ZWEIHÄNDER**). This is because a lion's share of every gold crown Handelman makes goes to Bruno Connard to insure his store against any 'spontaneous combustions'. The lanky man is friendly, but his shifty eyes make him seem nervous and edgy at times.

LANTERMAN'S REMEDIES: Catarina Lanterman, a local herbalist, lives in a small hut where numerous herb jars exuding overpowering aromas hang from the ceiling. The sweet (but extremely odd) old lady provides the locals as well as the prostitutes and guests of the Jakob's with herbs to remedy any and all (embarrassing) ills. She can offer practically any medicine (found in *Medicines* from the Trappings chapter in **ZWEIHÄNDER**). She carries a large lantern around in her hands at all times, and can be seen whispering to it adoringly when others are not paying attention.

ONE-EYED JAKOB'S: This inn and brothel is the largest and busiest establishment in Minuet. It is described in the previous chapter.

SIGMUND'S FLASK: This is a small, shadowy watering hole owned by an ex-mercenary Ramsus Stein, called 'Ram' by the regulars. Most of the patrons are gloomy locals trying to drown their lost dreams in the stale ale. Ram himself is a large, scarred man who during his younger days hired out his allegiance to the highest bidder. Nowadays, most of his money comes from the dog-fighting ring he runs with Bruno Connard. Therefore, the tavern is also a hangout for Connard's gang, and the man himself can be found here most of the time.

THE TOLLHOUSE: The tollhouse is a part of a traditional Gothric network which collects tolls from anyone travelling on the river. Like the others, it consists of the tollhouse itself where the toll keeper lives and collects the tolls plus a winch which is used to lower and raise a boom placed across the river. The boom prevents any shipping from travelling up or down the river until the toll is paid. Toll keepers often have a reputation for being corrupt – although not Hermann Treumann – and during the recent Blood War, many toll houses were robbed or abandoned and taken over by bandits who collected the tolls taken for themselves.

SHRINE OF THE GOD-EMPEROR: A small, unmanned shrine sits on the outskirts of Minuet. Flanking it is an empty gibbet (which may contain Diesel, see below). It is dedicated to the God-Emperor, with an offering bowl dominating its small altar. Spent candles and traces of burnt incense can be seen inside. A (Routine +10%) Folklore Test will determine that the offerings were not actually made to the God-Emperor. Only a successful (Challenging -10%) Incantation Test will reveal to whom the offering was made: the Steward. Confined to the Basque River Valley, the worship of this god is uncommon.

CLUE: The only clue to who might have made the offerings is the scent of a strange perfume which lingers in the air. It smells of orange and lilac. Characters will recall having smelled it in the brothel with a successful Scrutinize Test (Routine +10%). If it is a Critical Success, the player Characters remember that it was worn by Marié in the brothel.

MINUET

1. DOCKS
2. TOLLHOUSE
3. GENERAL STORE
4. LANTERMAN'S REMEDIES
5. TEMPLE TO THE GOD-EMPEROR
6. ONE EYED JAKOBS
7. SIGMUNDS FLASK
8. ABANDONED BUILDINGS

INVESTIGATION

These key encounters take place between the hours of sunrise and sunset on the 13th. They can take place at any time you see fit as long as they happen before the *Twin Trout* arrives. There are a few matters worth noting though.

- Firstly, it is not necessary to have all the player Characters present at all of the events (as long as everyone is present in at least one). In fact, you are encouraged to have different player Characters meet different NPCs as this can lead into some interesting situations in Part IV.
- Secondly, *The Madame's Plight* does not directly concern the events of Part IV and therefore it is an optional event that you can leave out if necessary. *The Toll Keeper's Offer* and *Aradain & The Beast* , however, serve to explain why certain NPCs are present at the big finale in Part IV, while *Monsieur Connard* might affect party allegiances in that scene. Therefore, leaving them out is not recommended.

THE TOLL KEEPER'S OFFER

In the morning when the player Characters come to the tollhouse to see to their barge, they find out that the last night's storm has caused some minor damage to the vessel. It seems they are stuck in Minuet until the barge is repaired.

Hermann Treumann, having overheard their discussion, feels sorry about their situation and offers a helping hand. He knows a local shipwright who can have the barge back on the river in a day, a day and half at the most. He even promises they will to do it for a very reasonable price. All he asks in return is that they lend him their eyes and ears for tonight.

Three nights ago , Hermann caught his assistant, Ruben, trying to break into the moneybox where he keeps the collected tolls and threw him into a cell in the tollhouse. He suspects that Ruben was working for Bruno Connard (as the young man's strengths have always been more martial then mental), but right now he cannot prove anything.

Instead, he heard rumors yesterday that the racketeer might be planning to break the boy out before Hermann can hand him in to the proper authorities in Drach's Landing. The toll keeper suspects the attempt will take place tonight and is looking for someone to help him, as he has no hope of standing up against Connard's gang alone.

If the player Character takes him up on his offer, Hermann asks them to come to the tollhouse at sunset. The shipwright can be found working on their barge later that day.

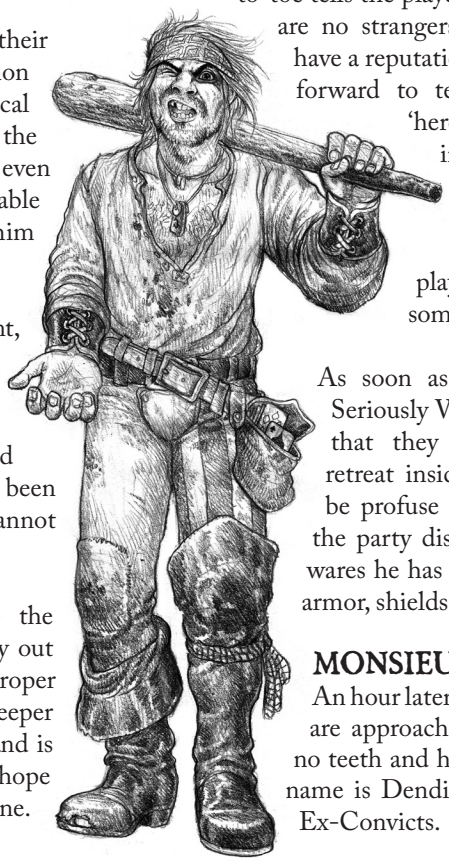
'TAX' COLLECTORS

Sometime during the day, the party will see several rugged men pushing a pedlar named Fingal around and in the process, scattering his wares on the ground. The Ex-Convicts (the racketeer's hired muscle) are shaking up the poor pedlar for a 'tax'. Fingal tries to protect himself against the blows and pleads for mercy. One of the Ex-Convicts is holding a pair of a blacksmith's tin snips, threatening to rip out a few of Final's molars. If the party does not intervene in any way, the men give the pedlar a nasty look as they take what little money he has before leaving the broken man sobbing in the mud.

This is encounter should be tailored to the number of player Characters present. There should one Ex-Convict per player Character, plus one. Bruno Connard is not to be trifled with.

COMBAT: THUG LIFE

If the player Characters intervene, the Ex-Convicts turns to face them with an angry look on their faces. The way they crack their knuckles and measure them from head-to-toe tells the player Characters that these low lifes are no strangers to violence. The Ex-Convicts have a reputation to protect, so they are looking forward to teaching any and all would-be 'heroes' a lesson or two about life in Minuet. Trying to speak or intimidate one's way out of the situation is probably not going to work, unless the player Characters come up with something brilliant – and fast.



As soon as either of the Ex-Convicts is Seriously Wounded, Injured or it is evident that they are clearly outmatched, they retreat inside Sigmund's Flask. Fingal will be profuse in his thanks and happily offer the party discount on any of his wares. The wares he has are cheap at best, and he has no armor, shields, weapons or the like for sale.

MONSIEUR CONNARD

An hour later in Minuet, the player Characters are approached by a filthy man with almost no teeth and hands scarred with dog bites. His name is Dendish and is another of Connard's Ex-Convicts.

Dendish (Chaos-aligned Lowborn)

- "Monsieur Connard wants to see you to the 'Flask. Now."

If they refuse, Connard will come to meet him a little later. If they agree, the Ex-Convict leads him into the tavern.

It is terribly noisy inside the cramped, smoky hellhole, the noise a combination of laughter, jeering and dog barks. A motley crowd of saw-toothed hunters, haggard-looking gamblers and rough-trade thugs have gathered in a circle to loudly cheer and root at the two vicious-looking mutts, barking and snapping at each other inside a dog ring. Money is changing hands as bets are placed. The atmosphere is one of imminent danger and the player Characters will need to succeed at a Resolve Test (Routine +10%) or suffer from Stress (1D10+1 mental Peril and 1 Corruption).

The Ex-Convict pushes through the press of bodies towards a small, rickety table at the back. Behind it, the bellicose Bruno Connard counts his crowns, oblivious to all the hullabaloo around him. The Ex-Convict leans in to say something to his boss and then takes his place behind him. Slowly, as if afraid to let the coins out of his sight, Bruno lifts his eyes to give the player Characters a rather contemptuous look. What happened earlier with the pedlar determines the racketeer's approach.

If the player Characters had ignored the pedlar's blight:

Bruno

- "Thank you for taking the time to see me. I heard from my men that, earlier today, you did not seem too uncomfortable with seeing, shall we say, business taken care of. Now, I could have some use for the likes of you, a business proposal if you will. I will make it worth your while, if you care to hear me out?"

However, if the player Characters drove off the Ex-Convicts:

Bruno

- "Now, first off, let me start by apologizing for that little incident earlier. My men are sometimes… a bit eager, if you know what I mean. And speaking of the incident, I must say I was impressed with the way you handled yourself. I could have some use for the likes of you, a business proposal if you will. I will make it worth your while, if you care to hear me out?"

The reason Connard summoned the player Characters here is Ruben, the Toll Keeper's assistant. Connard convinced the young man to break into the moneybox in the tollhouse and steal the collected tolls. The fool got caught, however, and is now jailed in the tollhouse. The Racketeer was not too worried until he heard a rumor that a travelling judge summoned by Hermann Treumann was on his way here. Now Connard fears Ruben will rat him out to the judge and he is not prepared to give up his lucrative business in Minuet, not to mention his freedom.

Connard's problem is that the toll keeper is a sanctioned official and an attack against him would be an attack against the powers-that-be. Being a cowardly man, Connard is not willing to go that far yet, and has been looking for suitable outsiders to do the deed for him. This way, should the player Characters fail, there is no direct link to him.

The racketeer wants the player Characters to make sure that Ruben does not "talk to anyone ever again". The party is free to interpret this in any way it can imagine. He is prepared to pay 25 gold crowns (gc), but can be haggled with. If the player Characters refuses, he warns him not to share the details of this little exchange with anyone if they know what is good for them.

ARADAIN & THE BEAST

Last night, the sudden appearance of Marié de Mericourt caught Zacharias Kohlenfeuer completely by surprise. Panicking, he locked himself in his room at One-Eyed Jakob's. After he was certain the inquisitor did not follow him upstairs and so was unaware of who he was or why he was in Minuet, he started to weigh up his options. As the first rays of the sun chased away the moon, he hatched a plan.

He would hire someone to capture the inquisitor for him, so that he could safely get the Wytchstone when the *Twin Trout* arrives and then perform the ritual on the captured and chained woman in a nearby clearing. Around midday Zacharias Kohlenfeuer snuck out of his room and made his way to the Sigmund's Flask to look for a suitable man for the job. One of the player Characters is now about to meet this bounty hunter.

As the player Characters are making their way around Minuet, they hear a plea for help coming from the direction of the God-Emperor's shrine. Upon investigating, they find Diesel, the bouncer with the roving hands from One-Eyed Jakob's the night before, locked in the gibbet next to the temple. Now drenched and dirty, the man desperately grasps at the rusty bars of the cage, staring at the player Characters with eyes wide with fear from under streaks of greasy hair. With a whimpering voice he begs,

Diesel

- "Ye gotta help me. Please, ye gotta let me out 'fore that… monster returns! I'm beggin' ya! No, it's too late, it's behind ye…"

When the party turns to see the monster that Diesel is referring to, they will see a skinny Halfling with a perpetual five o'clock shadow. That is, a Halfling with a perpetual five o'clock shadow, two growling war hounds and a twisted smirk on his scarred face. Ludo Hälftemann looks at the player Characters and says,

Ludo

- "I hope you're not planning on doing anything stupid, are you now? Han and Franz here will be at your throat before you can get your sword out of its scabbard."

If the player Characters do not show any immediate signs of hostility, he continues,

Ludo

- "Actually, you could be of more use to me than this wretched fool here. I'm lookin' for a dangerous criminal, one of them Aradain. They say her name is *Mariah*, or something like that. You haven't seen her by any chance? There's a crown in it for you if the tip's good. Don't say ask at the brothel, as I already did and they said she's not in."

If the player Characters seems willing to cooperate, Ludo will pay 1 gold crown (gc) for a good tip. In addition, he is ready to pay as much as 3 gold crowns (gc) for any piece of cloth from which the dogs can get her scent. If asked why he is looking for the woman, a (Standard +/-0%) Charm Test will persuade Ludo reveal that:

Ludo

- "A sickly boy hired me to capture one of them renegade sorcerers."

Ludo is as cunning as Halflings come, and knowing how dangerous sorcerers can be, he is looking to have some insurance (*aka* disposable help). If the player Characters help Ludo find out that Marié visits the river lock every sundown, he will offer them 9 gold crowns (gc) for helping him capture her tonight. Of course, he has no intention of paying and plans to kill them after the Aradain is in manacles. The bounty hunter's plan is detailed in the next part of the scenario. If for some reason the party crosses Ludo, he will enact a *Blood Oath* against one of them (detailed later in *The Knavery*).

THE MADAME'S PLIGHT

Madame Domenica Niehoff, the matron of the brothel, has a dilemma. She has been running the inn since the previous owner died in a bar fight in the Sigmund's Flask a few years ago. However, ever since taking over the business, she has had trouble from Bruno Connard. The racketeer has in his possession the deeds to the inn which he won in a card game on the very night of the fateful bar fight. Connard has been using these documents, plus his alleged connections to the Kahabran crime families, to blackmail Madame Domenica for 'protection' money and more, including *Jus Primae Noctis*, a historically dubious claim to be the first to lay with a prostitute who has recently joined Domenica's brothel.

When Marié arrived, she quickly noticed the predicament the prostitutes were in, but was unwilling to get directly involved and risk her cover. Instead, she chose to teach them some basic skills on how to defend themselv es, hence Vivian being unable to deal a knockout blow to Diesel last night. Word quickly reached Connard that Madame Domenica had added a new girl to her stable, a beautiful Aradain woman, and in his insatiable lust for women, he has been trying to arrange a meeting with her. Madame Domenica has used all kinds of excuses to prevent the two from meeting as she – rightfully – fears that the encounter would end in disaster. She does not want to risk losing the inn, but Domenica fears she has run out of excuses to deny the racketeer any longer. Therefore, she needs the help of an outsider.

In the late afternoon, Madame Domenica, careful not to soil her dress in puddles which pockmark Minuet's few streets, hurries out of One-Eyed Jakob's to find one or more of the player Characters. First and foremost, she will be looking for any female player Characters. If there are none, she will seek out a player Character who seems the most talkative or has the highest Fellowship. Whomever she finds, Madame Domenica asks them to return with her to the inn. If they agree, she will walk back with them, arm-in-arm, to One-Eyed Jakob's. Once inside, and having ensured that there are no unwanted listeners around, she explains what this is all about.

Madame Domenica

- "I have a small dilemma and I believe you could be able to help me. I believe you met the Aradain woman, Marié, last night. Connard, a local racketeer, has been causing us all kinds of trouble, blackmailing us and manhandling my girls. Now, Connard wants to meet Marié, but she is nowhere to be found and I'm afraid of what he will do if he doesn't get to meet her."

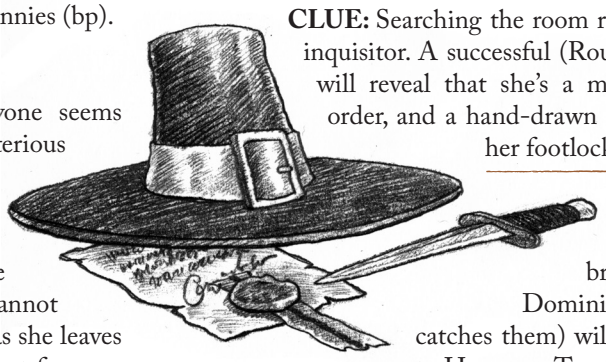
If the player Character is a female, Madame Domenica proposes that she will pretend to be the Aradain and meet Connard. He is notoriously bad at holding his liquor, and all that is needed is to get Bruno to down a few drinks until he passes out. If the player Characters is a male, she asks for their help and any suggestions as to how to handle this situation.

Madame Domenica is willing to offer the player Character 3 gold crowns (gc), but is prepared to offer other inducements which persuade them to help her. Indeed, she is very perceptive and imaginative when it comes to offering people what they want. If asked about what the racketeer has to blackmail them with, a successful (Easy +20%) Charm Test has Madame Domenica speak about the documents the man keeps in his room in the Sigmund's Flask.

BREAKING INTO THE FLASK: The room is accessible from the outside, but a (Challenging -10%) Athletics Test is required to get to the window. Furthermore, a (Routine +10%) Coordination Test is needed to open the window shutters from the outside. Once inside, it will take just a few minutes for the player Character to find the only thing of note in the room, a moneybox, which is hidden under a loose floorboard under the bed. A Skulduggery Test (Hard -20%) to unlock the moneybox or a (Routine +10%) Athletics Test is needed to pry it open. The moneybox contains the deeds to the inn as well as 14 gold crowns (gc), 34 silver shilling (ss) and 56 brass pennies (bp).

INVESTIGATING MARIÉ

Once the party notice that everyone seems to have some interest in the mysterious Aradain, it might want to look into the matter a little further. Also, the party could very well suspect her to be the recipient of the Wytchstone. Unfortunately, Marié cannot be found in Minuet during the day as she leaves first thing to check a prearranged spot for a message from Gébler. She will return just before sunset, just in time for the big climax detailed later in this adventure.



CLUE: Any of the prostitutes at One-Eyed Jakob's will tell the player Characters that Marié arrived about a week ago. She made some arrangement with Madame Domenica and has stayed in the inn ever since. A successful Charm Test (Routine +10%) reveals that she visits the river lock every evening around sunset, taking a keen interest in new arrivals.

If the player Characters seek out Vivian or Julian to ask about what happened with Diesel, they must first gain their trust with a successful (Challenging -10%) Charm Test or intimidate them with a successful (Routine +10%) Intimidate Test. Only then will they reveal that Marié taught them a few tricks on how to put bastards like Diesel to their place.

ASK THE PEDLARS: Further inquiry with pedlars or other hawkers in and around of One-Eyed Jakob's.

CLUE: The pedlars have something to say about Marié. By making a successful (Routine +10%) Rumor Test or (Easy +20%) Rumor Test if they ask Fingal after coming to his aid (see *'Tax' Collectors*) – reveals that Marié has bought some strange items from the Catarina Lanterman, the local herbalist, that sound awfully lot like superstitious or 'religious' paraphernalia.

SEARCH MARIÉ'S ROOM: In case the player Characters want to search Marié's room, it is accessible from within the inn. They need to break in quietly by making a (Standard +/-0%) Skulduggery Test taking 1D10+1 minutes or break down the door with a (Challenging -10%) Athletics Test, taking a minute at best. However, any attempt to break down the door is easily heard by anyone in the common room.

CLUE: Searching the room reveals her trappings as an inquisitor. A successful (Routine +10%) Folklore Test will reveal that she's a member of Witchhammer order, and a hand-drawn picture of Zacharias is in her footlocker.

Should they be caught breaking in, the Madame Dominica (or whomever else catches them) will immediately report them to Hermann Treumann.

PART IV: SHOWDOWN

The events of the scenario reach their climax in a big finale at the tollhouse. The party should have several reasons to be at the tollhouse when the sun sets. They could be helping Hermann Treumann, working for Bruno Connard seeking to silence Ruben or they could be cooperating with the bounty hunter Ludo Hälftemann. Whatever the reason, they should be at the tollhouse around sunset to see Marié's true identity revealed and the unravelling of Kohlenfeuer's – and ultimately – Sss'ilky-Synnn's plans.

WEAVING IT ALL TOGETHER

Running an encounter with multiple plot threads, NPCs with different goals and the player Characters who possibly have plans of their own, can seem like a daunting task. Worry not, for there are several things you can do to make it easier on you. First of all, the events in this part of the scenario are divided into iterative parts that follow each other to make it easier for you to control all of the NPCs involved. Secondly, ask your players what their plans for their characters are. This will give you an indication of what is to come and some time to prepare.

There are also a few things you should keep in mind when running this chapter. Firstly, this is the big finale of this scenario and it should be about how your players and their Characters handle the situation. There are several NPCs involved, but always keep the focus on the player Characters. Their decisions should be what drives the outcome. Also, even though there is a lot of potential for combat here, do not concentrate on the combat rolls. Instead, use the situation as a narrative element; imagine the player Characters shouting at each amidst all the chaos struggling to find out what is going on and who is the real enemy here. Again, keep the focus on the party and the fight it is involved in, while describing the other battles as background to its fights. Finally, do not roll attacks for any combat encounter that the player Characters are not directly involved in.

Just as the party arrives at the tollhouse, the final rays of the setting sun disappear behind the horizon. Moths dance around lanterns that cast pale reflections across the dark waves. As the player Characters start towards the pier, Hermann Treumann comes out of the tollhouse escorting the young Ruben. He smiles cheerfully at the player Characters and says,

Herman Treumann

- "Thanks for comin', although it seems I might not be needin' ye after all. Ye see, the reeves jest arrived…"

A glance at the pier will confirm what Hermann said, a patrol boat has just docked and three Crooked Reeves stand on the pier. At the moment, they are talking to the pale young man with the c oiffed hair the player Characters remember seeing at One-Eyed Jakob's the night before. One of the Crooked Reeves hands Kohlenfeuer a small, but weighty box and receives a purse in return. This should set alarm bells ringing in the player Characters' heads, as should the fact that the name of the patrol boat is *Twin Trout*. The name of the boat is easy to spot and does not require a roll if the players ask for its name. Otherwise, you can have them make a (Routine +10%) Awareness Test to spot the name if none of the players ask for it. At this distance it is difficult for the player Characters to note anything special about the box, but with Critical Success, they will be able to tell that the box appears to be made of lead and inscribed with crude runes. A successful (Easy +20%) Incantation Test tells them that these are runes of protection against Wytchstone's transmutative effects.

NO ONE EXPECTS THE ARADAIN INQUISITION!

Give the player Characters a few seconds to figure out what is happening here. Pause the game, and have them talk among themselves 'above the table' to piece everything together. Then, resume the story.

Marié de Mericourt has been watching from the shadows as the lead-lined receptacle changed hands and decides that now is the time to take action. The inquisitor, in full gear and with a claymore and flintlock pistol in hand, steps out of the shadows and marches down the pier. With zealous fire burning in her eyes she says,

Marié de Mericourt

- "By the power vested in me by the Temple of Steward, I find you guilty of trafficking in blasphemous artifacts. There can be no mercy for such a crime, no penalty other than the cleansing flame of the pyre. In Her wisdom, the Custodian may yet grant your souls some clemency in death. I know I will not…"

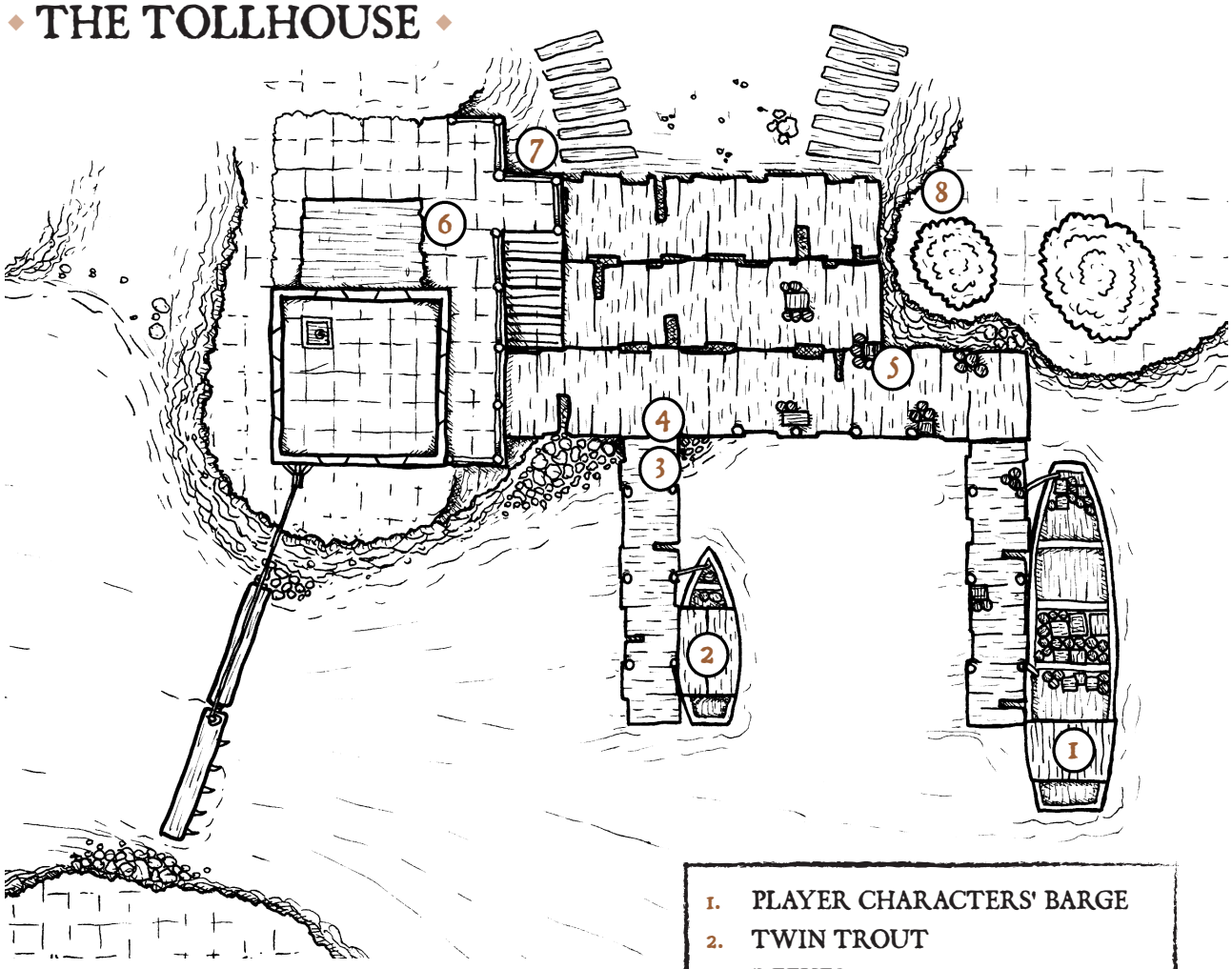
RELEASE THE HOUNDS!

Just as Marié is about to dish out divine retribution to the Crooked Reeves, she is interrupted by the barking and growling of Hans & Franz as the war hounds charge down the pier. The player Characters' actions earlier determine whom the dogs attack:

- If they provided Ludo Hälftemann with Marié's scent, both dogs will attack her. If they did not, one of the dogs attacks Marié and the other attacks a random player Character ;
- If party cheated Ludo and provided a false scent, it will be a surprise to all as to where the first dog runs, while the other attacks Marié.

With the bounty hunter's attack, everyone jumps into action...

THE TOLLHOUSE



1. PLAYER CHARACTERS' BARGE
2. TWIN TROUT
3. REEVES
4. ZACHARIAS
5. STATUE
6. HERMANN TREUMANN
7. MARIÉ'S ENTRANCE
8. LUDO'S ENTRANCE

CHAOS ON THE DOCKS

Be sure to set up an Initiative Ladder, using hash marks to denote the passage of time of other NPCs. Tracking time in this instance is important. Whenever Turns are mentioned above (e.g., it will take the Crooked Reeves six Turns in combat to untie the ropes and use the winch to lift the boom), simply make a checkmark beside their name to track the passage of time. In the aforementioned example, on their seventh Turn, the Crooked Reeves leap onto their boat and sail out of the harbor onto the Basque and so make their escape.

This leaves the players and their characters to find out what is happening and what to do. This should be frantic, chaotic situation with the party shouting at each to find out what is going and who the real enemy here is. Both the party's and the individual player Characters' earlier interactions with the NPCs might influence their allegiances, or even some NPC's plans, so make sure to be prepared for this.

All parties' actions are detailed below, which you should loosely narrate as combat unfolds:

- Marié turns to face the charging dogs after which she will concentrate on the bounty hunter. If the Crooked Reeves are still there after this, they will face her righteous fury next ;
- Ludo stays back using his trusted repeating crossbow to attack Marié (or one of the player Characters he has enacted a *Blood Oath* against), regardless of the dogs. If the bounty hunter is reduced to Grievously

Wounded or is otherwise Injured, he will attempt to flee or failing that, surrender;

- The Crooked Reeves have received the ir cash, so use the distraction provided by the dogs to beat a hasty retreat. They fire their pistols at random targets and then run to the moorings to unfasten their vessel. It will take them six Turns in combat to untie the ropes and use the winch to lift the boom to allow a ship to pass through the lock;
- Hermann Treumann shouts at the player Characters to stop the Crooked Reeves from leaving as he struggles to prevent Ruben from escaping. It will take Hermann ten Turns to haul Ruben back to his cell unless the player Characters intervene;
- Zacharias Kohlenfeuer's reaction as soon as Marié appears is to dive behind a stack of nearby crates and unseen to anyone, watch to see how events play out. At this point, the party should not be able to find him (modify his exact location accordingly), as he has a significant role to play a little later.

ABYSS HATH NO FURY LIKE A WOMAN SCORNED

Once the fighting ceases, give the player Characters a moment to catch their breath and realize that the pale young man is nowhere to be seen. If Ludo's attempt to capture Marié fails, Zacharias has no other option but to proceed with the ritual here and now. He uses the Wytchstone to draw a triangle of containment on the pier (unfortunately forgetting to draw a Magick Circle around himself), and places the jade statue inside it. Any player Character who has witnessed the Ritual of *Call Demonic Servant* previously or knows the Ritual will spot that Zacharias has made a fatal error.

The first sign that the situation is not over yet comes when Marié drops her weapons and is suddenly unable to move. Pink shadows with spectral faces spring forth from thin air and encircle Marié's arms and legs, laughing mockingly. This is the *Ætheric Strappado* spell from the Covenant to the Prince of Pleasure, preventing Marié from moving. However, this story is about your player Characters so you should let Marié struggle with the spell and let the player Characters be the heroes here. She can break free and come to their aid if the situation starts to look hopeless.

The sound of Zacharias' chanting alerts the party to his presence on the far side of the pier, as does green glow which seems to be coming from nearby. This is from the burning Wytchstone, which when any of the player Characters moves to see what Zacharias is doing, will suddenly burst into three-foot pillars of pink flame. They will see Zacharias raise a ritual dirk above his head before plunging it into the neck of either Hans or Franz and calling to the Abyss.

The Prince of Pleasure answers.

The pier is suddenly covered in hoarfrost. As the temperature drops dramatically, the air in front of the Zacharias shifts and warps as laws of time and space twist and with a scream of a tortured lover, Sss'ilky-Synnn arrives. The Carnal Demon appears next to Zacharias Kohlenfeuer, his mane of golden hair flowing wildly as if he was suspended in water, the purplish pincer glistening with scented oils. Tenderly he caresses Zacharias' cheek with the pincer.

Seeing the Carnal Demon, Zacharias collapses to his knees like a marionette when its strings are cut. The Carnal Demon's cruel betrayal is now revealed, and the only hope of ever seeing his beloved lost leaves him utterly devastated. He stares up at the Carnal Demon and moans over and over again,

Zacharias

- "What have I done…? you are not Mädchen… you are not my Mädchen! I've been deceived…no, no… nooooo!"

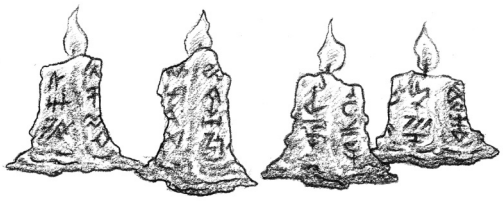
Meanwhile, Sss'ilky-Synnn turns his attention to his nemesis.

Sss'ilky-Synnn

- "Finally, I shall have my sweet revenge. Last time you resorted to guile and chance to slay my occultists and banish me, inquisitor, but nothing can save you this time. I shall enjoy making you die a thousand exquisitely slow deaths."

DEFEAT THE CARNAL DEMON

Muscles rippling and the pincer snapping in anticipation the Carnal Demon starts towards the helpless inquisitor. It is up to our adventurers to save the day! They should prevent the Carnal Demon from getting his pincers on Marié while finding a way to banish the abomination. There are several ways to defeat the Carnal Demon and these are discussed next.



LOOKING BACK WITH FONDNESS

Facing Sss'ilky-Synnn is the climactic fight that concludes the adventure. Here are a few suggestions on how to make him a memorable and unsettling opponent:

- During the fight, the Carnal Demon leans in and his lips brushes one of the player Character's ears as he whispers a pet name known only by a former lover.
- The Carnal Demon spends 1 AP to gingerly – but forcefully – snap his claw around a player Character's arm, pulling them in for a passionate kiss. Excruciating pain turns into exquisite pleasure as Sss'ilkys' lips lock with theirs.
- The Carnal Demon sighs with orgasmic pleasure every time he goes down the Damage or Peril Condition Tracks.
- Any time the Carnal Demon kills someone, his barbed phallus expels disgusting seminal fluid over the corpse.

COMBAT: FIGHT IT OUT

Facing the Carnal Demon in combat is a straightforward, but extraordinarily dangerous way to banish him. As the dock is covered in hoarfrost, treat it as Hard Terrain (as mentioned in the Combat chapter of **ZWEIHÄNDER**, page 244). Like all Demons, Carnal Demons possess the Trait of *Call of The Abyss*. However, Sss'ilky-Synnn is not subject to it as long as the jade statue is intact. If he is somehow Slain! normally, the Carnal Demon returns to the Abyss with a wailing shriek.

THE JADE STATUE: The party probably noticed that Zacharias used the statue to summon the Carnal Demon and he is currently grasping it against his chest as he weeps for his beloved Mädchen. A snaking, purple serpent wends its way out of the statue's loins and about Zacharias and in and out of his mouth and other orifices, as the jade statue seems to dance in his arms. If the party misses this, you could allow them a (Routine +10%) Scrutinize Test, or have Marié point it out.

Zacharias is standing in the triangle of containment and entering it requires a successful (Challenging -10%) Coordination Test to avoid touching the pink flames. Any player Characters who touch the flames must succeed at an (Easy +20%) Coordination Test or gain a permanent Chaos Rank. Any player Character can take the statue by force, in which case they must succeed in an Opposed Test against Zacharias Kohlenfeuer as he clings to it desperately. The player Character should make a (Challenging -10%) Athletics Test against Zacharias' (Routine +10%) Toughness Test.

SOCIAL INTRIGUE: STRIKE A FAUSTIAN BARGAIN

Another option is to convince Zacharias to break the statue or toss it into the river. This act of penance might allow his damned soul some redemption. Zacharias is of a Hostile Disposition. Alternatively, if any of the player Characters are active occultists to any of the Abyssal Princes, improve his Disposition to Polite. Follow the normal rules for Social Intrigue as a Complex Exchange, but in this case, those who pick Charm or Interrogation for their Social Tactic have less effect , both being unfavorable Skills. Treat Zacharias' Social Class as being that of Burgher.

Remember, before their Characters fully commit to the Social Intrigue, let the players discuss with one another what they want to accomplish, how they wish to accomplish it and the risks associated with what they agree to do.

The jade statue has a Hardness Threshold of 12 (18/24/30), as referenced in the *Game Mastery* chapter of **ZWEIHÄNDER**, page 393.

SOCIAL INTRIGUE: STRIKE A FAUSTIAN BARGAIN

Of course, player Characters unburdened by normal standards of morality might seek a bargain with the Carnal Demon. Sss'ilky-Synnn is of a Hostile Disposition. Alternatively, if any of the player Characters are active occultists of any of the Abyssal Princes, improve his Disposition to Polite. Follow the normal rules for Social Intrigue as a Complex Exchange, but in this case, those who pick Interrogation or Intimidate for their Social Tactic have less effect, both being unfavorable Skills. Treat his Social Class as being that of Aristocrat.

Remember, before their Characters fully commit to the Social Intrigue, let the players discuss with one another what they want to accomplish, how they wish to accomplish it and the risks associated with what they agree to do. Whatever the bargain, Sss'ilky-Synnn's price is at the very least Marié's life without exception.

EPILOGUE

Silence falls upon the pier as the sounds of battle die down. As the dust settles, it is time to see who came out on top. The fight has likely been quite chaotic and deadly, and the outcome depends largely on the player Characters and whomever they decided to side with in the end.

If Sss'ilky-Synnn manages to kill Marié, the Carnal Demon corpse freezes into place and then bursts into snowflakes with a triumphant laughter, causing the water on the river to immediately freeze. It will be another two weeks before anyone is able to leave Minuet, it taking that looking for the river to thaw. With everyone stuck in the village, tensions between the various factions rise higher than ever before, the survivors quickly at each other's throats.

- If both Madame Domenica and Bruno Connard survive, the racketeer moves against the brothel, kills her and becomes the pimp of One-Eyed Jakob's .
- If Madame Domenica is dead and Bruno Connard survives, the racketeer moves against the brothel, beats the prostitutes into submission and takes ownership of One-Eyed Jakob's.
- If Marié survives, she is eager to see all surviving wrongdoers burnt at the stake. If the party sided against her, they have made an enemy for life (all party members gain the Drawback of *Nemesis*). However, if they helped Marié, they now have a powerful ally.
- If Sss'ilky-Synnn is defeated, he has only been temporarily defeated. Should anyone gain a Disorder coming out of this adventure, they will be Possessed! by the demon (a new Disorder found in **Chapter IV: Liber Alchemiae**).

If the party is left wondering what actually happened here and why, Marié can fill in all the missing details. If Zacharias, any Crooked Reeves or Ludo survive, they can look forward to a 'steamy' session on the receiving end of hot irons.

There are multiple possibilities for further adventures. Hermann Treumann might ask the player Characters to escort Ruben to the authorities downriver in Drach's Landing. Likewise, Marié de Mericourt will probably want to take the remnants of the jade statue to Drach's Landing and could require some special measures and help from the party. If the party ends up with the statue, it will not be long before Sss'ilky-Synnn's seductive whispers start snaking their way into their dreams.

In any case, the next day, the repairs on their river barge will be complete – despite everything – and ready to take them towards further adventures.

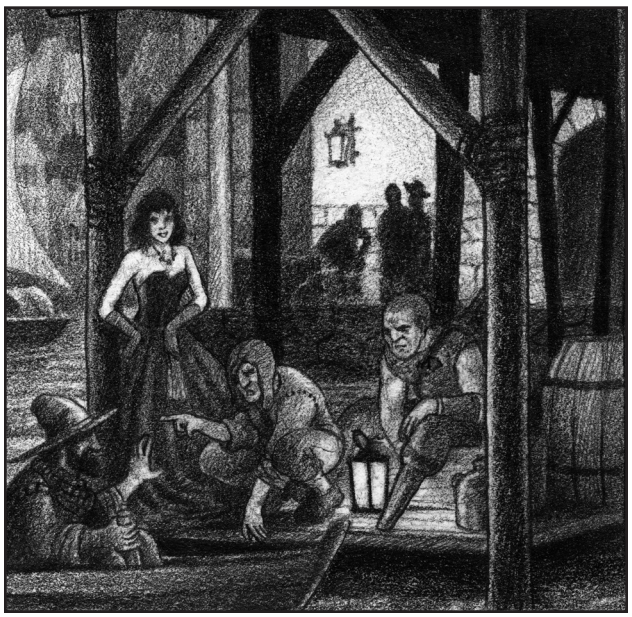
REWARDS FOR COMPLETION

In addition to the 100 Reward Points you give at the end of each game session, the players can earn the following rewards for their Characters in playing 'There's Something About Marié'. Give these both Reward Points and the Reputation Points at the conclusion of the adventure:

- Hiding Udo Gébler: 10 RP
- Fighting Sergeant Winterhalder in Lloyd's Beacon: 20 RP
- Dealing with a Key Event: 30 RP per event
- Breaking the Statue: 20 RP or 30 RP if they convince Kohlenfeuer to do it
- Defeating the Carnal Demon: 30 RP
- Surviving Without Spending Fate Points: 30 RP
- Good Roleplaying: 30 RP
- Actively Participating in The Showdown: 1 Reputation Point per player Character

THE KNAVERY

What follows are the NPC profiles of those who the player Characters are likely to encounter during the events of 'There's Something About Marié'. Depending upon what the player Characters decide and do, these NPCs may help, hinder or harass them.



BRUNO CONNARD

SIZE: Normal

C	B	A	P	I	W	F
50% [7]	55% [8]	35% [5]	40% [5]	45% [4]	40% [6]	40% [7]

Int	Mov	DTh	PTh	Par	Dod	RFa
+11	8	11 (17/23/29)	9 (15/21/27)	70%	35%	Intermediate (High)

Athletics +10, *Folklore +20*, *Guile +20*, *Intimidate +20*, *Leadership +10*, *Martial Melee +10*, *Martial Ranged +10*, *Resolve +20*, *Rumor +10*, *Scrutinize +10*, *Simple Melee +20*, *Stealth +10*, *Toughness +10*, *Warfare +10*

ATTACK PROFILE

Bollock dagger: 70% • Distance (melee engaged or 1 yard) • Damage (7) • Punishing, Reach, Slow, Vicious, Weak
Cestus: 70% • Distance (melee engaged or 1 yard) • Damage (8) • Light, Pummeling, Punishing, Reach

TRAITS

JAILHOUSE ROCK: Whenever you Parry a melee weapon, immediately make an Opportunity Attack against that same opponent. You may only make this attack if you are wielding a melee weapon of the Brawling type.
HOLDOUT: You always succeed at Skulduggery Tests to conceal objects no larger than a knife about your person.
LIGHTNING REACTION: In combat, you gain 1 additional Action Point. However, it can only be used to Dodge and Parry. This Action Point refreshes at the beginning of your Turn.
LIGHT SLEEPER: When you are sleeping, you cannot be Surprised or left Helpless.
MILITARY FORMATION: When you successfully use Inspiring Words in combat, both you and the allies you inspire raise their Initiative by 3.
NATURAL SELECTION: You may permanently change any one Primary Attribute to a 55%.
SUPERNATURAL PARANOIA: When your Chaos Ranks are higher than your Order Ranks, add 3 to your Initiative.
WARMONGER: Add both the Punishing and Reach Qualities to all melee weapons you wield.
WATCH YOUR BACK: You can never be restored to Unhindered on the Peril Condition Track, only to Imperiled.

TRAPPINGS

Bollock dagger, cestus, mismatched fine clothes, ringmail armor, 12 gold crowns (gc), 22 silver shilling (ss), 64 brass pennies (bp)

CROOKED REEVES

SIZE: Normal

C	B	A	P	I	W	F
50% [6]	40% [5]	45% [4]	45% [6]	35% [3]	40% [6]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	7	8 (14/20/26)	9 (15/21/27)	50%	None	Basic (High)

Interrogation +10, *Intimidate +10*, *Leadership +10*, *Martial Ranged +10*, *Resolve +10*, *Rumor +10*, *Simple Melee +10*, *Survival +10*, *Toughness +10*

ATTACK PROFILE

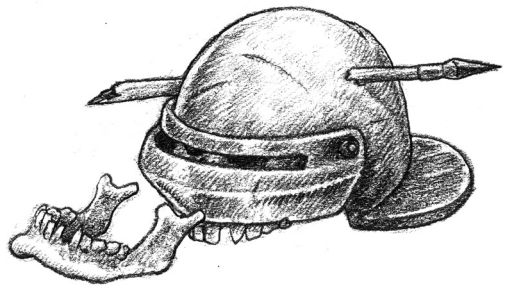
Flintlock pistol: 60% • Distance (ranged 9 yards) • Load (3 AP) • Damage (6) • Fast, Punishing
Military pike: 50% • Distance (melee engaged) • Damage (6) • Slow, Powerful, Punishing

TRAITS

I AM THE LAW!: You may flip the results to succeed at Intimidate Tests. When you succeed, it is always considered a Critical Success. Furthermore, you always influence a number of people with the Intimidate Skill equal to three times your [BB] – this includes use of Litany of Hatred during combat.
MENACING DEMEANOR: When you succeed at an Intimidate Test, you inflict 1D10+1 mental Peril.
TRUE GRIT: You are immune to the effects of Knockout! and Stunning Blow.

TRAPPINGS

Flintlock pistol w/(6) shot, military attire, military pike, ringmail armor, manacles



EX-CONVICTS

SIZE: Normal

C	B	A	P	I	W	F
50% [5]	55% [7]	35% [5]	40% [5]	45% [3]	40% [5]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	8	7 (13/19/25)	8 (14/20/26)	65%	45%	Basic (High)

Athletics +10, *Folklore +10*, *Guile +10*, *Intimidate +10*, *Resolve +10*, *Rumor +10*, *Scrutinize +10*, *Simple Melee +10*, *Stealth +10*, *Toughness +10*

ATTACK PROFILE

Cestus: 65% • Distance (melee engaged) • Damage (6) • Light, Pummeling

TRAITS

JAILHOUSE ROCK: Whenever you Parry a melee weapon, immediately make an Opportunity Attack against that same opponent. You may only make this attack if you are wielding a melee weapon of the Brawling type.

HOLDOUT: You always succeed at Skulduggery Tests to conceal objects no larger than a knife about your person.

LIGHTNING REACTION: In combat, you gain 1 additional Action Point. However, it can only be used to Dodge and Parry. This Action Point refreshes at the beginning of your Turn.

LIGHT SLEEPER: When you are sleeping, you cannot be Surprised or left Helpless.

NATURAL SELECTION: You may permanently change any one Primary Attribute to a 55%.

TRAPPINGS

Cestus, mismatched poor clothing, cheap necklace (1), 12 silver shillings crowns (ss), 8 brass pennies (bp)

HANS & FRANZ

SIZE: Normal

C	B	A	P	I	W	F
40% [4]	45% [4]	50% [7]	45% [5]	35% [4]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	13	4 (10/16/22)	7 (13/19/25)	None	None	Basic (Medium)

Awareness +10, *Coordination +10*, *Resolve +10*, *Simple Melee +10*, *Stealth +10*, *Survival +10*, *Toughness +10*

ATTACK PROFILE

Vicious teeth: 65% • Distance (melee engaged) • Damage (4) • Pummeling, Slow, Vicious, Weak

TRAITS

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

TRAPPINGS

Spiked dog collar and tag

HERMAN TREUMANN

SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [6]	40% [4]	45% [5]	35% [3]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	9 (15/21/27)	7 (13/19/25)	60%	40%	Basic (Medium)

Athletics +10, Awareness +10, Guile +10, Martial Melee +10, Resolve +10, Ride +10, Simple Ranged +10, Toughness +10, Warfare +10

ATTACK PROFILE

Pike: 60% • Distance (melee engaged or 1 yard) • Damage (5) • Reach

Misericorde: 60% • Distance (melee engaged) • Damage (4) • Fast, Finesse

TRAITS

LICK YOUR WOUNDS: These creatures may spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.

MAN O'WAR: When these creatures are Injured, always refer to the Moderate Injuries table to determine their severity. This Trait overrides any potential for increase in Injuries due to Qualities, Traits or other Talents.

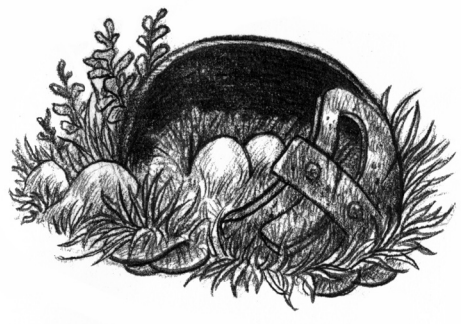
MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

DRAWBACK

VETERAN'S BOOT: You cannot Charge, Maneuver or Run with Movement Actions without spending an additional Action Point.

TRAPPINGS

Brigandine armor, Misericorde, Pike, War medal



LUDO HÄLFTEMANN

SIZE: Normal

C	B	A	P	I	W	F
45% [8]	45% [5]	50% [9]	40% [6]	35% [4]	40% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	12	8 (14/20/26)	9 (15/21/27)	65%	50%	Intermediate (Medium)

Awareness +10, Bargain +10, Intimidate +10, Handle Animal +10, Martial Melee +10, Martial Ranged +10, Navigation +10, Resolve +10, Ride +20, Rumor +20, Simple Melee +20, Simple Ranged +20, Stealth +10, Survival +20, Toughness +10

ATTACK PROFILE

Baselard: 65% • Distance (melee engaged) • Damage (8) • Fast, Finesse, Light, Weak

Repeating crossbow: 65% • Distance (ranged 12 yards) • Load (4 AP) • Damage (7) • Fast, Punishing, Repeating

TRAITS

APPALLING MIEN: When you succeed at an Intimidate Test against one foe, they cannot attack you until they succeed at a Resolve Test. However, if you or your allies harm them in any way, they immediately shake off this effect.

BLOOD OATH: You may voluntarily move three steps down the Damage Condition Track negatively. Unlike Damage done during combat, you do not suffer Injuries from this Damage, but you can enact a Blood Oath against a single foe whose real name you know (or True Name for creatures who are Abyssal or Supernatural). Whenever you use Fury Dice to determine weapon Damage against this foe, they explode on face '1' or '6'. You can enact another Blood Oath once the current one is completed by the person being Slain!.

FOR A FEW SHILLINGS MORE: In combat, whenever you make your first Attack Action with a ranged weapon, you never miss. In addition, your intended target cannot Dodge, Parry or Resist the attack. You also add an additional 1D6 Fury Die to the same attack.

GRUESOME SHOT: When you Take Aim and then make a successful Ranged Attack, add 3 Damage.

INSTINCTS: While in fog, mist or smoke, you ignore the normal penalties associated with impaired vision.

NO MERCY: When you Injure a foe with a melee weapon, you inflict two Injuries instead of one.

TAKE 'EM DOWN: At Distance, you can substitute either your Simple Ranged or Martial Ranged Skills when you attempt to use Disarm, Stunning Blow or Takedown. Note that you do not inflict Damage when you attempt such maneuvers. You must be armed with a loaded ranged weapon in order to Take 'Em Down.

TRAPPINGS

Manacles, net, repeating crossbow w/ (12) bolts, ringmail armor, war hounds (2), 25 gold crowns (gc)

MARIÉ DE MERICOURT

SIZE: Normal

C	B	A	P	I	W	F
50% [7]	45% [5]	35% [4]	40% [6]	45% [6]	40% [7]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	7	8 (14/20/26)	10 (16/22/28)	70%	45%	Advanced (Low)

Athletics +10, *Charm +10*, *Counterfeit +10*, *Eavesdrop +10*, *Folklore +30*, *Interrogation +20*, *Intimidate +20*, *Martial Melee +20*, *Martial Ranged +10*, *Navigation +10*, *Resolve +20*, *Ride +10*, *Scrutinize +10*, *Simple Melee +30*, *Simple Ranged +10*, *Toughness +10*, *Warfare +10*

ATTACK PROFILE

Claymore: 70% • Distance (melee engaged) • Damage (7) • Adaptable, Punishing, Slow
Flintlock pistol: 60% • Distance (ranged 9 yards) • Load (3 AP) • Damage (7) • Gunpowder, Volatile
Stiletto: 70% • Distance (melee engaged) • Damage (7) • Fast, Vicious, Weak

TRAITS

GATECRASHER: When you Take Aim and then make a successful Melee Attack, add 3 Damage.
IMPENETRABLE WALL: Opponents do not gain an advantage (such as additional Damage or bonuses to strike) when they flank, outnumber or surround you in combat.
IMPERVIOUS MIND: When you suffer mental Peril, reduce your Peril Condition Track by one less step negatively.
ISSUE CHALLENGE: Select one foe in combat. That foe is left Defenseless to all Melee Attacks and Called Shots made with melee weapons you make against them until they are defeated. You may select another foe once the current one is defeated.
WITCH HUNTER'S INSIGHT: You are always under the effects of the Generalist Magick called *Wytchsight*. However, you retain your normal vision, able to 'turn off' this sight on command.

TRAPPINGS

Cheap perfume, claymore (Castle-forged and cold iron), destrier, 'good luck' baubles (6), flintlock pistol w/(6) shots, leather armor (cuir bouilli) holy water (3), rope (5 yards), stiletto, talisman (+5% to Martial Melee), witchhunter coat & mantle, witchhunter hat, 18 gold crowns (gc)

SERGEANT WINTERHALDER

SIZE: Normal

C	B	A	P	I	W	F
50% [7]	40% [6]	45% [6]	45% [8]	35% [3]	40% [7]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+11	9	11 (17/23/29)	10 (16/22/28)	60% (Defensive)	None	Intermediate (High)

Athletics +10, *Awareness +10*, *Interrogation +10*, *Intimidate +10*, *Leadership +10*, *Martial Ranged +10*, *Resolve +10*, *Ride +10*, *Rumor +20*, *Simple Melee +20*, *Simple Ranged +10*, *Stealth +10*, *Survival +20*, *Toughness +20*, *Warfare +10*

ATTACK PROFILE

Flintlock pistol: 60% • Distance (ranged 11 yards) • Load (3 AP) • Damage (7) • Gunpowder, Volatile
Swagger stick: 50% • Distance (melee engaged) • Damage (6) • Powerful, Pummeling, Slow

TRAITS

BORDER PATROL: Select one foe in combat. That foe is left Defenseless to all Ranged Attacks and Called Shots made with ranged weapons you make against them until they are defeated. You may select another foe once the current one is defeated.
EAGLE EYES: You do not suffer additional hardship when firing ranged weapons at Medium Distance, instead treating it as Short Distance.
I AM THE LAW!: You may flip the results to succeed at Intimidate Tests. When you succeed, it is always considered a Critical Success. Furthermore, you always influence a number of people with the Intimidate Skill equal to three times your [BB] – this includes use of Litany of Hatred during combat.
LIGHT SLEEPER: When you are sleeping, you cannot be Surprised or left Helpless.
MENACING DEMEANOR: When you succeed at an Intimidate Test, you inflict 1D10+1 mental Peril.
RURAL SENSIBILITY: When you attempt to hide in rural environments, you gain a +20 Base Chance to Stealth Tests.
TRUE GRIT: You are immune to the effects of Knockout! and Stunning Blow.

TRAPPINGS

Flintlock pistol w/ (6) shot, swagger stick, scale armor, manacles, scorpion venom (3)

SSS'ILKY-SYNNN

SIZE: Normal

C	B	A	P	I	W	F
50% [6]	40% [4]	45% [7]	40% [4]	35% [3]	40% [6]	45% [6]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	10	4 (10/16/22)	9 (15/21/27)	70%	75%	Intermediate (High)

Athletics +20, *Charm +20*, *Coordination +20*, *Folklore +20*, *Guile +20*, *Interrogation +20*, *Rumor +20*, *Scrutinize +20*, *Simple Melee +20*, *Toughness +20*

ATTACK PROFILE

Eviscerating Pincer: 70% • Distance (melee engaged) • Damage (6) • Slow, Vicious

Dire Penetration: 70% • Distance (melee engaged or 1 yard) • Damage (7) • Entangling, Fast, Finesse, Vicious

TRAITS

BLOODLESS: These creatures cannot Bleed.

BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.

BOTH-HANDEDNESS: When they wield two one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

CAPTIVATING CRY: When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, player Characters whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

HYPNOTIC MUSK: Foes who stand within 9 yards of this creature cannot add their Apprentice Skill Rank to Combat and Willpower-based Skill Tests. In addition, foes who are Engaged with these creatures must successfully Resist using Toughness or be unable to add any Skill Ranks to Combat and Willpower-based Skill Tests for a day.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress (1D10+1 mental Peril and 3 Corruption); if of Intermediate Risk Factor, they provoke Fear (2D10+2 mental Peril and 6 Corruption); if of Advanced or Elite Risk Factor, they provoke Terror (3D10+3 mental Peril and 9 Corruption).

SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Dream mementos from former lovers (9), expensive cologne, infernal holy symbol, obsidian comb

ZACHARIAS KOHLENFEUER

SIZE: Normal

C	B	A	P	I	W	F
35% [3]	40% [4]	35% [3]	40% [6]	45% [6]	50% [7]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	6	4 (10/16/22)	10 (16/22/28)	55%	45%	Intermediate (Medium)

Charm +10, *Eavesdrop +20*, *Education +10*, *Folklore +20*, *Guile +20*, *Incantation +20*, *Interrogation +10*, *Navigation +10*, *Resolve +10*, *Rumor +20*, *Scrutinize +20*, *Simple Melee +20*, *Toughness +10*

ATTACK PROFILE

Bare-handed: 55% • Distance (melee engaged) • Damage (4) • Pummeling, Slow

TRAITS

BLOOD MAGICK: After you have made the appropriate sacrifice of an innocent creature (a beloved animal like a kitten or puppy for Petty Magick, a farm animal such as a cow or sheep for Lesser Magick or a living person like an Elf or Dwarf for Greater Magick), you can cause any one foe to automatically fail to Resist one cast Magick spell within the next 24 hours. You can only make a sacrifice like this once per day and will likely suffer Corruption for such a heinous act.

CRUEL TUTELAGE: When you generate face '1' or '6' with Chaos Dice, you invoke a Chaos Manifestation.

CULT OF PERSONALITY: When casting Generalist Magick – at your option – you may automatically succeed at the Incantation Test, but move one step down the Peril Condition Track negatively. In addition, you must always add 1 additional Chaos Die when you elect to Channel Power. You also understand how to use the Ritual of Blessed Sacrament.

FORKED TONGUE: When you attempt to deceive someone of a Social Class other than your own, you gain a +20 Base Chance to Guile Tests.

INSIDIOUS WHISPER: When you are standing next to or Engaged with a person (who can also hear you), you can use your voice to compel another. By succeeding a Guile Test, you force a person to experience an emotion of your choice for a number of minutes equal to your [WB]. Suggestions include anger, anticipation, disgust, fear, joy, sadness, surprise or trust. As the emotion is felt, choose whether they move one step up or one step down the Peril Condition Track. Once the experience of the instilled emotion has passed, the person has no memory of who compelled them to do so. Insidious Whisper can only affect Humanoids and Mutants (including player Ancestries). Finally, the same person cannot be made subject to Insidious Whisper more than once in any 24 hour period.

RUINOUS POWER: When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. Furthermore, you must add 1 additional Chaos Die when Channeling Power. Finally, whenever you are Incapacitated!, you cannot recover your Peril Condition Track under any circumstance until you indulge in a vice first. Suggestions include blasphemy, gambling, intoxication, prostitution and self-harm.

DISORDER

CLAWING OBSESSION: While at Ignore 2 or 3 Skill Ranks on the Peril Condition Track, those afflicted with this Disorder automatically fail all Awareness and Resolve Tests. At any time, those afflicted with Clawing Obsession may re-roll Skill Tests twice when using Fortune Points.

MAGICK SPELLS

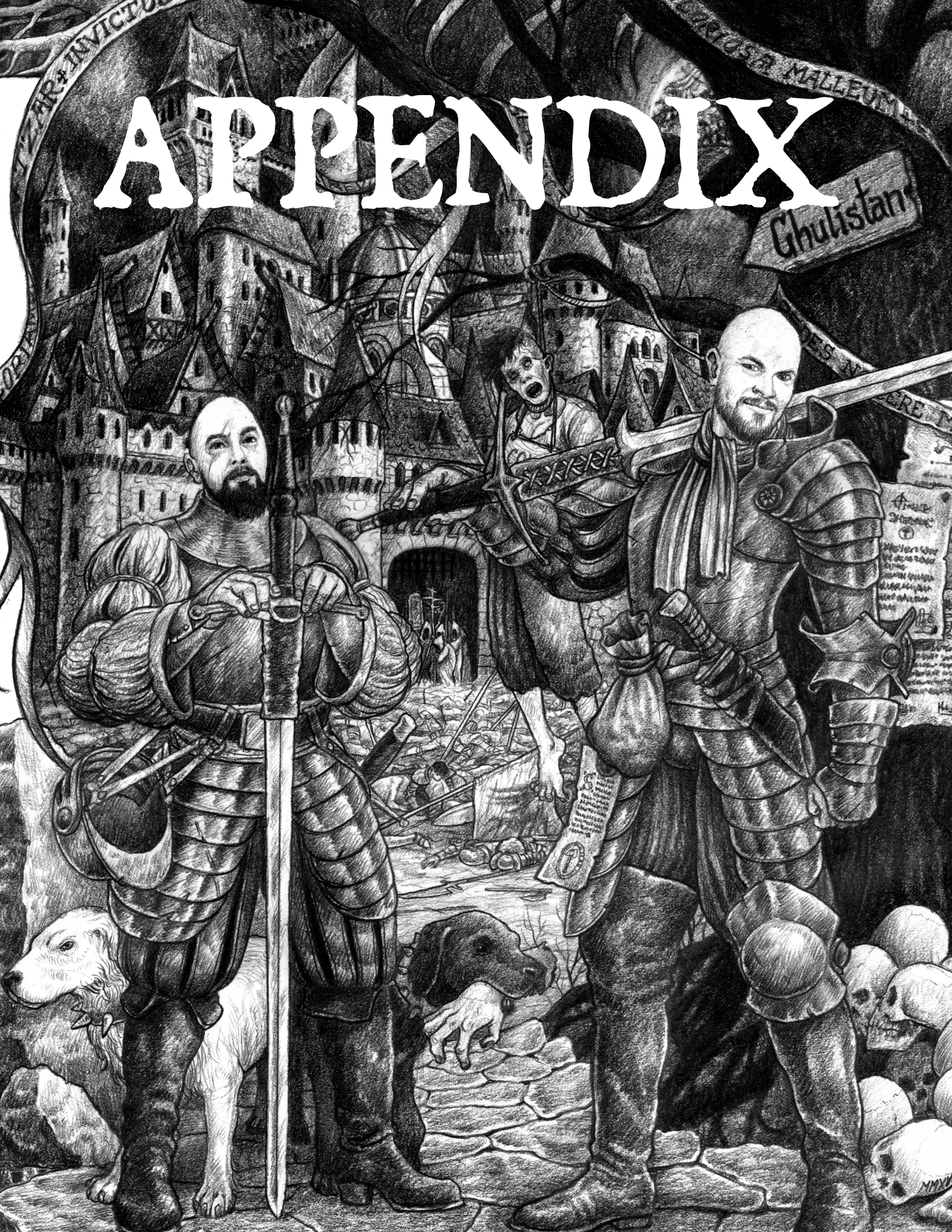
GENERALIST MAGICK: *Candlelight*, *Hush*, *Wytchsight*

COVENANT TO THE PRINCE OF PLEASURE: *Ætheric Strappado*, *Domino of Desire*, *Florentine Kiss*

TRAPPINGS

Codex, jade statue, merchant's clothing, ritual dirk, writing kit, 3 gold crowns (gc), reagents for all Magick spells (9)

APPENDIX



TAINTS OF CHAOS ADDENDUM

While **ZWEIHÄNDER** speaks to Taints of Chaos for creatures and Characters, we have expanded the original tables by describing what they look like. This will create even more mutative options for your game, offering a host of alternative forms that Taints of Chaos can manifest as.

D100	TAINT OF CHAOS
1	Acidic Spittle
2	Albinism
3	Arachnos
4	Astral Vision
5	Barbed Spines
6	Beaked Maw
7	Beweaponed Extremity
8	Black Nails
9	Blood Substitution
10	Bloodborne Rage
11	Brightly-patterned Skin
12	Burning Body
13	Cancerous Protection
14	Centauroid
15	Chitinous Head
16	Clamorous Vocals
17	Cloud of Rot
18	Cloven Hooves
19	Conehead
20	Crow's Legs
21	Crown of Flesh
22	Crystalline Body
23	Cyclopean Eye
24	Demonic Tentacle
25	Doppelganger
26	Egghead
27	Elongated Neck
28	Evil Eye
29	Eyes Without A Face
30	Eyestalks
31	Fanged Maw
32	Fantastic Arms
33	Featherweight
34	Feathery Coat
35	Flaming Skull
36	Floating Fatman
37	Forestwalker
38	Froggy Eyes
39	Goat Horns
40	Hellish Visage
41	Horrific Stench
42	Hunchbacked
43	Hypnotic Glare
44	Infantile Transformation
45	Limb Transference
46	Mace-like Tail
47	Mad Hopper
48	Mane of Hair
49	Mangy Cur
50	Manikin
51	Material Instability
52	Mere-form
53	Metasoma
54	Misshapen Face
55	Monstrous Countenance
56	Moronic Mutation
57	Multiplication
58	Mutative Chimerism
59	Mutative Regeneration
60	Necrotic Atrophy
61	Obsidian Skin
62	Octopoid Suckers
63	Ouroboros
64	Petrified Limb
65	Pinhead
66	Plague-borne
67	Prehensile Tail
68	Prominent Ears
69	Pronounced Snout
70	Protean Growth
71	Protoplasmic Transformation
72	Puny Jumbo
73	Quadrumanibus
74	Quadruple Jointed
75	Roid Beast
76	Rotting Flesh
77	Seemingly Headless
78	Shrinky Dink
79	Skull-faced
80	Spiritual Instability
81	Spit Flames
82	Swinging Gait
83	The Thin Man
84	Thinktank
85	Third Eye
86	Translucent Skin
87	Transmutative Growth
88	Two Minds
89	Uncanny Resemblance
90	Uncontrollable Flatulence
91	Undulating Tail
92	Vestigial Twin
93	Vitriolic Excretion
94	Vividly-colored Skin
95	Vocal Oddity
96	Walk On Hands
97	Walking Head
98	Winged Horror
99	Wytchstone Mind
100	Zoological Mutation

ACIDIC SPITTLE

Glands grow at the back of your throat, allowing you to spit a blinding acid in foe's faces.

Effect: By spending a Fortune Point, you can make an improvised ranged attack against a single foe within 1+[PB]. They suffer 1D10+[BB] Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor, but a foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with enemies.

ALBINISM

You lose all skin pigmentation. Your hair turns snow-white, your skin blanches, and your pupils turn red.

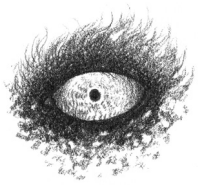
Effect: You suffer a permanent loss of 9% to Brawn.

ARACHNOS

You grow a venomous pair of pedipalps around your mouth, allowing you to inject poison into those you bite.

Effect: Attacks made bare-handed inflicts a single dose of spider venom.

ASTRAL VISION



Your eyes gain a milky film over them, letting you see in the dark but be blinded by light.

Effect: You can see in the dark, and spot Æthereal creatures. However, you must flip the results to fail any Skill Test made in broad daylight.

BARBED SPINES

Boney spikes erupt out from your skin, similar to a porcupine's. They are razor-sharp to the touch.

Effect: Whenever you successfully use a Takedown, you also deal Damage as if you were using a bare-handed weapon.

BEAKED MAW

Your mouth hardens and elongates into a sharp, pointed bird's beak.

Effect: Attacks made bare-handed gain the Punishing Quality.

BEWEAPONED EXTREMITY

Your arm twists and warps, the flesh and bone forming into an organic weapon, be it a sword, a hammer, or an axe.

Effect: Select a single one-handed Martial Melee weapon. Attacks made bare-handed are instead treated as if you were fighting with that weapon. However, you can no longer use one of your hands, nor wield two-handed weapons.

BLACK NAILS

Your fingernails harden and grow, turning black and able to cut through flesh.

Effect: Attacks made bare-handed gain the Fast Quality.

BLOOD SUBSTITUTION

Your blood is replaced with some other substance, though it still 'functions' like blood. This could be any number of things – worms, molten metal, vomit, and so on.

Effect: You can no longer be made to Bleed. Roll 1D100 on the on table below to determine what your blood is replaced with.

D100	RESULT
1 to 10	Acid
11 to 20	Excrement
21 to 30	Glue
31 to 40	Insects
41 to 50	Mud
51 to 60	Plants
61 to 70	Rodents
71 to 80	Tar
81 to 90	Vomit
91 to 100	Wax

BLOODBORNE RAGE

You become angry and seethe with rage at all times. When violent, you care little for your own health and even less for that of your enemies.

Effect: Whenever you are Seriously or Grievously Injured, you cannot Dodge or Parry. However, you may add 3 to all melee Damage.

BRIGHTLY-PATTERNED SKIN

Your skin takes on an odd pattern. Stripes, dots, swirls, and more have been seen and equally feared.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what your skin is patterned as.

D100	RESULT
1 to 10	Black & Blue
11 to 20	Chevrons
21 to 30	Gingham
31 to 40	Gleaming Brass
41 to 50	Multicolored
51 to 60	Red & White
61 to 70	Scales
71 to 80	Soft Pastels
81 to 90	Tiger-like
91 to 100	Zebra-like

BURNING BODY

Your body is consumed in an everlasting unnatural flame, though it does not burn your skin.

Effect: Attacks made bare-handed gains the Fiery Quality (but you and your trappings are not harmed by these flames). Roll 1D100 on the table below to determine what color the flames are:

D100	RESULT
1 to 10	Blue
11 to 20	Green
21 to 30	Indigo
31 to 40	Multicolored
41 to 50	Pink
51 to 60	Purple
61 to 70	Red
71 to 80	Violet
81 to 90	White
91 to 100	Yellow

CANCEROUS PROTECTION

Your skin erupts in rock-hard plates and tumors, covering your skin in a disgusting, natural armor.

Effect: You permanently gain a +2 to Damage Threshold.

CENTAUROID

Your legs mutate and are replaced with the torso and legs of a different animal. The body of a horse is common, but other animals have been seen.

Effect: You permanently gain 3 to Movement. Roll 1D100 on the table below to determine what animal replaces your lower body.

D100	RESULT
1 to 10	Bear-like
11 to 20	Bird-like
21 to 30	Cat-like
31 to 40	Cow-like
41 to 50	Dog-like
51 to 60	Gorilla-like
61 to 70	Horse-like
71 to 80	Insect-like
81 to 90	Mouse-like
91 to 100	Pig-like

CHITINOUS HEAD

A bony, fleshy crest erupts from your head and grows like a dwarven mohawk.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what type of crest you grow.

D100	RESULT
1 to 10	Ceratopsian
11 to 20	Corythosaurus
21 to 30	Crocodilian
31 to 40	Cryolophosaurus
41 to 50	Dilophosaurus
51 to 60	Gecko
61 to 70	Iguana
71 to 80	Lambeosaurus
81 to 90	Parasaurolophus
91 to 100	Stegosaurus

CLAMOROUS VOCALS

You periodically produce a deafening sound. Sometimes it's a scream, sometimes it's a laugh, sometimes it is the breaking of wind.

Effect: You must succeed at a Scrutinize Test in order to use your normal voice.

CLOUD OF ROT

You are surrounded by a permanent swirling mass of flies, gnats, and a general miasma of sickness.

Effect: When a foe attempts to strike you with ranged weapons, they suffer penalties as if they were firing into fog, mist, or smoke.

CLOVEN HOOVES

Your feet are warped, taking the form of cloven hooves like those of a goat or a horse.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what type of hooves you have.

D100	RESULT
1 to 10	Deer
11 to 20	Gazelle
21 to 30	Giraffe
31 to 40	Goat
41 to 50	Horse
51 to 60	Llama
61 to 70	Moose
71 to 80	Oxen
81 to 90	Pig
91 to 100	Sheep

CONEHEAD

The crown of your head elongates and tapers into a fine point.

Effect: You suffer a permanent loss of 9% to Intelligence and treat the cost of anything you wear on your head as if you had a Frail build.

CROW'S LEGS

Your legs and feet twist, taking on the shape of those of a crow, raven, or other member of the corvidae family.

Effect: You permanently gain 9% to Agility.

CROWN OF FLESH

The top of your head erupts in a fleshy circle of… things. It could be horns, fingers, horns, or even worse.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what your crown is composed of.

D100	RESULT
1 to 10	Baby hands
11 to 20	Ears of various animals
21 to 30	Eyes of varying colors
31 to 40	Fingers and toes
41 to 50	Genitals of various girth
51 to 60	Horn; twisted and straight
61 to 70	Tentacles of various invertebrates
71 to 80	Tiny Hands
81 to 90	Tails of animals
91 to 100	Tongues of blue, red and black

CRYSTALLINE BODY

Your body hardens and changes it make-up to be composed of pure crystal – a substance that is prone to break and shatter.

Effect: You permanently gain 9% to Brawn, but all melee and ranged attacks made against you gain the Vicious Quality.

CYCLOPEAN EYE

Your two eyes merge into one giant eye in the middle of your face, making you lose all depth perception.

Effect: You must reduce the Distance of ranged weapons and Magicks you use by 6 yards (to a minimum of 1 yard).

DEMONIC TENTACLE

One of your arms elongates, fattens, and grows countless suckers on it. It's a powerful limb, but not as good as the old one.

Effect: Attacks made bare-handed are instead treated as if you were fighting with a bullwhip. However, you can no longer use one of your hands, nor wield two-handed weapons.

DOPPELGANGER

In a moment of extreme pain, another 'copy' of you emerges from your body. One with its own feelings and goals, but incredible hatred towards you.

Effect: A NPC is spawned from you, sharing your same Profession and Attributes. However, its motives, thoughts, and goals are diametrically opposed to yours. This means you gain the Nemesis Drawback.

EGGHEAD

Your head grows massive in size, almost too large to be supported by your neck.

Effect: Treat the cost of anything you wear on your head as if you had a Corpulent build. In addition, you permanently gain 9% to Intelligence.

ELONGATED NECK

Your neck grows long and thick, like the odd giraffes of the southern lands.

Effect: Whenever you are made victim to a Called Shot to the head, you suffer an additional 1D6 Fury Die in Damage.

EVIL EYE

One eye grows large and bulbous, and just directing your gaze from it onto someone can cause them to wither in fear.

Effect: Whenever you use a successful Intimidate Test, one foe suffers a -20 Base Chance to all Skill Tests for 24 hours.

EYES WITHOUT A FACE

Your face loses all of its features, leaving you a blank, fleshy slate – though you can still use your senses.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine the color of your faceless visage.

D100	RESULT
1 to 10	Black
11 to 20	Blue
21 to 30	Flesh-Colored
31 to 40	Green
41 to 50	Multicolored
51 to 60	Orange
61 to 70	Purple
71 to 80	Red
81 to 90	White
91 to 100	Yellow

EYESTALKS

Your eyes extend out on fleshy stalks, allowing you to move each of them independently.

Effect: You permanently gain 9% to Perception.

FANGED MAW

Your jaw elongates and fills with row upon row of jagged, snarling teeth.

Effect: Attacks made bare-handed gain the Entangling Quality.

FANTASTIC ARMS

Your arms grow long and rubbery, letting you stretch your limbs to incredible distances.

Effect: Attacks made bare-handed gain the Reach Quality.

FEATHERWEIGHT

You grow light as a feather, allowing you to skirt along the ground without touching it.

Effect: You may ignore the effects of Hard Terrain. However, weapons used against you gain the Powerful Quality.

FEATHERY COAT

From your skin erupts a monstrous gown of feathery down.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what kind of feathers you have.

D100	RESULT
1 to 10	Chicken
11 to 20	Duck
21 to 30	Falcon
31 to 40	Finch
41 to 50	Gull
51 to 60	Ostrich
61 to 70	Owl
71 to 80	Parrot
81 to 90	Peacock
91 to 100	Raven

FLAMING SKULL

At will, fire erupts on your head, melting the flesh and fat. You are left with only a burning skull, though you remain alive to writhe and grimace in its pain and fear.

Effect: When you succeed Intimidate or Interrogation Tests, you provoke Fear.

FLOATING FATMAN

You become grossly fat, so much so that you can no longer move of your own will. However, the Daemons have chosen to bless you with the ability to float – like a blimp.

Effect: Change your build to Corpulent and reduce your Movement by 6. However, you can hover 1 yard off the ground.

FORESTWALKER

Your legs grow long and gangly, allowing you to take monstrously huge steps.

Effect: Increase your Movement by 3.

FROGGY EYES

Your eyes grow large and bulge out of your skull, leaving them watery and wide.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what kind of eyes you grow.

D100	RESULT
1 to 10	Cat
11 to 20	Chameleon
21 to 30	Dragonfly
31 to 40	Frog
41 to 50	Gecko
51 to 60	Goat
61 to 70	Mantis
71 to 80	Spider
81 to 90	Squid
91 to 100	Tarsier

GOAT HORNS

From your forehead grows monstrous ram's horns, ready to bash and buck.

Effect: Attacks made bare-handed gain the Powerful Quality.

HELLISH VISAGE

Your face takes on the appearance of a beast or animal, slavering for blood.

Effect: Whenever your face is visible, you may flip the results to succeed at Intimidate Tests. Roll 1D100 on the table below to determine what animal your face takes the appearance of.

D100	RESULT
1 to 10	Bear-like
11 to 20	Bird-like
21 to 30	Cat-like
31 to 40	Cow-like
41 to 50	Dog-like
51 to 60	Fish-like
61 to 70	Goat-like
71 to 80	Gorilla-like
81 to 90	Mouse-like
91 to 100	Pig-like

HORRIFIC STENCH

You emit a stench that reeks of rotted flesh, sulphur, and splayed organs.

Effect: Whenever a foe is Engaged with you, they must Resist a Stunning Blow. However, you cannot add your Apprentice Skill Rank to Fellowship-based Skill Tests.

HUNCHBACKED

You have a large cyst of fat and pus that grows upon your shoulders, leaving you stooped over.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what's inside of it.

D100	RESULT
1 to 10	Ale
11 to 20	Bile
21 to 30	Blood
31 to 40	Flies
41 to 50	Glue
51 to 60	Milk
61 to 70	Soup
71 to 80	Vomit
81 to 90	Water
91 to 100	Wine

HYPNOTIC GLARE

Your gaze becomes haunting and bewitching, making it difficult for anyone to avert your gaze.

Effect: By spending a Fortune Point, you can cause any one foe who can see you to remain Helpless for one minute.

INFANTILE TRANSFORMATION

Your legs shrink and shrivel, resembling more those of a child's than a full-grown adult's.

Effect: You can no longer use the Charge or Run Movement Actions In combat.

LIMB TRANSFERENCE

Your body parts get jumbled and swapped, all mixed together like a child's puzzle.

Effect: This is a cosmetic change only. Roll D6 to determine how many body parts are swapped. Roll 1D100 on the table below twice for each body part to find what was swapped.

D100	RESULT
1 to 10	Head
11 to 20	Eyes
21 to 30	Mouth
31 to 40	Arm/Hand
41 to 50	Leg/Foot
51 to 60	Back
61 to 70	Knee/Elbow
71 to 80	Chest/Stomach
81 to 90	Hip
91 to 100	Groin

MACE-LIKE TAIL

You grow a large, powerful tail, tipped with a bony and fleshy growth useful for bashing.

Effect: You are always equipped with a cudgel, but can no longer wear trousers comfortably.

MAD HOPPER

All but one of your legs withers away, while that leg grows powerful and making you capable of leaping long distances.

Effect: At the end of a Run action, with a successful Athletics Test, you may jump horizontally three yards for every 3 points of [BB] or leap vertically three yards for every 6 points of [BB]. However, you must reduce your Movement on foot by 3.

MANE OF HAIR

You grow a luscious, lion-like mane of hair that grows from your scalp to nearly halfway down your back.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what kind of mane you have.

D100	RESULT
1 to 10	Antelope
11 to 20	Camel
21 to 30	Donkey
31 to 40	Flowing Human Hair
41 to 50	Giraffe
51 to 60	Horse
61 to 70	Lion
71 to 80	Macaque
81 to 90	Maned Wolf
91 to 100	Zebra

MANGY CUR

The hair on your body grows thick and furry, like that of a dog or wolf.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what kind of furry hide you have.

D100	RESULT
1 to 10	Ape
11 to 20	Bear
21 to 30	Cat
31 to 40	Chinchilla
41 to 50	Dog
51 to 60	Tiger
61 to 70	Otter
71 to 80	Sheep
81 to 90	Spider
91 to 100	Wolf

MANIKIN

Your face shrinks and becomes vestigial. To compensate, out from your head grows a small torso and head, which now serves as your new 'face'.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what kind of torso you grow.

D100	RESULT
1 to 10	Demonic
11 to 20	Emaciated
21 to 30	Feathered
31 to 40	Furred
41 to 50	Insectoid
51 to 60	Metallic
61 to 70	Muscular

71 to 80	Normal
81 to 90	Scaled
91 to 100	Skeletal

MATERIAL INSTABILITY

Your material form is out-of-phase with this reality, and when under great stress, you phase out of time only to appear back where you were in the future.

Effect: Whenever you fail a Resolve Test, roll a 1D6 Chaos Die. If it lands on face '6', you are Incapacitated! and unconscious, disappearing only to reappear where you had last stood an hour later.

MERE-FORM

Your legs fuse and grow scales, your feet turning into fleshy, fish-like fins. You can navigate in the water wonderfully, but flop all but uselessly around on the land.

Effect: You permanently gain 3 to Movement to swim in water, while reducing your Movement on foot by 3.

METASOMA

You grow a large, segmented tail, which ends in a barbed and poisonous scorpion's stinger.

Effect: Attacks made bare-handed inflicts a single dose of scorpion venom.

MISSHAPEN FACE

The features on your face swap and switch around oddly, leaving you with your mouth on your check, your nose on the side of your head, and your eyes where your mouth should be.

Effect: Roll 1D6 Chaos Die to determine how many features are swapped. This is a cosmetic change only.

MONSTROUS COUNTENANCE

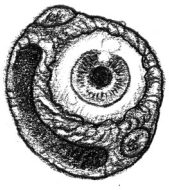
Your face takes on the most disgusting, horrifying, and sanity-blasting mien imaginable. Even you can't look in a mirror without being horrified.

Effect: By spending a Fortune Point, you may provoke Fear in others.

MORONIC MUTATION

Your mind literally shrinks, leaving you simple of thought and child-like in behavior.

Effect: You suffer a permanent loss of 9% to Willpower. Roll 1D100 on the table below to determine the diameter of your head.



D100	RESULT
1 to 10	13 inches
11 to 20	14 inches
21 to 30	15 inches
31 to 40	16 inches
41 to 50	17 inches
51 to 60	18 inches
61 to 70	19 inches
71 to 80	20 inches
81 to 90	21 inches
91 to 100	22 inches

MULTIPLICATION

You can split yourself into multiple copies, allowing you to literally be in two places at once.

Effect: By spending a Fortune Point, you can create a perfect simulacrum of yourself, including Primary Attributes, Magick usage if applicable, and other Traits, Talents and abilities as well. This 'second self' will do as you please for one hour, before turning into mist and dissipating at the end of the duration.

MUTATIVE CHIMERISM

Your whole body mutates and warps back to one of its primal stages. When you emerge from your fit, you find you have become a hybrid creature – one of man and beast.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to see how your chimerism manifests.

D100	RESULT
1 to 10	Animal
11 to 20	Aztlan
21 to 30	Beast
31 to 40	Fomorian
41 to 50	Goblin
51 to 60	Grendel
61 to 70	Mindless Undead
71 to 80	Orx
81 to 90	Skrzzak
91 to 100	Zoatar

MUTATIVE REGENERATION

You have a mutative 'healing factor' that lets you stitch closed your own wounds in a matter of moments. It is often called 'Logan syndrome'.

Effect: After sleeping, you recover one step up the Damage Condition Track positively.

NECROTIC ATROPHY

Black magicks eat at your flesh and nerves, withering your limbs into useless, blackened stumps.

Effect: Roll a 1D6 Chaos Die. If the result is face '1-2', you suffer a permanent loss of 9% to Agility as your hand is atrophied. If the result is face '3-4', you suffer a permanent loss of 9% to Brawn as your foot is atrophied. If the result is face '5', you gain the Veteran's Hand Drawback. If the result is face '6', you gain the Veteran's Leg Drawback.

OBSIDIAN SKIN

Your skin turns black. Not just dark, but supernaturally black – so much so it absorbs all light and darkens light sources around you.

Effect: Whenever hiding in darkness, you may flip the results to succeed at Stealth Tests.

OCTOPOID SUCKERS

Your body becomes lined with fleshy octopus suckers that allow you to stick to and grip almost anything.

Effect: Whenever you climb, you may flip the results to succeed at Athletics Tests.

OUROBOROS

You grow a long, serpentine tail – however, on the tip of it is a sentient snake head whose fangs drip with venom.

Effect: Attacks made bare-handed inflicts a single dose of snake venom.

PETRIFIED LIMB

One of your limbs petrifies into a stone-like material and crumbles, leaving you unbalanced.

Effect: You gain either the Veteran's Hand or Veteran's Leg Drawback.

PINHEAD

Your head shrinks, nearly to the size of a child's doll's head.

Effect: You suffer a permanent loss of 3% to Intelligence, Perception, and Willpower.

PLAGUE-BORNE

You become covered in pustules and lesions, ones that bursts and exude a deadly disease.

Effect: Select a single Disease. By spending a Fortune Point, one attack made bare-handed inflicts the Disease upon your foe.

PREHENSILE TAIL

You grow a long, monkey-like tail, one that is able to operate and grab things much like an extra hand.

Effect: This allows you the use of an additional limb, although it does not allow you to make additional attacks. Treat this tail as if it were an off-hand.

PROMINENT EARS

Your ears grow enormous, nearly as big as your head. Sometimes they take on animalistic appearance as well, such as those of a dog or elephant.

Effect: Whenever using your sense of hearing, you automatically succeed at Awareness Tests.

PRONOUNCED SNOUT

Your nose becomes elongated, enhancing your sense of smell and letting you track like a bloodhound.

Effect: Whenever using your sense of smell, you automatically succeed at Survival Tests.

PROTEAN GROWTH

Your legs or your arms grow massive, as the muscle mass from one gets transferred to the other.

Effect: You suffer a permanent loss of 6% to either Brawn or Agility, but permanently gain 3% to the Primary Attribute you don't choose.

PROTOPLASMIC TRANSFORMATION

When under extreme stress, your form literally collapses under you – leaving you little more than a quivering slime until you can pull yourself together.

Effect: Whenever you Critically Fail any Resolve or Toughness Test, you turn into a useless puddle of slime for 24 hours.

PUNY JUMBO

Your skeleton loses much of its bone mass, leaving you tall and thin, but your flesh and skin hangs off in sheets, leaving you enervated.

Effect: You suffer a permanent loss of 9% to Combat and must change to the tallest height your Ancestry allows under its build.

QUADRUMANIBUS

You grow two new limbs, each with all the range and movement of your original two arms.

Effect: This allows you the use of two additional limbs, although it does not allow you to make additional attacks. Treat these arms as if they were an off-hand.

QUADRUPLE JOINTED

Your limbs fracture and grow multiple joints, allowing you to bend and move at odd and extreme angles.

Effect: You permanently gain 9% to Agility and may flip the results to succeed at Agility Tests to escape bonds.

ROID BEAST

Your legs grow massive, muscular and veiny, allowing you to make monstrous leaps incapable by a normal humanoid.

Effect: At the end of a Run action, with a successful Athletics Test, you may jump horizontally two yards for every 3 points of [BB] or leap vertically two yards for every 6 points of [BB].

ROTTING FLESH

Your skin is pock-marked with oozing sores, rashes, and gashes. As you walk, your flesh sloughs off and festers, only to regrow overnight equally as rotten.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine how many pounds of flesh you slough off daily.

D100	RESULT
1 to 10	3 pounds
11 to 20	6 pounds
21 to 30	9 pounds
31 to 40	12 pounds
41 to 50	15 pounds
51 to 60	18 pounds
61 to 70	21 pounds
71 to 80	24 pounds
81 to 90	27 pounds
91 to 100	30 pounds

SEEMINGLY HEADLESS

Your head sucks into itself, only to appear moments later pushing through your chest. All your senses and faculties work, but your appearance is terrifying.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine where your head reappears at

SEEMINGLY HEADLESS

D100	RESULT
1 to 10	In hand
11 to 20	In chest
21 to 30	On arm
31 to 40	On knee
41 to 50	On belly
51 to 60	On elbow
61 to 70	On groin
71 to 80	On shoulder
81 to 90	Turned backwards
91 to 100	Up own arse

SHRINKY DINK

Your body shrinks down until you are nearly knee high to a grasshopper. An especially infuriating mutation for dwarves, gnomes, and halflings.

Effect: You permanently gain 6% to Agility, but suffer a permanent loss of 3% to Brawn. Roll 1D100 on the table below to determine your new height.

D100	RESULT
1 to 10	4 feet
11 to 20	3 ½ feet
21 to 30	3 feet
31 to 40	2 ½ feet
41 to 50	2 feet
51 to 60	1 ½ feet
61 to 70	1 foot
71 to 80	10 inches
81 to 90	8 inches
91 to 100	6 inches

SKULL-FACED

All the skin, muscle, and flesh falls off your face painlessly. You are left with just a skull for a head, your eyes reduced to pinpricks of light.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what kind of skull you have.

D100	RESULT
1 to 10	Ape
11 to 20	Bear
21 to 30	Cattle
31 to 40	Crocodile
41 to 50	Demonic
51 to 60	Fish
61 to 70	Human
71 to 80	Lion
81 to 90	Snake
91 to 100	Wolf

SPIRITUAL INSTABILITY

Your material form is out-of-phase with this reality, and when badly injured, you shift to another plane of existence.

Effect: Whenever you fail a Toughness Test, roll a 1D6 Chaos Die. If it lands on face '6', you are Incapacitated! and unconscious, disappearing only to reappear where you had last stood an hour later.

SPIT FLAMES

Your saliva glands mutate, causing your neck to swell and glow red-hot. Your spit is instead replaced with a napalm-like liquid flame.

Effect: By spending a Fortune Point, you can make an improvised ranged attack against a single foe within 1+[PB]. They suffer 1D10+[BB] Damage from fire. Spit Flames ignores a foe's Damage Threshold Modifier from armor, but a foe can attempt to Dodge Spit Flames or Parry it with a shield. Spit Flames can be used while Engaged with enemies.

SWINGING GAIT

You develop an odd walk. Whether it be odd leg swings, gyrations, spins or cartwheels, you can't even force yourself to walk normal.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what sort of walk you have.

D100	RESULT
1 to 10	Backwards
11 to 20	Cartwheels
21 to 30	Crab Walk
31 to 40	High Kicks
41 to 50	Hip Gyration
51 to 60	Hopping
61 to 70	Leg Swings
71 to 80	Skipping
81 to 90	Somersaults
91 to 100	Spins

THE THIN MAN

You grow tall and extremely thin, resembling something closer to a 10-foot pole rather than an actual creature of flesh-and-blood.

Effect: Immediately change your build to Frail and the tallest height your Ancestry allows.

THINKTANK

Your brain swells in size, giving you a fearsome intellect. How you choose to best apply that intellect, however, is up to you.

Effect: You may permanently increase any one Primary Attribute Bonus by 1.

THIRD EYE

You grow a third eye in the center of your forehead. Highly developed, it is said to be able to see into people's souls.

Effect: You permanently gain 9% to Perception.

TRANSLUCENT SKIN

Part of your skin becomes see-through, allowing onlookers to see some of your muscles, bones, and internal organs at every hour of the day.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine which organ system becomes visible.

D100	RESULT
1 to 10	Circulatory
11 to 20	Digestive
21 to 30	Endocrine
31 to 40	Lymphatic
41 to 50	Muscular
51 to 60	Nervous
61 to 70	Renal
71 to 80	Reproductive
81 to 90	Respiratory
91 to 100	Skeletal

TRANSMUTATIVE GROWTH

You grow huge in size, towering over friend and foe alike. Though you also grow stronger, your bulk is hard to maneuver.

Effect: You permanently gain 6% to Brawn, but suffer a permanent loss of 3% to Agility.

TWO MINDS

Out from your shoulder sprouts another head, one with its own thoughts, ideas, and wishes. They say two heads are better than one, but you're not so sure.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what type of other head you manifest.

D100	RESULT
1 to 10	Ally's head
11 to 20	Animal head
21 to 30	Beast head
31 to 40	Demonic head
41 to 50	Enemy's head
51 to 60	Identical to your own head
61 to 70	Malformed head
71 to 80	Mutant head
81 to 90	Robotic head
91 to 100	Undead head

UNCANNY RESEMBLANCE

Your facial features twist and warp, until they take on the resemblance of someone else – usually a family member, but sometimes someone completely foreign to you.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what relative you look like.

D100	RESULT
1 to 10	Aunt or Uncle
11 to 20	Child
21 to 30	Cousin
31 to 40	Distant Relative
41 to 50	Grandparent
51 to 60	In-Law
61 to 70	Niece or Nephew
71 to 80	Parent
81 to 90	Sibling
91 to 100	Total Stranger

UNCONTROLLABLE FLATULENCE

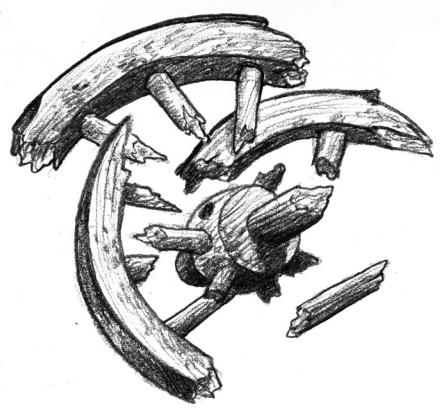
Your stomach and bowels constantly gurgle and churn, causing you to break wind during times of stress. Unfortunately for those around you, this flatulence is often overwhelming.

Effect: Whenever you are made to Bleed or suffer an Injury, all those in a Burst Template around you are Stunned.

UNDULATING TAIL

You grow a long tail from your backside. Whether it be scaled, furred or hairless, it helps you keep balance.

Effect: You permanently gain 9% to Agility.



VESTIGIAL TWIN

From your torso grows a twin, one that shares many of your major organs. It is intelligent and often annoying, but it has 'grown' on you over time.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine how the twin is attached.

D100	RESULT
1 to 10	At the arms
11 to 20	At the posterior
21 to 30	At the chest
31 to 40	At the crotch
41 to 50	At the head
51 to 60	At the hip
61 to 70	At the legs
71 to 80	At the torso
81 to 90	Back-to-back
91 to 100	Twin is a parasite

VITRIOLIC EXCRETION

A foul, green acid leaks from your pores and covers your body. Those you touch suffer from severe skin burns from the acid.

Effect: By spending a Fortune Point, one attack made bare-handed inflicts an additional 1D10+1 Damage from acid.

VIVIDLY-COLORED SKIN

Your skin pigment changes color radically, switching to a bizarre color not found naturally in most humanoids.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what color your skin becomes.

D100	RESULT
1 to 10	Red
11 to 20	Orange
21 to 30	Yellow
31 to 40	Green
41 to 50	Blue
51 to 60	Purple
61 to 70	Brown
71 to 80	Black
81 to 90	White
91 to 100	Grey

VOCAL ODDITY

You have a strange voice, one that does not operate or sound like a normal speaking level voice. This obviously makes you stand out when you open your mouth.

Effect: You must succeed at a Scrutinize Test in order to use your normal voice. Roll 1D100 on the table below to determine what your voice sounds like.

D100	RESULT
1 to 10	Belching
11 to 20	Growling
21 to 30	Hoarse
31 to 40	Honking
41 to 50	Lilting
51 to 60	Shrill
61 to 70	Squeaking
71 to 80	Ululating
81 to 90	Whining
91 to 100	Whispering

WALK ON HANDS

Your legs either turn into arms or your arms turn into legs. It becomes quite awkward to walk and manipulate objects this way, but you eventually adapt to it.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine for how long your hands are feet, and your feet are hands.

D100	RESULT
1 to 10	3 minutes
11 to 20	6 minutes
21 to 30	9 minutes
31 to 40	3 hours
41 to 50	6 hours
51 to 60	9 hours
61 to 70	3 days
71 to 80	6 days
81 to 90	9 days
91 to 100	3 weeks

WALKING HEAD

Your arms and body wither to nothing, as your head grows enormous in size and all your organs rush into it. Your legs still support your now massive head.

Effect: You no longer have arms or hands. Roll 1D100 on the table below to determine how long this lasts.

D100	RESULT
1 to 10	3 minutes
11 to 20	6 minutes
21 to 30	9 minutes
31 to 40	3 hours
41 to 50	6 hours
51 to 60	9 hours
61 to 70	3 days
71 to 80	6 days
81 to 90	9 days
91 to 100	3 weeks

WINGED HORROR

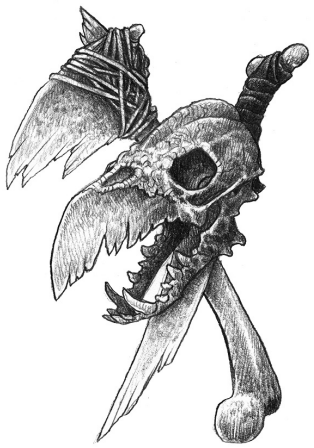
From your back sprouts a pair of giant wings. These can be bird-like, bat-like, reptilian, or any other style you can imagine.

Effect: You can use Movement Actions to fly at a rate of 9+[AB] in yards.

WYTCHSTONE MIND

Your mind is sucked away into the Abyss and instead replaced with a shard of Wytchstone. You are little more than an automaton, but you can use fearsome magicks.

Effect: You must flip the results to fail all Intelligence-based Skill Tests, but may flip the result to succeed at Incantation Tests. You also gain the Arcane Magick Special Trait, if you don't already possess it.



ZOOLOGICAL MUTATION

One or more of your body parts is replaced with those of an animal. In extreme cases, you end up looking more animal than humanoid.

Effect: This is a cosmetic change only. Roll 1D100 on the table below to determine what animal you take the appearance of and them roll again on the second table to determine which appendage has mutated.

D100	RESULT
1 to 10	Amphibian
11 to 20	Avian
21 to 30	Bovine
31 to 40	Canine
41 to 50	Feline
51 to 60	Insecta
61 to 70	Primate
71 to 80	Rodentia
81 to 90	Suidae
91 to 100	Ursine

ZOOLOGICAL MUTATION APPENDAGE

D100	RESULT
1 to 10	One Arm
11 to 20	Both Arms
21 to 30	One Leg
31 to 40	Both Legs
41 to 50	Torso
51 to 60	Head
61 to 70	Face
71 to 80	Tail
81 to 90	Specific facial feature
91 to 100	Entire body

CREATURE SIZE & RISK FACTOR EXPANDED

BASIC CREATURES	SIZE	RISK FACTOR
Barghest	Normal or Large	Basic (Medium)
Barrel Bellied Orc	Normal or Large	Basic (High)
Bog Thing	Normal	Basic (High)
Boogan	Small	Basic (Low)
Brigand	Normal	Basic (High)
Broo	Normal	Basic (Low)
Cockatrice	Normal	Basic (High)
Crypt Skeleton	Normal	Basic (Medium)
Death Bat	Normal or Large	Basic (Medium)
Death Hedge	Normal or Large	Basic (Low)
Deranged Zealot	Normal	Basic (Medium)
Deserter Soldier	Normal	Basic (Medium)
Dire Rat	Normal or Large	Basic (Medium)
Facedancer	Normal	Basic (High)
Fodderling	Normal	Basic (Low)
Fomori Thrall	Normal	Basic (High)
High Orx	Normal	Basic (High)
Hobgoblin	Normal	Basic (High)
Iguania	Normal	Basic (Medium)
Kobold	Normal	Basic (Low)
Kobold Fanatic	Normal	Basic (Low)
Large Animal	Large	Basic (Medium)
Large Insect	Large	Basic (Medium)
Low Orx	Normal	Basic (Medium)
Man Eater	Normal or Large	Basic (High)
Occultist	Normal	Basic (High)
Orx Spore	Normal	Basic (Low)
Petty Thug	Normal	Basic (Low)
Reanimated Corpse	Normal	Basic (Medium)
Rebellious Peasant	Normal	Basic (Low)
Redcap	Normal	Basic (Low)
Rudeboy	Normal	Basic (Medium)
Small Animal	Small	Basic (Low)
Swarm	Small, Normal or Large	Basic (Low)
Warren Runner	Normal	Basic (High)
Wose	Normal	Basic (High)

INTERMEDIATE CREATURES	SIZE	RISK FACTOR
Adversary Demon	Large	Intermediate (High)
Attercap Spider	Normal or Large	Intermediate (Low)
Basilisk	Large	Intermediate (Low)
Bilious Skrzzak	Normal	Intermediate (Medium)
Butler Demon	Normal	Intermediate (Medium)
Carnal Demon	Normal	Intermediate (High)
Choleric Skrzzak	Normal	Intermediate (Medium)
Draugr	Normal	Intermediate (Medium)
Duergar	Normal	Intermediate (Low)
Equigorn	Large	Intermediate (High)
Fell Knight	Normal	Intermediate (High)
Filth Demon	Large	Intermediate (High)
Fomori Huscarl	Large	Intermediate (Medium)
Harpy	Normal	Intermediate (Low)
Havoc Conjurer	Normal	Intermediate (High)
Hircus	Normal	Intermediate (Low)
Howlbear	Normal or Large	Intermediate (Medium)
Howling Marauder	Normal	Intermediate (Low)
Lacertilia	Normal	Intermediate (Medium)
Legion Demon	Large	Intermediate (High)
Lycanthrope	Normal	Intermediate (High)
Ogre Mercenary	Normal	Intermediate (High)
Phantom	Normal	Intermediate (Medium)
Phlegmatic Skrzzak	Normal	Intermediate (Medium)
Ravenous Ghoul	Normal	Intermediate (Medium)
Sanguine Skrzzak	Normal	Intermediate (Medium)

Shimmering Mimic	Normal	Intermediate (Low)
Siabra	Normal	Intermediate (Low)
Silverback Warg	Normal or Large	Intermediate (Low)
Siren	Normal	Intermediate (Low)
Sorrow Demon	Large	Intermediate (High)
Templar Fanatic	Normal	Intermediate (High)
Tenebrae	Normal	Intermediate (Low)
Wailing Woman	Normal	Intermediate (High)
Water Panther	Normal or Large	Intermediate (Low)
Witch	Normal	Intermediate (Medium)

ADVANCED CREATURES	SIZE	RISK FACTOR
Air Sylph	Small or Normal	Advanced (Low)
Apparition	Normal	Advanced (Low)
Bog Behemoth	Large	Advanced (Medium)
Chimaera	Large	Advanced (High)
Dragon Turtle	Huge	Advanced (High)
Dragon-born Ogre	Large	Advanced (Medium)
Dullahan	Normal	Advanced (Medium)
Earthen Gnome	Large	Advanced (Low)
Fen Wyrm	Large	Advanced (Low)
Fire Salamander	Large	Advanced (Low)
Gekkota	Normal	Advanced (Medium)
Golem	Normal	Advanced (Low)
Gryphon	Large	Advanced (Medium)
Hooded One	Normal	Advanced (Medium)
Hydra	Large	Advanced (High)
Jabberwocky	Large	Advanced (High)
Lamashtu	Normal	Advanced (Low)
Lemurian Host	Normal or Large	Advanced (Low)
Living Statue	Normal, Large or Huge	Advanced (High)
Medusa	Normal	Advanced (High)
Nephilim	Large or Huge	Advanced (High)
Night Mare	Normal or Large	Advanced (Low)
Protoplasmic Dolor	Normal or Large	Advanced (High)
Rakshasa	Normal	Advanced (High)
Red Revenant	Normal	Advanced (Medium)
Succubus	Normal	Advanced (Medium)
Talking Tree	Large or Huge	Advanced (High)
Taurus	Large	Advanced (Low)
Tlaloc	Huge	Advanced (High)
Troll	Large	Advanced (Medium)
Tyrant Skrzzak	Large	Advanced (Low)
Vampiric Templar	Normal	Advanced (High)
Water Undine	Large	Advanced (Low)
Woodland Nymph	Normal	Advanced (Medium)
Wyvern	Large	Advanced (Medium)
Zoatar	Large	Advanced (Medium)
Elite Creatures	Size	Risk Factor
Arch Cenobite	Huge	Elite (Unique)
Brass Primarch	Huge	Elite (Unique)
Broodmother	Huge	Elite (Unique)
Defiler	Normal	Elite (Unique)
Dread Count	Large	Elite (Unique)
Fomori Crone	Large	Elite (Unique)
Great Devourer	Huge	Elite (Unique)
Light-Eater	Huge	Elite (Unique)
Nosferatu	Normal	Elite (Unique)
Numina	Large	Elite (Unique)
Pit Dragon	Huge	Elite (Unique)
Sidhe Lord	Normal	Elite (Unique)

CREATURE TRAITS & RISK FACTOR

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
✓	✓	✓	✓	Accursed	These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
	✓	✓	✓	Acidic Spittle	These creatures can use their breath as a ranged weapon. This allows them to strike a single foe within 1+[PB], causing the foe to suffer 1D10+1 Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with foes.
	✓	✓	✓	Æthereal Form	Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.
		✓	✓	Ætheric Domination	When these creatures would potentially invoke a Chaos Manifestation, they must have two or more face '6' on Chaos Dice to invoke it.
✓	✓	✓	✓	Ambush Tactics	These creatures roll 2D10 to determine Initiative.
	✓		✓	Arcana of Horror	These creatures can use Bolt of Flame from the Arcana of Pyromancy. If at least three of these creatures are standing within sight of one another, they can use Withering Touch from the Arcana of Sorcery. If at least nine of these creatures are standing within sight of one another, they can use Death's Embrace from the Arcana of Morticism. Should a foe be Slain! by use of any of these Magicks, they are immediately turned into a Lemurian Host. Reagents are unnecessary to cast this Magick.
		✓	✓	Ashes to Ashes	These creatures cannot be permanently Slain! unless their remains are placed into a decanter consecrated with the Blessed Sacrament Ritual. Within, they remain in hibernation, unless the remains are removed therefore giving life to the creature again. Only by placing the decanter into a font of holy water are they forever Slain!.
✓	✓	✓	✓	Autotomy	When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.
✓	✓	✓	✓	Aversion to Light	When these creatures are exposed to any sort of light (as such as from a torch), they suffer a penalty of -3 to their Damage Threshold.
			✓	Awakening	Anytime these creatures attempt to raise and control Supernatural creatures using Magick and Rituals, they Critically Succeed at their Skill Test. In addition, they automatically understand how to use the Ritual of Awaken the Dead, don't need reagents to cast it and treat the casting time as one minute (3 AP), instead of one hour.
	✓		✓	Bane of Lycanthropes	When creatures are struck with weapons coated with a sprig of wolfsbane, they suffer an additional 1D6 Fury Die in Damage.
✓	✓	✓	✓	Battle Frenzy	When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
	✓	✓	✓	Big Grim	These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.
	✓		✓	Blam! Blam!	These creatures may spend 3 APs to attack twice with 2 ranged weapons, providing they possess the Gunpowder Quality and are Loaded.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
✓	✓		✓	Blitz	When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.
✓	✓	✓	✓	Bloodless	These creatures cannot Bleed.
✓	✓	✓	✓	Bloodlust	Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
✓			✓	Bog Stench	These creatures emit a horrific stench, causing 1D10+1 physical Peril to those who stand Engaged with it.
	✓	✓	✓	Bonds of Death	These creatures can manipulate physical objects in Æthereal Form.
	✓	✓	✓	Both-handedness	When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.
	✓		✓	Broken Gut-plate	After these creatures are Seriously Wounded or made subject to a Called Shot to the body and suffer at least 9 Damage, they suffer a penalty of -6 to their Damage Threshold.
	✓	✓	✓	Broken Wings	Once this creature is Grievously Wounded, it can no longer fly.
	✓		✓	Brush With Death	When these creatures make a successful attack bare-handed, they provoke Fear, but do no Damage. They also force a foe to Resist with a Resolve Test or be aged by one year. For every year aged, the foe permanently reduces Brawn by 1%.
	✓	✓	✓	Brute Strength	These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
	✓		✓	Call of the Abyss	When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.
		✓	✓	Cancerous Absorption	When they render an enemy Slain!, they gain +3 to [BB] and move three steps up the Damage Condition Track positively.
	✓	✓	✓	Captivating Cry	When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.
			✓	Caustic Flesh	Whenever a foe strikes these creatures, their weapon gains the Ruined! Quality (unless the weapon has the Castle-forged Quality).
		✓	✓	Ceremonial Runes	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1', '2' or '3', they have three Apprentice Runes inscribed upon their staff. If the result is face '4' or '5', they have two Journeyman Runes inscribed upon their staff. If the result is face '6', they have one Master Rune inscribed upon their staff.
	✓	✓	✓	Champion's Call	One foe is left Defenseless to all this creature's attacks, until the foe is defeated. The creature may select a new foe once the current one is defeated.
✓		✓	✓	Chomp	When foes Parry this creature's melee attack, it can make an Opportunity Attack at this same foe.
✓	✓	✓	✓	Chthonian Dweller	These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
		✓	✓	Cold Hands	These creatures ignore the Damage Threshold Modifier a foe's armor may confer when they inflict Damage.
		✓	✓	Come Into the Light	These creatures cannot be permanently Slain! unless their lantern is destroyed. If the lantern is snuffed out, they remain in hibernation until it is relit.
	✓		✓	Corrosive Bile	When creatures use this attack, it ignores their foe's Damage Threshold Modifier from armor.
			✓	Corruptive Breath	When these creatures cause a foe to suffer Damage from Spit Fire, they also inflict 3 Corruption as a result. In addition, their Spit Fire ability gains the Shrapnel Quality.
✓		✓	✓	Creepy Crawlies	These creature can attack all foes in a Burst Template area of effect and are able to occupy the same space that its foes stand within. It also never provokes Opportunity Attacks.
	✓	✓	✓	Crippling Constrictor	When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.
✓	✓	✓	✓	Dark Sense	These creatures can see in the dark.
	✓	✓	✓	Death Roll	When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.
			✓	Demonic Axe	When these creatures are encountered, they carry a battle axe infused with the souls of other demons. When they inflict an Injury, the foe is instead Slain!
	✓		✓	Demonic Frenzy	When this creature's Turn starts, roll 6D6 Chaos Dice. If at least three dice land on face '6', they enter a demonic Frenzy. While Frenzied, they can make up to three Melee Attacks during their Turn, costing 1 AP for each Melee Attack. In addition, they can make an Opportunity Attack at the end of a Charge. However, they cannot Counterspell, Dodge or Parry while in a frenzied state. Finally, their Frenzied state makes them more susceptible to harm, as foes add an additional 1D6 Fury Die to Damage when striking the creature.|
✓	✓	✓	✓	Dense Anatomy	These creatures only suffer Damage dealt by fire.
		✓	✓	Dim-witted	In combat, these creatures only use Attack Actions unless commanded otherwise by their leader with a successful Leadership Test.
✓	✓	✓	✓	Dionysian Delights	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.
✓	✓	✓	✓	Disease-ridden (DISEASE)	When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
	✓		✓	Divide & Conquer	When these creatures are Slain!, roll 1D6 Chaos Die. If the result is face '1-3', they instantaneously split into two minor Adversary Demons (albeit unable to cast Magick, use the Underling rules later in this chapter and can now be permanently Slain!). If the result is face '4-6', it bursts into a cloud of mutating energy. Those caught in a Burst Template area of effect must succeed at a Resolve Test or gain a Taint of Chaos.
		✓	✓	Elemental Weakness	Those creatures which are composed of elemental air cannot move underground or across water. Those which are composed of elemental earth instantly disintegrate and are Slain! if detached from the ground. Creatures composed of elemental fire are Slain! if they enter a body of water or caught in a heavy rain shower. Finally, those composed of water instantly disintegrate, Slain! if they leave the water.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
		✓	✓	Entrancing	When this creature uses a Transfixed Gaze, they can use other Actions while they maintain its Mesmerizing effect. In addition, foes suffer 1 Corruption and 2D10+2 mental Peril on each of their Turns while they remain Mesmerized.
			✓	Enveloping Fog	These creatures can summon fog anywhere in sight. Those caught in an Explosion Template area of effect must flip the results to fail the following tests, until they escape
			✓	Ever-chosen	When these creatures are encountered, it is clear which of the Abyssal Princes they worship from the marks they bear and the particular gift of darkness they have been given. Those who worship the Abyssal Prince of Decay can inflict a random Disease upon a foe when they generate a Fury Die. Those who worship the Abyssal Prince of Change can Critically Succeed at casting one Petty, Lesser and Greater Magick without having to make an Incantation Test. Those who worship the Abyssal Prince of Pleasure can use their Possession ability to control a foe for hours, instead of minutes. Those who worship the Abyssal Prince of Violence add a 1D6 Fury Die to all Damage they do, regardless of whether it is from weapons or Magick.
✓	✓	✓	✓	Eyes Wide Shut	When this creature's eyes are successfully struck with a Called Shot (otherwise treated as their head), they lose their ability to use Petrifying Gaze.
✓			✓	Faces of Death	After these creatures consume the face of someone they've killed, they assume their memories and mannerisms with near perfection. This includes use of Magick, if applicable. Only with a Critically Succeeded Scrutinize Test would someone else tell otherwise. This Trait's effects lasts until the new moon.
✓	✓	✓	✓	Fast on Their Feet	These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
✓		✓	✓	Feckless Runt	When this creature's Turn begins, roll 1D6 Chaos Die. If the result is face '6', they elect to attack that Turn with a senseless object that does no Damage.
✓		✓	✓	Feel the Heat	When foes are Engaged with this creature, they must Resist with a successful Coordination Test or be exposed to Mildly Dangerous flames.
	✓		✓	Fetid Stick	When these creatures are encountered, they carry a staff which buzzes with flies. When they deal Damage, the foe's wounds are also Infected. It can only be used in the hands of these creatures, being otherwise useless relics to others. If picked up by PCs whose Order Ranks are higher than their Chaos Ranks, they are instantly infected with Chaotic Rot.
✓	✓	✓	✓	Fetid Weaponry	When these creatures inflict an Injury, their foe's wounds are also Infected.
✓	✓	✓	✓	Fey Sight	These creatures automatically spot hidden and Æthereal foes, and can see in the dark.
		✓	✓	Fiery Retribution	These creatures can use Spit Fire as an Opportunity Attack without having to Load.
	✓	✓	✓	Fireproof	These creatures and their possessions are entirely immune to Damage from fire.
		✓	✓	Flailing Tentacles	These creatures can attack up to 9 foes in an Engagement with one Attack Action. In addition, their tentacles have the Reach Quality, able to strike foes up to 3 yards away.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
✓	✓	✓	✓	Flammable	When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
			✓	Foresight	When these creatures fail any Skill Test, they may re-roll to generate a better result but must accept the outcome.
✓	✓	✓	✓	Foul Mutation	When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
	✓	✓	✓	Fwip! Fwip!	These creatures may spend 3 APs to attack twice with ranged weapons without Loading.
	✓	✓	✓	Gastric Acidity	When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.
	✓		✓	Gift of Devils	These creatures ignore the Heavy Quality of armor to cast Magick.
		✓	✓	Give Me Your Eyes	When these creatures inflict a Moderate Injury, it is always a Black Eye. When they inflict a Serious Injury, it is always Head Trauma. Finally, when they inflict a Grievous Injury, it is always a Vitreous Hemorrhage.
		✓	✓	Golden Death	These creatures cannot be permanently Slain! unless their eyes are pierced with a golden pin or 1 gold crown (gc) is placed beneath their tongue. During this time, they remain in a hibernating state, unless the pins or gold crown (gc) are removed, therefore giving life to the creature again. Only by then burning the head in a funeral pyre are they forever Slain!.
	✓		✓	Grenadier	When these creatures are encountered, they have a glass grenade. When thrown, it affects multiple foes in a Burst Template. Affected foes must succeed a Toughness Test or contract Tomb Rot.
	✓		✓	Grossly Paranoid	These creatures have factored in +3 to their Initiative.
	✓		✓	Gutter Runner	When these creatures attempt to hide in urban and underground environments, they flip the results to succeed at Stealth Tests.
✓			✓	Hallucinogenic Frenzy	After ingesting a dose of red cap mushrooms, these creatures add 1D6 Fury Die to melee weapon Damage.
✓	✓	✓	✓	Hangin' Tough	These creatures cannot Bleed or suffer Injuries.
	✓		✓	Harbinger of Plagues	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they carry a massive gong. If the result is face '6', they carry a set of chimes. When they play the gong with Litany of Hatred, Characters so affected also suffer 1D10+1 physical Peril. When they play the chime with Litany of Hatred, Characters so affected instead lower their Damage and Peril Condition Tracks by -3 instead. These trappings can only be used by hands of these creatures who bear them, otherwise useless relics.
	✓	✓	✓	Hard-nosed	These creatures are immune to Knockout! and Stunning Blow.
✓	✓	✓	✓	Hatred (ANCESTRY)	When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
✓		✓	✓	Herp Derp	These creatures are easily distracted. When their Turn starts, they must succeed a Resolve Test or else lose 1 AP.
	✓	✓	✓	Hideous Might	These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
✓	✓	✓	✓	Holy Retribution	When struck by holy water, these creatures suffer 2D10+2 Damage from fire.
	✓		✓	Horror of the Pit	These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.
			✓	Howl of the Abyss	When these creatures successfully use a Litany of Hatred, affected foes must Resist with a Resolve Test or be made subject to Confusion. While Confused, they must roll 1D6 Chaos Die as their Turn starts. If the result is face '1', they lose 1 AP on this Turn. If the result is face '2', they lose 2 APs on this Turn. If the result is face '3', they elect to run in a random direction. If the result is face '4', they elect to attack the nearest ally. If the result is face '5', they do nothing. However, if the result is face '6', they are left Helpless. Once subject to one of these effects, they can attempt to Resist at the beginning of their Turn to shake it off. Foes who attempt to Resist mustflip the results to fail their Skill Test.|
	✓		✓	Hypnotic Musk	Foes who stand within 9 yards of this creature cannot add their Apprentice Skill Rank to Combat and Willpower-based Skill Tests. In addition, foes who are Engaged with these creatures must successfully Resist using Toughness or be unable to add any Skill Ranks to Combat and Willpower-based Skill Tests for a day.
	✓	✓	✓	I Got Axe for You	After this creature makes an Attack Action with a melee weapon, they can immediately make an Opportunity Attack with any one-handed ranged weapon with the Throwing Quality on the same Turn.
	✓		✓	I Thee Wed	These creatures cannot be permanently Slain! unless their wedding ring is placed into a decanter consecrated with the Ritual of Blessed Sacrament. As long as it remains in the decanter, they also remain in hibernation, unless the ring is removed therefore giving life to the creature again. Only by then submerging the decanter into a large body of water are they forever Slain!.
	✓		✓	Impish Delights	When these creatures are encountered, roll 1D6 Chaos die to determine what special power they can grant to one ally, once a day. If the result is a face '1', '2' or '3', they can cause any one ally standing within 3 yards of them to gain the benefits of Demonic Frenzy (as a Legion Demon). If the result is face '4' to '5', they allow any one ally standing within 3 yards of them to flip the results to succeed at a single Skill Test. If the result is face '6', anyone standing within 3 yards of this creature must succeed at a Resolve Test or temporarily lower their Fellowship by 9% for a day.
	✓		✓	Implacable Defense	When this creature's Turn begins, they gain 1 additional AP. However, it can only be used to Dodge and Parry.
	✓	✓	✓	In the Face	These creatures can only be harmed by melee and ranged weapons by using a Called Shot to the head.
	✓	✓	✓	Inescapable	When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.
	✓		✓	Keening Wail	These creatures can spend 2 APs to make an Interrogation Test. If successful, foes caught in a Cone Template who fail to Resist with a Resolve Test immediately suffers from Fear and cannot Counterspell,e or Parry until their next Turn. A foe can be made victim to Keening Wail every Turn.
	✓	✓	✓	Kill it With Fire	Only after these creature's remains are set On Fire are they forever Slain!.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
	✓	✓	✓	Lamb to the Slaughter	When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.
		✓	✓	Lashing Tail	These creatures can attempt an Opportunity Attack with their tail at the end of their Turn.
✓	✓	✓	✓	Lick Your Wounds	These creatures can spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.
	✓		✓	Light Sensitive	When a foe uses Take Aim for 2 APs to shine a source of light upon this creature before making their attack, reduce its Damage Threshold by a -6 penalty (to a minimum of 1).
	✓		✓	Living Chaos	When these creatures use Magick, they must roll 3D6 Chaos Dice. If all land on face '6', they are instantaneously Slain!.
			✓	Lord of the Damned	These creatures can control a number of Mindless Undead equal to three times their [WB]. They need not remain within sight of these creatures to be controlled, as they share a telepathic bond. Finally, they can see through the eyes of all Mindless Dead they control.
		✓	✓	Lumbering Brute	These creatures cannot Charge, Run or use Movement Actions that require 3 AP.
✓	✓		✓	Man O'war	When these creatures are Injured, always refer to the Moderate Injuries table to determine their severity. This Trait overrides any potential for increase in Injuries due to Qualities, Traits or other Talents.
		✓	✓	Many Faces of Death	By spending 1 Misfortune Point, these creatures create 1D6 illusions of itself that mimics its precise actions. Once a mirrored image is successfully struck with any weapon or Magick, it immediately dematerializes. Determining which is the creature and the illusion requires a Secret Test using Scrutinize.
	✓	✓	✓	Masterfully Adroit	These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].
✓	✓	✓	✓	Menacing	When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.
			✓	Miasma of Sickness	When foes stand within nine yards of these creatures, they must Resist with a successful Toughness Test or succumb to a disease. Roll 1D6 Chaos Die. If it lands on face '1', they contract Bloody Flux. If it lands on face '2', they contract Filth Fever. If it lands on face '3', they contract Grey Plague. If it lands on face '4', they contract Tomb Rot. If it lands on face '5', they contract Venereal Disease. And finally, if it lands on face '6', they contract all the aforementioned Diseases. Whether they Resisted or not, they cannot be infected with Miasma of Sickness again, until at least a day has passed.
✓	✓	✓	✓	Mindless	These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
		✓	✓	Monstrous Bellow	When these creatures successfully use a Litany of Hatred, they inflict 2D10+[BB] physical Peril.
✓			✓	Murderous Attacks	When these creatures make an attack with a blackjack, garrote or bullwhip, their foe cannot Dodge, Parry or Resist this attack.
✓	✓	✓	✓	Natural Armor (VALUE 1-6)	These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
	✓		✓	Never Say Die	When these creatures are Grievously Wounded, add 3 to their Damage Threshold.
	✓	✓	✓	Never Surrender	Foes do not gain an advantage when they flank or outnumber this creature in combat.
			✓	Occult Mastery	When this creature Channels Power and succeeds at their Skill Test, they Critically Succeed instead.
✓			✓	One-two Punch	When these creatures Take Aim and then make a successful Melee Attack, they force a foe to Resist a Stunning Blow.
✓	✓	✓	✓	Pack Mentality	When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.
		✓	✓	Paralyzing Touch	When these creatures make a successful attack bare-handed, they deal both Damage and force a foe to Resist with a Toughness Test or be Paralyzed. While Paralyzed, foes are unable to use Movement Actions until they successfully Resist.
✓	✓	✓	✓	Paw/hoof/wing	These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.
✓	✓	✓	✓	Perfect Camouflage	Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.
✓	✓	✓	✓	Petrifying Gaze	When foes are Engaged with this creature (and the creature can see them), they must Resist with a successful Awareness Test or be Petrified. While Petrified, they are left Helpless and unconscious. Petrification lasts until the heart of the creature that caused the Petrification is pulverized into a bloody concoction and poured over the victim with a successful Alchemy Test.
	✓	✓	✓	Physical Instability	Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.
✓			✓	Point Blank	When these creatures make an Attack Action with a weapon possessing the Gunpowder Quality within Short Distance, they add an additional 1D6 Fury Die to Damage.
✓	✓	✓	✓	Poison Resistance	These creatures are immune to poisons.
	✓	✓	✓	Poisonous Bite	When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.
			✓	Possession	These creatures can use Skin Guest from the Arcana of Sorcery without having to make an Incantation Test. In addition, they do not have to maintain Concentration.
			✓	Potent Blows	When these creatures succeed any Attack Action to strike, their foe must flip the results to fail when Dodging or Parrying the attack.
	✓	✓	✓	Primal Scream	When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.
	✓		✓	Punishing Attack	When these creatures Take Aim and then make a successful Melee Attack, add 3 Damage.
✓	✓	✓	✓	Reanimator	When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
	✓		✓	Resistance to Chaos	This creature may flip the results to succeed at when Resisting the effects of Magick.
✓			✓	Ringen	These creatures penalize their foe's ability to Resist a Chokehold and Dirty Tricks by a -10 Base Chance to their Skill Test. In addition, when they use a Chokehold, add an additional 1D10 to determine how much physical Peril they inflict.
✓	✓	✓	✓	Ripping Teeth	When these creatures deal Damage, they can force a foe to Resist a Takedown.
✓			✓	Saddle Tactics	When fighting on horseback or a vehicle, they flip the results to succeed at Attack Actions and Perilous Stunts.
✓			✓	Salt of the Earth	These creatures have factored in +3 to their Peril Threshold.
✓	✓	✓	✓	Sanity-blasting	When first encountered, these creatures provoke one of the three brands of Madness; if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Horror.
✓	✓	✓	✓	Scar the Flesh	These creatures add +3 to their Damage Threshold, but wear no armor.
		✓	✓	Seasons to Pass	When these creatures enter combat, they take upon a different aspect every Turn which passes. In the first Turn, they take on the aspect of spring, gaining +3 to Damage Threshold. In the next Turn, they lose the +3 to Damage Threshold, but take on the aspect of summer, gaining total immunity to fire. In the following Turn, they lose their total immunity to fire and take on the aspect of autumn, able to use two Melee Attacks on that Turn for 2 AP. In the final Turn, they lose their ability to use two Melee Attacks on and take on the aspect of winter, able to Dodge and Parry for 0 APs. This creature may only take upon one aspect at a time, and continues to cycle through the four seasons as their Turns pass.
	✓		✓	Serpentine Cloak	When these creatures are encountered, they wear a cloak made from an undersea creature. It provides a Damage Threshold Modifier of 1 when worn.
		✓	✓	Shapeshifter	These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).
	✓		✓	Sharp-sighted	These creatures do not suffer penalties for ranged weapons at Medium or Long Distances.
✓		✓	✓	Shootfighting	These creatures ignore the Pummeling and Weak Qualities when fighting bare-handed, with a blackjack or using knuckledusters. In addition, they can refer to [BB] or [CB] when inflicting Damage with these same weapons.
✓	✓		✓	Shotgun Bang!	When these creatures successfully strike with a ranged weapon possessing the Gunpowder Quality, they automatically Load their weapon for 0 APs.|
✓	✓	✓	✓	Silent Stalker	When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
✓			✓	Skeletal Remains	Only after these creature's bones are spread around for 1 AP are they forever Slain!.
			✓	Slime-born Host	When this creature's Turn ends, roll 1D6 Chaos Die. Whatever the result is, a number of Kobold Fanatics sprout forth beside this creature. In addition, foes who begin their Turn Engaged with this creature must Resist with a successful Coordination Test or be unable to use Movement Actions, as they are clawed at by tiny hands along the creature's body.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
	✓		✓	Smoke Bomb	When these creatures are encountered, they have a smoke bomb. When thrown, it explodes outwards. Those caught in an Explosion Template area of effect reduces their Movement by a -6 penalty, until they escape. In addition, it provides enough concealment for the creature to use their Stealth Skill.
	✓	✓	✓	Snikt! Snikt!	These creatures may spend 3 APs to attack twice with melee weapons.
✓		✓	✓	Sniveling Whelp	These creatures can only use 2 AP during combat.
✓		✓	✓	Soul Jar	These creatures cannot be permanently Slain! unless the fetish or phylactery which houses their soul is destroyed. However, they can be made to remain in hibernation, left unconscious if a jar of salt is poured into their mouths.
		✓	✓	Spit Fire	These creatures can use their breath as a ranged weapon. This allows then to strike a single foe within 3+[PB], as the foe suffers 2D10+2 Damage from fire. A foe can attempt to Dodge Spit Fire or Parry it with a shield. Spit Fire can be used while Engaged with foes.
✓			✓	Spore-splosion	When these creatures attack, it cannot be Dodged or Parried – it may only be Resisted with a successful Toughness Test. If a foe fails this Toughness Test, they are exposed to Orx-molt.
✓			✓	Squabble Among Themselves	When these creatures suffer from Fear or Terror, they must succeed at a Resolve Test as their Turn starts or else attack their own allies. They can Resist every Turn thereafter.
✓	✓	✓	✓	Steely Fortitude	These creatures always succeed at Resolve Tests and cannot be Intimidated.
	✓	✓	✓	Stinging Tentacle	When these creatures deal Damage, at their option, they can force a foe to Resist a Stunning Blow.
		✓	✓	Stomp the Yard	When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.
		✓	✓	Stone Blast	When creatures use this attack, it forces a foe to Resist with an Athletics Test or suffer 1D10+ the creature's [BB] in Damage. This attack can be used against three foes at once and cannot be Dodged or Parried.
		✓	✓	Storm Rage	These creatures are immune to all attacks from electricity and lightning. Furthermore, when they are struck by such attacks, it empowers them, adding a one-time bonus of +3 to Damage Threshold while enabling them to add a 1D6 Fury Die to weapon Damage for an hour.
	✓	✓	✓	Strafing Talons	When these creatures execute a successful attack while flying, they also deal 1D10+[AB]physical Peril.
✓		✓	✓	Swallow Whole	When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist mustflip the results to fail their Skill Test.
		✓	✓	Sweeping Strike	When these creatures make a successful attack with a two-handed melee weapon, they strike up to three foes they're Engaged with.
		✓	✓	The Changer of Ways	When these creatures are made subject to Chaos Manifestations, they can roll twice and choose the most desirous result. Finally, they can Counterspell for 0 APs and can use Dispel Magick without having to make an Incantation Test.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
			✓	The Viridescent Path	When this creature makes a Skill Test, they roll twice and assume the better of the two results. In addition, they never suffer from Critical Failures, instead treating them as regularly failed Skill Tests instead.
		✓	✓	Transfixed Gaze	When these creatures can see a foe (who can also see them), they force a foe to Resist with a Resolve Test or be Mesmerized. Mesmerized foes cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape. The creature cannot use any other Actions while they maintain a Transfixed Gaze. However, they can release the gaze at any time. If the creature suffers Damage while a foe is Mesmerized, they immediately relinquish the hold. Foes who attempt to Resist must flip the results to fail their Skill Test.
	✓	✓	✓	True Name	Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.
✓	✓	✓	✓	Unbridled Rage	When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.
✓	✓	✓	✓	Uncertain Form	These creatures are immune to Injuries and Perilous Stunts.
		✓	✓	Ungainly	When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.
		✓	✓	Unlatch Doors	These creatures can automatically unfasten any lock they can see or touch, Magickal or otherwise.
✓		✓	✓	Unnatural Viscera	These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.
✓		✓	✓	Unruly	When these creatures drop down the Damage Condition Track, they move an equal number of steps down the Peril Condition Track.
		✓	✓	Vampire's Curse	These creatures cannot cross running water, unless by bridge or boat. When exposed to sunlight, they suffer 2D10+2 Damage from fire for every minute they remain exposed. Instead of suffering Injuries in this case, they instead are caught On Fire. When Slain!, they turn into mist and immediately return to their resting place to sleep. For every hour they sleep, they move one step up the Damage Condition Track positively. Once Unharmed, all Injuries are healed as well. However, while asleep, they can be permanently Slain! if an ironwood stake is driven through their heart and the head is removed.
	✓	✓	✓	Wall Crawler	These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.
✓	✓	✓	✓	Wanton Hunger	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.
✓	✓	✓	✓	Weak Spot (BODY PART)	When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.
		✓	✓	Weakness to Brass	These creatures cannot be permanently Slain! unless a killing blow is rendered with a weapon made of brass or bronze.

RISK FACTOR				CREATURE TRAITS	
BASIC	INTERMEDIATE	ADVANCED	ELITE	TRAIT	EFFECT
			✓	Weeping Scythe	When these creatures are encountered, they carry a scythe infused with the blood of mortals. When they deal Damage, the foe also begins to Bleed. This can only be used in the hands of these creatures, being otherwise useless relics to others. If picked up by PCs whose Order Ranks are higher than their Chaos Ranks, they are instantly disintegrated into ash, Slain!.
			✓	Whip of the Fallen	When these creatures are encountered, they carry a bullwhip woven from the skins of Dread Counts. When they strike with the bullwhip, the foe suffers 2D10+[BB] physical Peril. This can only be used in the hands of these creatures, being otherwise useless relics to others.
		✓	✓	Wind Kick	When creatures use this attack, it forces a foe to Resist with a Coordination Test or be thrown 1D10+[BB] in yards. This attack can be used against three foes at once.
✓	✓	✓	✓	Winds of Chaos	When casting Generalist Magick – at their option – these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.
	✓		✓	Witchboard	These creatures cannot be permanently Slain! unless their remains are placed beneath a spirit board. Once placed beneath a spirit board, they enter hibernation and will remain so unless the board or remains are removed, therefore giving life to the creature again as it is restored to Unharmed. Only by successfully casting Last Rites over the spirit board are they forever Slain!.
		✓	✓	Word of Death	When these creatures encounter those who are suffering from a Disorder, Disease or Grievous Injury, the foe must Resist with a successful Resolve Test or else be Slain!. However, the foe must be able to see and hear them for Word of Death to work. If a foe succeeds at this Resolve Test, they are forever immune to Word of Death.
	✓		✓	Wytch-science	When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-4', they carry two Wytchfyre pistols. If the result is face '5', they carry a Wytchfyre jezzail. If the result is face '6', they carry a Wytchfyre thrower. While carrying a Wytchfyre thrower, they cannot Charge, Maneuver or Run.

CREATURE PROFILE

CREATURE TYPE		SPELLS	
CLASSIFICATION		GENERALIST	
INFLUENCES		PETTY	
SIZE		LESSER	
RISK FACTOR		GREATER	
ROLE			

PRIMARY ATTRIBUTES

	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	% [ ]	% [ ]	% [ ]	% [ ]	% [ ]	% [ ]	% [ ]
Bonus Advances							

SECONDARY ATTRIBUTES

	Initiative	Movement	Damage Threshold	Peril Threshold	Parry	Dodge	Risk Factor
	+		(/ /)	(/ /)	% ( )	% ( )	
Skill Ranks							

ATTACK PROFILE

Weapon	Base Chance	Melee or Ranged & Distance	Load	Damage	Qualities
	%	(yards)	AP	D6 + [ ]	
	%	(yards)	AP	D6 + [ ]	
	%	(yards)	AP	D6 + [ ]	

Trait	Trait
Effect	Effect
Trait	**Trait**
Effect	Effect

Trait	Trait
Effect	Effect
Trait	**Trait**
Effect	Effect
Trait	**Trait**
Effect	Effect
Taint of Chaos	**Taint of Chaos**
Effect	Effect
Taint of Chaos	**Taint of Chaos**
Effect	Effect
Taint of Chaos	**Taint of Chaos**
Effect	Effect

TRAPPINGS
DESCRIPTION

NPC PROFILE

PERSONA			
NPC Name	Age Group	Ancestry	Sex
is a(n)			.

Pronoun	Height	Build	Ancestry	Complexion
is of	stature & a	build for a	, but with	.

Pronoun	Manner of Dress	Social Class	Distinguishing Marks
is dressed	for someone of the	class, & has	.

Pronoun	Archetype	Motivation	Alignment
is of the	Archetype, driven by	& is	.

PRIMARY ATTRIBUTES

	Combat CB	Brawn BB	Agility AB	Perception PB	Intelligence IB	Willpower WB	Fellowship FB
	% [ ]	% [ ]	% [ ]	% [ ]	% [ ]	% [ ]	% [ ]
Bonus Advances							

SECONDARY ATTRIBUTES

	Initiative	Movement	Damage Threshold	Peril Threshold	Parry	Dodge	Risk Factor
	+		(/ /)	(/ /)	% ( )	% ( )	
Skill Ranks							

ATTACK PROFILE

Weapon	Base Chance	Melee or Ranged & Distance	Load	Damage	Qualities
	%	(yards)	AP	D6 + [ ]	
	%	(yards)	AP	D6 + [ ]	
	%	(yards)	AP	D6 + [ ]	

NPC PORTRAIT

Talent
Effect

Talent
Effect

Talent
Effect

Talent
Effect

Talent
Effect

Trait
Effect

Trait
Effect

Trait
Effect

Trait
Effect

Taint of Chaos
Effect

Taint of Chaos
Effect

Taint of Chaos
Effect

Taint of Chaos
Effect

TRAPPINGS

INDEX

A

Actions In Combat, New 128
Addiction, Wytchstone 153
Aetheric Fluid 141
Preparing 141
Ancestral Lift Limits 124
Archetype Tables 16
Arkwright Cauldron 117
Armor
New Materials in Craftsmanship 99
Qualities, New 110
Aspects, Daemonic 159
Availability Of Goods 97
City 97
Town 98
Village 98

B

Base Vehicle Threshold 135
Black Market Goods, Updated 156
Bottled Lightning 117
Brew Decoction 142

C

Clues 285
Combat
Actions In Combat, New 128
Expanded Guide to Vehicle 132
Mishaps 136
Conspiracy 285
Construct Golem 211
Covenant Magick 183
Custom Creature 223

D

Daemonic Aspects 159
Daemonic Gifts 169
Tables 171 - 181
Decoction 141
Cursed 144
Brew 142
Identifying 144
Quaffing 142
Shelf Life 144
Dice Poker, 143
Diseases New 150
Disorders New 151
Distilling Wytchstone Essence 146
Dray Horse 125
Healing 138
Encumbrance
Ancestral Limit 124
Ancestral Limit by Pounds 124
Lift, Push, Pull 124
Steed 125
Weight in Encumbrance 99

E

Expert Profession, Requirements 92

F

Fantastic Machines 117
Flaming Arrows 101

G

Grenade, Glass 146
Preparing 146

H

Harvesting Prima Materia 142
Healing
Dray Horses 138
Golem 213
Horsepower 120

I

Identifying 144
Inebrients 153

L

Lift, Push, Pull 124
Lose Control of Your Vehicle 129

M

Mishaps 136
Momentum Dice 130
Roll Damage 134
Mutagenic Potion 144
Hexer 62
Manufacture 144
Quaffing 144

O

Operate Check 120, 127

P

Possessed 151
Exorcism 213
Prima Materia 141
Hunt & Harvest 142
Rarity 142

Q

Qualifying Tier, Professions 92
Qualities, New
Armor 110
Shield 112
Vehicle 120
War Machine 114
Weapon 101

R

Randomized Spells 230
Reagents, Cost 183
Repairing Structural Integrity 138
Rituals 210

S

Special Materials, Crafting 99

T

Template, Cone, Burst & Explosion 102
True Names, Revisited 214

V

Vehicle Combat 127
Movement Modifiers 130
Passengers On/Inside 127
Repairing Structural Integrity 138
Size Modifier 120
Vehicle-to-Vehicle Combat 132
Void Salts 145

W

Weight in Encumbrance 99
Wytch-Science 103
Chitterchant Brew 146
Glass Grenade 146
Wytchblight 147
Wytchfyre 148
Wytchslime 148
Wytchstone Essence 146
Wytchstone Incense 149
Wytchstone Token 150

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- ❖ Uncover insidious plots & political intrigue
- ❖ Venture into the wilderness & survive its perils
- ❖ Make morally grey decisions & enact vicious reprisals
- ❖ Defend themselves from injuries, madness & mutations

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