

exquisite AGONY



ROBERT J. SCHWALB

EXQUISITE AGONY

A GUIDE TO HELL AND THE DAMNED

WRITING, DESIGN,
AND ART DIRECTION:
ROBERT J. SCHWALB

EDITING: JENNIFER CLARKE WILKES

PROOFREADING: KARA HAMILTON AND DAN HEINRICH

GRAPHIC DESIGN AND LAYOUT: KARA HAMILTON

COVER: MIRCO PAGANESE

INTERIOR ILLUSTRATIONS: BIAGIO D'ALESSANDRO, IVAN DIXON, JACK KAISER,
BRITT MARTIN, MIRCO PAGANESE, SVETOSLAV PETROV, BOB SCHWALB

CARTOGRAPHY: CECIL HOWE AND ANDY LAW

BRUSH ART: INDODREAMIN AND CHAIN

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SCHWALB ENTERTAINMENT, LLC



PO Box #12548
Murfreesboro, TN 37129
info@schwalbentertainment.com
www.schwalbentertainment.com

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welcome to hell



From pulpits and street corners, doomsday preachers shriek about the horrors awaiting those who walk in darkness. The druids, roaming the lands under their protection, whisper prayers to the Fair Folk to keep the dark ones at bay. Even the witches use symbols to ward against the attention of the malevolent spirits, those fallen faeries known as devils.

Every religion, large and small, claims there exists a place of punishment, a great repository where the souls of the damned face suffering beyond description at the hands of fiendish tormentors. This place has many names, such as the Darkness Below, the Nether World, the City of Graves, or Torment, but most know this place as Hell.

Hell would not exist without mortals. It is a place of purification, where souls stained by evil can find release from their burdens through the cruel ministrations of the warped faeries living there. The process of purification does not come easily but involves extraordinary pain; thus, the devils have amassed a wide range of torture techniques for this purpose.

Hell is also the staging ground for the devils' efforts to corrupt souls in the mortal world. In this place sustained by great magic, devils can draw power to tempt mortals, to bestow on them wondrous gifts in exchange

for ownership over their souls. Devils find mortals' rapid descent into darkness hilarious—even more so when it hurts other people. However, as much as they enjoy ruining mortals' lives, devils depend on them for survival. Should mortals ever pass from the world, so too would the devils. For this reason, devils have a keen interest in the present troubles blighting Urth. The Demon Lord's shadow reaches even into the bowels of Hell, and its denizens stand ready to contribute to the struggle to save the world.

Exquisite Agony lays bare the secrets of Hell and its inhabitants, offering GMs new inspiration for creating adventures and campaigns that explore themes of corruption and redemption, take groups into the depths of darkness, or test the player characters' ability to resist the power Hell offers. As with other sourcebooks, you'll find a mix of story and mechanics to support these goals. Players can also find more options at the end of this supplement, including a new ancestry, a selection of new paths, and new spells.

Since the material in this book injects a heavy dose of evil into the game, it might not be appropriate for all groups. Be sure to consider carefully before you introduce these options into your game.

THE ROOT OF EVIL

In the years of legend after the genies went mad, but before the faeries withdrew from the mortal world, something strange happened on Urth. Animals evolved, innovated, and built on the knowledge of their predecessors. The faeries recognized that the great speed of their development came from an eternal essence housed within the temporary and fragile bodies of those ancestors to humans. When those creatures died, their essence slipped free from the meat to find a place in a newborn body.

For the faeries, death is final. There is nothing beyond it. But for mortals, death was only a transition, marking the passage from one life to the next. With no end to the number of lives they could experience, mortals had nothing to fear from violence, sickness, or mishap. They would be born again into new bodies, recalling all their previous lives. As evidenced in their rapid development, mortals learned from their mistakes and avoided making them again. Many faeries believed they might one day come to dominate the world, overpowering and enslaving the immortals.

The great fey, including Titania the Faerie Queen, Oberon, and others, came together and used their magic to fashion two realms to house the souls loosed from mortal bodies. The first was the Underworld, a place of shadow and long silences created to trap souls before they could assume new bodies. In this gloomy realm, the imprisoned souls would grow numb and forget the lives they left behind. Only when nothing remained of who they once were, would they be freed to find new lives as the wheel of life dictates. The second realm was Elysium, a paradise set aside for the souls of exceptional people, individuals too valuable to be recycled or too dangerous to risk their return with even some of their memories intact. Thus began the cycle of birth, death, and eventual rebirth all mortals face, and so it has remained the long years since.

The decision to create the Underworld and Elysium was not unanimous, however. The most outspoken critic was Diabolus, the Lord of Seven Flames. He despised mortals both for their potential to transcend the faeries' achievements and for the true immortality their creators (whether the genies or something else) had granted to them. Diabolus felt the steps his brothers and sisters had taken did not go far enough; souls could always refuse to descend into the Underworld and linger in the world as spirits, recalling their lives with perfect clarity. Diabolus proposed that the great fey should present themselves to mortals as gods, to set themselves above them and rule over them. More importantly, he demanded a more rigorous purging of the souls' memories: eradicating their past lives through torment, driving them mad with pain until they knew nothing but suffering.

As convincing as the Lord of the Seven Flames could be, he failed to shift the others to his way of thinking.

Some, such as Titania, could not countenance the suffering of innocent souls, while others, such as the Horned Lord, wanted nothing to do with ruling mortals or settling their petty disputes. The great fey set aside Diabolus's plan and moved forward with the decision on which most of them agreed.

THE DARK LORD RISES

Undeterred by their rejection, Diabolus took steps on his own. He adopted a mortal form and moved among the tribes of the first people, planting the idea that there were gods in the world, among the fair folk of the wood, amid the stars, and everywhere else. Through his efforts, cults formed to venerate the Horned Lord, Father Death, and even the Maiden of the Moon. The early days of these fledgling religions were steeped in blood and violence as various factions fought against each other, offering sacrifices in blood and treasure to the beings they exalted and feared. Within those religions came schisms, factions born from disagreements between members of the same faiths. These groups turned against each other, driven by the certainty that they alone had apprehended the truth. Arguments turned violent and communities were torn apart by the fighting. Diabolus watched it all, pleased by the chaos his meddling had created.

What the fey lord did not expect was how mortal belief interacted with the field of magic enveloping the world. Through faith and prayer, mortals channeled power into the great fey, whose power grew until they became nearly what mortals believed them to be. The effects were considerable, in some cases causing terrible transformations. Thanatos, who oversaw the Underworld, became Father Death, a skeleton with eye sockets burning with blue flames and swaddled in darkness. The Horned Lord became a terrifying figure, the embodiment of wild animals and the natural world. The damage Diabolus had wrought was done, and the great fey feared that if they confessed they were not gods, the mortals would turn against them and their kind. So to quell the fighting, the "new gods" gathered the leaders of the various faiths, teaching them the secrets of the lands and how to use magic. Their apostles were named druids, who went on to establish the religion known as the Old Faith.

The great fey, having brought peace to the land, withdrew from the mortal world. They fashioned the hidden kingdoms into which they and the faeries who served them retreated. As the fey began to disappear from the world, Father Death, Revel, and the World Mother confronted Diabolus on the slopes of Mount Fear. They accused him of contravening the compact they had made, turning mortals against one another and staining their souls with darkness. They demanded

that he quit the mortal world for good and leave mortals to their fates as the great fey had all agreed. Diabolus refused. He threatened to reveal his hand in the creation of religion, which would not only cause even more chaos, but would also strip the great fey of the gifts they had gained from their mortal servants.

To convince Diabolus to go, Father Death offered him the souls stained by darkness, to do with as he wished. The World Mother offered to set aside a place within the mortal world for himself and those faeries who wished to go with him. And, after Diabolus still refused, Revel offered a tithe of souls with which those faeries would be able to replenish their numbers. Having extracted these vows from the great fey, Diabolus at last agreed and took with him a great host to the realm bestowed on him by the World Mother. There he became the Devil, the Lord of Lies, and has remained for the long years since, overseeing a vast and terrible kingdom, surrounded by a ghastly horde that has grown warped and corrupted by a hideous appetite for evil. These twisted faeries are the devils, who exist to spread misery, hate, and suffering, and they are always seeking to fill their coffers with the souls of the damned.

FINDING HELL

Souls stained by evil deeds find Hell easily enough. They sink through the Underworld and tumble into the darkness below. For the living, traveling there usually involves magic, though there are other ways in. Hell has three known entrances in and around the continent of Rûl. One stands within the settled lands, another is far from civilization, while the last lies at the bottom of the Nyxian Ocean.

If it were up to the devils, anyone seeking Hell could find it. However, the faeries, the various cults, and others have hidden the entrances.

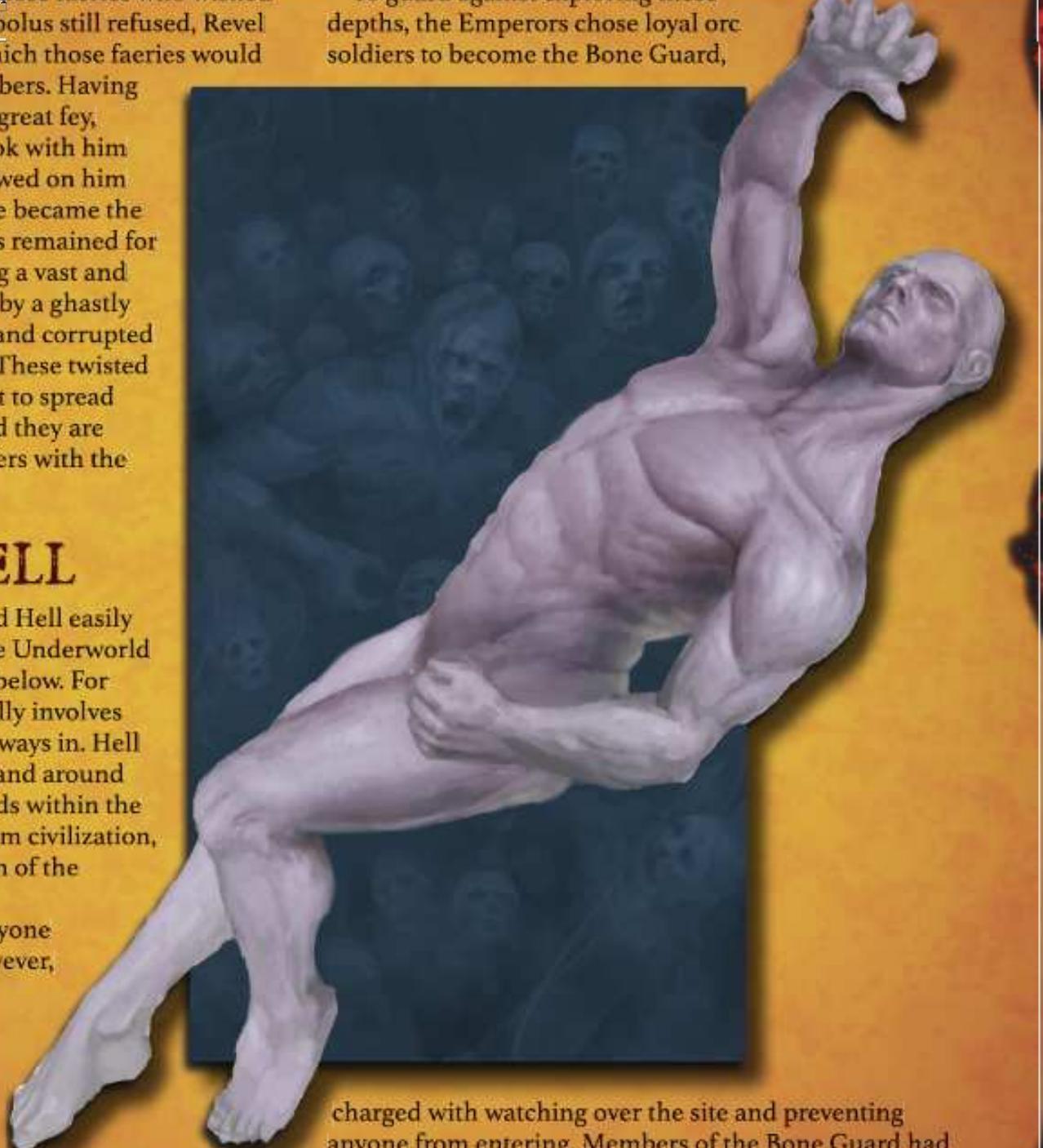
GAETHIRA

One entrance of Hell is hidden under the Empire's capital city, Caecras, and it drew the Witch-King of Gog to choose that location as the seat of his dark reign. He treated with the vile fiends regularly for forbidden knowledge, magical power, and their aid in expanding his influence across the continent. He honored the darkness in return by constructing a terrible cathedral overtop the hill that marked the entrance.

Although the Kalasans, with the aid of other peoples, shattered the Witch-King's tyrannical rule, remnants

of those dark times remain. The ruins of the ancient Cathedral of Hate stand atop the heights of Harrow Hill, which rises at the center of the city, not far from the Emperor's palace. Only a few broken walls and strange, unsettling statuary remain of the once terrifying structure that crowned the hill, but underneath, the tunnels riddling the hill remain intact, leading to sealed vaults and gloomy chambers painted with ghastly scenes hinting at their purpose.

To guard against exploring these depths, the Emperors chose loyal orc soldiers to become the Bone Guard,



charged with watching over the site and preventing anyone from entering. Members of the Bone Guard had their eyes gouged out, eardrums pierced with hot nails, and tongues torn from their mouths, all to prevent them from being beguiled by the devils of the hill. Now, with the last Emperor dead and King Drudge seated on the Alabaster Throne, the Bone Watch has been dissolved and what has come to be known as Gaethira stands unprotected.

A single staircase descends into the heart of the hill and ends at a round vaulted chamber, ringed with statues depicting mutilated and maimed people in

postures of supplication toward a pit in the center of the floor. Archways lead off to bone-strewn passages and other chambers. Tendrils of sweet-smelling incense rise from the hole in the floor. Its walls bear images of naked men and women, perfect in everyway, gesturing for those above to join them.

Anyone who steps off the edge slowly descends into the gloom. Even in the dark, the walls and the beautiful forms remain visible, but as one descends, they gradually distort, their kind, sweet features hardening into mockery and open hatred. The perfect bodies become twisted and corrupt, mingled with parts of animals, bearing raw, open wounds, and worse, until the pit delivers the traveler to Hell. Once having stepped into the pit, there is no way to arrest the fall or to ascend. There is only down.

TARTERIAN GATES

Nestled between two active volcanoes in the northwestern arm of the Firepeaks is a great cave, secured by an iron gate some 10 yards tall. Impaled faeries hang from the top of the gate's pointed bars, their mewling cries filling the air. The path leading up to the gates is paved with skulls, with one in every dozen or so animated by dark magic to chatter and hiss at passersby. Ravens watch from the rocks, beaks wet with blood and eyes gleaming with uncanny intelligence.

The gates swing open when approached by a mortal, causing blood to rain down from the twitching bodies above. The path beyond winds down into darkness, from which issue faint screams, laughter, and the roar of distant flames. Anyone who passes through the gates and turns back sees, instead of an exit, a leering face painted on a wall of stone blocking the way out. Efforts to break down the wall only attract devils to greet the newest arrivals and haul them into the depths.

FUMING TRENCH

Krakens, sea dragons, and frequent devastating storms are enough to keep most sailors from traveling the Nyxian Ocean and have, in part, impeded settling the shores of the Endless Steppe. Much of the troubles and the sinister atmosphere hanging over the body of water originate far below the waves, from a gouge in the sea floor known as the Fuming Trench. Its exact location is uncertain, and knowledge of it comes only from divination and communing with powerful devils, but the chasm is believed to be an entrance to Hell.

The trench continually vomits great, billowy clouds of sulfur in which swim strange and otherworldly horrors. Nothing lives nearby, and the sand for miles around has an unhealthy yellow color, not unlike that of dried pus. A traveler who swims through the murky depths and down into the trench eventually emerges from one of the many fetid pools dotting Hell's surface.

HELL REVEALED

Hell is a place of endless fear and suffering, a poisonous place infested with immortals who have turned their backs on their kind and now revel in the darkness staining their hearts. Hell spreads across the inside of a great hollow sphere buried deep within Urth. The World Mother, who created this place for Diabolus, hung a roiling ball of fire called the Unsun at its center, so the light of its infernal flame would lay bare all the wickedness here. Hell's landscape is as tortured as the souls condemned to dwell here. In many ways, it resembles deserts and badlands found in the mortal world, but everything bears the indelible stain of corruption, smeared with the filth of its inhabitants and blighted by its master's dark power.

No matter the way taken to Hell, whether the journey was voluntary or not, visitors appear at seemingly random locations. No entrance leads to the same place twice; a trip through the Tarterian Gates might terminate at the foot of the Osseous Spire the first time and leave the traveler clinging to a corpse in the center of the Mucous Sea the second.

BOUNLESS AND PERVERSIVE HORROR

Hell is an awful place to experience, with sights, sounds, odors, and sensations that strain the mind until it shatters. When a creature that is not a devil first sees Hell, it must make a Will challenge roll with 1 bane. On a failure, it gains 1d3 Insanity. Regardless of the success or failure of the roll, the creature is not subject to the place's horrifying effects again until it completes a rest. Each time the creature completes a rest in Hell, it must make the roll again, but does so with 1 boon. After it gets three successes, it is no longer subject to Hell's horrifying nature.

HELLISH TERRAIN

Hell boasts a diverse landscape of jagged mountains, sinister forests, bulbous hills, and parched badlands baked by the relentless Unsun. The terrain resembles what might be found in the mortal world, but this familiarity belies its dangers. Malice bleeds from everything here, from the twisted trees that claw and catch on a traveler's clothing, to the sighing curls of mist that slip free from cracks in the ground, down to the pebbles that always seem to find their way into shoes or boots to make each step painful. This place is anathema to the living and the dead, its unspeakable torments made all the worse by the hostility of the land.

This section describes dangerous terrain that is unique to Hell. For more examples of suitable terrain, see the *Tombs of the Desolation* supplement.

Stinking Bogs: Pools of boiling excrement can be found throughout Hell, often with a few damned souls wading in the mess. A pool spreads across an area roughly $3d6 + 3$ yards in diameter and gives off a tremendous stench. A breathing creature that moves to within 20 yards of the pool must get a success on a Strength challenge roll or become impaired for as long as it remains in the area and for 1 minute afterward. Regardless of the success or failure of the roll, a creature cannot again be affected by the smell until after it completes a rest.

The boiling excrement deals 1d6 damage to a creature that touches it and 3d6 damage each round to a creature immersed in it, though the immersed creature cannot take this damage more than once per round.

Prickly Dunes: Great heaps of gray sand slowly creep across Hell's landscape as they're blown by the fetid winds. Examining the grains reveals that they are not sand at all, but sharp fragments of teeth, nails, and bones. Damned souls wander up and down the slopes, crying out when the shards find their way under the nails or pierce the flesh of the feet, and strange monsters nest in the mounds.

A prickly dune typically spreads $20 + 1d20$ yards across and reaches a maximum height of $10 + 2d6$ yards, though it slopes down toward the edges. A creature that falls prone on the dune takes 1d3 damage from the jagged bits of detritus making up the pile.

Cinder Fields: Burning coals cover great swaths of Hell's landscape. The blackened ground, gray and powdery in places, glows red where the thin crust has been disturbed. A cinder field covers a roughly square patch, 1d3 miles across, and counts as desert for the purpose of travel. The hot coals deal 1 damage at the end of each round to any creature on them without suitable foot protection. As well, each minute a creature travels across this terrain or within a few yards above it, it must get a success on a Strength challenge roll or take 1 damage from the punishing heat.

Glistening Pools: Far rarer and smaller than the stinking bogs, glistening pools are puddles of silvery or yellow slime, usually 1d3 yards in diameter. Some stand open, while others are covered in a thin layer of dust. If a living mortal creature touches the pool's surface, the thick, viscous fluid crawls up and over the creature's body. The creature must make a Strength challenge roll and a Will challenge roll.

A failure on the Will roll causes the creature to gain 1d6 Insanity and 1 Corruption.

With a failure on the Strength roll, the fluid seeps into the creature's flesh and disappears. Thereafter, each time the creature completes a rest, it must make a Strength challenge roll with 1 bane, plus 1 additional bane per prior failure. If it gets a failure on this roll, its abdomen begins to swell. After the third failure, the creature gains 1d3 Insanity and takes 4d6 damage as it violently births a bogie that frees itself by tearing out of the creature's

stomach. If the creature gets a success three times before the bogie is born, it instead painfully passes the monster's carcass during its next bowel movement.

Shard Forests: Less common than other forms of special terrain, these thick patches of razor-sharp, crimson crystals thrust up from the ground almost like trees in a forest. The crystals have a mirror finish, and anyone looking at their surface sees a reflection of themselves wounded, bleeding, and broken. Touching a crystal causes it to explode in a 5-yard radius from the point where it was touched, the fragments dealing 3d6 damage to everything except other such crystals in the area. A creature that gets a success on an Agility challenge roll takes half the damage.

Thirst Water: Fresh water is scarce in Hell, and the greater devils control access to it. However, there are pools of what appear to be potable water everywhere. Drinking from them, however, causes great thirst and subjects the drinking creature to the effects of water deprivation (*Shadow*, page 200).

NOTABLE LOCATIONS

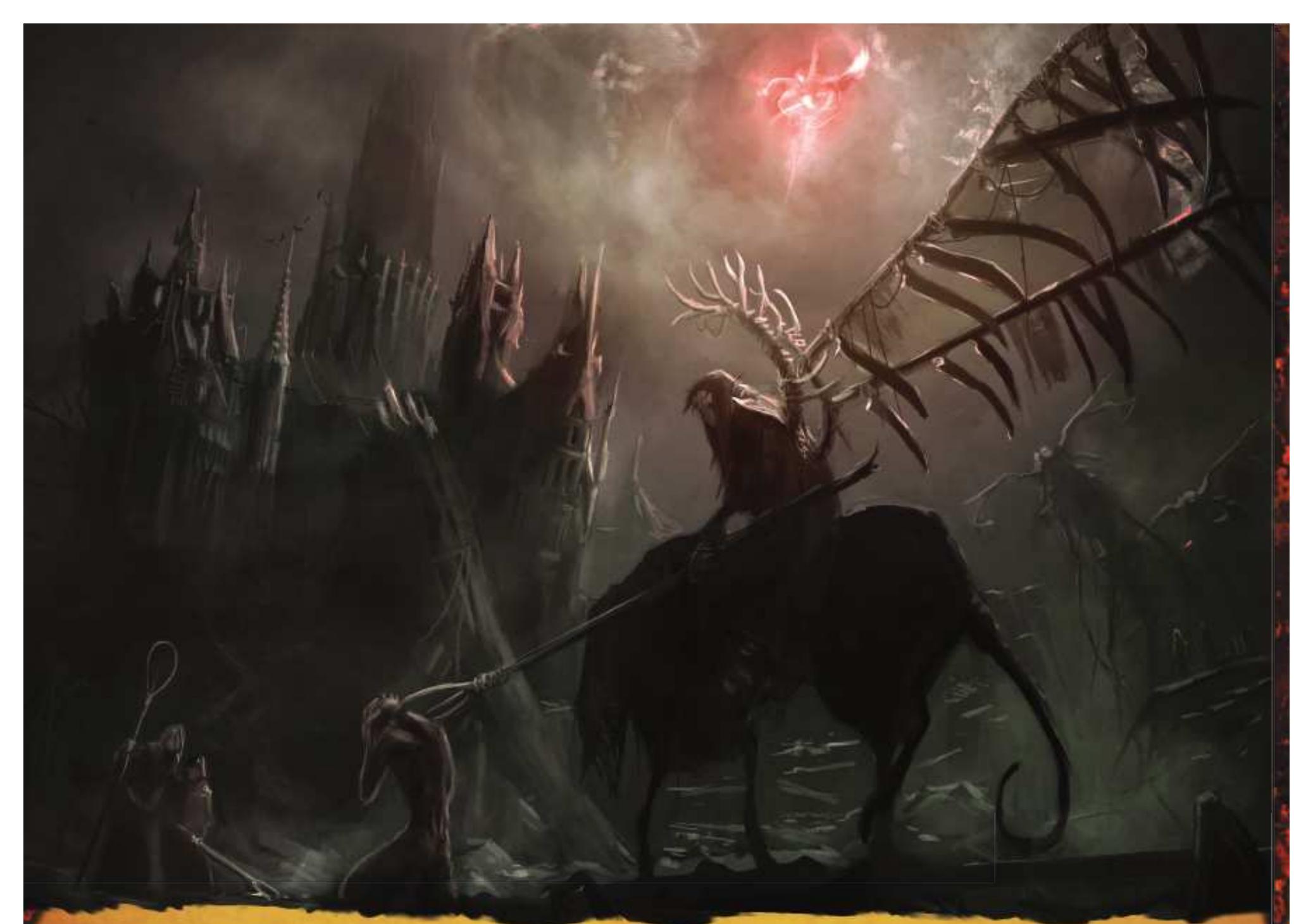
Like other hidden kingdoms, Hell lacks the constancy of the mortal world, shifting and changing as the Devil wills it. A lake of poisonous water might bubble up from the ground and remain for a few weeks until it dries up, leaving a bowl filled with noxious, reeking powder that the hot winds scatter for miles around. Worse, in many places Hell's lands seem alive, the ground having the consistency of calloused flesh, trees looking like so much tangled hair, and grains from a dune looking much like a bit of nail clipped from an infected toe. In short, Hell can take whatever form you like, having any character you deem fitting, based on the moods of its dark master. The following features and locations highlight some of its more enduring places.

THE UNSUN

An enormous roiling ball of flame burns at the center of Hell, bathing the lands in unrelenting reddish light. It is dimmer than the sun, so one can safely peer into its flames to see the writhing forms of tormented souls waiting to be plucked free by one of the flying furies to deliver it to whatever fate awaits. From time to time, a tongue of fire unfurls from the sphere's surface to lick the ground along a 2d6-yard-wide, 6d6-yard-long path. Any creature in the area must make an Agility challenge roll, taking 5d6 damage on a failure, or half that amount on a success.

OSSEOUS SPIRE

This crooked tower stands atop a mound of skulls at the center of a stone plain pocked with smoking craters. The Osseous Spire houses the Bone Prince, named Marchosius, and it is made from the bones of humans, dwarfs, halflings, and other peoples harvested from the



tithes. The Bone Prince has a keen interest in the mortal world, unleashing all manner of strange creations on it, from the jangling, chattering bone machines to the hate-inspiring Goreblades that have made appearances in the Northern Reach (as described in the Poisoned Pages adventure *Blood Will Run*).

HEAVING GOURMANDS

Eighteen bronze statues of considerable size line both sides of an 18-mile long road, paved with obsidian tiles in the shapes of six-pointed stars, glossy and clean. The statues depict corpulent men bent double, mouths open as if retching. At random intervals, one or more statues vomit wet sacs of tissue that contain the warped forms of devils reborn into Hell after being driven from the mortal world. The newborn devils tear free from the thin membranes and skitter off to resume their dark works. Carrion birds (as tiny animals with the flier and frightening traits) drop down from the sky to fight over the scraps left behind, or to pick apart those devils too feeble to escape their razor-sharp beaks.

WEEPING WOOD

Many forests grow in Hell, and they are all brooding places of darkness, tricking the senses with strange sounds and half-glimpsed images. Each tree in a weeping wood is made from a mortal who murdered his or her offspring. One can see the anguished expressions of former mothers and fathers in the bark of the trees, grimacing as bloated carpenter bees burrow into the bark.

THE SILENT CITY

A city rises from the center of a broken and blasted landscape, shrouded by toxic mist vented from fissures that snap open and shut with little warning. It resembles a forest of blackened spires with narrow, shadow-drenched streets wending between them. The city is utterly silent and seems to swallow all noise. Shades gather in the darkness, watching the streets for signs of their tormentors, skittering away when they sense a threat or surging out to overpower intruders.

The mist surrounding the city is toxic to anyone who breathes it. A living, breathing creature that spends 1 minute or longer in the area must get a success on a Strength challenge roll or take 1d6 damage, gain 1d3 Insanity, and become poisoned for 1 minute.

LAKE OF FIRE

Blackened trees and charred bones surround this enormous sea of oil ignited by the kiss of the Unsun long ago. Black plumes of smoke rise from the flames, choking the area and all those who venture too close. Gargoyles and shedim use tridents to prod the damned into the burning fluid, jabbing any who try to escape. The bodies of the devils' victims melt as they wade in, while their sobs and screams rise above the conflagration's din.

A creature touching the oil or the flames takes 1d6 damage and must get a success on an Agility challenge roll or catch fire. A creature immersed in the stuff takes 4d6 damage each round and automatically catches fire.

THE SHADOW MARKET

For the right price, everything is available from the sellers at the Shadow Market. The great bazaar has no fixed location and travels from place to place. Seekers can reach the market by way of pools of glistening darkness that fill archways and windows, through which mere passage leaves the stain of 1 Corruption. A place of rare peace, no violence can be performed here, no swords drawn, no pistols fired, no spells cast. Devils rub shoulders with other faeries, while mortals of dubious character pick through the rubbish and other treasures. One can find a bevy of enchanted objects, exotic items, forbidden goods, and incantations from nearly every tradition inscribed on surfaces ranging from wax tablets to the backs of slaves whose eyes and mouths have been sewn shut.

One thing to know about the Shadow Market is that no merchant here accepts coin, only trade. The highest value goes to souls: the higher the Corruption, the greater their worth. For the purposes of conducting transactions, a soul is worth 10 gc plus 10 gc per point of Corruption.

SORROWFUL GARDENS

A rare image of beauty in a place crowded with horror, this exquisite flower garden is well maintained and arranged in neat and tidy rows. Ornamental trees accent the beds, offering shade to the more delicate varieties of plants that grow here. The whole site spreads across several acres and is bounded by a thick tangle of thorn trees that catch and claw would-be visitors who try to squeeze between their branches and trunks.

The odd bits of grotesque statuary scattered throughout the place hint at the garden's sinister secrets. Statues of fat children with grinning faces, horns, or animalistic qualities watch from hedges or peer out amid the flowers. They seem to move when viewed in the periphery, craning their heads to follow the movements of intruders or even beckoning or gesturing, though they are still when looked at straight on.

While unsettling, the statues are harmless, minor spirits of the damned set here to watch visitors. The real

danger comes from the still waters of the ornamental pools found throughout the garden. The waters' surfaces reflect the souls of anyone looking into them. The greater the soul's Corruption, the more monstrous the reflection's appearance—eyes vanish into pools of darkness, black oil spills from the nose and mouth, fissures form in the flesh, and worse. Any creature with Corruption greater than 1 that looks into the pool must make a Will challenge roll with a number of banes equal to its Corruption score. On a failure, the distorted reflection reaches out of the water, grabs the creature, and drags it into the pool, never to be seen again.

HELLISH SIGHTS

Use this table whenever you need inspiration for what explorers might see in Hell.

d20	Sights
1	A hollow, moving huge construct built to resemble a city and crawling with hideous creatures.
2	A dismembered but living lemure , nailed to the ground by spikes made from bone.
3	A tongue of fire descends from the Unsun to scorch the ground.
4	A trio of hags gather on a hill, where they use spells to torment a creature that angered them.
5	A great, warped tree that leaks blood from the cracks in its bark. Whispers sound from inside it.
6	A set of crow cages hanging from iron chains holding three tortured lemures .
7	A field of spears on which have been impaled hundreds of screaming souls.
8	A fury flying overhead, dragging a mortal to his or her doom.
9	An immense devil riding on a palanquin borne on the backs of the damned.
10	An enormous tree covered in "bark" made from severed, twitching tongues.
11	A blot of shadow creeping across the ground that seems to be cast by nothing.
12	A large field of hairs growing from "ground" made of flesh.
13	A flock of bloody eyeballs flying through the air.
14	A trapdoor set in the ground, secured with heavy bronze chains.
15	A roaring bonfire in which one can glimpse frolicking children.
16	A pair of two-headed vultures, perching on a blackened skeleton, that bicker with each other.
17	A statue carved to depict a hulking ogre chopping up people.
18	A blot of red light that flickers in and out of existence.
19	A pane of glass rising from the ground. Peering within reveals a series of images of mortals committing dark and terrible deeds.
20	A large gray box with a pinhole. Looking through the hole reveals a room crowded with books and a bearded man, seemingly dead, slumped over a desk against the far wall.

CLOTTED CLOUDS

Black-and-crimson shapes drift in the air between the surface and the Unsun, pushed about by hot winds. Although they look like dark clouds from below, they are in fact bulbous masses of tissue, pregnant with blood and dimpled with orifices and winking eyes. The Unsun heats and ferments the nasty liquids inside, causing the “clouds” to bloat until they burst and rain sheets of gore, frogs, fish, and old clothes on the lands below. These downpours never last more than a minute, but the force of the precipitation is enough to batter anyone caught in it.

The clotted clouds crawl with strange vermin (as tiny monsters) and sometimes house nastier things as well.

MUCOUS BOG

A slick spread across an area of many miles, bubbles form like blisters all across its surface, shuddering mounds that pop to throw gobbets of the stuff in all directions. The slime is viscous and opaque, which combine to make swimming difficult. In the depths float the weirdly preserved remains of the dead, some of whom, when disturbed, speak hideous lies before becoming dormant once more.

KNOTTED BRIAR

Laughter and glimpses of naked flesh sometimes lure the unwary into the tangled depths of the Knotted Briar. These are illusions created by cruel devils to tempt shades and others into danger. The region is covered with vines as strong as steel and bristling with 6-inch-long thorns that tear the flesh, shredding just about anything passing through them.

Each creature that moves into the Knotted Briar takes 1d3 damage per yard traveled within. With a success on an Agility challenge roll, it takes half damage, or no damage on a roll of 20 or higher. Any creature that takes this damage must, 1 hour later, get a success on a Strength challenge roll or become poisoned. Each time the creature completes a rest while poisoned in this way, it can repeat the challenge roll, removing the affliction on a success.

THE FURNACES

What at first looks like a castle perched atop a low hill reveals its rounded turrets to be enormous smokestacks topping four walk-in ovens. In the covered courtyard between them are rows upon rows of tables on which are strapped the damned, waiting to be hacked apart by butchers. Dungeons burrow deep under the hill below the castle, where souls wait in tiny cramped cells to be dismembered and cooked. Some cells stand empty, awaiting the soul’s return after being devoured by the Furnaces’ gluttonous master, a hideous devil known as the Maw.

HEAVING HILLS

A curious range of denuded hills wraps around a scummy bog. The hills weep a runny, opaque yellow fluid that dribbles down the slopes to feed a nasty pool at their base. They are clearly not made of dirt or stone—they give under pressure and are spongy, almost fleshy. Digging into them releases a crimson spray followed by a steady stream of what is clearly blood. The liquid in the pool is quite toxic. A living creature that drinks from it must make a Strength challenge roll with 3 bances, taking damage equal to its Health on a failure. On a success, it takes damage equal to its healing rate and becomes poisoned until it completes a rest.

HELLISH HAPPENINGS

Hell is unforgiving. Use this table whenever a character makes an attack roll or challenge roll and the total of the roll is 0 or lower.

d20	Happening
1	A geyser of blood erupts from the ground, spraying over the area within medium range.
2	Piteous weeping drifts through the air.
3	A plate of food collapses into a pile of squirming maggots.
4	A flaming body drops from the Unsun to splatter on the ground.
5	A stench of excrement fills the air.
6	The ground churns, vomiting up hundreds of tiny bones.
7	A loud scream sounds and continues for 1d3 minutes.
8	A wretched, naked old man crawls across the ground, covered in his feces and barking obscenities.
9	Mad, throaty laughter fills the air.
10	A large black dog steps into view and watches the group with fiery eyes.
11	Enormous hairs, each a foot thick, sprout from the ground, pushing up until they reach 10 yards in height. They then unfold to become trees, laden with black fruit that looks suspiciously like human heads.
12	The shade of a woman sits on the ground, rocking back and forth, muttering to a bundle she clutches to her chest. The bundle contains dead fish.
13	A hot wind blows across the land, carrying the stench of rot.
14	Pale, filthy arms rise from the ground and make rude gestures.
15	Horrid rutting sounds echo all around, with gasps, obscene squelches, and groans.
16	Some distance away, a flayed man runs from a cloud of biting flies.
17	Fat, squirming maggots fall from the sky.
18	A shade seated in a dung pile violates him- or herself with a holy symbol or icon.
19	A mess of hair, blood, bone, and skin scraps twitches on the ground.
20	One item carried or worn by a random member of the group worth 1 ss or less turns to thick, yellow-white slime.

THE SCABBY BLIGHT

A thick crust of dried blood and pus covers the ground in this bowl-shaped depression. Trapped in the mess, prevented from moving, are scores of damned souls who earned Corruption from thievery. They are helpless to resist the scrabbling claws (as tiny monsters with the climber trait) that pick their way across the ground to snip away their victims' extremities.

Corkscrew Worm: In addition to the predators roaming the Scabby Blight, a number of parasites gather in the stuff. In particular, the corkscrew worm presents a serious threat to anyone exploring the site. Blood red, about 6 inches long, and twice the thickness of a hair, it appears harmless—until a living creature draws near.

When a living creature moves within 5 yards of a patch so infested, the worm launches itself from the ground at the triggering creature. The creature must get a success on an Agility challenge roll with two banes. On a failure, the worm lands on the creature's body and immediately burrows into its skin, remaining there for 2d6 days (the GM rolls and keeps the result a secret).

A creature with a corkscrew worm lodged in its body takes a penalty to Health equal to its healing rate, but gains a +1 bonus to Strength, Agility, Intellect, and Will. When the time runs out, the unfortunate host becomes stunned for 1 minute as painful cramps and waves of nausea assail its body. The creature then messily blasts a pile of bloody worms from its anus, taking 6d6 damage from the sudden, painful release. The worms spring at living creatures within 5 yards of the former host, with the same effect described above.

Corkscrew worms are sometimes sold in decorative bottles in the Shadow Market for 1d6 gc apiece.

BLOOD SEA

The Blood Sea spreads across nearly a quarter of Hell's lands, surrounded by shores made of glass shards. Ships of all sizes dot the surface of the becalmed crimson waters, whose surface crawls with all kinds of terrible things, from shades to devils to monsters conjured from dark magic. Vessels able to navigate the Blood Sea are propelled by oars or pulled by massive sharks (as huge animals with the aquatic and swimmer traits), to which they are tethered with bronze hooks and chains.

The sea's depths are as ghastly as anywhere in Hell, with sunken cities, the wrecks of old ships, and the shades of those doomed to pass their days in Hell drowning.

NO HOPE

One of the few communities here held by living mortal creatures, No Hope grew soon after Hell began receiving tithes of souls from the hidden kingdoms. The people sent to Hell wind up here if they aren't turned into hogmen first. It is a mid-sized city of ramshackle buildings and twisting mud streets, crawling with a dizzying array of wretched folk from children to the



elderly. Those condemned to this place fight to protect what little they have, but the devils prey on them, corrupting them or transforming them into new devils to replace other fiends that fell in service to Hell.

THE DEVIL'S FORK

Two corkscrew towers stab up from the tip of Mount Sorrow, the tallest mountain in Hell, which looms above the Lake of Fire. The towers flank a mighty stronghold built to resemble a fanged human skull, the green flames of bonfires in its eye sockets casting a sickly light over the lands below. Here the Devil rules over the worst of all the torments Hell can offer.

Each tower holds prisons for the truly despicable, accoutered to offer exquisite agonies tailored to those acts that won them their place in Hell. In one cell, the shade of a gluttonous man might be force-fed a stew of urine, semen, blood, and excrement, all of which are pumped from its own bloated body while the images of starving children watch from the shadows. In another, a man who murdered indiscriminately might hang naked from hooks piercing his flesh, suffering beatings and unspeakable violations from devils wearing the faces of his victims as masks.

The main citadel holds the Devil's personal chambers, which include a sumptuous chamber containing his harem of all ancestries and genders; a great dance hall where he hosts elaborate masquerade balls with costumes made from skins flayed from the damned;



libraries and game rooms; and a viewing chamber containing a huge silvery sphere that can show any mortal in the world he names.

IRON FIELDS

Jagged plains of rusted iron provide the only haven from the devils in Hell, a place Diabolus had made to punish those servants who angered him. Here exiled devils, stripped of their clothing, lie writhing and screaming in pain from constant contact with the hated metal. Rescuing a tormented devil might win an ally for a time, though the perfidious creature seeks any opportunity it can find to earn back its master's favor.

HALLS OF THE LOST

Tunnels and caverns bore through the rock under Hell, twisting and turning through the rock. For the most part, devils avoid this place, for there are things worse here than themselves. Proximity to the Void sometimes allows demons to slip through the cracks in reality and hunt the cloying darkness, while runaway shades, driven mad by their isolation, become as monstrous as the devils who would flense the corruption from them. The Halls of the Lost also hold secret places where faeries can meet with devils to bargain for mortal souls, conduct business, or exchange secrets.

ACHERON

Acheron, the River of Woe, flows through a deep channel across much of Hell, from the point where it enters from the Underworld until it tumbles into the Abyss. Rubbish, scraps of skin, animated corpses, and other things float on the surface, carried to the oblivion promised at the bottom of the Abyss.

CITY OF THE DAMNED

This great, noisy city of devils stands on the opposite side of Hell from the Devil's Fork. High walls encircle the place, the battlements manned by furies and the occasional gorgon. Great faces adorn the exterior, and their screams and noisy retching add to the cacophony within. The city's interior is a veritable maze of buildings reflecting all the architectural styles that have ever been and ever will be in the world. Inside, one can find the damned suffering torments suited to the corruption they earned, along with the devils attending them. The City of the Damned is closed to living beings, and the devils move quickly to murder any who get past the walls.

THE PLAIN OF BURDENS

A relatively flat stretch of stone extends for miles, the hard surface covered with grit and the tattered shreds of the people who died here. Of particular note are the hundreds of stone blocks scattered across the place, each weighing several tons. The blocks sit atop the damned,

slowly pressing them flat. Tormentors and other devils patrol the area to ensure that none disturb the crushed, or to drag new blocks overtop of prisoners who find their way here.

THE ABYSS

Acheron drops away in a tremendous cataract when it reaches the great, bottomless pit known as the Abyss. Enormous monsters called behemoths cling to the walls, feeding on the choice treasures delivered to them by the rushing waters, or clamber up the sides to rage about the surrounding lands until they turn to stone. The pit is truly bottomless, descending a mile until it reaches the Void.

HANGING FOREST

A great expanse of forest lies nestled between two lines of jagged hills. The trees here have red, hairy bark and ivory leaves that chime when the wind blows through the branches. Hanging by their necks from the boughs on cords woven from human hair, one per tree, are the twisting, writhing bodies of the damned. If cut free, the lemures offer no thanks, only curses and violence.

ESCAPING HELL

Getting into Hell is easy; getting out is anything but. The ways out of Hell are few and dangerous, and can incur a steep price. Some possibilities follow.

- Rumor holds that the World Mother made a way out of Hell to ensure those wrongly interred can escape. Called Mercy's Path, only the most powerful devils know where it lies, and the way out is open only to those with no Corruption.
- Powerful devils might be convinced to let visitors go, but only in exchange for their souls and a promise to corrupt others in the world above. Reneging on these promises ensures a visit from a barghest to drag the offending mortal back.
- A tunnel in the Halls of the Lost extends all the way to the Underworld. The devils sometimes use it to steal shades from Father Death.
- Somewhere in the depths of the Blood Sea sleeps the afanc, a fish of incredible size, tainted by Hell's influence. It slumbers at the bottom of the sea, dreaming of capsized ships and the sweet taste of drowning sailors. Every $1d6$ years, the fish awakens and snatches ships floating above, swallowing even the largest in a single gulp. Deep within the fish's gullet lies a door. Those who survive being swallowed might be able to open it and find passage to one of the hidden kingdoms. Many strange and horrible things live inside the afanc, some eager to escape, others hungry enough to kill and eat whatever new arrivals they can catch.



HELL'S DENIZENS

Hell is bad enough without the horrible creatures that call it home. As in other hidden kingdoms, the forms devils wear run the gamut, though all have a sinister, disgusting bent. Including Diabolus, five categories of creatures populate Hell.

DIABOLUS

The lord and master of Hell, the Devil rules over his dominion with complete authority. No other can come close to the power he wields or challenge him for his position. Luckily for the greater devils, his interest lies in the mortal world and not the horrifying realm he commands.

Diabolus was one of the most powerful members of the great fey, more powerful than even the Faerie Queen. Although he can adopt any form he chooses, the consumption of mortal corruption has left him changed, monstrous. Standing 18 feet tall, with black skin that drinks in the light, gleaming red eyes, and two curling horns twisting out from the sides of his head, he is the vision of evil. He walks on two shaggy legs ending in cloven hooves, and a long, sinuous tail extends from the base, ending in a fork.

Few see Diabolus in Hell anymore, for he passes his days within the confines of his fortress. The greater devils have seized upon his isolation, stepping up their efforts to increase their presence in Hell and control over it. Some do so to grow their favor with the dark one, while others do so in the belief the time of Diabolus has ended.

GREATER DEVILS

Hell's aristocracy consists of over one hundred greater devils, each of whom has grown powerful from collecting corrupted souls and feeding on that corruption. Each greater devil is a unique being transformed by the darkness of Hell, and while all possess considerable power, eighteen occupy a place higher than the rest. Some have designs on taking the Devil's place, while others work to carve out their own empires in Hell or elsewhere. These devils continually form and break alliances, working together to achieve common goals one moment only to turn on one another the next. This is the way of Hell.

Of the most powerful greater devils, six are described here.

DIABOLUS AND THE CULT OF THE NEW GOD

The cult of the New God is a farce.

Astrid did exist. She had a revelation, and she preached the tenets of her new faith to any who would listen. Her rivals did stab her to death and toss her body out to be torn apart by wild dogs, but the notion that her wisdom arose from a power higher than the gods of the Old Faith is invention.

The source of her visions was none other than Diabolus. He invented the gods of the Old Faith, nudging mortals to exalt the great fey and thereby imbue them the power from mortal faith and prayer. In doing so, he gained a permanence no other would enjoy. The "gods" needed him. The Devil also knew the great fey would become weary of the mortals and eventually withdraw from the world. This would cause mortals to conclude that the gods were myth. Once freed from the fear of divine retribution, mortals might find ways to avoid the Underworld and preserve their identities beyond death.

Diabolus believed the great fey had served their purpose and that it was time to create a new religion to rise from the ashes of the old. He just needed a vessel to carry his message to the world. That vessel was Astrid.

Of course, the cult of the New God has no idea that the deity they worship is actually the Devil. Many might scoff at the idea, especially since their faith steers mortals toward the light rather than swelling the ranks of the damned, but the Devil is cunning. He cares nothing for Hell and its denizens. He craves only power. If mortals exalt him to a position above the other gods, then let the grasping hordes of devils elevate a new leader.

The signs of Diabolus's influence are everywhere in the cult, from the use of the serpent in its symbols to the questionable tactics the cult employs—the Inquisition, crusaders, and even witch hunters. Diabolus does not intend to ever show his hand in the cult's creation or its continued growth. He is content to let mortals believe he is the Adversary when in fact they advance his interests. This is why Devil worshipers and devotees of the New God wield different kinds of magic. The divide will persist until the cult stamps out all the competing religions and only the New God remains.

OLAL, DESIRE IN FLESH

Few have ever seen Olal's true form, since the devil appears in whatever form the viewer desires most. He or she, or both, roams Hell's landscape, seducing the shades, whipping up their desire, and then abandoning them to agony. In the mortal world, Olal preys on the lustful, acting as a bellows to the flames of their passions. Those who come under the devil's sway find themselves craving strange, unspeakable things. Yet no matter how many times they sample those experiences, self-destruction is always the result when nothing, no matter how depraved, can satisfy their appetites.

ABADDON, WARFATHER

One of the most feared of the greater devils, Abaddon towers over the rest, boasting skin the color of freshly spilled blood, fiery eyes, and a crown of flame that burns above his bald head. The Warfather forgoes clothing, revealing a body crisscrossed with scars from old battles. He favors a great sword of black iron, rubies set in the blade that gleam with evil light. Though touching the metal pains him, he bears it to show he is greater than his suffering.

GOTHERAH, SOWER OF DISSENT

Gotherah appears as a regal faerie woman clad in a tight-fitting dress of black lace that shows off her fine form and graceful movements. A veil conceals her features, which are monstrous, dominated by red-rimmed eyes and a distorted mouth filled with wriggling teeth. She carries a pair of oversized shears that she uses to cut up her victims. She tempts mortals to break oaths, void their contracts, and destroy their bonds with others.



TAELAHAR, MOTHER OF FILTH

Rarely does Taelahar shift her considerable body from the mounds of corpses she uses as pillows. A devil of endless appetite, she consumes whatever she can reach but cannot digest anything. Souls she chews up and swallows pass through her digestive tract and emerge, slick with blood and mucus, only to be returned to her cavernous mouth. Taelahar has little ambition other than to feed her hunger, but she possesses a vast army of hogmen. Other devils work to ingratiate themselves with her for the strength she can provide.

ITHRITONUS THE DECEIVER

Weirdly tall and impossibly thin, Ithritonus creeps across Hell like a spider, whispering false hope in the ears of the damned and cackling when it is dashed by a new round of torments. Perhaps Hell's greatest liar, Ithritonus employs hundreds of thralls in the mortal world to spread falsehoods and half-truths, fomenting discord wherever they go.

XUTAB THE OBSCENE

Perversion in physical form, Xutab is the father of madness and depravity. He shows his predilections in the wreckage of his body, with patches of skin peeled from the meat and pinned back to expose raw, glistening muscle. His genitals have been mutilated, as if chopped up by a hatchet, and silver spikes and bars decorate his flesh. Xutab urges mortals to act on their dark impulses while overlooking the consequences of their actions.

DEVILS

The most numerous of Hell's denizens, the devils were faeries living in the mortal world and hidden kingdoms who followed the path blazed by Diabolus. They are a diverse and horrid society, twisted by hatred and corruption into forms monstrous and grotesque. Many devils remain in Hell, unable to bear the light of the upper world, but some venture through its gates to tempt mortals onto the road to perdition.

Devils rise and fall in status according to their successes and defeats. Greater devils can elevate lesser ones, bestowing on them more powerful forms and magic, or reduce them to groveling slaves. These changes in status can transform one kind of devil into another, or might just confer different degrees of trust and responsibility. The greater devils are fickle, however, and their favor can be as much a curse as it is a blessing.

MONSTERS

A great many monsters find their way to Hell. Some were cast there by potent magic, while others were born in the cloying dark, awakened by the continual screams and laughter. Devils of power and influence use monsters as guardians for their lairs, as companions, or awfully, as lovers.

THE DAMNED

Souls burdened by Corruption sink through the Underworld and drop into Hell. These damned souls, called lemures, suffer torture and humiliation at the devils' hands and spend years exploited as currency, playthings, and victims of depthless cruelty. The damned recall their lives with great clarity, as it takes longer for their memories to fade in Hell than it does in the Underworld's numbing environment. This awareness offers devils new and interesting ways to extend the souls' suffering.

There seems to be no limit to the creativity of devils in tormenting the damned. They lash the lemures with barbed whips, drown them in excrement, and clasp their heads in stone vises while burning their feet. Other souls are immersed in pools of boiling pitch, thrown about savage winds, or forced to bear the weight of heavy lead cloaks, gilded in false gold. Lemures cannot be killed, so whatever release their destruction brings soon ends, and they return to face the horrors once more.

OUTSIDERS

Mortals and immortals alike might visit Hell for a variety of reasons. Since the lemures cling to their memories longer than do the manes of the Underworld, outsiders might come to Hell to squeeze them for information. As well, over the millennia Hell has become a repository for dangerous relics and lore. Visitors might risk their souls to locate these treasures. Most times, these outsiders are doomed to wind up in Hell anyway, but they seek any advantage they can find to delay the confinement of their souls to this awful place. They might be liars, tricksters, or murderers, or demonstrate some ethical flaw in their behavior and mannerisms.

REWARDS AND DISCOVERIES

Devils foment corruption in mortals to ensure they descend into Hell rather than the Underworld. The terms of the agreement Diabolus made with the great fey prevent the devils from entering the mortal world without being invited, with a few exceptions. Barghests can move freely from Hell to the mortal world to fetch the souls of the damned that either escape Hell's clutches or have managed to avoid Father Death's scythe. Furies hunt down mortals who renege on contracts and drag them to Hell to face their punishment. Other devils can travel to the mortal world only when summoned, such as when a mortal speaks their names aloud or conjures them up to bind as servants. These devils tempt their summoners with gifts that ensure the soul's damnation.

CORRUPTED OBJECTS

To circumvent the prohibitions against entering the mortal world uninvited, nearly all devils create a device that can be used to conjure them up from Hell. This corrupted object bears a fragment of the devil's essence so that when a mortal touches it, its creator is immediately made aware. The mortal can at any time call upon the associated devil by performing some action hinted at in the object's nature: praying over an idol, drawing blood with a knife, reading aloud the words on an amulet, and so on. Doing so allows the devil, if it chooses, to appear in an open space within short range of the object. Once called in this way, the devil can remain in the mortal world for as long as it wishes before using an action to return to Hell.

TEMPTATION AND CORRUPTION

Devils depend on corrupted souls to sustain their immortal existence, so they work to lead mortals from the path of righteousness with promises of power, pleasure, wealth, and whatever else a mortal might want. They wield foul magic to deliver on those promises, though the bargains they strike always come at a price, and the rewards they grant almost always have some hidden danger that will cause the mortal's undoing. The greater the Corruption in a soul, the more value it has; once a mortal attracts the attention of a devil, it remains a part of that person's life, always whispering and promising, tempting and goading the mortal to commit greater and greater acts of evil.

INFERNAL BARGAINS

Some devils have the means to grant mortals favors in exchange for some specific service that will advance Hell's cause. The diabolist path described in this book shows one possible result from such deals, but others are possible as well. Devils are interested in harvesting souls, so they bargain only with living and mortal creatures such as humans, fauns, halflings, and dwarfs. They don't bother with faeries, undead, or created people such as clockworks even though those beings have souls.

SUMMONING

To deal with a devil, a mortal must summon it from Hell. Many methods of coaxing devils from Hell exist, including the use of corrupted objects as described above, along with a selection of Forbidden spells described in this book (though their efficacy varies). Tailored spells are designed to summon a specific devil, embedding its true name into the words. Such Forbidden spells do not have detailed entries; they are typically incantations whose rank is determined by the devil's Difficulty, as shown on the following table.

DEVIL-SUMMONING SPELLS BY RANK

Devil's Difficulty	Rank
1	0
5	1
10	2
25	3
50	4
100	5
250	6
500	7
750	8
1,000	9
More than 1,000	10

Devils answer these spells not because they are compelled to do so, but for the opportunity to ruin a mortal. A devil summoned in this way can either perform a service or bestow a gift, though only those with the Infernal Gift trait can offer the latter. Details on services and gifts follow in their own sections.

Casting a summoning spell requires specific actions, described here.

Draw the Circle: Any spell used to summon a specific devil requires inscribing a complex circle in chalk on a flat surface. The chalk must be specially made for this purpose, costing 1 ss per stick; drawing the circle consumes the stick. The circle must be 1 yard in diameter and unbroken, and drawing it takes about an hour.

Anything that disturbs the circle robs it of its power and frees anything contained within. Laying something across it, scattering or smudging the chalk dust, or spilling a liquid onto the circle all count as disturbing it.

Perform the Incantation: The summoner reads aloud the incantation. Doing this uses the normal rules, except that the casting takes a number of continuous hours equal to its rank (minimum 1 minute).

Upon successfully casting the spell, the summoner gains 1 Corruption, and the devil appears inside the circle. It remains there until the circle is broken, the summoner uses an action to free the devil or send it back to Hell, or until 24 hours have passed, at which point the magic in the circle returns the devil to the place from which it was summoned.

Strike the Bargain: The devil must be convinced to bestow a gift upon or carry out a task for its summoner, usually by increasing the mortal's Corruption. Upon describing the desired service or gift, the summoner must make a Will attack roll against the devil's Will.

The roll might have 1 or more boons or banes, depending on the service requested. For example, a task that takes a week or longer to complete might impose 1 bane per week required. Similarly, a task that is dangerous to the devil might impose 1 or more banes on the roll. Typically, an infernal gift (see following) fades after a short time, but a mortal who requests that the gift last longer might make the roll with 1 or more banes.

Conversely, the summoner might gain boons on this roll from making blood sacrifices, performing depraved acts, or offering to take on additional Corruption.

Success: The devil carries out the desired service exactly as described, even if doing so does not match the summoner's intentions. If the task would require the devil to travel away from the summoner, it returns to report its success only if specifically directed to do so.

Failure: The devil refuses to carry out the service. The summoner can try again but must offer an enticement to do so. Suitable enticements include anything that would earn the summoner additional Corruption, such as sacrificing an innocent, stealing something for the devil, or murdering someone in cold blood and bringing back proof.

INFERNAL SERVICE

A summoner can request a service from a summoned devil. The service can be almost anything the summoner wishes but must be within the devil's power to carry out, must not lead to the devil's certain destruction, and must be agreed to by the devil. Devils will never perform services that rid mortals of Corruption or that involve controlling or summoning demons. The latter might come as a surprise, but devils depend on the mortal world and don't want it to end, correctly regarding demons and their ilk as threats of the gravest kind to reality.

Examples of suitable services follow.

Companion: The devil might accompany the summoner for a time, but no longer than a number of days equal to the summoner's Corruption score. If it accepts the bargain, it does nothing other than follow, watch, and whisper advice. The summoner might request more than simple companionship, such as protection or carrying out specific tasks. He or she must state each responsibility clearly while the devil is confined to the summoning circle; each imposes 1 bane on the attack roll to compel the service.

Information: The summoner can coerce the devil to reveal all it knows about a particular subject or to find that knowledge for the summoner. A devil can answer basic questions related to any area of scholarship. Anything more obscure will require it to hunt down information, which can take 1d3 weeks or longer.

Task: The summoner can also require the devil to carry out a particular task, such as delivering a message, hiding an object, fetching or stealing an item, or murdering someone. Requesting a particularly heinous task might bestow 1 or more Corruption on the summoner, even if the devil is somehow prevented from completing it.

INFERNAL GIFT

Some devils have the Infernal Gift trait, which lets them bestow benefits on mortals who summon them. Devils grant these gifts only to living, mortal creatures and never bestow them on other faeries, created creatures, or undead.

The Infernal Gifts table describes a range of possibilities. Each entry indicates the amount of Corruption the summoner gains upon receiving the gift and the minimum required Difficulty of the devil bestowing the gift. Use the table as inspiration for assigning Corruption and setting the minimum Difficulty for gifts beyond those described here.

INFERNAL GIFTS

Gift	Corruption	Devil's Difficulty
Gain a profession	+1	5
Speak a language	+1	5
Literacy in a language	+1	1
Gain 1 gc	+1	1
Gain 5 gc	+1	5
Gain 10 gc	+2	10
Gain 25 gc	+2	25
Gain 50 gc	+3	50
Gain 100 gc	+3	100
Gain 1,000 gc	+4	250
Gain 10,000 gc	+5	500
Increase one Attribute by 1	+2	25
Increase Health by 5	+2	50
Increase Defense by 1	+2	50
Increase Perception by 1	+1	10
Increase Speed by 2	+2	10
Gain shadowsight	+1	10
Gain darksight	+1	25
Gain truesight	+2	100
Gain climber or swimmer	+2	50
Gain flier	+3	250
Gain enchanted object	+2	100
Discover a Tradition	+2	25
Learn a rank 0 spell	+1	—
Learn a rank 1 spell	+1	1
Learn a rank 2 spell	+2	5
Learn a rank 3 spell	+3	10
Learn a rank 4 spell	+4	25
Learn a rank 5 spell	+5	50
Learn a rank 6 spell	+6	100
Learn a rank 7 spell	+7	250
Learn a rank 8 spell	+8	500
Learn a rank 9 spell	+9	750
Learn a rank 10 spell	+10	1,000

FLEETING REWARDS

Infernal gifts rarely last. A character who gains one or more of these must make a fate roll (*Shadow*, page 40) each time he or she completes a rest. On a roll of 6, the gift becomes permanent, and no further fate rolls are necessary to retain it. On a 1, the gift disappears, though the Corruption gained from it remains. On any other result, the gift remains at least until the character completes another rest.

WISH

Greater devils can grant wishes, though no more than three to the same person. The summoner gains $1d3 + 1$ Corruption for each wish he or she makes. The devils always grant characters exactly what they ask for, but interpret the wish in the worst possible way, granting it in whatever

manner causes the wisher the most harm. If someone wishes for gold, the devil might whisk that character to a dragon's lair. If he or she wishes to be immune to sickness, the devil might turn that character to stone. A mortal who wishes for unlimited wishes disappears and is never seen again.

INFERNAL PACTS

The truly desperate, insane, or wicked might forge a pact with a devil to gain lasting power. Making such a pact is an act of profound evil, condemning the mortal who makes it to Hell. Forging a pact is possible only with a devil of Difficulty 500 or higher, but the summoner gets an automatic success on the attack roll made to strike the bargain.

PACT BENEFITS

A character who has made an infernal pact makes all attack rolls and challenge rolls with 1 boon. In addition, he or she gains infernal gifts of its choice, but the total increase to Corruption from those gifts cannot exceed 6.

BOUND FOR HELL

The devil craves the soul of the mortal who made the pact with it. Every time that character completes seven rests, he or she must make a fate roll. On a 6, the mortal gains Fortune. On a roll of 2–5, nothing happens. On



a 1, the devil that made the pact dispatches a barghest to claim the mortal's soul at some point during the following day.

HELLISH ATTENTION

At the end of each rest the character completes, the devil gains $1d3$ diabolical schemes that remain until expended or until that character completes a rest. Whenever that character gets a success on an attack roll or challenge roll, the GM (acting as the devil) can expend one scheme to turn that success into a failure. Alternatively, whenever that character rolls a d6, the GM can expend one scheme to change the number rolled into a 1.

The character who made the pact can prevent the devil from expending diabolic schemes for $1d3$ days each time that character causes another creature, directly or indirectly, to gain Corruption.

DIABOLICAL OBJECTS

Enchanted objects found in Hell might have properties beyond those recovered in the mortal world. When randomly determining the nature of such a diabolical object, you can roll on the following table to determine its properties.

The forms that diabolical objects take always run toward the macabre. They might be created from organic materials, such as a severed hand, a bloody eyeball, or a mess of ruined genitals, or can be associated with excess and decadence, such as bizarre sexual devices, costumes, and masks, or, possibly torture tools. Finally, diabolical objects that assume a religious form are always desecrated in some way. A holy symbol might be snapped in two, while the pages of a holy book could be smeared with blood or excrement.

ENCHANTED OBJECT PROPERTIES

d6	Table
1	Enchanted Object Table 1 (<i>Shadow</i> , page 208)
2	Enchanted Object Table 2 (<i>Shadow</i> , page 209)
3	Enchanted Object Table 3 (<i>Shadow</i> , page 209)
4	Enchanted Object Table 4 (<i>Shadow</i> , page 210)
5	Enchanted Object Table 5 (<i>Shadow</i> , page 210)
6	Diabolical Object Properties table (next page)

DIABOLICAL OBJECT PROPERTIES

d20 Property

- | | |
|---|--|
| <p>1 You can use an action to activate the object, which causes it to make horrid, shrieking, jangling noises for 10 minutes or until you use an action to shut it off. The noise spreads away from the object out to 1 mile.</p> <p>2 You can use an action to transform the object into a compelled serpent (as a tiny animal with the poisonous trait; <i>Shadow</i>, page 263). It remains in this form for 1 minute, then returns to object form. If slain while in animal form, the object is permanently destroyed.</p> <p>3 You can use an action to double the area covered by a flame within short range.</p> <p>4 You can use an action to grant 1 boon on attack rolls until the end of the round to each mortal creature within short range with 1 or more Corruption. This object has 1d3 uses.</p> <p>5 You can use an action to cause a bubble of darkness to expand out to a 5-yard radius from the object. The darkness thwarts all light, including magical illumination. Creatures with the horrifying trait, however, are not obscured by the darkness and can be seen as if they were lit.</p> <p>6 When you would make an attack roll or challenge roll, you can choose to gain 1 Corruption to gain 1d3 – 1 boons to the triggering roll.</p> <p>7 You can use an action to cause all food and drink within short range to become tainted. Any creature that consumes the tainted foodstuffs takes 1d6 damage at the end of the round and becomes poisoned until it completes a rest.</p> <p>8 You can use an action to gain 1 Corruption and choose one creature that has 0 Corruption. The target creature must get a success on a Strength challenge roll or take 1d6 damage. If the creature takes this damage, you gain a +1d3 bonus to Health.</p> <p>9 Any living, mortal creature that touches the object or is touched by it takes 1d6 damage. If the object is a weapon, attacks with it against such creatures deal 1d6 extra damage.</p> <p>10 You can use an action to force each living creature within short range to make a Will challenge roll. On a failure, the creature becomes impaired for 1 minute, assailed by tempting visions. An affected creature can choose to gain 1 Corruption and remove the affliction. This object has 1d3 uses.</p> <p>11 You can use an action to cause each diseased or poisoned creature within short range of you to take 1d6 damage from the disease or poison. The object has 1d3 uses.</p> <p>12 You can use an action to make an Intellect or Will attack roll against the Will of one creature that can see you within short range. You can choose to gain 1–3 Corruption to make the roll with that many boons. On a success, the target becomes charmed for 1 minute. If you get a success with an attack roll of 20 or higher and beat the target number by at least 5, the target becomes compelled instead.</p> | <p>13 Whenever you would gain a mark of darkness (<i>Shadow</i>, page 36), you can roll twice and choose either result.</p> <p>14 The object grants you 1 boon on attack rolls you make to deceive in social situations.</p> <p>15 You can use an action to become immune to damage from fire for 1 minute. When the effect ends, one member of your group (GM's choice) takes 1d6 damage from a burst of flame. The latter effect occurs regardless of how far you are from the affected character.</p> <p>16 You can use an action to force each creature within short range that is wearing or carrying a symbol of a god to make a Will challenge roll. The creature makes the roll with a number of banes equal to your Corruption score. On a failure, the creature becomes frightened for 1 round.</p> <p>17 You can use an action, or a triggered action on your turn, to choose 1d3 targets within short range. You grant each target 1d3 boons (roll separately for each target) on the next attack roll or challenge roll it makes. If the target accepts these boons, it gains 1 Corruption; if it refuses, the target must get a success on a Will challenge roll or gain 1 Insanity.</p> <p>18 Each time you deal damage to one or more creatures, you make attack rolls and challenge rolls with 1 boon for 1 round.</p> <p>19 Each time you take damage from a creature, you make attack rolls and challenge rolls with 1 boon for 1 round.</p> <p>20 You become cursed (as if by a rank 1d3 + 1 spell). While cursed in this way, you make Will challenge rolls to resist the horrifying trait with 1 bane. However, whenever you get a failure on such a roll, you can choose to gain 1 Corruption to turn the failure into a success.</p> |
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HELLISH RELICS

Devils seed the world with unique items designed to lead mortals to corruption, to awaken in them unholy desires, and make them into their unwitting accomplices in the spread of darkness.

BOOK OF THE DAMNED

A great codex wrapped in strips of skin harvested from stillborn babies, this tome contains horrid secrets of Hell, as well as dread magical power. It has changed hands many times over the centuries, and it remains one of the most highly sought books by those who would traffic with Hell's denizens. No one knows who penned this work, though some whisper it was written by Ithritonus the Deceiver to destroy users of magic who happen upon it.

Corrupting Implement If you make the Book your implement, you gain 1 Corruption. For as long as it remains your implement, you have a +1 bonus to Power.

Knowledge of the Occult When you reference the book to find answers to questions about the occult, Hell, devils, or dark magic, you make the challenge roll, if required, with 1 boon.

Dark Magic The book reveals 1d3 + 1 spells, chosen by you, when you make it your implement. The spells must be of a rank you can cast and must come from a dark magic tradition other than Demonology. You count as having learned these spells and can cast them, provided the book is open and you can see it.



HELLFIRE WAND

A tapering length of charred wood, the *Hellfire Wand* feels warm to the touch. Faint sounds of roaring flames can be heard from it. Fashioned from a tree culled from the Weeping Wood, drenched in the blood of a thousand innocents, and cured in the Lake of Fire, the *Hellfire Wand* offers dreadful power to any mortal willing to take it.

Corrupting Implement If you make the *Wand* your implement, you gain 1 Corruption. For as long as it remains your implement, your attacks with Fire spells deal 1d6 extra damage.

Fire Within You can use an action to call forth the flames bound in the wand up to 1d3 times per day. You replenish the uses each time you complete a rest or when you kill a mortal creature with a humanoid shape that has 0 Corruption. Each time you use the wand in this way, choose one of the following effects:

- A blazing missile streaks from the tip of the wand toward a target creature or object you choose within medium range. Make an Intellect or Will attack roll against the target's Agility. On a success, the missile hits and the target takes 3d6 damage, or 5d6 damage if the total of your attack roll is 20 or higher and exceeds the target number by 5 or more.
- A blast of flame rushes out from the wand's tip, spreading through a 5-yard-long cone and dealing 3d6 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage.
- A tiny ball of flame flies from the wand's tip and travels to a point you choose within long range. When the ball reaches that point or encounters a solid creature or object before then, it explodes in a 3-yard-radius sphere, dealing 3d6 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage.

Wages of Sin At the end of any round during which you used the *Fire Within* property, make a fate roll. On a 6, for 1 round you make attack rolls made using the wand with 1 boon and creatures make challenge rolls with 1 bane to resist attacks you make using the wand. On a roll of 2–5, there is no effect. On a 1, fire explodes from the wand in a radius of a number of yards equal to your Corruption score, dealing damage equal to 1d6 + your Corruption score to everything in the area, including you.

ICON OF THE ADVERSARY

The Devil himself hammered out the *Icon of the Adversary* from blood-red copper that never corrodes, shaping the device into a pentagram with a chain that can be worn around the neck. The relic holds malevolent power that makes the bearer an agent of Hell, spreading darkness wherever he or she goes.

Corrupting Implement If you make the *Icon* your implement, you gain 1 Corruption. For as long as it remains your implement, it grants you 1 boon to attack rolls made with Enchantment spells.

Servant of Hell While wearing or carrying the *Icon*, you can use an action to make an Intellect attack roll against the Will of one target creature within short range. If the target is a member of your group, you make the attack roll with 1d3 boons. On a success, the target becomes compelled for 1 round. The compelled target can choose to remove the affliction by gaining 1 Corruption. Doing so grants the target 1d3 boons to attack rolls and challenge rolls until the end of the round.

LEERING GRIN

A weapon of significant power, this battleaxe boasts a crescent-shaped blade forged to look like a monstrous grin, with sharpened barbs extending out from it like

teeth. Dark, ominous laughter sounds from it with each swing. Legend holds Abaddon the Warfather forged this weapon to destroy a rival, whose name has been erased from Hell's annals. The weapon slipped from Hell and has claimed countless lives in the mortal world.

Enchanted Battleaxe When you attack with the *Leering Grin*, you make the attack roll with 1 boon and the attack deals 1d6 extra damage.

Unholy Thirst Each time the total of the attack roll made with this weapon is 20 or higher and exceeds the target number by 5 or more, your attacks with it deal a cumulative 1d6 extra damage. The increase lasts for 1 minute. When the extra damage reaches 4d6, the weapon wrenches out of your hands and attacks you with a +20 bonus to its attack roll. On a success, you take 3d6 damage, and the weapon falls to the ground. On a failure, it falls to the ground without harming you. Until you complete a rest, the *Leering Grin* then functions as a normal battleaxe.

SOULFIRE BLADE

The dread *Soulfire Blade* has been held by some of Hell's greatest mortal champions and was first gifted to the Witch-King himself. After his death, the weapon was spirited away by his followers and became a prize fought over by his self-styled heirs. The sword is said to have been lost in the Desolation, sealed away in a vault under Alfheim, set adrift in the endless Void, or hidden in plain sight. Wherever it is found, the *Soulfire Blade* is a bastard sword of black metal—though not iron—with a pommel fashioned in the shape of a skull. When drawn by a mortal with 1 Corruption or more, white flames dance across its blade and mad laughter fills the air.

Enchanted Blade When you attack with the *Soulfire Blade*, you make the attack roll with 1 boon.

Flames of Corruption The flames dancing on the weapon's blade cause your attacks with it to deal extra damage based on your Corruption score.

Corruption	Extra Damage
1–2	1
3–4	1d3
5–6	1d6
7–8	2d6
9	3d6

TRAITOR'S MASK

The devils fashioned this mask to work mischief in the mortal world. The mask is useful for infiltration and seduction, but it invariably blackens the soul of its wearer. It covers the face completely and is fashioned to look like a devil's head, with red skin, black hair, and a prominent nose and chin.

Vision of Desire You can use an action to gain 1 Corruption and choose one target living creature with a humanoid shape that you can see within medium range. Make a Will challenge roll. On a success, magic from the mask makes you appear to the target as the person he or she loves most in the world. The transformation is flawless, disguising your features and everything you wear and carry so that they are suited to the form you adopt. As well, the magic alters your voice so that it matches that of the one you impersonate. You remain in this form until you touch or are touched by an object made of iron, you use this property again, or you become incapacitated. While in this form, the target is charmed by you and you make social attack rolls against the target with 1 boon.



CREATURES OF HELL

From legions of those damned to suffer unspeakable torments, to strange monsters hatched from the imaginations of Hell's lords and ladies, to the devils themselves, faeries warped by hate, envy, and desire, Hell has no shortage of horrors with which to greet visitors.



OTHER CREATURES

In addition to those described here, any of the following creatures from *Shadow of the Demon Lord* are suitable for adventures set in Hell or that involve its denizens. Creatures from other books have those sources noted parenthetically.

Difficulty 1: cultist, severed (*Tombs*), tiny monster

Difficulty 5: asrai (*Terrible*), burrowing centipede, gremlin, redcap, skeletal steed (*Tombs*), small monster

Difficulty 10: large spider, medium monster

Difficulty 25: bloody bones, satyr (*Terrible*)

Difficulty 50: bean-nighe (*Terrible*), high cultist, large monster, murk (*Tombs*), ooze, revenant (*Tombs*), stranglevine

Difficulty 100: giant scorpion (*Tombs*), huge monster, slime brute (*DLC*), wraith

Difficulty 250: barghest, fury, manticore

Difficulty 500: hag

ANGEL

There's a devil for every moral failing. Angels prey on the overly pious, people who have grown proud in their certainty that their religion is the true one and in whom the seeds of intolerance and judgment have taken root. In extreme branches of the dominant religions, the Devil's agents have embedded a belief that angels are servants, messengers, and warriors of the gods or of a particular god, and that their appearance in the world signals favor from on high.

Angels reveal nothing about their infernal natures. Light shines from their perfect bodies, which can take on the appearance of whatever their summoner would consider ideal. They exalt the mortals who called them from Hell, complimenting them on their piety, devotion, and constant service. These devils speak with authority about whatever tenets the faith might hold to ensure no doubt creeps into their victims' minds. An angel shadows the mortal who summoned it, goading that person to become more zealous, proud, and fanatical, in hopes of driving the summoner to violent action and thus staining his or her soul.

In their true form, angels are hideous, having pale naked bodies whose skin is riddled with oozing fissures and craters. Darkness fills their eye sockets, and streams of black slime leak from their mouths. Like the forms they don for mortals, they have feathered wings, but in their true state the feathers are on fire.

Angels can communicate with any creature that knows at least one language.

ANGEL

DIFFICULTY 50

Size I horrifying faerie (devil)

Perception 13 (+3); truesight

Defense 11; **Health** 53

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 13 (+3)

Speed 10; flier (swoop)

Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned

Spell Defense An angel takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking an angel with a spell makes the attack roll with 1 bane.

Infernal Gift An angel can bestow infernal gifts on mortals.

Iron Vulnerability An angel is impaired while in contact with iron.

ATTACK OPTIONS

Radiant Sword (melee) +3 with 2 boons (3d6 + 2 plus Flare on attack roll 20+)

Flare A sighted creature must get a success on an Agility challenge roll or become blinded for 1 round.

SPECIAL ATTACKS

Two Attacks The angel uses an action to attack two different targets with its radiant sword. Each attack deals 2d6 + 2 damage.

Blinding Radiance While under the effects of Radiant Form, the angel can use an action to release a blast of light from its body. Each creature within short range of the angel must get a success on a Strength challenge roll with 1 bane or take 2d6 damage and become blinded for 1 minute. Once the angel makes this attack, it cannot do so again for 1 minute.

SPECIAL ACTIONS

Radiant Form An angel can use an action to assume a radiant form with feathery wings that appears pleasing to any mortal who sees it. While in this form, the angel loses the horrifying trait and casts light from its body in a 5-yard radius.

Become Invisible An angel can use an action to become invisible. It remains invisible until it uses an action to attack or it becomes incapacitated. While invisible, the angel makes no sound when it moves unless it so chooses.

MAGIC

Power 2

Enchantment presence (3), charm (2), mind bondage (1)

BEHEMOTH

The darkness at the bottom of the Abyss is the great horrifying womb of the Void from which abominations are birthed. These towering monstrosities tear themselves from the rock of the walls and pull themselves upward with veiny tentacles, claws, or sucking maws that drip from hunger. Called behemoths, these titanic horrors are products of demonic influence bleeding into Hell from the Abyss. As with demons, no rules govern the forms they take, and each one coughed up from the depths is an offense to even Hell, where no wickedness is shunned.

Behemoths aren't as large a problem as one might expect because they are infrequent creations and rarely range more than a few miles from their unholy womb. As well, the demonic power that gives them shape burns out in time; when it does, they revert to the stone from which they were made, falling apart and raining boulders to the ground below.

BEHEMOTH

DIFFICULTY 750

Size IO horrifying demon

Perception 6 (-4); darksight

Defense 8; **Health** 500

Strength 20 (+10), **Agility** 8 (-2), **Intellect** 6 (-4), **Will** 18 (+8)

Speed 8

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

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

Crushing Footfalls When a behemoth moves into a space occupied by a creature on the ground, the creature must get a success on an Agility challenge roll or be crushed by the behemoth, taking 3d6 damage and falling prone. If the creature was already prone, it takes 1d6 extra damage. A creature makes this roll just once per round regardless of how many times the behemoth moves through its space.

Demonic Shadows Lit areas out to 1 mile around the behemoth become shadows.

Sluggish The behemoth can take only slow turns and cannot use triggered actions.

ATTACK OPTIONS

Natural Weapon (melee) +10 with 3 boons (6d6 + 6)

SPECIAL ATTACKS

Thrashing Attack The behemoth attacks four different targets with its natural weapon, making each attack roll with 1 bane.

END OF THE ROUND

Instability Roll a d6. On a 1, roll another d6 and add the number to the behemoth's Defense (maximum 25). When its Defense exceeds 25, the behemoth turns into a stone statue and dies. The statue then breaks apart under its own weight. Any creature in the behemoth's space or within 2 yards of it must make an Agility challenge roll with 2 banes. On a failure, the creature takes 6d6 damage and falls prone. A creature knocked prone this way cannot stand until it or another creature uses an action to shift the rock by getting a success on a Strength challenge roll with 3 banes. If the total of the creature's Agility challenge roll was 0 or less, the creature instead takes damage equal to its Health.

BOGIE

Near the bottom of Hell's hierarchy stand the diminutive bogies. These foul-hearted fiends possess great cunning and malice toward anyone larger and stronger than them, making them dangerous even to other devils. Bogies do, however, have an advantage: magicians, priests, and other users of magic pluck familiars from their ranks. Answering the call to serve gives bogies a way out—if but for a time—and, if successful, the opportunity to win favor and perhaps a greater standing in Hell. Thus they prove eager and dutiful servants, yet always watch for opportunities to nudge their masters toward darkness.

In its natural form, a bogie stands about 1 foot tall, with a spindly body clad in mottled gray skin, pinched features, and large, pointed ears sweeping back along the sides of its head and ending in sharp points. Sharp black teeth fill its mouth. Bogies might forgo clothing or cover themselves with scraps of cloth or skin and clumps of hair.

Bogies speak Elvish.

BOGIE

DIFFICULTY 5

Size 1/4 frightening faerie (devil)

Perception 12 (+2); **darksight**
Defense 14; **Health** 5
Strength 5 (-5), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 12

Immune damage from disease or poison; gaining Insanity;
charmed, diseased, poisoned

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

Iron Vulnerability A bogie is impaired while in contact with iron.

ATTACK OPTIONS

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

SPECIAL ACTIONS

Animal Forms A bogie can use an action to assume the form of any of the following creatures: **medium animal**, **small animal** with the climber or swimmer traits, or **tiny animal** with the flier trait. The bogie remains in this form until it uses an action to return to its normal form or to use Animal Forms again.

MAGIC

Power 2
Curse frighten (2)
Illusion invisibility (1)



BUTCHER

DIFFICULTY 25

Though all devils are experts at inflicting pain, the butchers of Hell are adept at taking apart their prey. The heavy black lenses in a butcher's goggles conceal dead eyes, and its bloodstained leather apron protects its rail-thin body from bits of flying bone. Butchers try to install themselves in the households of greater devils, where they can work without being disturbed. When traveling, a butcher carries a sack filled with twitching body parts.

Butchers speak Elvish and High Archaic.

BUTCHER

Size 1 horrifying faerie (devil)

Perception 14 (+4); **darksight**
Defense 15 (leather apron); **Health** 31

Strength 11 (+1), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 10 (+0)

Speed 12

Immune damage from disease or poison; gaining Insanity;
charmed, diseased, poisoned

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

Iron Vulnerability A butcher is impaired while in contact with iron.

ATTACK OPTIONS

Cleaver (melee) +4 with 3 boons (2d6 plus Sever on attack roll 20+)

Sever A creature with a physical body having appendages must make an Agility challenge roll. On a failure, roll a d6 to determine what happens:

1. The creature takes 2d6 extra damage.
2. The butcher severs part of the left arm, starting with fingers, hand, arm below the elbow, and finally, the arm below the shoulder.
3. As 2, but affecting the right arm.
4. The butcher severs part of the left leg, starting with toes, foot, leg below the knee, and finally, the leg below the hip. A creature that loses a foot or more falls prone and cannot stand up.
5. As 4, but affecting the right leg.
6. The butcher cuts off the creature's head, which kills it instantly.

A living creature that loses more than a hand or leg starts bleeding. At the end of each round, the creature takes damage equal to half its healing rate. It or another creature can use an action to stanch the bleeding.

SPECIAL ATTACKS

Sack of Limbs The butcher uses an action to empty the bloody sack it carries onto the ground. A mess of severed arms, legs, hands, feet, fingers, toes, and heads becomes a swarm (as **animal swarm** with the horrifying trait) that can act immediately.

Quick Slash When a creature moves into the butcher's reach, it can use a triggered action to attack the triggering creature.

CAMBION

Born from illicit unions between mortals and devils, cambions bear the stain of Hell on their souls and feel driven to spread the cause of evil and darkness in the world. Few cambions resist their natures and instead indulge their impulses, feeding their desires, certain in the knowledge that they will descend into Hell one day and claim their place alongside their wicked kin.

Cambions appear human, but all sport some sign of their ancestry, some mark that reveals Hell's touch upon their flesh. Weird patterns of numbers, odd skin colors, eyes that glow in the dark, and exaggerated facial features might betray the cambion's nature.

All cambions speak the Common Tongue.

CAMBION

DIFFICULTY 5

Size 1 cambion

Perception 11 (+1); **darksight**
Defense 12 (soft leather); **Health** 10
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 8 (-2)
Speed 10
Immune damage from disease and poison; diseased, poisoned
Fire Resistance A cambion takes half damage from fire.
Iron Vulnerability A cambion is impaired while in contact with iron.

ATTACK OPTIONS

Bronze Scimitar (melee) +1 (1d6 + 1)
Bow (long) +1 (1d6 + 1)

MAGIC

Power 1

Enchantment bewitch (2), charm (1)

CHIMERA

Not all the screams sounding from below the Devil's Fork arise from the souls imprisoned there. Some belong to far nastier things, monsters hatched from the dark one's imagination, kept chained in the dark until the need for them arises. One such monster is the chimera. Diabolus himself stitched the beast together from the parts of a lion, a goat, and a serpent, binding those pieces with black magic and infusing the unlikely form with magical powers to sow death and destruction among its foes. Thus far, the Devil has had no cause to release the chimera, but one day he might—and when he does, the world will tremble.



CHIMERA

DIFFICULTY 750

Size 3 horrifying monster

Perception 13 (+3); **truesight**
Defense 19; **Health** special (Three Heads)
Strength 18 (+8), **Agility** 12 (+2), **Intellect** 7 (-3), **Will** 12 (+2)
Speed 8

Immune damage from poison; charmed, compelled, dazed, frightened, poisoned, slowed, stunned, surprised

Fire Resistance A chimera takes half damage from fire.
Three Heads Each of the chimera's three heads takes a turn to control the body they share. A head has Health 100, and when one becomes incapacitated, it cannot take its turn, though the other heads take their turns as normal. When a creature attacks a chimera, it must choose which head to target.

The chimera takes one turn per round per head: one during fast turns, one during slow turns, and the last at the end of the round, during which it can use an action and move up to its Speed. In addition, the chimera can use one triggered action per head each round.

END OF THE ROUND

Epic Recovery The chimera removes one affliction from itself.

LION HEAD

ATTACK OPTIONS

Teeth (melee) +8 with 2 boons (3d6 + 10)

SPECIAL ATTACKS

Fearsome Roar The lion head uses an action or a triggered action on its turn to roar, filling a 8-yard-long cone originating from a point it can reach with fearsome noise. Each creature in the area must get a success on a Will challenge roll or become frightened for 1 minute. If the creature is already frightened, it instead gains 1 Insanity. Once the lion head makes this attack, it must wait 1 minute before it can do so again.

GOAT HEAD

ATTACK OPTIONS

Horns (melee) +8 with 2 boons (5d6 and Knock Down)

Knock Down A creature smaller than the chimera must make a Strength challenge roll with 1 bane. On a failure, the creature falls prone.

SPECIAL ATTACKS

Spray Fire The goat head can use an action to spray fire from a point it can reach into a 10-yard-long cone that deals 5d6 + 10 damage to everything in the area. A creature can make an Agility challenge roll with 1 bane, taking half damage on a success. Once the goat head makes this attack, it must wait 1 minute before it can do so again.

SERPENT HEAD

ATTACK OPTIONS

Fangs (melee) +8 with 2 boons (3d6 plus Poison)

Poison A living creature must get a success on a Strength challenge roll with 2 banes or take 3d6 damage, become stunned for 1 round, and become poisoned for 1 minute. If the target is already poisoned, it takes 3d6 extra damage.

DEVILKIN

The fat-bellied and cherubic devilkin gather in flocks, gaining strength in numbers. They savor the suffering all around them, breaking into malicious giggles whenever a lemure starts shrieking. Once beautiful, childlike faeries, they have been transformed by Hell's dark power into scarlet-skinned, winged fiends that thrive on making mischief for the damned. They have coal-black eyes and matching hair, with long, barbed tails extending out from their base of their spines. Fast-beating wings keep them airborne all the time.

Devilkin pledge service to more powerful devils. These patrons protect the devilkin against rivals and other threats. In this capacity, they work as spies, thieves, and, rarely, assassins. Devilkin do not escape Hell often, and then only when called by a mortal caster.

Devilkin speak Elvish.

DEVILKIN

DIFFICULTY 5

Size 1/2 frightening faerie (devil)

Perception 13 (+3); **darksight**
Defense 15; **Health** 6
Strength 6 (-4), **Agility** 15 (+5), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 12; flier (swoop)
Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned
Spell Defense A devilkin takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a devilkin with a spell makes the attack roll with 1 bane.
Iron Vulnerability A devilkin is impaired while in contact with iron.
Slowed on Land A devilkin is slowed when not flying.

ATTACK OPTIONS

Sting (melee) +5 with 1 boon (1d3 plus Poison)
Poison A living creature must get a success on a Strength challenge roll or take 2d6 extra damage and become poisoned for 1 minute. While poisoned in this way, the creature is slowed and grants creatures attacking it 1 boon on their attack rolls. If the creature is already poisoned, it takes 2d6 extra damage.

FAMILIAR

Dabblers in the occult sometimes call upon and bind familiars to serve them as helpers. This summoning snatches a bogie from Hell and traps it in the form of a bird, cat, rat, toad, or some other small creature. The magic holding it in this form also protects the familiar from danger. Though thoroughly wicked, familiars are quite happy to escape Hell and prove loyal companions and dutiful servants. Still, they are devils at heart, so they're not above preying on their masters' vanity, greed, and ambition to lead the mortals to their dooms.

A familiar can speak, read, and write any of the languages its master knows.

FAMILIAR

DIFFICULTY 5

Size 1/4 faerie (devil)

Perception 14 (+4); **darksight**
Defense 18; **Health** equal to its master's healing rate
Strength 5 (-5), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10
Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned
Spell Defense A familiar takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a familiar with a spell makes the attack roll with 1 bane.
Animal Traits A familiar might have the climber, flier, or swimmer traits, depending on the form it takes. If the familiar has the flier trait, its Defense is reduced to 16.
Iron Vulnerability A familiar is impaired while in contact with iron.

ATTACK OPTIONS

Natural Weapon (melee) +2 (1d3)

SPECIAL ACTIONS

Bestow Casting The familiar can use an action to touch its master and grant 1 casting of a spell of rank 2 or lower that its master has learned. The master can accept or refuse. If the master accepts, he or she must get a success on a Will challenge roll or gain 1 Corruption.
Wicked Temptation The familiar can use an action to tempt one creature within its reach that can hear and understand what the familiar says. The target can accept or refuse. If the target accepts, the familiar grants it 1 boon on all attack rolls and challenge rolls for 1 round. When the effect ends, roll a d6. On a 6, the target gains 1 Corruption.

END OF THE ROUND

Regeneration If not incapacitated, the familiar heals 1 damage.

GARGOYLE

The most numerous of the devils in Hell, gargoyles torment the damned. What beauty they might once have had has long since rotted away, leaving their forms wretched and warped, hideous from the corruption they consume. Gargoyles vary in appearance; curling horns, overlarge teeth, bulging eyes, cloven hooves, and more are possible, though they all have small wings and an arsenal of natural weapons.

Gargoyles speak the Common Tongue, Elvish, and High Archaic.

GARGOYLE

DIFFICULTY 50

Size 1 frightening faerie (devil)

Perception 11 (+1); **darksight**
Defense 16; **Health** 40
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 11 (+1)
Speed 8
Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned
Fire Resistance A gargoyle takes half damage from fire.
Hunger for Corruption A gargoyle makes attack rolls with 1 boon against creatures with 1 Corruption or more.
Spell Defense A gargoyle takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a gargoyle with a spell makes the attack roll with 1 bane.
Iron Vulnerability A gargoyle is impaired while in contact with iron.

ATTACK OPTIONS

Trident (melee) +4 with 1 boon (3d6 + 1)

Natural Weapons (melee) +4 with 1 boon (2d6)

GAUNTS

Not all souls escape Hell. Some become anchored there, having accumulated so much wickedness that no amount of torment will ever purify them. In time, they become monstrous, hateful things. Gaunts are thin, faceless humanoids with rubbery black skin made slick by the black, milk-like substance dribbling from their pores. Two horns curl out from the sides of a gaunt's head to wrap around its face until the points nearly touch. Membranous wings spread from its back, and a long tail, looking much like an umbilical cord capped with a bone barb, extends from the base of its spine.

Gaunts do not speak, but they understand some Elvish.

GAUNT

DIFFICULTY 10

Size 1 horrifying spirit

Perception 8 (-2); **darksight**
Defense 11; **Health** 17

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 9 (-1)
Speed 8; flier

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

Eternal When a gaunt becomes incapacitated, it explodes,
throwing goblets of black milk 1d6 yards in all
directions. Each creature in the area must get a success
on an Agility challenge roll or be affected by Black Milk
of Hell. The gaunt re-forms in Hell 24 hours later with
no damage.

ATTACK OPTIONS

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

Sting (melee; reach +2) +2 with 1 boon (1 plus Black Milk
of Hell)

Black Milk of Hell A creature must get a success on
a Strength challenge roll or take 1d6 damage, gain
1 Corruption, and make attack rolls and challenge
rolls with 1 boon for 1 minute.

SPECIAL ATTACKS

Claws and Sting The gaunt makes one attack with its claws
and one attack with its sting.

HOGMAN

In accordance with the bargain struck between the old gods and the Devil, the faeries give a tithe of souls to Hell. Once delivered to the eager devils, they are divided into two groups. The corrupted, if still alive, are auctioned off in the soul markets to the greater devils, while the pure are led off to be dunked in great vats filled with boiling bile and then pulled free as hogmen.

Although the tithed souls of the pure escape torment at the devils' hands, they must still stare down the endless parade of horror that is life in Hell. Worse, the devils who claim them use hogmen as slaves, working them nearly to death at menial or even demeaning tasks. When war erupts between two or more greater devils, it falls to the hogmen to fight—and fight they do, since death means escape.

Hogmen have humanoid forms, but their heads are those of wild boars, pigs, and warthogs. They go about without shoes or clothing, and their bodies display fresh scars from the pricks of tridents and lashes of whips.

Although wretched, hogmen dimly remember their former lives and can communicate in a pidgin form of the Common Tongue.

HOGMAN

DIFFICULTY 1

Size 1/2 or 1 monster

Perception 8 (-2)

Defense 10; **Health** 11

Strength 11 (+1), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 9 (-1)

Speed 8

Death Wish Hogmen grant creatures attacking them
1 boon to their attack rolls, and they make challenge
rolls to resist attacks with 1 bane.

ATTACK OPTIONS

Spear (melee) +1 (1d6)

IFRIT

Cunning, wicked, and hopelessly addicted to power, the ifrit have long positioned themselves enemies of all mortals. Before their fall to Hell, they counted themselves among the chief members of Diabolus's court, being faeries of great wit and beauty, and aided their master in his meddling with mortal belief. For their part in the subversion of the great fey's plans, the ifrit were the first to be cast down into Hell. They landed in the Lake of Fire, where they were scourged by the flames and transformed into hulking terrors. Their torment did nothing to dampen their hate, and they court mortals to lead them to destruction.



In their normal forms, ifrit look like huge, fiery, red-and-black-skinned humanoids. Horns emerge from the sides of their heads, and thick black hair spills down their backs. Flames swirl around their bodies, scorching everything around them.

Ifrit speak all languages and can communicate with any creature that knows at least one.

IFRIT

DIFFICULTY 500

Size 3 frightening faerie (devil)

Perception 18 (+8); truesight

Defense 18; **Health** 90

Strength 17 (+7), **Agility** 16 (+6), **Intellect** 16 (+6), **Will** 16 (+6)

Speed 18; flier

Immune damage from disease, fire, and poison; gaining Insanity; asleep, charmed, diseased, frightened, poisoned

Spell Defense An ifrit takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking an ifrit with a spell makes the attack roll with 1 bane.

Grant Wishes An ifrit can grant up to 3 wishes to a mortal (see page 19). Once it grants the final wish, it loses this trait for 13 years and cannot leave Hell during that time.

Fiery Mantle An ifrit blazes brightly, shedding light out to 10 yards around it.

Iron Vulnerability An ifrit is impaired while in contact with iron.

ATTACK OPTIONS

Blazing Sword (melee) +7 with 1 boon (3d6 + 1 plus 2d6 from fire)

SPECIAL ATTACKS

Double Attack The ifrit makes two attacks.

Fires of Hell The ifrit hurls a ball of roiling black flame toward a point within medium range. When the ball reaches that point or encounters a solid creature or object before then, it explodes in a 5-yard radius, dealing 4d6 damage to everything in the area. A creature takes half the damage with a success on an Agility challenge roll with 1 bane. Once the ifrit uses this action, it cannot do so again for 1 round.

SPECIAL ACTIONS

Child Form The ifrit can use an action, or a triggered action on its turn, to assume a form of a human child. It remains in that form until it uses a triggered action on its turn to resume its normal form or when it takes damage. While in its child form, the ifrit loses its frightening, Fiery Mantle, and Infernal Heat traits. The child form always exhibits some physical characteristic that betrays the ifrit's devilish nature, such as black, pointed teeth, glowing eyes, or long nails.

MAGIC

Power 4

Fire flame missile (5), hellfire bolt* (2), fireball (1), wall of flames (1)

Illusion clamor (5), thimblerig (2), invisibility (2), phantasm (1)

*New spell described in this book

END OF THE ROUND

Infernal Heat Each creature that is not a devil and is within short range must get a success on a Strength challenge roll or take 2d6 damage.

INCUBUS/SUCCUBUS

Incubi and succubi watch the mortal world by peering into still pools of spent seed mingled with the sweat from illicit sexual encounters. In the surfaces of these murky mirrors, they search for mortals who might be susceptible to their temptations, such as the grieving, the lonely, and those with strange or even deviant desires. Using the magic of Hell, the devils whisper the mortals' names into the pools, the sounds of which crawl up from the depths and swirl around their chosen victims, awakening desire in their loins and setting minds afire with lust. When mortals give in to these passions, the devils slip free from Hell and pay them a visit when they can be alone with their prey.

These fiends fill their mortal victims with painful desires that cannot be relieved without the aid of the incubus or succubus who seduced them, but their visitations become less and less frequent. Mad with lust, their victims seek release in other, darker ways, resorting to violence if needed. All of this stains their souls, which, when properly sullied, the devils return to harvest, strangling the tormented lovers in one final act of passion.

Incubi and succubi are different sides of the same coin. The name refers to the gender they assume when interacting with prey. In their natural forms, they appear as hermaphroditic humanoids, leathery wings spreading from their backs and long, prehensile tails ending in a fork. Some have chalk-white skin, while others are obsidian black, though all are as menacing as they are enchanting. These devils can sire children on mortals or bear children from these couplings. Their offspring are always cambions.

Learned in all tongues, incubi and succubi can communicate with any creature that knows at least one language.



INCUBUS/SUCCUBUS

DIFFICULTY 750

Size I faerie (devil)

Perception 20 (+10); truesight

Defense 20; **Health** 75

Strength 11 (+1), **Agility** 18 (+8), **Intellect** 15 (+5), **Will** 20 (+10)

Speed 12; flier

Immune damage from disease and poison; gaining Insanity; charmed, dazed, diseased, fatigued, frightened, immobilized, poisoned, slowed, stunned

Spell Defense An incubus/succubus takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking an incubus/succubus with a spell makes the attack roll with 1 bane.

Passion's Pain A creature that has sexual intercourse with an incubus/succubus gains 1d3 Insanity and 1 Corruption and becomes diseased. Each time the creature completes a rest, it must make a Strength challenge roll with 1d3 banes. On a failure, the creature gains 1 Corruption and takes a cumulative -1d6 penalty to Health. After the third success, the creature removes the diseased affliction and any penalties it gained to Health from the affliction.

Slave to Lust A creature that goes mad from gaining Insanity caused by an incubus/succubus becomes permanently charmed by it.

Infernal Gift An incubus/succubus can bestow infernal gifts.

Iron Vulnerability An incubus/succubus is impaired while in contact with iron.

ATTACK OPTIONS

Claw (melee) +8 with 1 boon (4d6)

SPECIAL ATTACKS

Awaken Desire The incubus/succubus can use an action, or a triggered action on its turn, to make a Will attack roll against one target living creature within medium range that can see it. On a success, the target is moved up to its Speed toward the incubus/succubus and becomes dazed for 1 round. On a failure, the target becomes immune to this incubus/succubus's Awaken Desire attack until it completes a rest.

Corrupting Kiss The incubus/succubus can use an action, or a triggered action on its turn, to make a Will attack roll against the Agility of one target creature within reach. On a success, the incubus/succubus kisses the target, which causes the target to gain 1d6 Insanity and 1 Corruption, and to become stunned for 1 round. When the target removes the stunned affliction, it must get a success on a Will challenge roll with a number of banes equal to its Corruption score or become charmed until the incubus/succubus dies.

SPECIAL ACTIONS

Alluring Form The incubus/succubus can use an action, or a triggered action on its turn, to assume the form of any attractive humanoid-shaped creature of its Size. It remains in this form until it uses Alluring Form again, uses a triggered action at any time to return to its normal form, it touches or is touched by an object made from iron, or it becomes incapacitated. While in this form, creatures that can see it make their attack rolls against it with 1 bane.

MAGIC

Power 5

Divination clairvoyance (1)

Enchantment tempt* (6), compel (2), mind bondage (2)

Illusion invisibility (2)

Telepathy** share thoughts (6), read minds (2), mind blast (1)

Transformation mist form (2)

*New spell in this book.

**Described in *Demon Lord's Companion*.

END OF THE ROUND

Maddening Desire Each living creature within short range that can see the incubus/succubus and is not a devil becomes impaired for 1 round. A creature impaired in this way can use an action to make a Will challenge roll. On a success, the creature becomes immune to the Maddening Desire of all incubi/succubi until it completes rest.

LEMURE

When the souls of the damned reach Hell, they transform into shades known as lemures. In this form, they must suffer all the excruciating torments Hell offers, being torn apart, burned, dismembered, and worse. Should this mistreatment destroy them, they return the next day to begin the process anew. Lemures retain all the nasty qualities that won them their places in Hell in the first place, and many never repent for what they did. Indeed, a few commit even worse deeds in Hell, taking their horrific fate as license to do what they like.

Lemures appear just as they did in life, though always pale with bruises under their eyes. Over time, Hell takes a toll on their bodies and minds. Their flesh displays the torments they have endured, and most gibber and whine, cringing from anyone they deem threatening. You can get a general sense of a given lemure's appearance by rolling a d20 and finding the result on the Lemure Appearance table.

Most lemures know the Common Tongue, and older ones might recall High Archaic.

LEMURE

DIFFICULTY 25

Size I/2 or I horrifying spirit

Perception 6 (-4); darksight

Defense 13; **Health** 30

Strength 12 (+2), **Agility** 9 (-1), **Intellect** 6 (-4), **Will** 9 (-1)

Speed 4

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

Eternal When a lemure becomes incapacitated, it collapses into a slick of stinking slime. It re-forms in Hell 24 hours later with no damage.

ATTACK OPTIONS

Claws and Teeth (melee) +2 with 1 boon (1d6 + 1)

END OF THE ROUND

Regeneration If not incapacitated, the lemure heals 1d6 + 2 damage.

LEMURE APPEARANCE

d20	Appearance	d20	Appearance
1	Torn	11	Dismembered
2	Flayed	12	Stretched
3	Pierced	13	Twisted
4	Divided	14	Nailed
5	Burned	15	Violated
6	Maimed	16	Beheaded
7	Disemboweled	17	Chewed
8	Crushed	18	Infested
9	Dissolved	19	Bloated
10	Decayed	20	Fused

MALEBRANCHE

Before following Diabolus into Hell, the malebranche were wondrous, beautiful elves, full of life, joy, and laughter. Yet they heard truth in Diabolus's words and decided that mortals posed a grave threat to their way of living. So when the great fey descended, they followed.

Hell has not been kind to the malebranche. It stripped away their beauty: their joy became hatred, their laughter mockery, and they eventually transformed into the hideous creatures they are now. They take their name, which means "evil claws," for the foot-long, twisted talons that extend from the tips of their fingers. They have gnarled bodies covered in scales, with horns curling up from their brows and exaggerated facial features—overlarge eyes, noses, mouths, chins, and ears.

Malebranche speak the Common Tongue, Elvish, and High Archaic.

MALEBRANCHE

DIFFICULTY 100

Size 1 horrifying faerie (devil)

Perception 14 (+2); darksight

Defense 15; **Health** 66

Strength 13 (+3), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 13 (+3)

Speed 12; flier

Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned

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

Infernal Gift A malebranche can bestow infernal gifts.

Iron Vulnerability A malebranche is impaired while in contact with iron.

ATTACK OPTIONS

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

SPECIAL ATTACKS

Two Attacks The malebranche uses an action to attack two different targets with its claws. Each attack deals 2d6 damage.

Corrupt The malebranche uses an action, or a triggered action on its turn, to make an Intellect attack roll against the Will of one target creature it can see within short range. On a success, the target gains 1 Corruption and becomes compelled for 1 round. On a failure, the target becomes immune to this malebranche's Corrupt attack until it completes a rest.

SERAPHIM

Curling and writhing in the roiling flames of the Unsun, the seraphim appear as whip-like tendrils of fire with white burning eyes. Hatred burns hot in their hearts and rages in flames around them as they fly. When seraphim escape the inferno that birthed them, they ripple through the air, driven by some unholy impulse to burn everything to ash.

SERAPHIM

DIFFICULTY 50

Size 2 frightening faerie (devil)

Perception 12 (+2); shadowsight

Defense 16; **Health** 34

Strength 14 (+4), **Agility** 14 (+4), **Intellect** 8 (-2), **Will** 13 (+3)

Speed 14; flier

Immune damage from disease, fire, poison; gaining Insanity; charmed, diseased, poisoned

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

Fiery Mantle A seraphim blazes brightly, shedding light out to 10 yards around it.

Trailing Flame When a seraphim moves, it fills each 2-yard space it leaves with fire that lasts until the end of the round. The flames heavily obscure their space. Any creature in that space or that enters it takes 2d6 damage from the flames.

Iron Vulnerability A seraphim is impaired while in contact with iron.

ATTACK OPTIONS

Fangs (melee) +4 with 2 boons (2d6 plus 1d6 from fire plus Flare on attack roll 20+)

Flare A sighted creature must get a success on an Agility challenge roll or become blinded for 1 round.

END OF THE ROUND

Punishing Heat Waves of heat roll off the seraphim's body.

Each creature within short range of it must get a success on a Strength challenge roll or take 1d6 damage. If the total of the roll is 0 or less, the creature also becomes fatigued for 1 minute.

SHEDIM

The shedim follow the lemmures in Hell, shadowing their movements and dragging off stragglers to brutalize without interference. The few who manage to escape into the mortal world are drawn to cemeteries, where they prey on the grieving and bereft, luring them into the gloomy places with piteous sobbing.

Shedim have humanoid shapes and coarse, pebbly, gray skin. Wide, idiotic grins split their ugly faces, and they love to touch and paw at their victims before pulling them apart with the rooster claws they have in place of feet.

SHEDIM

DIFFICULTY 25

Size 1 horrifying faerie (devil)

Perception 12 (+2); darksight

Defense 13; **Health** 21

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

Speed 8

Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned

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

Sneaky A shedim attempting to hide or move silently makes the Agility challenge roll with 1 boon.

Iron Vulnerability A shedim is impaired while in contact with iron.

ATTACK OPTIONS

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

SPECIAL ATTACKS

Maddening Sobs A shedim uses an action, or a triggered action on its turn, to make a Will attack roll against the Intellect of one target creature within medium range that can hear it. On a success, the target gains 1 Insanity and is moved up to its Speed toward the shedim. On a failure, the creature is immune to the Maddening Sobs of all shedim until it completes a rest.

TERMAGANT

When the hunger for vengeance becomes too great to endure, mortals, with the right spells, can call forth a termagant to settle accounts. Once loosed into the world, termagants let nothing stop them in pursuit of the prey they were summoned to kill. They carve a bloody path through any obstacle, leaving trails of the dead behind them. The more mayhem they create the better, for the mounting deaths stoke the flames of hate and demands for further revenge.

Termagants appear somewhat human, though their arms end in long blades made from bone, and spurs break their skin, on which they hang the blackened



trophies snipped from their victims' bodies. The devils' mouths always hang open as if screaming, and squirming maggots gorge themselves on their eyes.

TERMAGANT

DIFFICULTY 250

Size I **horrifying faerie (devil)**

Perception 18 (+8); truesight

Defense 16; **Health** 66

Strength 16 (+6), **Agility** 16 (+6), **Intellect** 16 (+6), **Will** 16 (+6)

Speed 12

Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned

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

Infernal Surge When the termagant takes a turn during a round, it always does so before any other creatures have a chance to act.

Iron Vulnerability A termagant is impaired while in contact with iron.

ATTACK OPTIONS

Sword Arm (melee) +6 with 3 boons (5d6 + 2)

SPECIAL ATTACKS

Two Attacks The termagant uses an action to attack two different targets with its sword arms. Each attack deals 3d6 + 2 damage.

SPECIAL ACTIONS

Prey The termagant can use an action, or a triggered action on its turn, to choose one target creature it can see and designate that creature as its prey. The target remains the termagant's prey until the termagant uses this action again, the target becomes incapacitated, or the termagant becomes incapacitated. The designated prey cannot become hidden from the termagant, and the termagant always knows where it can find its prey. Finally, the termagant makes attack rolls against its prey with 1 boon, and its attacks deal 1d6 extra damage to its prey.

END OF THE ROUND

Regeneration If not incapacitated, the termagant heals 1d6 + 1 damage.

TORMENTOR

Tormentors scourge mortal souls condemned to spend their afterlife in Hell. Great hulking things, tormentors stand 9 feet tall and look like morbidly obese humans of indeterminate gender. Their greasy lips pucker around metal plugs fitted into their mouths, and rows of crooked stitches keep their eyes closed. Slime, blood, and feces blot their soft, moist hides, and parasites slither through the filth, feasting on the material. Tormentors do not speak, but they understand Elvish and High Archaic.

TORMENTOR

DIFFICULTY 100

Size 2 horrifying faerie (devil)

Perception 11 (+1); truesight

Defense 9; **Health** 80

Strength 17 (+7), **Agility** 9 (-1), **Intellect** 7 (-3),
Will 16 (+6)

Speed 8

Immune damage from disease and poison; gaining
Insanity; charmed, dazed, diseased, fatigued, frightened,
immobilized, poisoned, slowed, stunned

Fire Resistance A tormentor takes half damage from fire.

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

Emit Pain Whenever a creature within short range that is
not a devil takes damage, it must get a success on a Will
challenge roll with 1 bane or take 1d6 extra damage. If
the total of the creature's roll is 0 or less, it also becomes
dazed for 1 round.

Iron Vulnerability A tormentor is impaired while in contact
with iron.

ATTACK OPTIONS

Greataxe (melee) +7 with 1 boon (4d6)

ZEOBUL

Zebouls prefer to live near pools of boiling excrement, where they trade lies with one another while laughing at mortal despair. They spread a different kind of filth, whispering lies and accusations to anyone who will listen for the sole purpose of destroying lives.

Although they are 18 feet tall, zebouls slouch, bent almost in half, so they can mutter in mortals' ears. They have smooth, round heads perched on long, veiny necks, bulging eyes, and wide, sensuous lips from which one can just catch the faintest whiff of shit. From pear-shaped bodies extend long, spindly arms and legs, each ending in hands with six long, delicate fingers capped by thin needles.

Zebouls speak the Common Tongue, Elvish, and High Archaic.

ZEOBUL

DIFFICULTY 100

Size 3 horrifying faerie (devil)

Perception 18 (+8); truesight

Defense 13; **Health** 100

Strength 10 (+0), **Agility** 13 (+3), **Intellect** 16 (+6), **Will** 18 (+8)

Speed 8

Immune damage from disease or poison; gaining Insanity;
charmed, diseased, poisoned



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

Infernal Gift A zeboul can bestow infernal gifts.

Iron Vulnerability A zeboul is impaired while in contact
with iron.

ATTACK OPTIONS

Claws (melee) +3 with 3 boons (3d6 + 3 plus Corrupting
Influence)

Corrupting Influence A creature must get a success on
a Will challenge roll with 1 bane or gain 1 Corruption
and become compelled until the zeboul becomes
incapacitated. At the end of each round, a creature
compelled by the zeboul can make a Will challenge roll
with 1 bane. It gains 1 Insanity on a failure, or removes the
compelled affliction on a success.

SPECIAL ATTACKS

Flood of Excrement A zeboul uses an action to blast runny
excrement from its mouth into an 8-yard-long cone.
Each creature in the area must make an Agility challenge
roll with 1 bane and a Strength challenge roll with 1 bane.
A creature that gets a failure on the Agility roll becomes
blinded for 1 round, while a creature that gets a failure
on the Strength roll becomes impaired for 1 minute.
Once the zeboul makes this attack, it must wait at least 1
minute before it can make it again.

END OF THE ROUND

Cloud of Flies A swarm of flies spills from the zeboul's
nether regions to fill the air within 2 yards of it and
remains in place for 1 round before dissipating. The flies
partially obscure their area.

with all my hatred

An Adventure for Novice Characters

The capacity for evil lurks in everyone. The accumulation of offenses, the little resentments, the minor frustrations build until they cannot be tolerated any more. Rage compels action, usually with unfortunate events. Sometimes these errors can be repaired. Sometimes they can't.

In this adventure, the characters join a pilgrimage making its way through and around the heart of the Northern Reach. As they travel, they have a chance to witness firsthand how devils sink their claws into mortals and prey on the negative emotions in their hearts, goading them to evil ends. The group completes the adventure when they uncover the devil behind the horrible events and send it back to Hell, or when it claims its chosen prey.

GETTING STARTED

This adventure centers on a group of people going on a pilgrimage, so you need to come up with a reason for the player characters to join them. As with any adventure, you should tailor the reason to what has happened in the campaign so far, but if you need a nudge, consider any of the following options:

- The characters join the pilgrimage for religious reasons.
- The Cathedral of Saint Micah hired the characters to serve as guards since the countryside has become somewhat dangerous of late. The job pays 1 gc per character in the group, with one quarter up front and the rest on returning to Sixton.
- The group happens upon the pilgrims during their travels and saves them from bandits. Father Vernus asks them to come along for protection, promising a reward of 1 gc per character when they return to Sixton.

THE PATH OF THE THIRD PROPHET

Every seven years, on the anniversary of Saint Micah's departure from the mortal world, a pilgrimage sets out from the doors of Saint Micah's Cathedral in Sixton and follows in the footsteps of one of the most famous disciples of wise Astrid, who founded the cult of the New God centuries ago. All pilgrims must pay a small fee—a tithe, really; the pilgrimage is important to the cathedral, and the funds help defray the costs of maintaining such an exquisite building. Lately, though, interest in this particular journey has died off due to reports of increased banditry and strange, creeping things harrying caravans. Thus, the group setting out from Sixton is quite small, almost too small for the journey to be worth it at all.

THE PILGRIMS

The pilgrims are an unusual mix of people. The characters described here are essential to the story, but you can add as many more as you are comfortable managing.

FATHER VERNUS

Five times has Father Vernus walked the Path of the Third Prophet, and he intends to make this time his last. Vernus left his youth behind a long time ago, and he hobbles about with the aid of a gnarled wooden cane. He wears the traditional vestments of his faith—robes in black and white, with a bronze symbol of the New God hanging from a chain around his neck. His unruly white hair sticks out in all directions. Aside from guiding the pilgrims, he's training the acolyte Anselm to take his place.

FATHER VERNUS

DIFFICULTY I

Size I human

Perception 12 (+2)
Defense 9; Health 12
Strength 8 (-2), Agility 9 (-1), Intellect 12 (+2), Will 13 (+3)
Speed 8

ATTACK OPTIONS

Cane (melee) -1 (1d6)

MAGIC

Power 1
Life minor healing (2)
Theurgy denounce (2), hallowed ground (1)

ANSELM THE ACOLYTE

Anselm turned twenty just two days before setting out from Sixton, and he's thrilled to escape the scriptorium where he spent the last few years. He doesn't care for Father Vernus very much and can be impatient with him sometimes, but he always apologizes after his temper gets away from him. Like Vernus, Anselm wears the vestments of his faith. He has pale skin, bright blue eyes, and receding brown hair, and the tips of his fingers are stained black.

ANSELM THE ACOLYTE

DIFFICULTY I

Size I human

Perception 11 (+1)
Defense 10; Health 9
Strength 9 (-1), Agility 10 (+0), Intellect 11 (+1), Will 11 (+1)
Speed 10

ATTACK OPTIONS

Staff (melee) +0 (1d6 + 1)



SAUL

A failed merchant, failed poet, and failed husband, Saul convinced his wife, Margaret, to join him on this grand adventure in the hopes of receiving a thunderbolt from the god about how to fix his fortunes. He wears his hopelessness on his sleeve, looking sad and beaten, though he offers a feeble smile whenever anyone talks to him. Saul stands 6 feet tall, if he'd bother to straighten up, but the weight of his failures sits on his slumped shoulders. He has a long face, watery eyes, and a drooping mouth. He wears threadbare clothing in last year's fashion.

SAUL

DIFFICULTY I

Size I human

Perception 10 (+0)
Defense 9; **Health** 11
Strength 11 (+1), **Agility** 9 (-1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Staff (melee) +1 (1d6 + 1)
Dagger (melee or short) +1 (1d3)

MARGARET

Margaret married Saul for his money five years ago. Since then, she's watched him lose it all after he tied up his fortunes in a cargo of halfling foot ointment that never materialized in the port of Lij where it was expected. She might have forgiven him if he hadn't immediately afterward squandered their remaining money pursuing poetry—and bad poetry at that.

Margaret has had enough. She's young with long brown hair framing her pretty face. Her fine clothing is now a bit worn, but it still shows off her terrific figure. She agreed to accompany Saul on this foolishness in the hopes that she would find a real man to spirit her away. Now, not long after setting out, she believes she's found her rescuer in young Paeter. He's rich, handsome, and doesn't have a bit of sense between his ears.

MARGARET

DIFFICULTY I

Size I human

Perception 10 (+0)
Defense 11; **Health** 11
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

Dagger (melee or short) +1 (1d3)

PAETER

A fit young man with a mop of curly blond hair on his head and few wits under it, Paeter was sent away on this pilgrimage so that his father, a rich aristocrat in Sixton, would have time to clean up the mess the young man made by putting a baby inside a milkmaid. Paeter pined for the girl at the start of the journey, but he forgot her

name after a few days and then forgot her altogether after a few more. He's obviously wealthy, wearing fine clothes, a new sword on his hip, with a good chin and white teeth.

PAETER

DIFFICULTY 10

Size I human

Perception 8 (-2)
Defense 12 (soft leather); **Health** 17
Strength 12 (+2), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

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

EDWARD

The man named Edward has no business being on the pilgrimage. He doesn't believe in the gods at all and thinks the whole thing foolish. However, trouble with the law in Sixton necessitated a quick and subtle escape, so he took up with the group to escape the city. Edward tends to laugh at the more incredible parts of Saint Micah's accomplishments, sometimes even scoffing aloud, which earns him glares from the three sisters. Edward is a well-built, nondescript man in his early thirties. Unlike the others in the group, he's prepared for a fight.

EDWARD

DIFFICULTY 10

Size I human

Perception 12 (+2)
Defense 14 (hard leather); **Health** 17
Strength 11 (+1), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 9 (-1)
Speed 10

Trickery Once per round, Edward can make an attack roll or a challenge roll with 1 boon. If he makes an attack roll with this boon, the attack deals 1d6 extra damage.

ATTACK OPTIONS

Rapier (melee) +2 (1d6 + 1)
Long Knife (melee) +2 (1d6)
Bow (long) +2 (1d6 + 1)

SPECIAL ATTACKS

Subterfuge Edward uses an action to make an Intellect attack roll against the Intellect of one target creature within short range that can understand what he says. On a success, the target becomes charmed for 1 round or until Edward attacks it. On a failure, it becomes immune to Edward's Subterfuge until the target completes a rest.

THE THREE SISTERS

The last members of the pilgrimage all belong to a female-only sect of the New God's Cult called the Handmaidens of the Prophet. They have joined the company in good faith, hoping to restore their spirits and learn from Saint Micah's trials. In fact, they made the journey to Sixton all the way from Tear and are somewhat nervous about being on the frontier.

The three women stick together; the eldest, Ruella, usually speaks for them. Ruella talks only about the New God, Astrid, and the life lessons one should learn from

visiting the holy sites. She's a stickler for cleanliness and points out when anyone doesn't meet her high sanitary standards. She's insufferable.

The other two sisters, Matilda and Francesca, resent the elder. The characters might see them roll their eyes when Ruella pontificates. They don't talk in her presence, though they might open up if caught alone.

RUELLA, MATILDA, FRANCESCA DIFFICULTY I

Size 1 human

Perception 10 (+0)

Defense 10; Health 10

Strength 10 (+0), Agility 10 (+0), Intellect 10 (+0), Will 11 (+1)

Speed 10

ATTACK OPTIONS

Staff (melee) +0 (1d6 + 1)

Dagger (melee or short) +0 (1d3)

IN THE FOOTSTEPS OF A SAINT

The journey follows the path taken by Micah, a semi-legendary disciple of Astrid who, according to cult legend, brought her teachings to the Northern Reach several hundred years ago. There's no doubt that he lived, but the stories about him are almost certainly embellished with each telling.

The group sets out early one morning from Sixton and embarks on a journey that takes a few weeks to complete. Father Vernus leads the company up the Emperor's Road north toward Crossings, through the Barrows to Cold Lake, then south to follow the Soldier Forest until the pilgrims come to Still Waters, the lake just east of Passage. From there, the group heads east, making the final stop along the lakeshore and finally following it back to Sixton. There are six noteworthy sites on this journey, and Vernus stops at each for a day or two so everyone can soak in their holiness.

THE PILGRIMAGE

For the most part, the trip is fairly uneventful and boring. Not much happens between stops, unless you choose otherwise. You can describe the trip in broad strokes, mentioning the passage of time as "a few days" or "about a week," noting the highlights of the expedition. You should be more precise about time at stops and provide at least one roleplaying opportunity or dangerous encounter between each. Allow the characters time to heal all damage and regain expended castings between dangerous encounters—you'll note that the opposition in such events is tougher than is normally suggested for novice characters. Finally, you should set up several places where you can develop the adventure further, perhaps to tie in story details related to the characters' backgrounds or to incorporate other short adventures.

RANDOM EVENTS

Lawlessness makes travel between communities somewhat dangerous. Once between each holy site, roll a d6. On an odd number, something happens. Some recommended events follow: choose one or a roll a d20 to determine it randomly.

RANDOM EVENTS

d20 Peril

- | | |
|-------|--|
| 20 | The group spots a herd of wild cattle a few miles in the distance. |
| 18-19 | It rains or snows, depending on the time of year, for a few hours. |
| 14-17 | Nothing happens. |
| 8-13 | A group of 1d6 + 2 bandits and 1 bandit with the leader role spring an ambush. |
| 4-7 | A gang of 1d3 + 2 zombies feeding on a dead cow rise up to attack the pilgrims. |
| 2-3 | A group of 1d3 + 2 wargs scour the countryside for slaves. |
| 1 | A curious catoblepas escaped the Desolation and ventures south, delighted by the fresh fodder. |

DEALING WITH DEVELOPMENTS

Under each holy site, you'll find a "Developments" section. These describe recommended events that occur as the story unfolds. Although these events are likely, they don't take into account the player characters' actions, relationships forged with the pilgrims, or outcomes of dangerous encounters, so you should modify them as needed to move the story forward.

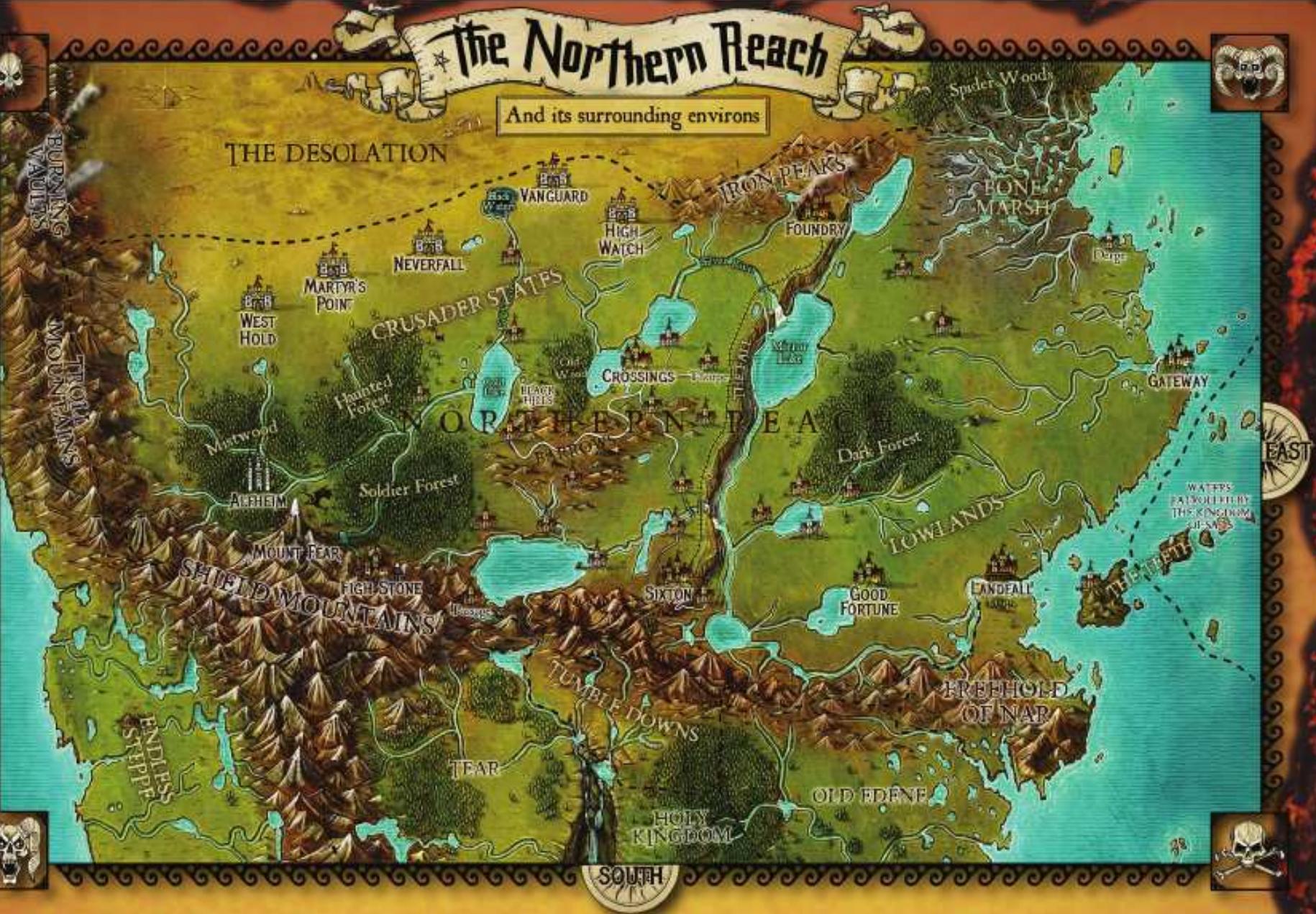
It's vital to the adventure that Saul stay alive long enough to make the bargain with the devil at Cold Waters. If Paeter dies before Margaret has a chance to bed him, she might turn her attentions to one of the player characters or Edward, if he sticks around. Failing that, Anselm might be a good choice too. Even if Saul never catches his wife with another man, her harangues could be sufficient to drive him out into the night where he finds the statuette and makes the bargain. Once this happens, no one has "script immunity," and anyone can die as you choose.

HOLY SITES

The pilgrims stop at the following sites in order. If the player characters did not join them at the start of the journey, decide at what point they do, using any of the following sites as good opportunities for a meeting.

THE MIRACLE OF STONES

An old stone bridge spans a wide river flowing east to where it rushes over the edge of the Fall, marking the first stop on the journey. A small wooden shrine stands off to the side of the path. It's little bigger than an outhouse, with the symbol of the New God painted on the door. Inside is a small altar with an icon of Saint Micah hanging on a nail. An ancient man named Fineas attends the shrine and is friendly toward the pilgrims, especially the three sisters.



The shrine's custodian appears old enough to have shaken Micah's hand. He's a mess of wrinkles huddled around bones as if trying to stay warm. He's completely deaf, with a battered hearing horn that helps not at all. When he sees the gathered pilgrims, he shuffles out from the shrine, gestures to the bridge, and drones on and on in a thin quavering voice. He tells how when Micah entered the lands of the Northern Reach, he came to this very river and found it swollen with recent rains. With no bridge spanning it and no ford for crossing, he fell to his knees and prayed. Miraculously, a line of stones thrust up from the churning waters to give him a way across, and Micah skipped from one to the next until he reached the other side. The thick supports of the bridge are believed to be the very stones the New God raised to speed Micah on his way.

Father Vernus tells the pilgrims that they will stay the night here and resume their journey at dawn. There are no accommodations, so the travelers will have to put up tents or sleep under the stars.

Developments: The group can interact with the other pilgrims as they choose. A couple of important things should happen, however.

Margaret, appalled at their sleeping arrangements, screams at Saul for not bringing a tent. This goes on for a few minutes until Paeter offers his tent to her, claiming he finds the night air bracing. Margaret accepts and vanishes inside. Saul goes off and sits in the dark by himself.

Edward approaches one of the characters. He confides that he doesn't buy the old man's story and suggests he thinks it nonsense.

THE MIRACLE OF THE BEAR

The next stop on the pilgrimage happens just inside the southeastern edge of the Barrows, where the group comes upon a crooked stone statue depicting a fallen man protected by a large angry bear. Everything is spotted with bird droppings and lichen. A bronze placard has been affixed to the base with screws. It likely once said what this is all about, but exposure has made it nearly illegible—it says something about a bear sent by the New God to protect Saint Micah. No one tends this site, so it falls to the priest to share the boring story about how Micah became lost and stumbled into the hills where he was waylaid by brigands. As they beat and abused him, the priest prayed and a bear came out of nowhere, mauled many, and drove off the rest.

The travelers stop here and are forced to spend the night outdoors again as there are no accommodations.

Developments: Margaret, who is likely sleeping in Paeter's tent again, should be noticed watching her benefactor with interest. When she and Paeter spend time together, she becomes a bit flirty. Saul doesn't seem to care. At some point in the evening, Margaret gets a bit drunk and decides to recite a few lines from

her husband's poem. It's terrible and not worth quoting here. The three sisters applaud politely, but Edward and Anselm laugh, at least until the old priest gives them a silencing look.

Later that night, Matilda, the youngest of the three sisters, approaches one of the player characters in the group, preferably female. If there are no female characters, she approaches the least menacing of the group. She asks about the character's background and adventures. If indulged, Matilda warms to the character.

Finally, one of the characters should see Francesca scowl at Ruella from the shadows after the eldest sister preaches about the virtues of cleanliness.

Describe any other events and exchanges you feel are appropriate.

The Dead Walk: Late that night, a barrow wight and 5 animated corpses descend on the pilgrims' camp. The undead attack the player characters, though they might harm or kill the other pilgrims as you see fit. On the barrow wight's body, the characters find one enchanted object and 21 cp.

THE FIRST TEMPLE

After about a week or so of traveling, the pilgrims finally reach Crossings. Following the Emperor's Road takes them through the city walls, where the old priest leads the pilgrims onto a side street to the east. Tucked into a small alley a few paces down, the group finds a crude little stone shrine with a steep roof, its shingles green from moss. Inside is a bored young woman named Erine who has been tasked with maintaining the place. She's a true believer but has little to do, so when the pilgrims arrive, she stumbles all over her words with excitement.

Listeners can piece together that Micah chose this very spot to found his temple, building it with stone recovered from nearby ruined buildings. From there, he ministered to the unsavory types who once lived in Crossings, showing them the way to light and salvation. He stayed here for just a couple of years before he fell ill—stricken by some plague sent to test him (in truth, it was the clap gained from a veteran prostitute). He wandered off to the west to find a cure.

The pilgrims stay in Crossings for a full week and can see its sights, sample its unique cuisine, breathe in its nasty air, and perhaps, pursue other adventures while here. For details on Crossings, check out *Tales of the Demon Lord*. If you don't have that supplement, move the story along after letting the characters replenish their supplies (at list price).

Developments: It's assumed the pilgrims go about their business. Edward chooses this time to slip away and disappear unless he befriended one of the members of the group. Any characters visiting the Temple of the Gilded Purse (*Tales*, page 6) spot Anselm being entertained.

THE CURE IN THE LAKE

A wretched little town overlooks the pristine waters of Cold Lake. An old, weather-beaten temple of the New God holds pride of place in the town's center, its white paint peeling to show gray wood underneath. The resident vicar, Urian, is a fussy old man with dark skin, head bald, and thick muttonchops covering his cheeks. He greets Vernus and then leads the pilgrims to the edge of Cold Lake.

There he explains that Micah came here because in a vision Astrid told him its cleansing waters would end his suffering. He is said to have bathed in the waters and been instantly cured. The priest, who doesn't believe any of this, claims there's a ruined city at the bottom of the lake and that faerie magic was probably responsible for Micah's good fortune. He warns the pilgrims to not go for a swim. Strange things are sometimes seen drifting in the depths—ghostly faces, bizarre lights, and worse.

The vicar provides the pilgrims with accommodations in the cells under the temple. Alternatively, the travelers can find private rooms in the nearby inn.

Developments: The night the pilgrims arrive, the situation escalates.

Matilda goes to any character she befriended and confides that she doesn't want to be a sister any more. She asks advice on how she should break her change of heart to her companions.

If anyone has befriended Francesca, she reveals that she has come to hate Ruella and that she's angry at herself for harboring these feelings, since they are at odds with her faith.

During the whole trip to Cold Water, Margaret has been making eyes at Paeter, and the dim young man finally notices. The characters ought to notice the two finding excuses to touch each other. Saul is not stupid. He sees, too, but chooses to ignore it.

In town, Paeter decides to rent a private room at the inn. After the other pilgrims retire, Margaret sneaks off to visit him. Saul notices her rise from her bed and leave, so he decides to follow her. He sees her go inside Paeter's room, frets a bit, and then follows. He opens the door to find his wife astride Paeter. She turns at the noise and laughs when she sees his expression. Saul runs off into the night.

Bargains in the Dark: Fleeing his wife's mocking laughter, Saul runs off to Cold Lake's shores, where he sobs uncontrollably. When he finally calms himself, he discovers a curious object in the waters. Retrieving it, he sees it's a statuette of a winged woman of exceptional beauty. He takes this as a sign and prays for guidance, holding the object tight. The statuette answers and an angel appears in the air before him. It heard the prayers and slipped out of Hell, seeing an opportunity to destroy not only Saul but everyone in his party. The angel offers to help Saul provided he pledges his soul to it. He agrees and the angel disappears. Henceforth, it moves among the pilgrims, causing trouble as described in the *Evil Afoot* sidebar on the next page.

EVIL AFOOT

Once Saul makes the bargain, the angel becomes invisible and begins destroying the pilgrims, one by one. The following events can occur whenever and in any order you choose.

- **Dead Paeter:** Someone finds Paeter's corpse. His genitals have been cut from his body and stuffed in his mouth. He bled to death.
- **Disease:** Margaret contracts a hideous disease, likely from Paeter. (If you have *Fever Dreams*, use the rules for Lover's Lament. If not, treat her as having a lethal disease that is transmitted via intercourse.) She might spread the sickness to another character she seduces.
- **Hunger:** The angel whispers to Ruella, urging her to eat more and more. Each night, she steals a bit of food from the pilgrims' supplies until they completely run out.
- **Tempers Flare:** Francesca, at the angel's goading, murders Ruella after one speech too many about the virtue of cleanliness. She instantly regrets what she has done.
- **Priest on Priest:** Vernus finally grows tired of Anselm's disrespect and assaults him. Anselm hurts Vernus in self-defense. If the two are separated, Vernus returns to his normal self, with no idea what came over him.
- **Whispers in the Dark:** The angel urges a character with at least 1 Corruption to do something really bad, as appropriate to the character.

After two of these events have occurred, but before the pilgrims reach the Convent of the Ascension, one player character should spot the angel speaking with Saul a ways off from camp at night. If the character approaches, the angel turns invisible and flies away. It does not return until the surviving pilgrims reach the convent.

Confronting Saul makes him to reveal everything: finding the statuette, bargaining with the beautiful one, and keeping silent as it went about its business. He never wanted anyone to get hurt. He just wanted his life back.

THE ACCORD STONES

Following the edge of the Soldier Wood takes the pilgrims to a ring of standing stones. There's nothing here to indicate the place is important to the New God, but Vernus goes on about how Micah, after being cured, traveled south to carry word of the New God to the heathen followers of the Old Faith. According to legend, he encountered several druids here and engaged them in a theological discussion. The druids could mount no argument that Micah could not answer. They were impressed by his wisdom and raised the stones in the circle to commemorate their conversion to the New God. None of this true, but the real story of how the stones were erected has been lost to the ages.

The surviving pilgrims make camp inside the circle.

Developments: If the angel has not been discovered yet, it carries out one of the dark deeds described under Evil Afoot in the sidebar above.

THE CONVENT OF THE ASCENSION

Between the two towns built on the shores of Still Waters stands a convent, which is home to twenty-two women of varying ages, all dressed in the black-and-gold habits of their faith. This is the final stop for the pilgrims before they return to Sixton. These sisters inform the pilgrims that here Micah was spirited off to Paradise by angels. His followers built the convent so the sisters could wait for his return, which they all believe is imminent.

Built from stone, the convent is a square, plain structure with two stories. The main floor consists of a chapel, kitchen, storeroom, washing room, and common area in which visitors can sleep. A staircase leads up to the sisters' private cells. Each contains a small cot, a table, and a circular window that affords a good view of the sky—so they can see Micah return, of course.

Developments: Assuming it was not slain when discovered, the angel winged off to find help in finishing off the pilgrims. It discovered a band of renegade orcs who arrived from the south after shedding their chains. The orcs hate the cult of the New God and needed little convincing to attack the convent, though the promises of soft women, food, and plunder didn't hurt. Sometime during the night while the characters are staying at the convent, a band of 5 orcs show up, chop down the front doors, and go on a killing spree inside. If Saul's still alive, the angel slips in behind the orcs to track him down, kill him, and ferry his soul to Hell.

AFTERMATH

The adventure likely ends with the survivors returning to Sixton. If the characters managed to save most of the pilgrims, they gain the favor of the cathedral and receive free healing, treatment for diseases, and one raising of the dead. If any characters bonded with Edward, they might run into him again in a future adventure, getting the chance to save his life or having him save theirs, especially if the group gets tangled up with criminals.



hellbound characters

There are plenty of ways for player characters to weave Hell into their backgrounds and identities.

DIABOLICAL BACKGROUNDS

If you create a character with an ancestry that is not a faerie or a devil, you can roll on the following table for your character's background in place of the table included in the ancestry description.

DIABOLICAL BACKGROUND

d6	Background
1	Corrupted Relative. A relative dealt with devils, gaining much for a time before losing everything. Your family has borne the shame, and you might seek to purge the darkness or embrace it.
2	Seduced by an Incubus or Succubus. A devil used to visit you, seducing you with promises of intense sexual pleasure. This lasted until a priest drove off the fiend. Start with 1 Corruption.
3	Hunted by the Inquisition. A member of the Inquisition believes you consort with dark forces. You have been on the run for many months, either to further your diabolical efforts or to clear your name.
4	Sworn to the Devil. You are a devoted servant of the Devil. Start with 1d3 Corruption.
5	Memories of Hell. Your soul spent time in Hell for dark acts you performed in another life. You clearly recall some of the experiences and start with 1d6 Insanity.
6	Brush with Darkness. A devil tried to tempt you once, but you had the will and courage to refuse the offer and keep your soul pure.

NEW STORY COMPLICATIONS

As introduced in the *Demon Lord's Companion*, you can add a story complication to your ancestry to add detail and color to your character, usually resulting from a significant event in his or her past.

DAMNED

You've done terrible things, and the blood on your hands will never wash away. You sense you've crossed a line and that death holds fresh terrors for you. That's a long way off, though (you hope), and since you're damned, you might as well make the most of the time you have left.

DAMNED TRAITS

Corrupted You start with 1d3 Corruption and one mark of darkness.

Dead Inside You are immune to the frightening trait, and you make challenge rolls to resist the effects of the horrifying trait with 1 boon. Finally, you make attack rolls in social situations with 1 boon to intimidate or threaten other creatures.

HAUNTED BY HELL

You have vivid memories of spending time in Hell. Perhaps your soul was there before this life and you're remembering its torments. The experiences haunt you and erode your confidence.

HAUNTED BY HELL TRAITS

Frayed Ends of Sanity You make Will challenge rolls with 1 bane to resist gaining Insanity.

Never Go Back When you make a fate roll, you can roll twice and use either result.

NEW MARKS OF DARKNESS

You can use this table or the one in *Shadow of the Demon Lord* whenever a character would gain a mark of darkness.

DIABOLICAL MARKS OF DARKNESS

d20	Mark of Darkness
1	You lose the nails on your hands and feet, leaving raw and bloody flesh behind.
2	You can no longer see faces.
3	Your sexual organs are always engorged and painful.
4	You lose the sense of smell, taste, or touch.
5	You have constant noisy, smelly flatulence.
6	Open sores appear all over your body and weep runny discharge.
7	Your eyes slide together to form a single bulging orb.
8	Void larvae nest in your guts and sometimes peek out. You die when you become incapacitated, releasing 1d6 void larvae that attack immediately.
9	You sweat profusely, causing you to reek.
10	Your blood is replaced with living maggots. When you are cut, they spill from the wound.
11	Your teeth lengthen and twist in your mouth.
12	Thick fur grows from the palms of your hands.
13	Your tongue lengthens until it can no longer fit in your mouth. A hard nail forms on the end.
14	Your skin has the consistency of fried bacon.
15	Whenever you take damage from fire, you catch fire.
16	Flowers within short range wither and die.
17	Your facial features slough off, leaving smooth pink skin behind. You can still see and hear, but no longer need to eat or drink.
18	All the fat in your body rushes out from your orifices, leaving you a living skeleton draped in loose skin. Reduce your Health by 2d6.
19	You enjoy pain. When you take 5 or more damage, you make attack rolls and challenge rolls with 1 boon for 1 round.
20	Your teeth transform into tiny centipedes that chew your food for you. At night, they whisper terrible things.

WORSHIPING THE DEVIL

Some mortals, seduced by the darkness, pledge their souls to the Devil. Such individuals might have been indoctrinated at a young age, been introduced to the dark one by a relative or friend, or sought out the Devil after persecution or some personal disaster. Priests of the Devil treat Enchantment, Fire, and Shadow as their associated traditions.

CAMBION

Devils use any trick they can to tempt mortals and lure them to their doom. Some offer wealth, others power, and still others carnal pleasures. In this last case, such revelations rarely result in issue, but when they do—and only with humans—the offspring is always a cambion, a dark creation of Hell loosed into the mortal world to spread darkness wherever it goes.

Infernal Heritage: Most cambions look human, almost identical to their mortal parent, but all bear some sign that sets them apart from others. This mark reveals that their souls belong to Hell. The sign manifests at different times, with some cambions carrying it from birth and others discovering it in adulthood. It can be subtle, such as a string of numbers on the scalp, or obvious, such as horns breaking from the brow. Cambions have the same range of height and weight that humans do.

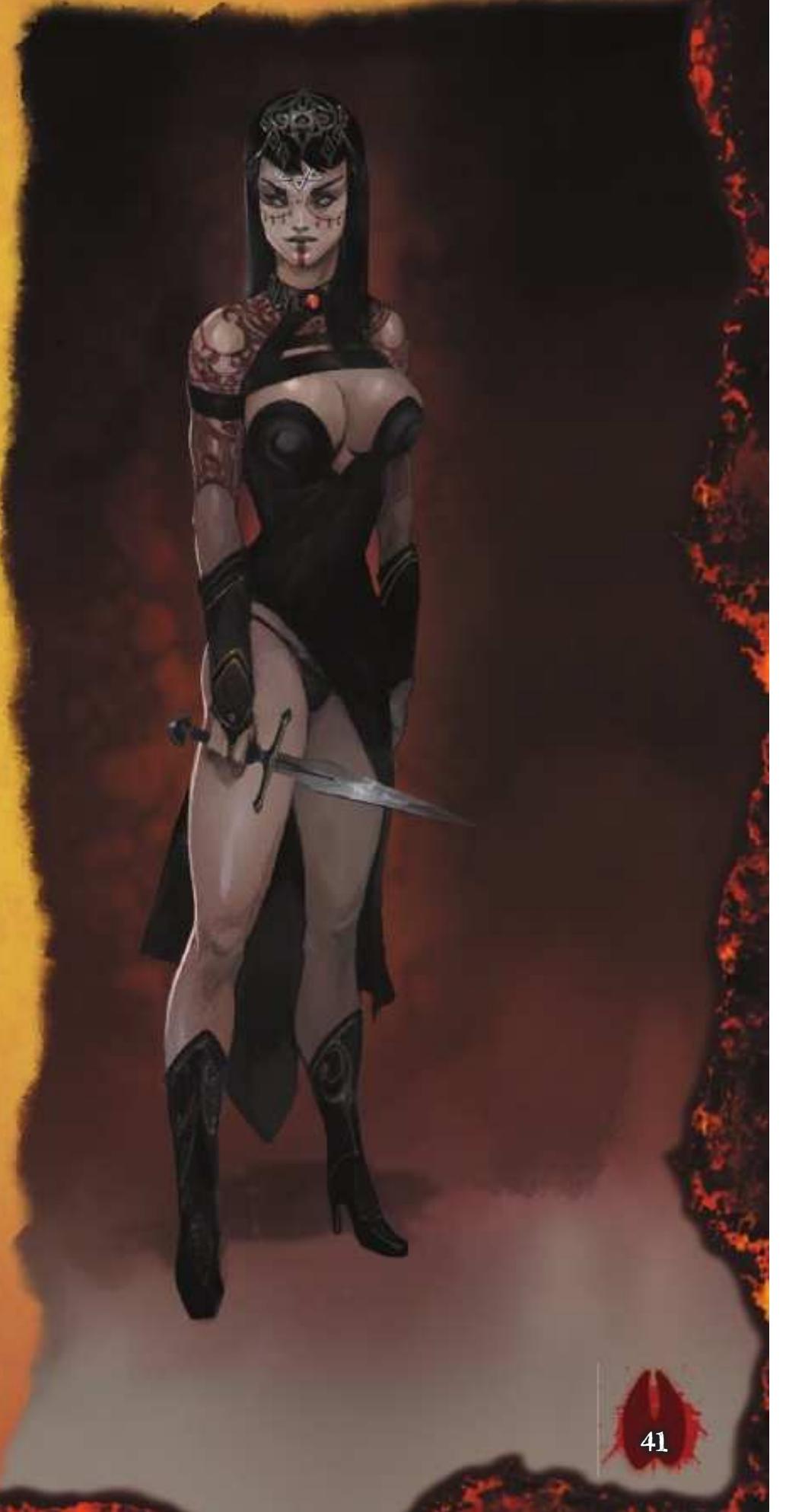
Slave to Darkness: All cambions feel the stirrings of evil in their hearts, impulses to commit vile acts for no reason. Many find the urges too strong to refuse and eventually become heartless monsters, reveling in the horror they create. A few, however, hold their impulses at bay and might channel the darkness to fight against Hell and its interests.

Telltale Signs: A devil who births a cambion might leave the child for human parents to raise and better prepare them for the work ahead. It is obvious to anyone tending to such a child that something is wrong. The baby might not breathe when it sleeps, weigh three or four times what it should, or cause unusual phenomena, such as the manifestation of cold spots, noisome odors, and weird knocking noises in the walls. Few foster parents have the courage to help the darkling child; many give them up, cast them out, or worse.

Hellbound: The darkness into which all cambions are born damns them to Hell, since methods of cleansing souls outside of the infernal realm are dangerous and unreliable. Cambions soon realize that no matter what they do in the mortal world, they will one day face the horrors of the afterlife, so many give up any pretense of trying to do good

and instead embrace their evil natures in the hopes of earning a place among the greater devils. Even though they eventually realize what lies in store for them, a few cambions also understand they might shorten their time in Hell and perhaps one day find a better life.

Common Names: Cambions use human names.



CREATING A CAMBION

Attribute Scores Strength 10, Agility 10, Intellect 11, Will 9
Perception equals your Intellect score
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health
Size 1/2 or 1, **Speed** 10, **Power** 0
0 Damage, 0 Insanity, 2 Corruption
Languages and Professions You speak the Common Tongue.
Immune damage from disease and poison; diseased, poisoned
Darksight You can see in areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.
Child of Hell You gain Fire Resistance.
Mark of Darkness You start with one mark of darkness.
Revel in Darkness For 1 minute after you gain Corruption, you make attack rolls and challenge rolls with 1 boon.
Iron Vulnerability You are impaired while in contact with iron.

LEVEL 4 EXPERT CAMBION

Characteristics Health +5
You learn one spell or gain Bestow Corruption.
Bestow Corruption When a target creature other than you that you can see within short range would make an attack roll or challenge roll, you can use a triggered action to grant that target 1d3 boons on the triggering roll. If the target accepts, it gains 1 Corruption.

CAMBION AGE

3d6	Age
3	You are a child, no more than 11 years old.
4-6	You are an adolescent, 12 to 17 years old.
7-12	You're an adult, 18 to 35 years old.
13-15	You're a middle-aged adult, 36 to 55 years old. Gain 1 Corruption.
16-17	You're an older adult, 56 to 75 years old. Gain 2 Corruption.
18	You're pretty old, aged 76 or older. Gain 3 Corruption.

CAMBION BUILD

3d6	Build
3	You are short and skinny.
4-5	You are shorter than average.
6-8	You are slender, skinny, or wiry.
9-12	Your height and weight fall in the middle of the expected range for cambions.
13-15	Slabs of muscle or fat cover your body.
16-17	You stand a head taller than other cambions.
18	You are a hulking monster, thickly built and incredibly tall.

CAMBION APPEARANCE

3d6	Appearance
3	You have coarse skin, large horns, fangs, and a long tail emerging from the base of your spine.
4-5	You have bright, shining eyes and a mouth filled with dagger-like teeth. Your skin tone is unusual.
6-8	An exaggerated facial or body feature makes you ugly.
9-12	You appear human, though you have slightly pointed ears.
13-15	You appear fully human, with striking features and a dangerous air, but the shadow you cast always appears monstrous.
16-17	You look like an attractive human.
18	You turn heads wherever you go, such is your beauty.

CAMBION UPBRINGING

3d6	Sire
3	You were raised in Hell, brought up among the devils, until you slipped free to make your way in the world.
4-5	You were abandoned as a child and raised in a temple or an orphanage. The experience was likely scarring.
6-8	Your parents sensed or saw the evil in you and tried to kill you. You survived and they didn't.
9-12	You were raised by a human family. They suspected something strange about you but raised you, despite their reservations.
13-15	Your mother was seduced by a devil, and you are the product of that union. She was driven from your community and raised you in the wilderness.
16-17	Your father was seduced by a devil, who returned you to him to raise as he saw fit.
18	You were raised in secret, hidden in a secret room, lest the truth of your nature be revealed.

CAMBION PERSONALITY

3d6	Personality
3	You are cold and dispassionate when dealing with other people. Lacking empathy, you think nothing of causing pain and misery.
4-5	You strive to live up to your infernal heritage, working hard to lead others to corruption and eventual destruction. No act goes too far for you, and no evil is too great.
6-8	You look after yourself first. You rarely act unless it benefits you.
9-12	You have a malicious streak and take pleasure when others around you suffer.
13-15	You are guarded around others, reluctant to form relationships.
16-17	You hate your nature and fight against your dark impulses. You're not sure if you will ever be free from your heritage, but you aim to do so.
18	You despise devils and, possibly, faeries. You swore to fight them and use their gifts against them.

CAMBION BACKGROUND

d20 Background

- 1 You joined the cult of the New God, hoping to purge your corruption or to destroy the cult from within.
- 2 You discovered a foul incantation that required a human sacrifice. You performed it. Start with 1 Corruption.
- 3 You murdered someone in cold blood. You fled the scene, and ever since, you've been looking over your shoulder for the retribution you're sure will come.
- 4 Bad things happen when you stay in one place too long. You have trouble settling down.
- 5 You grew up in comfort and wealth, passing your days in idle pursuits.
- 6 A witch hunter once captured you and tried to burn you at the stake. You survived the conflagration.
- 7 You spent years in a cell, living off the rats that nibbled at your fingers and toes. You escaped when someone left the door open.
- 8 Your infatuation with a mortal turned to hatred after he or she spurned your advances.
- 9 You lived in a remote frontier community for several years, keeping your nature a secret from the locals.
- 10 You grew up believing yourself to be human and only recently learned the truth.
- 11 During your travels, you befriended a hag and helped her for a time.
- 12 For a few months, you enjoyed the company of several cultists who believed you would show them the way to salvation.
- 13 A perverse wizard stole you and kept you as a prize.
- 14 A foolish child summoned you with an incantation. The summoning ended poorly for the child.
- 15 You received a formal education. You can read and write one language you know how to speak.
- 16 A lie you once told wound up getting someone close to you killed.
- 17 You lost a few years to the bottle or a drug, having only recently returned to sobriety.
- 18 You believe the Devil came to you in a dream, and you have pledged your life to serving him.
- 19 You seduced a young elf and had a torrid relationship that eventually ended when you or your partner grew bored.
- 20 You stole a bag of coins. Start with an extra 2d6 cp.

APOSTATE

Expert Path

The uncomfortable truth few mortals dare face is that the gods play no part in existence. If they are real at all, they are distant figures, unmoved by the suffering in the world or the pleas of their faithful. People from all walks and backgrounds have set aside faith, striving to understand the world in which they live and their place in it. Lack of belief does not make one bad or any more susceptible to corruption than the faithful. But just as followers of the New God or the Old Faith can twist their

beliefs toward evil ends, so too can unbelievers become lost in the darkness staining their souls.

Apostates not only reject the gods—they actively work against them. They prey on the devout, burning their temples and shattering their idols. They are forces of entropy, agents of destruction, reveling in the lives they break and the devotion they dismantle. They can be fallen priests or godless warriors, seekers of horrible truths, or callous opportunists who exploit the faith of others.



APOSTATE STORY DEVELOPMENT

d6 Story Development

- 1 You were a priest or studied to become one, but a crisis of faith steered you from the righteous path to forge a new and darker one. You abandoned your beliefs to find succor in the here and now.
- 2 You believe the gods are nothing more than manifestations of mortal belief on magic, and you have come to resent their power.
- 3 You hold beliefs that other members of your religion deem heretical. Although your enemies hound you, certainty drives you on, and you spread the uncomfortable message to all who will listen.
- 4 You burgled the offices of a high priest and discovered something among the valuables you stole that shook your beliefs to their foundations.
- 5 You reject the gods and name yourself their enemy. Your blade craves believer's blood, and nothing will stop you from wetting it.
- 6 You pledged your soul to the lord of Hell long ago and use the power your master grants to dismantle the religions of lesser gods.

LEVEL 3 APOSTATE

Attributes Increase two by 1
Characteristics Health +4, Power +1, +1 Corruption
Languages and Professions You can speak another language or add a profession.
Magic You discover one tradition or learn one spell.
Enemy of God You make attack rolls with 1 boon against creatures displaying religious symbols on their persons. As well, you make challenge rolls to resist Theurgy spells with 1 boon and creatures attacking you with Theurgy spells make their attack rolls with 1 bane.

LEVEL 6 APOSTATE

Characteristics Health +4, +1 Corruption
Magic You learn one spell.
Destroy Faith When a target creature within short range that can see and hear you makes an attack roll or a challenge roll, you can use a triggered action to impose 1 bane on the triggering roll. If the target gets a success on the roll, it becomes immune to your use of this talent until it completes a rest.

LEVEL 9 MASTER APOSTATE

Characteristics Health +4, Power +1, +1 Corruption
Magic You learn one spell.
Blasphemy You can use an action to expend the casting of one spell you have learned and speak against the gods. Thunder booms, and you and each creature within short range must get a success on a Will challenge roll or become dazed for 1 round and take 1d6 damage per rank of the spell you expended (minimum 0 damage).
Desecrate You can use an action to cause one target nonmagical object of religious significance you can see within short range to take damage equal to its Health.

DIABOLIST

Master Path

Devils freely offer magic, knowledge, and power to mortals willing to sully their souls by dealing with dark forces. Diabolists exploit the devils' willingness to bargain and forge pacts with them to work as their agents in the world, corrupting and staining mortal souls, and delivering them to Hell. Those who fail to make good on their promise are snatched from the mortal world and dragged screaming to perdition.

Serving devils in this way is an act of great evil for which there can be no redemption, only damnation. For this reason, only the most ambitious and wicked seek out pacts with devils and use the power offered to become paragons of evil in the world until Hell comes to claim them.

LEVEL 7 DIABOLIST

Attributes Increase three by 1
Characteristics Health +3, Power +1, +1 Corruption
Magic You discover the Enchantment, Fire, or Illusion tradition or learn one spell from those traditions.
Corrupted Spell When you cast a spell that deals damage, you can choose to corrupt the spell if your Corruption is 2 or higher. One target creature damaged by the spell must make a Will challenge roll. On a success, you gain 1 Corruption. On a failure, you reduce your Corruption by 1 (to minimum 1), and the target's Corruption increases by 1.

You can use this talent a number of times equal to your Power. You replenish your uses when you complete a rest.

The Devil's Due If your Corruption score is 9 or higher when you become incapacitated, you die instantly, and the devils spirit your soul to Hell.

LEVEL 10 DIABOLIST

Characteristics Health +3, +1 Corruption
Magic You learn the *brimstone step* spell, which follows.
Power of Hell When you cast a spell that deals damage, you may invoke the power of Hell. The spell deals 1d6 extra damage per point of Corruption you have. After you cast the spell, you gain 1 Corruption and become stunned until the end of the next round.

BRIMSTONE STEP

DIABOLIST UTILITY 1

Requirements You must have 1 or more Corruption.

You dissolve into a cloud of black smoke and then move a number of yards equal to twice your Speed. While you are a cloud, you are immune to damage from all sources, your movement does not trigger free attacks, and you can move through spaces occupied by other creatures and through openings large enough to permit the passage of air. When you stop moving, you return to your normal form and the space you occupy, and open spaces within 1 yard of you, become partially obscured for 1 round or until dispersed by wind.

Triggered You can use a triggered action on your turn to cast this spell. If you do so, you instead move to an open space you can see within a number of yards equal to your Speed.

WITCH HUNTER

Master Path

Those who study dark magic, who bargain with devils, or who gather in profane cults to hasten the apocalypse promised by the Demon Lord's shadow must do their dark deeds in secret lest their activities draw the attention of witch hunters. These individuals, commonly associated with the New God's cult, search the Empire's lands for the corrupt. When they find the guilty, witch hunters drag them out from the shadows to face the justice their villainy earned them, which most often involves being tied to a stake and burned alive.

A great many witch hunters choose this path to do good in the world. They safeguard innocents from the depredations of bad people. A few, however, have other, darker reasons. They might be little better than bounty hunters, putting their talents to use tracking down and capturing notorious magic-users who have crossed the influential and powerful. Others have become so twisted by their faith that they see anyone who subscribes to a different religious belief as their enemy and round up initiates of the Old Faith, witches, and magicians along with the cultists and devil-sworn, making no distinction between them.

Most witch hunters work with or for inquisitors, acting with the full authority of the temple. Others are freelancers who drift from place to place, listening for rumors and watching for the telltale signs of corruption in the body and the mind.

LEVEL 7 WITCH HUNTER

Attributes Increase three by 1

Characteristics Health +4

Languages and Professions You can speak another language or gain a profession.

Interrupt Casting When a creature within your reach would cast a spell, you can use a triggered action to attack the triggering creature with a weapon. On a success, the creature must get a success on a Will challenge roll or the spell fails and the casting is wasted.

Menacing You make attack rolls with 1 boon when you attempt to intimidate a creature in a social setting.

Resist Dark Magic Creatures attacking you with a spell from a dark magic tradition make the attack roll with 1 bane, and you make challenge rolls to resist spells from dark magic traditions with 1 boon.

LEVEL 10 WITCH HUNTER

Characteristics Health +4

Bane of Magic Your weapon attacks against creatures with Power scores of 1 or higher deal 1d6 extra damage. Against creatures with Power scores of 3 or higher, increase the extra damage by 1d6.

Sense Corruption You can use an action to choose one target creature you can see within short range. Make an Intellect attack roll against the target's Will. On a success, you learn the target's Corruption score.

DIABOLICAL SPELLS

No tradition belongs to Hell. The potential to do great harm to the soul resides in any magic, so the spells described here add to existing traditions. Some describe magical effects originating from Hell or represent certain forms of magic that mortals might gain from bargaining with devils or from studying blasphemous tomes.

CURSE SPELLS

GEAS

CURSE ATTACK 3

Target One creature within short range that can see you, hear you, and understand what you say, and is not already cursed

Make an Intellect attack roll against the target's Will. If the target's Health is 30 or less, you make the roll with 1 boon. On a success, you lay one of the following curses on the target. The curse lasts for 1 month, 1 week, 1 day, 1 hour, and 1 minute.

Love You awaken feelings of love and desire in the target. The target feels it cannot control or deny. A target cursed in this way is charmed and regards you as its one true love. If you attack the target, its love becomes hatred. While subject to hatred, the target makes attack rolls against you with 1 boon and makes challenge rolls to resist your attacks with 1 boon.

Taboo Name one behavior or activity the target can give up without harming itself, its property, or its loved ones. Examples include drinking spirits, wielding a weapon, or moving into a particular area. A target cursed in this way takes 3d6 damage and becomes stunned for 1d6 minutes whenever it breaks the taboo. A target cannot take this damage or become stunned from this effect more than once per hour.

Quest Describe a task to the target, such as recovering the fabled *Sword of Undoing* or journeying to the shrine at the top of Mount Fear. The task must not be something that would be deemed suicidal. A target cursed in this way must undertake a quest to complete the task. If the target behaves in a manner that does not bring it closer to the quest's completion, the curse imposes 1 bane on its attack rolls and challenge rolls until it resumes activity that furthers its efforts to complete its quest. If the target does something that would make completing the quest more difficult, it takes 4d6 damage and becomes dazed for 1d6 minutes. A target cannot take this damage or become dazed from this spell more than one time each hour. Completing the quest removes the curse.

Scry Threads of magical power forge a connection between you and the target. While the target is cursed in this way, you can use an action to cause its likeness to appear on one reflective surface you can see, along with its immediate surroundings. The image remains for as long as you concentrate.

Sacrifice You can expend a casting of this spell to cast one rank 2 or lower Curse spell you have learned.

Attack Roll 20+ The target also becomes stunned for 1 round.

ENCHANTMENT SPELLS

TEMPT

ENCHANTMENT UTILITY 0

Target One living creature within short range that can hear you

You whisper to the target and make an Intellect attack roll against its Will. On a success, you make attack rolls against the target's Intellect, Will, and Perception with 1 boon for 1 minute.

Triggered On your turn, you can cast this spell using a triggered action, but the effect of a success lasts 1 round.

Attack Roll 20+ The number of boons from a success increases to 2.

ECSTASY

ENCHANTMENT ATTACK 1

Target One living creature with functional sexual organs within short range

Feelings of intense physical pleasure wash over the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes dazed for 1 round and slowed for 1 round after.

Attack Roll 20+ The target also falls prone.

FIRE SPELLS

HELLFIRE BOLT

FIRE ATTACK 1

Requirements You must have at least 1 Corruption

Target One creature within long range

You hurl a bolt of black flames at the target. Make a Will attack roll against the target's Agility. On a success, the target takes damage equal to 2d6 + your Corruption score.

Attack Roll 20+ The target takes 1d6 extra damage and must get a success on a Will challenge roll or gain 1 Corruption.



HELLFIRE BLAST

FIRE ATTACK 3

Requirements You must have at least 3 Corruption
Area A cone, 5 yards long, originating from a point you can reach

Black flames race out from your hand to spread through the area. Each creature in the area must make an Agility challenge roll, with 1 bane per point of Corruption you have. A creature takes 4d6 damage and gains 1 Corruption on a failure, or half this damage on a success.

FORBIDDEN SPELLS

FAMILIAR

FORBIDDEN UTILITY 1

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

Summon Familiar Choose a 1-yard cube of space resting on a solid surface you can see within short range and concentrate for 1 hour. At the end of that time, a wisp of smoke appears in the center of the area and solidifies to take the form of a **tiny animal** you choose—a cat, rat, snake, toad, or the like. This **familiar** serves you until you die, it dies, or you cast *familiar* again to summon a new familiar. The familiar is under the GM's control, but it usually obeys your spoken commands.

Heal Familiar If your familiar is within short range, it heals damage equal to your healing rate.

Recall Familiar If your familiar is within extreme range, it teleports to the palm of your hand. If you do not have a hand free, the familiar instead appears somewhere on your body or at your feet.

HORRID HUNGER

FORBIDDEN ATTACK 1

Target One living creature with a physical body within medium range

Hunger pangs assail the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes impaired for 1 hour. While impaired in this way, the target is also slowed. A target can remove the impaired affliction by spending 1 minute gorging itself; the food cannot belong to the target. At the end of this time, the target must get a success on a Will challenge roll or gain 1 Corruption.

Attack Roll 20+ The target also takes a -5 penalty to Health until it is no longer impaired.

UNCONTROLLED RAGE

FORBIDDEN ATTACK 1

Target One living creature within short range that can see you and hear you

Hatred consumes the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes impaired for 1 minute. The target can remove the affliction until the end of the round by using an action to make an attack with a weapon against the creature nearest to it. If it attacks a member of its own group, the creature makes the attack roll with 3 boons, and the attack deals 1d6 extra damage.

AVARICE

FORBIDDEN ATTACK 2

Target One living creature you can see within short range
Duration 1 minute

Greedy impulses scream inside the target's mind. Until the effect ends, whenever one of the target's allies within short range of it would make an attack roll or challenge roll with 1 boon or more, the target can choose to steal the boons from the roll. The target has 1 round to use boons stolen in this way or they are lost. When the effect ends, the target must make a Will challenge roll if it stole any boons. On a failure, the target gains 1 Corruption.

UNBRIDLED LUST

FORBIDDEN ATTACK 3

Target Two living creatures within medium range

Make an Intellect attack roll against the Will of one target, which becomes the first target. On a success, it desires the second target for 1 minute. Until this effect ends, the first target is charmed by the second. If the first target moves more than a short distance from the second, it becomes dazed until it is within a short distance once more. The first target can use a triggered action on its turn to remove the charmed affliction, but it must use an action each round to attack the other target until the effect ends. A target that removes the affliction in this way gains 1 Corruption.

Attack Roll 20+ The target also becomes impaired until the effect ends.

SUMMON GARGOYLE

FORBIDDEN UTILITY 4

Area A 1-yard cube of space resting on a solid surface within short range

Duration 1 hour

You must concentrate for 1 minute. At the end of this time, a **gargoyle** appears in the target area and remains for the duration. When it appears, make an Intellect attack roll with 1 bane against the gargoyle's Will. On a success, the gargoyle is compelled until you die, it dies, or the spell ends. On a failure, the gargoyle acts in a manner appropriate to its nature.

INFERNAL AUDIENCE

FORBIDDEN UTILITY 5

Requirements Only mortals with souls can cast this spell.

You must use a writing kit to draw a diagram on a flat surface you can reach, the drawing of which takes 1 minute. The diagram must be large enough to hold a creature of your Size. At anytime thereafter, you can move into the circle and kill a living creature of Size 1/2 or larger using a sacrificial knife made from bone. You then paint your face with the creature's blood as you cast the spell.

Duration 1 hour

You gain 1 Corruption as your soul slips from your body and descends to Hell to stand before a greater devil. The awful majesty of the being forces you to make a Will challenge roll. On a failure, you gain 1d6 Insanity and become impaired for 1d6 days. If you would go mad, the devil claims your soul, leaving your body in a permanent catatonic state from which it never emerges.

If you get a success or didn't go mad, you may ask up to three questions. The devil answers with one truth, one lie, and one either a truth or a lie. The GM decides which way the devil answers the questions. Once the devil answers the final question, your soul returns to your body and the effect ends.

SUMMON TORMENTOR

FORBIDDEN UTILITY 6

Area A 3-yard cube of space resting on a solid surface within short range

Duration 1 hour

You must kill a living creature with 0 Corruption and then concentrate for 1 minute. At the end of this time, a **tortmentor** appears in the target space and remains for the duration. When the tormentor appears, make an Intellect attack roll with 1 bane against its Will. On a success, the tormentor is compelled until you die, it dies, or the spell ends. On a failure, the tormentor acts in a manner appropriate to its nature.



ILLUSION SPELLS

HEART'S DESIRE

Target One living creature within short range that can see you
Duration 1 hour

You adopt an illusory disguise that makes you appear as the person the target desires most. The illusion is not powerful enough to change your Size or mask unusual methods of movement, and such incongruities might prompt the target to attempt to discern the illusion (*Shadow*, page 132).

Until the effect ends, you make attack rolls with 2 boons to socially influence the target.

OUBLIETTE

ILLUSION UTILITY 2

Target One creature within medium range

The target experiences a dimming of light and deadening of noise. Make an Intellect attack roll against the target's Perception. A target with Health 50 or more imposes 1 bane on your roll. On a success, the target becomes blinded, deafened, and immobilized for 1 minute.

Attack Roll 20+ The afflictions instead last for 1 hour.

PROTECTION SPELLS

DIAGRAM

PROTECTION UTILITY 1

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

Target An intact circle drawn to meet the spell's requirement within short range
Duration 4 hours; see the effect

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

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

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

USING THE *DIAGRAM* SPELL

The *diagram* spell is useful for anyone who summons unwilling creatures to do their bidding. Causing creatures to appear on the diagram traps them there until they can be convinced to lend aid, answer questions, or act in a manner according to the caster's desires. Although such creatures cannot affect targets or areas beyond the diagram's area with magic, they can still talk and could convince the caster or others nearby to release them.

SONG SPELLS

NOTES OF THE BLACK HYMN

SONG ATTACK 5

Requirements You must have at least 1 Corruption
Target Each creature within short range that can hear you

A droning noise fills the air, forcing each target creature to make a Will challenge roll. A target with Health 10 or less gets an automatic failure. A target makes the roll with 1 boon for every 10 points by which its Health exceeds 20. On a failure, the target transforms into a **monster** of its Size, driven to kill by your dark magic, for as long as you concentrate, up to 1 minute.

SPIRITUALISM SPELLS

HOLE TO THE UNDERWORLD

SPIRITUALISM UTILITY 2

Area The area inside a 1-yard-radius circle on the ground centered on a point within short range

The area fills with darkness and then clears to reveal a seemingly bottomless hole that randomly connects to the Underworld, Hell, or the Void. Objects resting on the surface in the area fall into the hole and disappear. Each creature on the surface in the area must make an Agility challenge roll. It moves up to 2 yards to the open space nearest to the area on a success, or falls into the hole and disappears on a failure. A creature that disappears into the hole reappears in the area at the end of the round, prone and with 1d6 Insanity. Objects that vanished into the hole might be recoverable by traveling to the place to which it connects.

Once the hole appears, roll a d6 and add your Corruption score to the number rolled to see what comes out. The creature appears in the nearest open space to the area.

Roll	Result
13+	1 huge demon
12	1 large demon
10–11	1 wraith
8–9	1d3 lemures (see page 29)
6–7	1 lemure
1–5	1 manes

When the creature appears, make a Will attack roll against its Will. You make the roll with 1 bane if the creature is a wraith or 3 banes if the creature is a demon. The creature becomes compelled for 1 hour on a success, or hostile to you on a failure. After 1 hour, a lemure returns to Hell, and a manes returns to the Underworld. Demons and wraiths remain until destroyed.

Sacrifice You can expend a casting of this spell to cast one rank 1 or lower Spiritualism spell you have learned.

THEURGY SPELLS

CASTIGATE

THEURGY ATTACK 2

Target One creature within medium range that can hear you

Your voice booms as you speak imprecations against the target. Make a Will attack roll against the target's Will. A demon, devil, faerie, or undead grants 1 boon on the roll. On a success, you impose 1 bane on the target's attack rolls and challenge rolls for as long as you concentrate, up to 1 minute. Each time you use an action to concentrate on this spell, you increase the number of banes by 1. The spell immediately ends if the target cannot hear you speak or you are prevented from speaking.

Attack Roll 20+ The target takes 2d6 extra damage from the thunderous noise of your curses.

DAMNATION

THEURGY ATTACK 6

Target One creature you can see on a solid surface within medium range

The ground under the target splits open, releasing flames and noxious gases, and then snaps shut. The target creature and everything within 1 yard of it take 2d6 damage from the flames. The target must also make an Agility challenge roll, with a number of banes equal to its Corruption score. On a failure, the target disappears into the hole, falling into Hell, where it remains until rescued or until it escapes.

If the target got a failure on its challenge roll and had 0 Corruption, you gain 1d3 Corruption and become stunned for 1 round.

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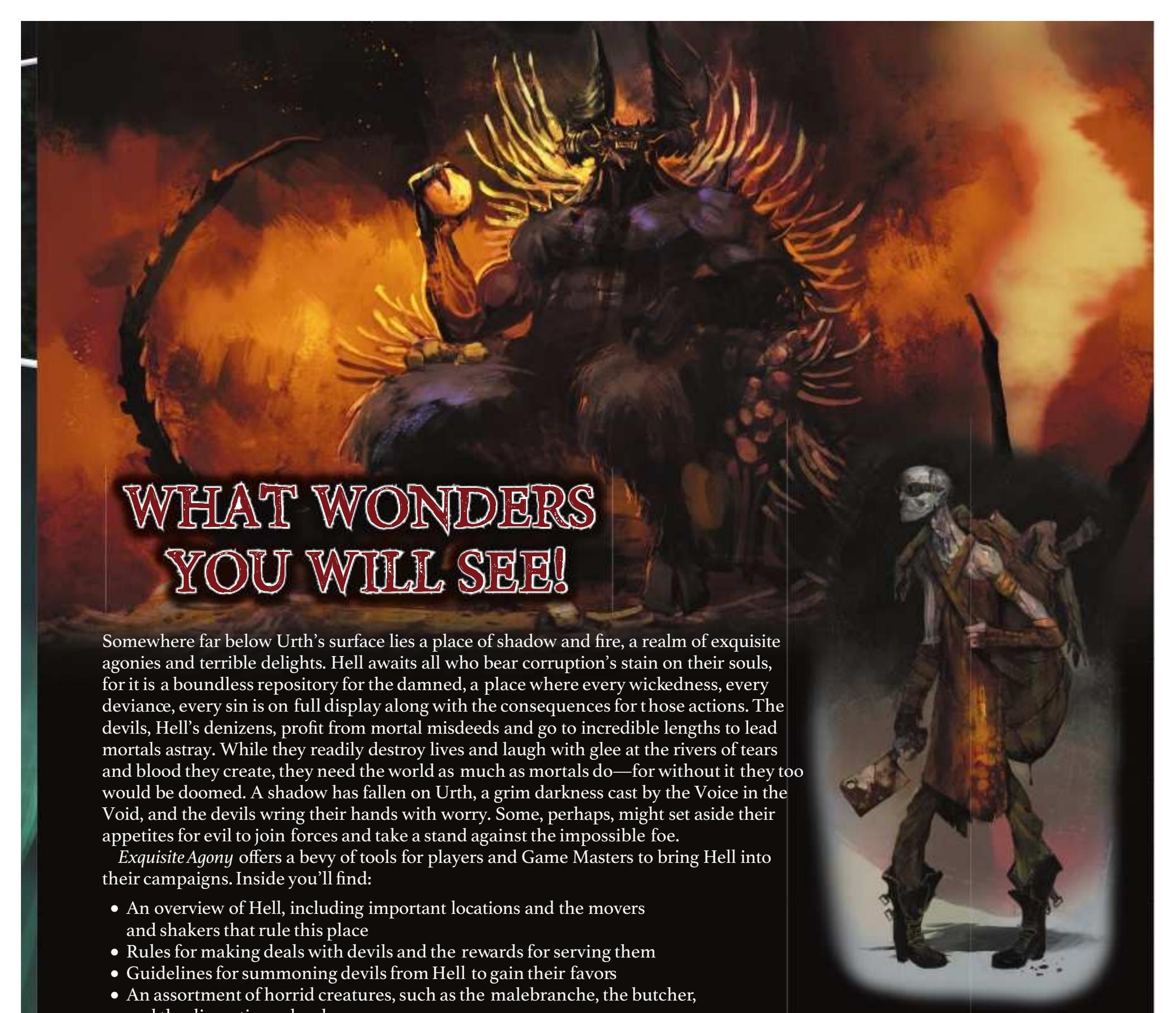
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terrible beauty

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WONDERS AND
HORRORS OF FAERIE!





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