

shadow of the demon lord: mortals of urth

By IGanon

In the beginning, there was God, all-powerful, infinite, and alone. Craving companionship, God spoke the first words of power and created the Demiurge and was satisfied. The Demiurge, an extension of God, begun to crave more and more, and so spoke the words of power to create millions of genies from its own body. These genies in turn spoke the words of power and plundered the body of God to create worlds and stars without number, creating an entire multiverse. Yet the more the genies took from God, the more God diminished, and what was once all-powerful, and infinite grew weak and limited, having both substance and form stolen. Not content with stealing from God, the genies stole from the Demiurge too, taking so much the Demiurge split into innumerable fragments.

The Divine, reduced to little more than a creature of spite and hatred, was reduced to a mad thing lurking in the void between universes, left only with spite, hatred and the insane craving to undo everything that had been done. It was God no longer, now it is the Demon Lord. The innumerable fragments of what once was the Demiurge, still an extension of the Demon Lord, became the first demons, flitting from world to world, wreaking havoc and devastation and preparing each world for the arrival of the Hunger in the Void, the Demon Lord. The universe that contains the planet Urth, this reality, is the latest one to fall under the Shadow of the Demon Lord.

On Urth, the genies wrote the laws of reality and crafted elementals to build worlds; the sylphs crafted the skies and clouds, the gnomes built the hills and carved the tunnels and seeded the earth with life, while the sylphs crafted the oceans and the salamanders protected their fellows from the relentless hordes of demons that threatened everything they created. Eventually the genies realised that something had to be done to stop demons from tearing down reality like they had so many other places and planned a great sacrifice. They crafted a great boundary on the walls of reality, merging themselves with it to power it to create one so strong neither demon nor Demon Lord could no longer pass into the universe. For this, most genies lost their freedom to act, bound to the barrier to continue powering it with their divine essence for all time.

Yet this was an imperfect solution. Hordes of demons had already infested the world, and though the creation of the barrier had stripped them of their memories and divine essence, they still held an innate, unthinking hate for genies and elementals. These trapped demons would become the first faeries, and in early eras they unknowingly did much damage to the boundary. To stop them, the genies warped some of their number into monstrous trolls, instilling them with an

inherent hatred of the faeries, but this was not enough; the trolls still kept their instinctive hatred for genies and fought both sides with ferocity. In desperation, the genies kidnapped more demons from the Void, binding them with incredibly powerful magic to twist them into the souls of the first mortals, at the cost of the last of the sanity of most genies, who became unable to think of anything beyond their duties to the barrier. These creatures were, in early days, every bit as wild and destructive as demons, yet the genies had blessed them with reincarnation and each incarnation grew wiser and less destructive than the last.

The faeries looked upon these mortals with jealousy, for though faeries are ageless, they live only once and are gone forever when slain. They envied how mortals would live again and again, gaining knowledge and wisdom, and feared someday that mortals would surpass them. For this, the faeries created the Underworld and Hell, to contain mortal souls and slowly strip them of all their memories before they could reincarnate, in the hopes of preserving their dominance over the world. This worked, for a while, but today this system is on the verge of collapse. The Underworld is constantly full to bursting, and Father Death no longer cares for his job. As corruption spreads across the world, the twisted faeries now known as devils gorge themselves on the sins of mortals, breaking forth into the world to encourage the darkest deeds in the hopes of feasting by torturing the souls of their victims in the afterlife.

The time is now. The world burns.

For eight hundred years the Empire of Caecras has been the dominant military and economic power on the continent of Rûl. Now its position is ever more precarious. The Emperor was overthrown in a bloody coup by the very same orcs the Empire created through dark magic to be a slave race. The Empire, once stable, is now wracked with turmoil, plagues, famines and the looming shadows of war. Sensing the strife, hordes of savage beastmen grow emboldened to rape and pillage their way through the lands while orcs turn against their erstwhile slavers to act out whatever base impulses drives them. From the far north, amidst the Desolation, undead continue to stream south, driven to kill and consume the vulnerable living. Dark cults constantly emerge as cracks grow in the boundary of reality and the Shadow of the Demon Lord spreads. Both Old and New Faiths struggle to stamp these cults out, as well as the growing strength of ancient gods worshipped in blood and sacrifice. In the mines and the realms of the dwarfs, nameless horrors from the deepest corners of the world grow more common, expeditions and mining teams alike vanishing more and more often. Devils thrive as desperate mortals seek to cut any deal with anything to save themselves, or perhaps gain dark knowledge to avert disaster. Yet for all its problems, Urth is perhaps the safest place in the multiverse.

The space above is full of dangers; foolish adventurers and astrologers who've ventured into the cosmos beyond have found hellish planets teeming with monsters, the formless dreams of idiotic star-gods, incredible power radiated

from innumerable stars and the traumatic death-screams of whole worlds fallen under the Shadow of the Demon Lord. The nightmarish Prison Moon of Tarterus protects Urth from the worst from the stars, yet some always slips through. The Red Eclipses of Voluge are among the worst; wherever its shadow falls, men are driven mad or become mutants, the unborn become Mooncalves, crops twist into inedible monstrosities, impossible colours become painfully real, and breaches to the Void become commonplace.

These are the dark times howled by mad oracles and whispered upon the hot winds from Hell. Yet all is not lost. As darkness falls across the land, new heroes rise up to meet it, bringing courage and strength sorely needed in these dark times, and possibly even averting the creeping end of all things. Sometimes the world needs heroes; now, the world will take anyone it can get. The stars are almost right, but the world will not end quietly.

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LOCATIONS

Roll 1d8 or pay 50 CP to choose.

1. **The Low Country:** A sleepy breadbasket largely populated by halflings with few dangers. For now.
2. **The Grand Duchy of the West:** A rural, backwards land at peace achieved through complete denial of the troubles of the world.
3. **Qif, the City of Blood:** A city most famous for its blood sports and gladiators.
4. **The Blasted Lands:** A frigid southern land well deserving of its title.
5. **The Crusader States:** Bordering the Desolation, the Crusader States has been a vital buffer between the teeming hordes of the undead and horrors best left buried.
6. **Borderlands of Tear:** Upon the Shield Mountains, offering a vital buffer between civilisation and monstrosity.
7. **Caecras:** Once the capital of the Empire, now the capital of the Orc King Drudge. The city crumbles. War looms.
8. **Free Choice:** Lucky you! You may choose anywhere on the Continent of Rûl.



ANCESTRIES

Centaur (-100): Centaurs are a powerfully built race of men with the lower body of a horse. Their nomadic domain is the Endless Steppe, in the western part of the Continent of Rûl. They believe themselves to be the protectors of the land and its spirits and rarely brook any attempts of outsiders meddling in their affairs. Long experience with non-centaurs has left them suspicious of outsiders, though some still venture outside the Endless Steppe whether exiled from their tribe or for a more benevolent reason. They generally stand between seven and ten feet tall.

Clockwork (free): The Underworld is not safe for the souls of the dead. Necromancers and other powerful spellcasters can reach into it and steal souls for their own purposes. Clockworks are one of the products of the thefts of the souls of the deceased; they are mechanical lifeforms with wind-up springs given life and intelligence by sealing a soul stolen from the Underworld or occasionally Hell within them. Unfortunately, should a clockwork be completely wound down, they become completely dormant and little more than an expensive statue until it is next wound up again. They all possess a large turnkey yet by design cannot wind themselves up. In exchange for the inherent downsides of being a clockwork, there is a section to customise your own body.

- **Soul Cleansed (free):** You lack any and all memories outside of the moment you were created. Your soul was wiped clean of them before you created.

Changeling (free): Faeries rarely reproduce naturally. Unlike mortals, who have a seemingly endless supply of souls to gift to newborns, faeries must sacrifice something permanent from themselves to produce young. This is rarely done, and so in their inventiveness they designed a way to get around this, by kidnapping the infants of other races and whisking them away to the faerie realms to twist into more of their kind, leaving a magically disguised bundle of sticks or mud or rocks to replace the infant. In most cases, the ruse is revealed soon, but in others the magic lingers until it takes on a life of its own and the child, now a changeling, grows up to become a real person with a touch of the faerie. Unfortunately for the stolen child, most are gifted away to the Devil to be tormented and twisted into one of the lowest and most base form of devil. As a changeling, you are really a homunculus of dirt, wood and stone animated by magic. You are immune to diseases and resistant to magic that affects the minds, as well can as shapeshift into anyone you see that is humanoid in shape and alive. However, you share the weaknesses of the faeries; iron, including its alloys, causes great discomfort to merely touch and unravels any magical disguise you may be wearing. Nor does your shapeshifting heal injuries; cuts remain, and missing limbs are not regrown.

- **Changeling Confusion (+100):** You don't actually know you're a changeling (yet). You grew up cared for and raised by a dwarf, human, halfling, orc or similar family and are convinced you're a member of that race until something, such as a horrible reaction to brushing against an iron tool,

gives your otherworldly nature away. You have no idea how to use your own natural abilities and will have to struggle through extensive trial and error.

Dwarf (free): Dwarfs are a short, stout folk who love mining, alcohol, and grudges. Like dwarfs in every single fantasy setting ever, if you're familiar with one kind of dwarf you've got a general understanding of all the rest.

- **Gold Lust (+100):** dwarfs are a notoriously greedy folk, and among them lies a common mental illness known as Gold Lust, a legacy curse from when the Dark Gods ground their minds into the ground. You share in this ancestral punishment to the extreme. The mere sight of valuables instils a great desire to take it. It will take an act of will not to snatch it on sight and even then your thoughts will linger upon your wish to take it. dwarfs in the grip of Gold Lust will even violate their strong cultural taboos against theft just to claim any valuables they see.

Faun (free): When faeries kidnap mortal children, they don't always keep them. A few manage to escape the faerie realms before they are totally transformed into others of their kind, or more likely, handed over to Hell. They are never untouched by their time there, however, and bear animal traits as a mark of their stay. A rare lucky few fauns are instead the offspring of mortals and faeries, and generally have fewer childhood traumas. Finally, fauns breed true amongst themselves, as the child of a faun is always another faun. They often find themselves stuck between both worlds and hunted by superstitious folk. They usually stand 4½ feet tall, have furred legs ending in cloven hooves, and small horns on their heads, however their animalistic traits heavily depend upon how much of their life they spent in the faerie world (leading to more beast-like Fauns) compared to the human world (leading to fauns with very subtle animal traits).

- **Burn the Beastman (+200):** Beastmen are among the vilest, most abominable menaces upon the lands of men. They are corrupt to the core. They generally worship the Demon Lord and perform vile and profane rituals while actively accelerating the unmaking of all reality in pursuit of their dreadful goals. And, unfortunately, the generally good natured Fauns are often targets of suspicion for their faint resemblances to those furry bastards. You will find that people you meet readily assume that you are one of those tainted breeds and treat you appropriately. That means that unless you can find a way to earn the trust of people (which will be very difficult), you can expect to find angry mobs ready to have you put to death.

Halfling (free): Short, squat humanoids with a love of farming and food. They typically stand between three and four feet tall. They are unusually brave, noted for fastidiously keeping themselves clean, and folk tales claim them to be an inherently lucky people.

Human (free): Humans here are as vanilla as any other fantasy setting. They tend to fall in the middle of every extreme and come in many diverse colours and cultures.

Orc (free): In ages long past, in the early days of the Empire, the jotun – huge men with the blood of giants in their veins – for centuries raided and pillaged the Empire from the savage icy wastes of the far south. In time, the Empire would prove triumphant, nearly eradicating them and scattering the few free survivors far and wide. But a far worse fate was in store for those who had been captured by the Empire. A wizard named Ahriman experimented with turning them into the perfect slave-soldiers, corrupting their souls with the Void, twisting their bodies into monstrous shapes, and binding their entire bloodline with foul magic to obey their human masters. The resultant warriors were bloodthirsty things, stronger and taller than men with a natural aptitude and lust for violence, yet perfectly loyal from the magic that enslaved them. For centuries, they proved to be the perfect slave-soldiers, until one day, when an orc king named Drudge unveiled a horrible truth; ageing orcs were shipped off to slaughterhouses to be ground up and mixed into the rations of orc soldiers. To learn this broke the curse of Ahriman, and Drudge strangled the Emperor and claimed the Alabaster Throne. Now orcs everywhere are freed, no longer having to listen to the commands of their former masters. Some of them vent their frustrations on humans, rampaging through the lands of the Empire, while others simply wish to enjoy their new-found freedom.

- **Dark Shadow (+200):** All orcs bear the stain of corruption on their souls. The dark magic used to create them has cursed their race forevermore with wickedness. Like others of your kind, you feel its touch keenly. You lack any and all empathy for other creatures and will find yourself being constantly tempted to do more and more vile deeds to any victims you can get.
- **Jotun (-200):** By paying 200 CP, you're a jotun instead. You are between eight and ten feet tall, and built extremely robust and powerful on top of this too. You are also strongly resistant to cold. Your ancestry caused the Empire no shortage of trouble in the past.

Woad (free): Though resembling humans and having spirits similar to mortal souls, the people of the Woad are nothing like. For one, they are alien to this universe, propelled into Urth by the last dying scream of one of their world's genies as their reality succumbed to the Demon Lord. This has left them somewhat angry at the thralls of the Demon Lord, and despite their notorious isolationism and barbarism, are often given to working with the other races when it comes to hunting down the slaves of the Shadow. For another, they are divided up into tribes; the Badger, Bear, Boar, Deer, Eagle, Fox, Hare, Horse, Otter, Owl, Raven, Snake, and Wolf.

PATH

Because you're not just a simple peasant, are you? Any path may count as a drop-in.

Magician: Nearly every being on Urth possesses the power to wield magic, although most will go their entire lives without being awakened to it. Perhaps one of the gods blessed you by opening your eyes to the world of magic, perhaps you came in contact with a powerful artifact and learnt to channel magic through it, perhaps you studied magic in a scholarly setting, or perhaps some ancient bloodline blessed you with the innate power to use magic. Maybe you simply discovered your inherent talent when a moment of great stress burst the floodgates open. Magicians may fall all over the morality spectrum; some may become black-hearted demonologists, or trade their souls away to devils, while others may vow to use their mastery of the arcane to protect the world from that which seeks its destruction. A magician without magic is a silly concept relegated perhaps to some primitive magic-less world, and therefore you have learned at a minimum one tradition of magic.

Priest: Devotion to a higher power is an important facet of life in Rûl. As a priest your faith, or perhaps some other source such as striking a covenant with your deity in a dream or even merely from studying the sacred writings of your faith, has enabled you to draw on the power of a bare minimum of one tradition and potentially more, casting its spells through rite and prayer. They rarely, if ever, learn magic that is opposed to the core themes of their patron deity.

Rogue: Despite the unsavoury connotations of this path, there are many valiant and heroic rogues, and they are not necessarily thieves or criminals. This path is simply the path of those who rely on cunning, trickery, adaptability and a dash of luck to make their way in the world. You could become a scout, performing vital reconnaissance work on behalf of your main force or friends, or perhaps a detective or spy.

Warrior: They come from all walks of life, from common street thugs to veterans of the Empire's armies. This is the path for the one who wishes to excel in the martial affairs, for all warriors though they may be howling savage barbarians to noble crusaders bear the common trait of being capable of wielding almost any weapon they lay their hands on with skill and finesse alike. Simple though it may seem, to survive many battles as a warrior requires no shortage of finely-honed skill at arms.

RELIGION

The Old Faith: The Old Faith is a polytheistic religion, dating back to time immemorial. It is the oldest faith in human memory. Its most important deities are Father Death, ruler of the Underworld, the Horned King, master of the wilderness, the Maiden in the Moon, patron of mysteries and magic, Old Man Winter, the lord of the south and bringer of the cold months, Revel, patron of madness and hedonism alike, The Queen of Summer, who claims dominion over passion and creativity, the Seer, a one-eyed owl god of wisdom, and the World Mother, bringer of life and good harvests.

The New God: A relative newcomer to the religions of the world, the monotheistic cult dates back to the 2nd Century. It revolves around the Four Truths. First, the mortal soul is eternal; death is a gateway to new life. Second, all wickedness stains the soul and invites the torments of Hell; mortals should lead virtuous lives to avoid horrors in the afterlife. Third, the divine is dependent upon mortals and mortal faith, not the other way around. Fourth, anything that tampers with the migration of the soul is an abomination; undead, stealing from the afterlife, unnatural extensions to mortal life, all draw the eye of the Demon Lord and must be stamped out. It is something of a militaristic faith, willingly using crusades and inquisitions to stamp out wickedness. A rare few madmen claim there is something far more dreadful behind the faith.

Witchcraft: Witchcraft is at once a mixture of religious faith, hedge magic, and ancient customs based around guiding and protecting others from harm. Despite the general aesthetic of witches being green-skinned women in black cloaks with wide pointed hats and broomsticks, they're rather benign for a religion in these lands, seeking mostly to preserve their own traditions and look after their local communities. The Lord and Lady are the head deities of this faith.

The Dark Gods: Also known as the Gods of Blood and Iron, they are a cruel faith who demand blood and sacrifices, and laugh at the suffering of mortals. The jotun worship them most frequently, as do the orcs descended from them. It finds little purchase outside the frigid and cruel south.

The Honoured Dead: This faith holds that the ancestors are to be memorialised, for their spectres watch over their descendants. It holds no direct worship of gods, though it is ultimately descended from the Dark Gods. The faith is most common among the dwarfs, though ancestor-worship is known to exist across the world.

Diabolist: Worship of the devil remains a fringe cult, heavily suppressed, for the devil seeks to tempt mortal souls into sin and condemn them to hell. But those who choose to actively worship him may find devils offering great power and wealth alike, for a time. Needless to say, the Devil's limitless ambition holds no room for competition, and he expects his followers to fight against the servants of

the Demon Lord as fervently as any other religion might. This can lead to some very unusual alliances.

The Small Gods: Something of a catch-all for minor faiths found in remote corners of the world, these faiths are as broad and varied as ancient mystery cults, old religions near-gone from the world, reverence to deities known only to their patrons, spirits yet to pass from the mortal world, faeries or even disembodied genies, and from time to time, unknowing worship of something far darker...

Atheist: Though uncommon, some who reject the gods exist. It is rare, for even those who largely do not believe are likely to pay some lip service to the local gods, but sometimes something happens that drives a man to completely reject the divine. Some of these atheists disbelieve in the existence of the divine, others may see the gods as cruel and uncaring, undeserving of worship. A scant few may grossly heretical beliefs, like saying the gods are just some great fae who deceived mortals to worship them. These lost souls may go on an outright war against all religions, seeking to enlighten others as to the truth of their own beliefs. You cannot be an atheist priest. Pick a different path if you want to reject the divine.

PERKS

GENERAL

Profession (first free/-50): In this world, adventurers are never those who had no career beforehand. Nearly always, they're fairly ordinary people pushed into taking on the hardest tasks when no-one else would. The looming apocalypse has a way of pushing the most unlikely people together. Likewise, you have a history of working one single trade. You have one mundane profession like woodworking, smithing, leatherworking, sailing, or similar trades that can bring you a reasonably steady, though unglamorous, income should you pursue the mundane crafts instead of going out to risk your life. And who knows, maybe animal husbandry may be useful in the field? This may be purchased multiple times to be skilled in multiple fields.

Scatological Stomach (-50): This universe hardly shies away from excretory events. People might call this a natural outgrowth of horror that seeks to disgust and disturb the viewer, others might accuse it of being a thinly veiled magical realm. For whichever reason, some monsters and most notoriously ogres and dragons, are known for consuming everything in their path, which naturally includes the golden crowns of the world. Those who hunt such monsters find their droppings to be, well, a goldmine underneath all the other content, for gold is one of the only things to survive passage through their digestive tract. You bear the emotional fortitude to, well, sift through mountains of dung for the shiny gold coins that survive passing through an inhuman digestive tract. The *aroma* of your *hobby*, on the other hand, may never leave you. It is reputed that no amount of washing can ever wholly remove the smell of dragon gold. Blessedly, this also applies to any other sources of filth that would revolt beings entirely unused to this world, from as walking through a thick sewer, encountering a hideously bloated monster covered in suppurating sores and leaking vile fluids everywhere.

Mystic Transformation (-50): Discovering and delving into the many traditions of magic in this world can bring forth more changes than simply learning to cast spells. Whether it is the master of Air who ends up surrounded by a constant light breeze to the master of Water who begins to grow scales like a fish, magic makes its mark upon its adherents. By taking this perk, you may apply the same sort of changes to your body in future settings. The more you learn and master the local traditions of magic, the more they will leave their mark upon you in a largely minor and cosmetic way. At most you will probably gain the power to breathe water in new gills, as masters of Water magic often do.

Cleansed in Virtue (free/-100): Corruption is a difficult thing to cleanse from a soul. As long as you are only mildly corrupted, you can cleanse your soul free from taint through performing any one of the following: Sincerely making amends and

repenting for whatever deed caused you to become corrupted, protecting the innocent without any expectation of reward, especially if such a thing would risk your life, and remaining truly humble. It must be stressed that these must be done without ulterior motive; the closest thing to a selfish desire while doing any of them you are allowed is the wish to redeem your soul. For 100 CP, you retain this when dealing with all future corruptive systems and can allow everyone in future worlds to redeem themselves through virtuous deeds. These are dark times, but there is always room for a hero.

Desperate Times (-100): An apocalypse is no time for rejecting a worthy ally. Noble warriors of light and black-hearted diabolists may yet be forced to put aside their differences to save everything from its unmaking. The looming end of the world sure puts things in perspective. In these days, holy warriors of the faith find themselves allying with diabolists and necromancers. For as long as there is a looming greater threat, you will find people overlooking all of your prior deeds. Note: this requires you to be the lesser evil. Being the bigger threat to the world won't work.

Power of the Spirits (-100): Rather curiously, drunkenness doesn't actually impair you up until you drop unconscious. Some odd alignment of luck sees fit to ensure that even staggering around absolutely sloshed keeps you as capable as you are sober, your drunken blows flying as deadly as ever, even your aim not falling off.

Hope Springs Eternal (-100): The world burns. Armies gather like vultures. Demons slip loose to vent their darkest urges. The Shadow of the Demon Lord grows long. Yet heroes always rise. You will not give into despair no matter how futile the fight seems. You will always have the spirit to rise again even in the darkest of times.

Initiate of Magic (-100): An energy field envelops all reality, a legacy of the forces that created all things. Some people can learn to tap into it, and they become spellcasters. To learn magic is to learn the very words of power the genies used to shape reality itself and write its laws. All spells are divided up into 42 schools known as traditions of magic; by taking this perk you've been initiated into any one school of magic, the very basics of the school and mastering a few minor spells, as well as potentially picking up the cosmetic effects of being initiated into the school – post jump this may be toggled on or off as desired. This purchase may be taken as many times as you like, each purchase initiating you into a new school. Magicians and priests receive one purchase of this for free.

Master of the School (-200): You've amassed so much knowledge over one magic tradition that you are standing on the very edge of mystical knowledge any mortal could hope to achieve. Only the realm of myth and legend stands before you in the one tradition you selected. This may only be purchased once and for one magical tradition you purchased earlier, and the details of the spells you have

learnt (and the effects such focused study has had on your body) is similarly detailed.

Psychic Powers (-200): Psychics are a rare breed of spellcasters who often find that studying magic results in unlocking the raw power of their mind. You have gained psychic powers, an initiation into either Telekinesis or Telepathy, and can turn any school of magic you know into a psychic tradition. This is a much more flexible way to cast spells as you can will them into existence with concentrated focus instead of using magical implements or words of power.

Eternal Recovery (-600): Once you lived an ordinary life. Then you died. And then you got better. Or perhaps you delved into the arts of necromancy or soul magic so deeply that you can bind your spirit to your body tight and evade the eyes of the servants of Father Death. Now any time you die you will return to life when you will it, after a minimum of fifteen seconds. However, you will be severely fatigued that will likely last at least five hours afterwards, depending on how much time you spend resting and recovering, and will get more fatigued the more you die without resting in between deaths. Eventually if you keep dying you may be completely incapable of mustering up the energy to return to life at all and this will result in your final death. This regrows lost body parts but does not cure disease, cleanse any other curses, or neutralize poisons or venoms in your system, and it is entirely likely you may die repeatedly while “flushing” them out of your system. That said, you don’t need to breathe, eat, drink, or sleep though there is nothing preventing you from doing any of them if you wish to. You are likely to pick up an interesting collection of scars should you abuse this ability.

Man of Gog (-500/-800): Magog, whose name meant “mighty creator”, was once the greatest of all geniekind. It was he who split the heavens and earth, he who divided the lands from the water, he who taught all lesser genies the art of shaping creation from the Divine, and he who truly mastered the Words of Creation. It was he who came up with the idea to steal fragments of the Divine – what would be known as demons – and purify them into the souls of mortals who would incarnate endlessly, losing no memories as they would fight to protect all creation from the faeries and trolls who instinctively sought to destroy geniekind and unravel reality back into the Void. Regrettably, his great act of creating the first one hundred mortals drew vicious reprisal from the Demon Lord, who bent all his power to rend his flesh from bone, tear his immortal essence apart and, unbeknownst to any, imbue the souls of the hundred with fragments of Magog’s essence. It was this act that – unlike the lesser mortal souls created later – imbued the first hundred with their own instinctive drive to resist the faeries for all time. Even as the fae created the Underworld and Hell to cleanse mortal souls of the memories of each life, even as the faeries set themselves up as gods and brought world-shaking magic to bear upon the Tribe of Gog, even as they seduced the other tribes of men and drove the Men of Gog into the Desolation to eke out a living amongst the poisoned wasteland the war between the faeries and trolls had created, the Men of Gog fought them every step of the way.

Though many men within Rûl bear some ancestry of the Men of Gog on account of the long domination of the Hegemony, you have a much thicker tie to the ancient blood. Your soul is the latest incarnation of one of the Hundred in the body of one of the few pure-blooded Men of Gog left, heir to at once the greatest hope of the genies and the blackest magics they discovered in the corrupt and forbidding Desolation, where the Men of Gog fled to after the faeries nearly succeeded in wiping them out the first time. You entirely lack body hair, have chalky-white skin and dark hair on your head, and are noticeably taller than the lesser people. The greatest of the Men of Gog, Ashrakal the Witch-King, eventually learnt magic that could stop the very sun in the sky, snuff out armies with a wave of his hand and reanimate them instantaneously again, and even challenge the faeries who had glut themselves on mortal worship as an equal, though it had cost him most of his humanity to do it. While you are not at his level you show a natural aptitude with magic that is the result of the little spark of Magog lodged in your soul. It could bring you up where you would easily grasp magic beyond the ken of most mortals within twenty years if you were to follow their path – though the world may not have twenty years left to exist nor may you survive retracing those steps with your humanity intact. As it stands already, you have a terrifying aptitude for magic of the darkest sort and freely receive an initiation into every Dark Magic school, as the Men of Gog invented most of them and refined all those they did not directly invent. Be warned, this perk offers no resistance nor immunity to the corruption that usually accompanies black magic, and many degenerate and monstrous races owes their origin to the Men of Gog becoming changed over generations of embracing dark power. Those who did not quickly turn into beastmen as a result of embracing corruption as fast as they can, anyway. The greatest souls have the greatest potential to partially revert back to the demons they once were... This is the 500 CP level.

At the 800 CP level, you are no longer merely an heir to the Men of Gog. You are one of their greatest numbers, perhaps even one of the esteemed Disciples of the Witch-King who had no equal save Ashrakal, whose soul escaped the Underworld, or more likely Hell, to inhabit a new mortal body as Amaral once did to become Ashrakal. This left some even more extreme physical traits writ upon you; your back shall be covered in a tattoo-like scrawl in the language of the Dark Speech detailing the heritage and history of the Men of Gog, you shall bear the mark of a skull on your palms, and if you focus you can remember your past life serving under a vast and nightmarish figure of shadow and flame. These memories bring with them knowledge of all the ways the Men of Gog tried to defy Father Death, from the marks some of them adorned themselves with to render themselves invisible to Death and his servants so they would rise again as undead if slain. It also comes with knowledge of their discoveries in the fields of demonology, how they studied standardising the forms and shapes of demons, as well as safely binding demons to their service. It also will let you know how their mages twisted their enemies or slaves into vile monstrous slaves, some of whom still lurk in the dark corners of the world to this day. You may not yet have the power to recreate the dark powers Gog unleashed upon the world, but you already know all the

theory behind it, and should you grow strong enough you will reclaim your knowledge and your heritage.

There is a crucial downside to this purchase, however. With either purchase, the bit of Magog's essence that lodged within your soul now instils within you the same ancient hatred of the immortal faeries – and should you have the 800 CP purchase you can likely list off an *extensive* list of crimes committed by fae against your people. The very drive to destroy them will be a major part of yourself. You can, at most, tolerate their existence when absolutely necessary. When not, you will feel the urge to kill the faeries where you find them, ransack the temples of the great fey who set themselves up as gods, and destroy the mortals who might wish to allow their existence. Your ancestral grudge may very well drive you to seek their utter extermination. You will be free of this urge after you leave this jump, but before then? Try not to let your old grudge shroud the lands in an age of darkness. Urth is already unravelling at the seams thanks to the last one.

ANCESTRY

Here you receive the 100 CP perk of your ancestry for free and discount (50% off) the remaining perks of your ancestry.

CENTAUR

Multi-Attack (-100): Centaurs' inhuman anatomy is one of the many reasons they have remained fiercely independent. To fight one is to battle a wild warhorse and a trained soldier, all linked to the same highly intelligent creature. You are skilled at weaving your inhuman anatomy into your fighting styles, such as lashing out with the hooves of a horse while you swing a blade.

Battle on the Move (-200): Centaurs are well known for their ability to skirmish effectively, loosing arrows distressingly accurately while galloping away from reprisal. Even worse are those centaur casters who sling spells down at full gallop. For you, moving as fast as you can or even crushing people underhoof is something unconscious and in no way compromises your ability to perform other things, such as loosing an arrow against your foes or casting.

Spiritual Negotiator (-400): The Endless Steppe is sacred ground, at least to the centaurs. You are highly skilled at appeasing the spirits of the lands around you, negotiating with them for favours and knowledge, or perhaps just ensuring favourable conditions for your tribe. In future jumps, you may find the world itself around you continues to be filled with spirits, or perhaps just unexplained natural phenomena, that will respond to your efforts to appease them.

CHANGELING

Static Personality (-100): It is not unknown for changelings to suffer personality erosion when taking on one of many mimicked forms. You do not. Act out your roles, get truly into the minds of someone you wish to mimic, but your true personality will not be affected by your method acting.

Changeling Creation (-200): You know the magic to turn a homunculus into a changeling, and more importantly, not have the magic unravel. This unexplained phenomena possibly requires magic of singular power, said to only be capable of being performed by the greatest lords and ladies of the fae, but not for you. You can somehow ensure that should you mystically weave a bundle of sticks or mud into the vague form of a child, this child will remain and grow into a changeling of its own.

Master of Many Forms (-400): Even among the changelings, there are some who are so skilled at disguise and infiltration that they learn telepathic abilities to better hone their skills. You are one of them, you subtly read the minds of people

around you while you shapeshift, reading what they would expect you to say to stay beneath notice, keeping your disguise up even when knocked unconscious. Barring shielding against telepathy and impersonating someone you know nothing about, it is extremely unlikely you would be ever discovered.

CLOCKWORK

Cold Analysis (-100): Neither alive nor dead, a clockwork is perfectly primed to evaluate everything without the trappings of morality the fleshlings clad themselves in. You too can completely shut down all your ethical centres at will and analyse or carry out plans unhindered by moral concerns. Pure rationality. Does not prevent you from gaining corruption for any deed that deserves it.

Destructive Overclocking (-200): One advantage of a clockwork body is in its relative ease of repairing and replacing damaged parts, unlike those of flesh and life who tend to bleed and die partway through a quick back alley organ replacement. You can consciously choose at any moment to begin pushing yourself so hard you'll cause permanent damage to your body.

Dawn of a Machine Age (-400): Mortals do not understand what they have wrought. Every attempt to defy Father Death up until this point has been dangerous. Life magic can demand the life of the caster in exchange for the life of the resurrected. Merely learning necromancy can corrupt and endanger the soul. But the art of crafting a clockwork has unintentionally stumbled upon a way to defy Father Death and reclaim the immortality blessed upon mortals by the genies without risk to the soul – though nobody has yet realised the implications. You too know how to steal souls from the afterlife and bind them within the body of animate but soulless things and may choose whether the soul has had its memories cleansed or not. Stealing specific souls from the afterlife may take a bit of searching, but it is well within the realm of possibility. Do note that while the act of soul-stealing will go unnoticed, the fact souls are vanishing from the afterlife before their time may not. The Underworld is in such disarray innumerable souls may be stolen from it without raising suspicion, while Hell is greedy, jealous and will try to recover even a single soul.

DWARF

Hatred (-100): Dwarfs are known for holding grudges. For you can ensure any grudge or hate you feel will burn as brightly as the day you first embraced it. And your hate is a rational thing; you will not do something suicidally spiteful. Instead, if you hate an entire group of creatures (such as demons) your hate will motivate you to perfect your demon-hunting skills. As a bonus, you can dig up near endless reserves of grumbling to mock and belittle anyone who is not yourself.

Contractual Trickery (-200): As a suspicious and untrusting people, dwarfs are some of the most (in)famous negotiators for their willingness to argue for quite

literal days to craft elaborate contracts. It is quite essential to be willing to negotiate with a dwarf too, for failure to read the terms of a dwarf contract is akin to giving him everything you own. You are similarly gifted with the arts of negotiation.

Dwarf Arts (-400): Dwarfs are equally well-known for excellent craftsmanship. You are an artist and a craftsman alike, able to produce some of the finest works in the land yet also laid with beauty without impacting its form. This also comes with a keen appreciation of all the flaws of any work that would not be up to the standards of a master dwarf artisan (that is almost everything).

FAUN

Not A Beastman, Honest (-100): Faun exist in the precarious position where, despite not being the hated and vile Beastmen, they look similar enough that a commoner often confuses the two. This greatly contributes to a shorter average lifespan and the Faun being run out of any community not already familiar with them. Fortunately, you are one of the rarer few Faun with the general charisma and benign personality to convince ordinary people that you are not here to rape or murder or eat or sacrifice anyone to a hateful horror fortunately currently locked outside reality as we know it. This will probably ensure you aren't run out of town with an angry mob hot on your tail, as long as you don't act like one of the beastmen.

An Uncommon Community (-200): Fauns who create communities generally welcome those who are exiles of their own. When you found a community, you will find it easy to smooth over racial differences and create a cohesive whole. Additionally, you have an eye for exactly where to place a village to make it as hard as possible for others to find - a necessity considering the general attitude towards the fauns.

The Magic of Music (-400): It is the satyrs, a term for fauns who shed their mortality and become faeries in full, who gain strange powers with music. Though you have not become a fae, and do not share their inherent weaknesses, you share their mysterious musical powers. Those who hear the tunes you play may fall asleep, be rendered unable to tear themselves away, be shaken with fear, or similar effects charmed by the notes you play. You are a skilled musician as well.

HALFLING

Uncommon Courage (-100): Halflings are braver than any creature their size ought to be. You are not quite fearless, but simply capable of summoning the will to power through any fear you suffer, avoiding making critical mistakes from stress, fear or panic. You are unlikely to ever even show fear at all, unless you consciously choose to. Under terrifying, stressful circumstances, you'll probably just seem to be stoic and focused.

Halfling Slinger (-200): Halflings are notorious for their skill at throwing and slinging objects around. You are no exception, being both as accurate and deadly as any creature should be with a slung rock or other thrown object. Even improvised weapons are deadly in your hands at range.

Good Fortune (-400): Halflings are known for surviving extreme hardships through luck alone. Though the least superstitious claim it is simply a result of their courage and rationality under pressure, most accept that halflings are just an unnaturally lucky people. Likewise, luck, random games of chance seem to fall your way, and curiously enough your luck seems to rub off on friends who hang around you too.

HUMAN

Law of Averages (-100): Humans rarely fall under any great extremes; they simply end up the average at anything they try. You too can quickly become average at any subject you put your mind to, though this perk will not help you become above average in any regard. You will simply become unexceptional at it, and anything further will be on your own. With this alone, you could quickly become a jack of all trades.

Ferren Shifting (-200): The Ferren are an odd sort of creature, a distinct subspecies of humanity who in ages past revered the Maiden in the Moon and were blessed with the power to shapechange. Like them, you can turn into a cat at will. In your human form, you still possess feline eyesight in the dark and claws that can function as a natural weapon. For now, you can shift into a common cat, but it is likely you will be able to learn to shift into larger and more dangerous cats the stronger you grow. But it must be a kind of cat.

Creating a Slave Race (-400): One of the darkest chapters of human history is in the origin of the orcs. Twisting the bodies of defeated jotun with the foulest of magic, binding them to slavishly obey mankind, there is little one can say positive about it. At least, should you desire it, you may repeat this process upon those you capture, even twisting entire races at once into debased ones bound by potent spells to obey you and any others you choose. Unfortunately, the results of such foul magic are likely to be inherently corrupt, but that mattered little to the men who saw the potential of slave-soldiers.

ORC

Raised by Orcs (-100): No orc is raised without a bloody and brutal training regime – whether at the hands of the former regime or the new one – and this gives them the, admittedly dubious, benefit of already being inured to violence by military age. You too are now completely used to the art of killing and will not find it emotionally damaging or stressful at all to get into a brutal fight to the death,

nor will you be troubled by memories of those you slew. The perfect skill for a born soldier.

Disciplined Fury (-200): It was the orcs who truly brought peace behind the Alabaster Throne, and it was the relentless fury and savagery of the orcs that cowed all who might defy the Empire. In these footsteps you follow. Your battle-rage is a cold thing, a thing of quite nearly calm, measured fury. Not quite so disciplined as that of a true professional warrior, nor the mindless fury of a true berserker. The rage that keeps you pressing onwards, lends strength and swiftness to your blows, but never truly losing yourself to fury and opening yourself to weakness. Even in the chaotic swirl of melee, when the red mist descends, you will remain rational and focused on laying low your foes no matter how great your unceasing fury grows. Most of the advantages of a true blood-frenzy, none of the weaknesses.

Not So Permanent Slavery (-400): Ahriman's curse upon the orcs has been undone. The orcs are no longer compelled to bow before the Alabaster Throne. And yet, the trigger that finally broke the curse is so small, so minor in comparison. All that the orc Drudge needed to here was the truth about the grisly fate of most orcs who grew too old to serve in the legions. Likewise, any who seek to bind you to their service are doomed to fail. They may succeed in the short term, yet at the most inopportune time you will be able to slip your bonds and take revenge on the one who once thought they could be your master. It is likely that your master will even accidentally slip out the secret that frees you. Interestingly, should you be able to slip your mystical bindings, you will see yourself liberating your entire race from their bonds at once, and they will most likely see you as a leader and hero for freeing them all.

WOAD

Tribesman (-100): Thirteen tribes from the hundreds that once walked Urth survive. The Woad are all members of one, each with their own unique traits. As one of the Woad, you have picked one of them up. This may only be purchased once, as you cannot be part of multiple tribes at a time.

- **Badger:** You have inherited the Badger tribe's characteristic ability to move through small spaces. You can move easily through spaces so small that even a halfling would struggle to pass through.
- **Bear:** The Bear tribe is famous for their peaceful nature and letting Woad war parties rest and recover at their camp. You too are a skilled healer, and rather adept at putting yourself in the way of blows meant for another.
- **Boar:** The Boar tribe are unusually large and hairy, as a result of their near-extinction and crossbreeding with jotun tribes. You are somewhat larger, stronger and more durable than the other tribes.
- **Deer:** The Deer tribe are famous as hunters of men and faerie alike, but they are also famous for their natural speed and agility, which you also share.

You also have a small natural aptitude for sneaking around and moving quietly.

- Eagle: The infamous, some might say corrupt, viciousness of the Eagle tribe lies within your veins. You grow more dangerous the more injured your foe is, as your nature drives you to slaughter them faster.
- Fox: The Fox tribe is among the most mystical of the like. You, at the least, have a natural aptitude for languages and Song magic.
- Hare: Heretics amongst the Woad for their practices of wearing clothes and trading with other races, being of the Hare tribe grants you a natural talent towards negotiating and diplomacy.
- Horse: As one of the Horse tribe, you possess speed even greater than that of the Deer tribe, as well as recognition and tolerance amongst the notoriously xenophobic Centaurs.
- Otter: Lurkers amongst mangroves and murderers of fishermen, the Otter tribe grants you a natural aptitude for swimming and fighting in the water.
- Owl: You have their natural talent to leap - briefly - through the Field Without End, not enough to stay or visit that place, but enough to function as short-range teleportation.
- Raven: The Raven tribe hunt from the tops of trees, and likewise you are a natural climber and ambusher from above.
- Snake: As one of the Snake tribe, you carry a natural resistance to poison and a deft grace when moving. You may also have vibrant tattoos covering every inch of your body.
- Wolf: The group-focused Wolf tribe grants you an instinctive ability to maximise the effectiveness of you and your allies attacking a singular target.

Woad Spiritsinger (-200): Some of the Woad learn to weave their magic into song that retell the legends of their own people. Of those, a smaller number learn to hear the the songs of the Firstborne. You too can listen in to what the Firstborne sing, catching regular glimpses of songs that warn of impending danger you have yet to realise, or advice on travel so that you can never become lost, for they watch over all their children and are eager to pass on messages they believe may help you yet. Or simply praise you, or express their gratitude for your deeds.

Fieldwalker (-400): The people of the Woad do not believe in an afterlife like the other people of Urth. They believe in a place called the Field Without End, a spirit world created by the passage of the shard of their dead world into Urth. And indeed, they are correct, the Field Without End exists infinite in length though perhaps only a few miles in width. It resembles their original world before the Demon Lord came. Untouched, pristine wilderness. You may travel, wherever you are, to the Field Without End by opening and closing a portal that can allow the passage of you or whoever you wish to this blessed idyll. If you are not a Woad, you will be treated as one by the locals, offered the same hospitality and audience they would give one of their own. Just be warned that time passes strangely in this idyllic paradise; every hour there is equivalent to a full day outside. And do

note that it offers a rather interesting form of murder; should you bring someone there with you and cast it off the edge of the Field Without End, it will either slam into the mystical field of magic surrounding Urth and be annihilated in both body or soul, or it will drift into the Void. Annihilation would be a kinder fate.

PATH

Here you may take the 100 CP perks of your path for free and may discount (50% off) the remaining perks of the path you selected.

MAGICIAN

Incantare (-100): You are adept at converting any spells you know into incantations, magic that can be cast by reading it aloud from text. This requires a good hour to carefully write it down and rarefied components generally worth half the market price of the incantation. The biggest benefit of this is that casting through invocations does not consume anything from you, instead being only one-use before fading away, but also that incantations may be used by anyone even those that cannot cast spells, and the magic inside the incantation renders it legible to anyone with a language. Incantations are also rather valuable and can fetch extremely high prices for spells above the fifth rank.

Recover Spell (-100): What separates a dabbling adventurer from a true magician is that magicians are able to exploit their tremendous knowledge of magic to recover spells they cast. If you cast a spell that you are extremely competent and familiar with, you can exploit the magic to treat it as if you had never cast the spell in the first place; your mastery of the arcane enabling you to simply use spells without noticeably expending magical energy.

Apothecary (-100): Many a magician will learn the basics of the apothecary's arts, learning how to brew herbs and other raw materials into liquids with magical effects. They are one-use only and apply on anyone who consumes them, though they can also be injected via a syringe if speed of absorption is of the essence. Depending on the ingredients, potions may enable someone to stay alert and avoid sleep for hours, resist every poison in existence, fire or the effects of extreme chill, briefly restore their youth for a period of days, cause someone to double their size, immediately heal most injuries, turn invisible for hours or until they attack, see in darkness, or even combine the effects listed and perhaps come up with new potions on their own. This is, naturally, extremely useful if you also have been initiated into the Alchemy tradition of magic.

Seventh Son of a Seventh Son (-200): Some births are particularly auspicious. You are one of them, born under such arcane portents as being the seventh son of a seventh son. In practical terms, you take to magical learning like a duck to water and learn new magic so fast anyone who observes you would be forced to conclude you are a rare prodigy. In general, you will learn the magical arts roughly five times as fast as someone without such a blessed and auspicious birth lingering over them.

Artificer (-200): Standing on the vanguard of magic and technology. Artificers often follow the Technomancy and Alchemy schools. It is not necessary, however, as it is perfectly possible to become an artificer without any such background. Like the artificers, you can weld together a pile of junk metal into surprisingly effective tools, though the magic sustaining it only lasts an hour. Scrap metal can become a suit of plate or a sword, random bits of clockwork can become miniature mechanical servants to assist your creations. The other benefit is that you may imbue any spell you know into something you crafted, and as long as it lasts it can be called upon (but only once) by anyone possessing who possesses the imbued item.

Sigil Scribe (-200): A school developed from the arcane merger of the Protection and Rune schools; sigils involve tracing magic into a specially prepared glyph and leave it as a trap for the unwary. Those just starting out in this school can often find disaster as the slightest error scribing a sigil causes unforeseen and potentially fatal side effects, but fortunately you are skilled and trained enough to draw any sigil without opening yourself up to this risk. From these sigils you can cause people to be teleported miles away, blast them with tremendous supernatural force, cause them to suffer full-body agony, and hit them right in the sanity. These sigils can last centuries without maintenance, so you may wish to be careful about leaving them all over the place.

Mists of Madness (-400): The island of Ys, formerly one of the greatest sorcerous societies, has been abandoned since the time of the Emperor Eronymous. It is shrouded in thick mists that none who enter return from. In truth, the mists were never designed to keep trespassers out, for the Ysiens expected to return home someday, but rather, to keep the horrors they accidentally unleashed in their realm safely in the island. Anyone may enter the island through the mists, but any attempt to leave is doomed to frustration as the mists prevent them from leaving at all. You too can, with a certain ritual, conjure up thick one-way mists that shroud any region you require, though the larger it is the more time you will be required to devote to the ritual. Yet the mists themselves are not harmless at all. Anyone who tries to leave through them will see and hear phantoms that test their very sanity and feel sudden bursts of unsettling sensations and panic deep within their hearts. This too will affect the mists you conjure.

Sorcerous Schooling (-400): Sorcery is a dangerous art, to other people but especially to the sorcerer. As valuable as the sorcerers of the Kalasans were to defeating the Witch-King, they were at times as dangerous to their own armies as that of the men of Gog. They still exist, however, because the lure of tapping into even greater power always lurks to seduce any spellcaster. You can amplify any spell you cast by tapping into sorcerous methods and amplify it in practically any way you imagine. Magic fire burns much hotter, magical missiles strike more accurately, curses are laid tighter, enemy abjurations are bypassed easier, even healing magic cures more. Spells with a time duration may last many times the original length, range limitations will drop away, and areas of effect will double in

size. But the price is something few people want to bear; any time you tap into sorcery, sorcerous energies will build up inside you, and if you cannot vent them out safely in time they will violently explode out. How much this hurts will depend on how much you've tapped into sorcery. Drawing only a little bit will probably just burn you, in the most extreme scenario you could take out a city block. There is a silver lining to this; it is possible, though not easy, to vent the sorcerous energies out of yourself as a bonus destructive attack. It is for this reason that sorcerers are largely feared, often banned completely, and generally treated like a walking, live bomb all over the Continent of Rûl.

Wizard (-400): Wizards approach magic as a science. They believe all magic follows observable, repeatable fundamental principles and set out to discover them all. To this end, they seek out vast libraries of magical knowledge, pouring over ancient tomes and writing their own books of magical knowledge after their experiments. This makes their grasp of the fundamentals of magic so comprehensive they can even eke out extra free magic, seemingly in defiance of the conventional rules of magic. You, much like them, have six floating "points" that recover every time you take a rest. Any time you cast a spell, you can sacrifice a number of floating points equal to the level of the spell to either cast it for free or recharge a similar reserve of magic. Should your mastery of magic grow ever further, you may even gain more points with which to eke out extra free magic.

Master of Most Magic (-600): Many mages will find that studying as many traditions as possible, rather than reducing them to a jack of all trades, allows them to discover fundamental magical principles that can apply to every school they know. You are one of them and will find that the broader you cast your magical net, the more powerful each piece of it becomes. The wider your knowledge, the more reliable your spells shall become, the more you shall discover hidden secrets to squeezing the most out of a spell and making it hit harder or last longer. Learn as much as you can, safe in the knowledge that you grow exponentially greater for it.

Tower Trained (-600): The secretive order of Mages of the Tower Arcane, floating above Caecras itself, are all potent magicians, yet their greatest skill comes in their power at neutralizing enemy magic. You share in this and are exceptionally skilled at resisting or otherwise undoing hostile magic directed against you. As long as you still have magic available to you, you will find you can undo all magics save perhaps the works of the gods and the demon princes... though this is not a hard cap and you may in time become able to undo even their works. Additionally, you can cast any spell that exists as long as you can expend magic of equal or greater potency, or any other similar resource used to cast magic like mana, though using this ability will put a strain on your mind.

Namer (-600): There is power in a name. Everything has a true name, the ultimate expression of itself as a thing, and lacking a true name would cause it to simply dissolve back into the Void. Magic merely is using spells to accomplish the same effects as what learning the true names could bring. You are now very skilled in ferreting out the true names of things and can be considered adept in this. Learning the true name of a creature is highly potent, for you can wrack it with agonizing pain, conjure it to your side and (probably) compel it to serve, even undo it utterly and erase the creature from existence (with a risk of painful backlash for merely attempting it, however, and the stronger a creature is relevant to you the more difficult this will be). But not even death can save creatures from serving you. Any creature you summon with their true name cannot die permanently; destroying them only temporarily banishes them back where they came from to heal. You may instantly re-summon them, though it would probably be nicer to give them a little while to lick their wounds first. Know that mastering the true names of all things was how the genies once shaped reality according to their wills, but it was also this that drove them mad. Be warned.

PRIEST

A Prayer for Luck (-100): Perhaps through faith, perhaps through the acts of divine, perhaps simply by feeling more motivated, you will find praying for success in any action to actually slightly shift probability in your favour. The major restriction is that you must genuinely believe in the power you're praying to, but within that you may pray for success in any simple action, such as striking your enemy, shaking off hostile magic, or evading danger in general.

Holy Water (-100): Holy water is a useful, though minor, tool in the arsenal of the adventurer. Holy water burns like mild acid to anything that has fallen into corruption, and like a potent acid against faeries, demons and undead. Fortunately, you can make a whole lot of it. With a quick blessing, you can turn any small vial or bottle of ordinary water into holy water and may do this as many times as you wish. It is also useful in ordinary religious rituals.

Healing Hands (-100): A priest is often the healer of a party, as they come with valuable skills to contribute to healing another. One of the most useful ones is that they can channel unused magic into healing spells, though they naturally require some unused magical power to turn into healing. You likewise can always turn your magic into an equivalent amount of healing magic that works through a touch.

Corruption Sensitive (-200): With corruption a near-omnipresent threat to both body and soul it pays to be aware of it. Most people who are not yet corrupted are at least aware on some level when they are near a potent source of corruption, manifesting itself as inexplicable chills, a sense of foreboding, or otherwise "wrongness" in the air. Very few people know enough to recognize this as the taint of the Void upon reality. You, however, always recognize corrupted locations, items and people. This includes disguised demons, devils, necromancers, vampires, cultists and the like, but does not let you see through the disguise. You merely recognize that corruption oozes off the person or object.

Holy Radiance (-200): At will, you can wreath yourself in light that burns the enemies of mortals. Those who linger too close to you find the light from your body painful, and find any action hampered by your mere proximity as your holy radiance harms and impedes their every action. This includes, but is not limited to, demons, spirits, faeries, devils, and undead creatures. It specifically does not harm you under any circumstances, even if by some dark miracle you were also a demon. This will continue to affect supernatural enemies of mortals in future jumps.

Exorcist (-200): Many good and innocent folk are vulnerable to possession by demons, faeries and other malicious spirits who go on to wreak havoc and spread misery with wild abandon. You cannot allow that to stand. You are very good at forcing out a possessing spirit from a body with a brief minute of focus (verbally

castigating the spirit optional but recommended), causing the spirit to be violently ejected from the body and somewhat dazed by the rather unpleasant experience. Against demons weaker than yourself you are likely to send them back into the Void instead of allowing them to remain in reality after being exorcised.

Divine Possession (-400): You can willingly accept divine spirits into your body. This is not a subtle thing; tongues of flame may appear above your head, writing from holy texts may glow upon your skin, obvious marks of divine manifestation like that. In exchange, you can channel a portion of their divine essence into your actions. When channelling the divine, you will become immune to magic that affects your mind, become noticeably tougher, faster, more agile, stronger, and can even choose to go into a trance to ask your god (or one of them) any three questions which will ensure they give a truthful one word answer. Be also warned that being too eager to let divine spirits possess you is known to cause some loss of personality or general madness.

Monks and Mystics (-400): You've awoken a particular ability to use qi and walked down the path of the monk. Your unarmed strikes carry the hardness of metal with it and you are incredibly deft at evading as long as you are unarmoured. With a brief moment of focusing and centring yourself, you can attune yourself to qi and remain attuned until you need to use it, which may involve dodging, resisting or otherwise avoiding any one single attack, and channelling it into your strikes to imbue it with supernatural lethality that scales with your general magical aptitude, the greater your magical power the more horrifically destructive your qi strike will be. Additionally, by focusing on your qi and meditating calmly you can speed up your healing as if a full day passed for every hour, and slowly recover your mind from any madness you may have accumulated.

War Priest (-400): Those priests of a more martial outlook often become highly skilled at chanting exhortations to violence amongst their comrades. These chaplains stride into battle armoured with the symbols of their faith emblazoned on their shields and words of wrath tumbling from their lips. Like them, you too are capable of rousing up violent wrath in your allies and letting them fight noticeably harder, shrugging off non-supernatural fears and many kinds of mind-affecting magics too. You can even yell at people to rouse them from unconsciousness and fight on, although this won't heal them.

Touch of the Divine (-600): The gods must work directly through you, for you can take on their form. Whenever you wish, you can turn into the spitting image of your god, and though you gain none of their abilities you do become so supernaturally frightening people are likely to choose to run over fighting. Not only that, from the touch of your hands springs miracles; you can remove disease or poison from people, heal the crippled, break curses, and cure madness. The only restriction is that your blessed touch does not work upon yourself. Additionally, you can channel the voice of the divine into you, speaking in a

thundering tone that can be heard for a mile around you under normal conditions and/or can be understood by any creature with a language as if it were their own native tongue.

Exalted Champion of the Divine (-600): Across the history of Rûl, those with close relations with the divine have shaped history. Your god or gods have seen fit to treat you like one of their champions. Whichever god you choose to serve will visit you regularly in your dreams to speak with you, share their knowledge, and offer you guidance, though they will inevitably wish for you to spread their faith and may react very badly if you commit severe enough transgressions against the tenets of their religion. You have the ear of your god too like the prophets of ages past. When you pray for salvation or divine intervention, you will get it, though it will heavily depend upon the context of your prayer and you should remember that the gods are distant powers. Praying for victory in battle may simply nudge probability in your favour or it may call upon bolts of fire and terror and death from the heavens, praying for healing may cause wounds to knit back together, praying for succour in the wilderness might bring you food from above or it might get you teleported to your destination across vast distances, Just don't call upon them too often or for too trivial reasons, because angering your own deity could just be worse than anything else troubling you. The gods are vengeful and notorious bastards and their wrath is a terrible thing to see. Just be careful: Many would kill for such a close relationship with the divine, and you should carefully think about which god you serve.

Belief Begets Existence (-600): Mortal belief is a potent thing. It gave the great fey the divine power they once pretended to possess, and it warped their bodies and minds to conform to their faith. Yet individual mortals cannot believe hard enough to shift reality to accommodate their own beliefs. Except for some. You can believe so hard you can shift reality in relatively small, subtle ways centred on yourself, though to deny reality and substitute your own is a feat of mental prowess and not a particularly easy one either. Perhaps you may deny an illness or poison from affecting you, refuse to allow a spell to strike you, or make your wounds close up after being struck by claiming that the blade missed you. Who knows how far you could take this if you practiced and focused on strengthening your beliefs?

ROGUE

Sticky Fingers (-100): You're very good at swiping things off people and concealing them on your person. Bumping into someone in a crowded street is all the distraction you need to swipe their purse. It isn't likely to work if someone is actively on alert for pickpockets, but perhaps with a little practice?

Moving Unseen (-100): You know the basics of hiding in cover and moving without making a noise. You could easily slip past someone untrained in detecting hidden opponents and can even give those specifically trained to spot people like you or people with extremely good perception a good run for their money.

Poisoner (-100): Poison is an efficient way to deal with your enemies. A single dose can take a powerful wizard down, end the line of kings, or even destroy trade across a region. For that reason alone, their trade is fiercely suppressed, yet always in great demand. A little dose of the right chemical in their wine and you never even have to risk facing them in the field of honour. Fortunately, you know all the tricks of the poisoner's trade, and will not accidentally poison yourself applying it to food, arrows or blade, nor will you accidentally measure out a non-lethal dose.

Skirmishing Style (-200): Generally lacking the heavy armour and robust physical constitution of their more martial peers, a rogue must often rely upon their agility to win fights. Which is exactly what you can do too, darting around every which way around the battlefield, rolling around, leaping from great heights and tumbling between legs. Your agility, however good that may be, will be a very good substitute for body armour in terms of avoiding damage.

Small Weapon Master (-200): Many a rogue will wield small, easily concealed weapons primarily for the benefits in concealing them up until the last minute. Yet against an enemy with a weapon with a much greater reach like a spear or a halberd they will find themselves seriously hampered. Fortunately, you are highly skilled at negating the reach advantage of a longer weapon, able to get up close and personal and slip a knife through someone's ribs irregardless of their preferred weapon.

Every Man Has His Price (-200): And you can find it. You are very, very good at ferreting out exactly how much it would cost you to bribe anyone to look the other way, stay out of a fight, or to join your side. Money is the most common form of bribery, but you may not necessarily use money to bribe someone. Trading favours, tasks, magic cast, or just goods remains a viable form of bribery after all. Only the truly incorruptible – if they even exist – would be immune to your bribes, for anyone else as long as you can afford the price you'll know just what it is. Do be warned this is unlikely to work on creatures without the intelligence to understand bribery or those with suitably alien mentalities.

Merchant Magnate (-400): Most adventurers simply blow their wealth away on the pleasures of life without a care for long-term benefits. A few choose to carefully budget and make rational investments in the hope of gaining wealthy returns on investment. Oddly, or perhaps not, it seems rogues are drawn the most to this career. You have a great deal of practical experience running a company and making trades to grow your own wealth. For you can turn most investments into a profit and have a good eye for which business will grow into the best returns on investment and which trade goods would turn the most profits when transported where. This also comes with a strong charisma able to haggle for a great discount practically anywhere you go.

Reflexive Teleportation (-400): Fact is a lightly armoured warrior is a dead man if he stays in melee too long. When you are struck by any attack you can reflexively instantly teleport away to any point you wish within five yards and turn invisible for a full minute, though this invisibility is broken if you ever make an attack or cast a spell. It will not save you from the initial attack but will save you from any follow-up attacks, and it is a very good way to escape a dangerous situation.

Spy (-400): You've figured out how to shift your aesthetic features at-will into anything possible for your species as well as the cosmetics of your clothing, and convincingly roleplay as any number of different alternate personas. Aside from being an extremely talented actor if you were to try a career in the arts, the potential for infiltration and causing mayhem is endless. Simply shifting into the form of someone else and acting just like them can cause a whole lot of trouble, and unlike the shapeshifting fae you can't be forced out of your assumed forms by contact iron either. You can't actually impersonate someone without knowing their appearance or how they act, but if you do you can pull off a practically flawless impersonation.

Professional Killer (-600): You're a master at the instant kill of an unsuspecting enemy even when, for instance, they're actually a gigantic monster menacing the town. Of course, you need not kill someone in close quarters for this to work; surprise blasting them from afar with magic or bullets works just as well as shanking them in a dark alley. The only important things are that they must not know where you are when you strike, and you must be capable of actually harming them in the first place. The Black Hand, an association of murderers, would be glad to call you one of their number.

Perfect Stealth (-600): You have focused upon hiding yourself to such an extent that you are near-impossible to discover by any means. This perk has three effects. Firstly, so great are your skills at stealth that all magical means that might reveal your location, scry upon what you are doing, or generally reveal any information about you at all simply fail. To supernatural sight you are effectively invisible and impossible to detect. This includes traps and alarms that use magic to spot someone. Secondly, your talent for hiding yourself has refined so much that you may always try to hide yourself in terrain with remarkable success – no need for

cover, darkness or anything actually blocking line of sight to you. You are simply so good at hiding that you can seem to blend into the terrain. Thirdly, when actively hiding yourself, you vanish from the mind as well. You could stop to hold a conversation with someone but within a minute of ending it they wouldn't be able to recall a single detail of you, and within an hour they will forget they ever saw you in the first place.

Spellthief (-600): You have the curious skill to steal magic from your enemies. If anyone were to try to cast a spell around you, you can reflexively attempt to steal it from very air around them, causing their own magic to simply fizzle out of existence as you hijack the magic behind it. Of course, you can immediately cast the exact same spell yourself, even if you normally could not cast it for any reason. Such magic does not use up any magical energy, spell slots or anything similar from you, for your enemy has already gone to the effort of casting it for you. You don't need to cast the spell immediately either, but the stolen magic will fade away within a day, and you can currently only store up to three stolen spells in your head at once though you may increase this with practice. With this talent you can stalemate any annoying spellcaster.

WARRIOR

All Weapon User (-100): What sets a warrior apart from someone who merely picks up a blade is the training and experience a warrior brings to the table. Having had so much experience in absolutely every form of violence, you can use anything you pick up as a weapon. You will never have less than a basic skill in anything you touch, whether it be an unfamiliar firearm to a simple rock you picked up. Keeping you unarmed will be difficult, to say the least.

A Moment's Respite (-100): Rest does not come easily in battle, so professional warriors must be skilled at squeezing the most out of the briefest breaks they can. For the sole purpose of healing your wounds and recovering your energy, your ability to recover from uninterrupted rest is increased by a factor of ten. Six seconds break is equal to a minute. Six minutes break is equal to an hour. Two and a half hours licking your wounds becomes equal to more than a day of rest and recovery. Enjoy your rest while you can.

Noble Demeanour (-100): Many warriors come from common stock and are little more than coarse barbarians. Many do not. You are from the latter category, perhaps you were once a squire to a noble knight or perhaps you are related to nobility yourself. Either way, you're very good at giving off that impression that you're an important and refined scion of an important house. You are also trained in riding a horse and fighting from horseback, as befitting one of superior birth.

Ranger of Rûl (-200): The scouts and rangers of the frontiers of civilisation in Rûl are the very first line of defence. It is they who follow the tracks of beastmen, undead and monsters into the swamps, forests and wastelands outside the reach of mortal society. It is they who fight a forgotten war amidst the relics of darker times. It is they who become good at scouting or die young. You too are one of their number. You can forage food and water in practically any natural condition except for those that cannot sustain any life at all and follow even the slightest remnants of a trail through the undergrowth, potentially leading an army in hot pursuit after a beastmen raid. You can spot minor details in these trails that would clue you in on more valuable information about those you track, such as whether their prints are particularly heavy from wearing thick armour, get an accurate guess about how many beastmen moved through the local area, and how fresh the trail is. You also have honed perception and wits capable of picking up when someone is trying to track you too, and carefully prepare ambushes for them to blind the eyes of your enemy. Finally, you're mentally used to isolation and will not feel miserable for your duties keeping you away from your fellow men for long periods of time.

Bringer of Dread (-200): Fear is a weapon all of its own. To strike at your foe's will to fight will defeat them as assuredly as a blow can. The more the foe fears to face you, the more they have already lost. Whether at the hands of organised crime, a torturer for the Inquisition, or maybe perhaps simple battlefield experience, you

have internalized this lesson. You now excel at spreading terror in a fight. Menacing glares, dreadful threats and the promise of pain shall be the tools of your trade. The language barrier too will be no impediment, for you can most certainly terrorise people nonverbally just as well as you could with words. Even your blows, if performed skilfully enough that your superiority at arms is evident, will suffice to demoralize and frighten your enemies. If they can feel fear you will bring it to them.

Berserker (-200): Anger is useful for every soldier, for wrath on the field of battle is a good way to push through pain and repay the favour tenfold. Some, like you, take this to an extreme and become possessed with such blood-fury even other warriors would struggle to replicate. When the fury comes over you, you terrify the weak-minded as you become a spitting and howling mad thing, move faster, strike with great force, shrug off mind-affecting magic, fight on despite wounds that would incapacitate a normal man, and ignore fear. Do note that this berserk state is quite likely to exhaust you when you come down from the rage-fuelled high, which will take at least a full minute and potentially *much* longer. However, the rage required to pull this off is not conducive to higher reasoning at all and you will understand little beyond moving directly towards the closest enemy and hitting them as hard as you possibly can and your rage will immediately end if you run out of enemies, making this berserk state something of a double-edged sword. Additionally, any time you would go mad from any source you can instead choose to enter the same berserk rage, venting off your insanity through a bout of ultraviolence though you do have to be consciously trying to kill someone for the whole minute, and it doesn't matter whom.

Spellguard (-400): The spellguards are those who master magic and melee at once. They often discover after entering martial training that they have a natural aptitude for the magical arts and must suffer twice as much training as their peers – one to master the blade and the other to master magic. The immediate benefit of becoming a spellguard is that as you become a better warrior you will naturally become a better magician, though slower than if you focused purely on advancing your magical talent. The second benefit is that you have learnt to seamlessly merge striking with your weapon and casting your magical spells at the same time, ensuring that to face you will result in your unfortunate opponents coming under a torrent of both mundane and mystical assault.

Spellbinder (-400): In the wars against the trolls at the dawn of sentient life, the faeries developed many mystical traditions to turn the tides in their favour. Though they developed some black magics that warped early mortals into beastmen and enabled the first tendrils of the Demon Lord's Shadow to enter Urth, many of their magics lived on as potent schools all of their own. Spellbinding is one of the latter and revolves around binding magical spells into mundane weapons to heighten the effectiveness of them and was their greatest weapon before the secret escaped the lands of the faeries and became known to men. You too share in this talent. By sacrificing magical energy into your weapon, you can

shroud it in crackling magical energies that may take the form of supernatural green flames or any other purely aesthetic trait. This supernatural empowerment makes your weapon proportionately more dangerous in accordance to how much magical power you sacrifice to it, though such power must be refreshed approximately every four hours as the flames consume to trapped magic. The faeries would later discover in their wars against men that their bronze blades rimmed with eldritch fire sputtered out and reverted to mundanity upon striking the iron weapons of men, but of course, as you are not a faerie, you do not obey their restrictions on that hated element and can bind spells to iron implements as easily as any other. Additionally, you can restore any damaged or destroyed weapon you imbue with magic with a simple touch or cause it to teleport from any location back to your hand.

Noble Lord (-400): Honour and chivalry, at the end of the day a title was won at the edge of a blade. Likewise, your great acts of martial valour will likely result in gaining land and influence at once through various circumstances. You need not even overthrow the previous ruler, as you will find them willing to cede land to someone in response to you helping them. Slay the dragon, win a title. But equally so, like the great conquering god-kings of Rûl's early history, you are very good at keeping what you win. If you were to rule a land it would be remembered fondly for the next few generations at least as a golden age of wealth benevolent rulership; you will find few people have reason to resent your rule after you establish it at the point of a blade.

Weapon Master (-600): Some transcend merely knowing how to use a weapon. These people become the weapon masters, who have become paragons of their deadly art, able to outfight all but a few other legendary warriors in the field of honour. When you take this perk, you must select a single weapon, such as a sword, spear, axe, or similar weapon. You have practiced and become so experienced with this weapon that you have taken it effectively to the peak of human skill at arms. You may be a rapier wielder so supremely skilled your weapon is a deadly blur in your hands, or perhaps you might wield a great axe capable of striking past your enemy's defences and bisecting him or specialise in a greatsword capable of cutting down half a dozen men in a single swing. If you choose a weapon with a slow reload, such as a musket, a pistol or a crossbow, you can reload it almost inhumanly fast and fire off shots at a volume others would struggle to match even as your deadly aim strikes at the smallest gaps in the joints of their armour. Curiously, you can change which weapon you have mastered each day.

Titan Hunter (-600): Some monsters, demons, and the ilk that menace this world are so vast that "titanic" is the only word that truly describes them. Standing sixty feet tall or greater, even as large as planetoids, they are so vast they might as well be a force of nature. You are skilled at fighting creatures that, compared to them, you are barely even an ant. Somehow you can still make your blows count, cut deep into titanic flesh and adroitly dodge its mighty counterattacks that may tear

down mountains and castles. It would seem you grow more effective proportionate to the size difference between you two, such that you can always threaten a creature no matter how much greater than you it is.

An Emperor's Last Chance (-600): In the final days of the Witch-King's Hegemony, the grand army of the Kalasans' legions clashed with the undead armies of the Witch-King. Their commander Eronymous fought his way to meet Ashrakal the Witch-King on the field of battle and was hurled to the ground. At this point, legends diverge. The Kalasans say that the Witch-King paused to gloat over his fallen enemy while the Men of Gog claim that in that moment Ashrakal attempted to make peace with the invader. Whichever story is true, Eronymous used that opportunity to cast the Witch-King down and cut off his head, where it is said his body dissolved into a heap of black snakes that slithered away in every direction. Like that fateful day, some measure of the luck of the first Emperor follows you around too. When you are rendered helpless and your enemy has a perfect kill shot, you will find they will often choose not to take it, preferring to perhaps recruit you to their side or gloat over your inevitable doom, and open themselves up to you turning the tables hard.

RELIGION

Here you receive the 100 CP perk of your religion for free and discount (50% off) the remaining perks of your religion.

THE OLD FAITH

Life Overwhelming (-100): You can, with nothing more than a gesture, cause life to explode outwards. With this perk alone, you can cause a mere single square yard of life to erupt, but the stronger you grow the more proportionate territory you can bless with life. Even the most barren desert or dead stone will bloom into fresh and thick verdant growths, and cropland will grow bounteous before your very eyes. Though it is completely harmless, the eruption of life is thick enough to pose serious difficulty in traversing for someone unused to bushwhacking.

Serene Hermitage (-200): Hidden churches, groves and colonies are a staple of the Old Faith in many regions of the world, offering a place where the faithful can shelter while hostile elements - anything from wild animals to enemy faiths and Void-tainted monsters - are turned away. You can shroud any area that is either owned by you alone or devoted to the Old Faith (by raising monoliths, cultivating groves and the like) in a kind of passive magic that subtly causes anyone you don't specify is welcome to pass them by, never noticing for a minute the land you warded. This is a weak effect that works best on the unwary, however, and is unlikely to ward you against the most perceptive of creatures, or those who are actively searching for the warded territory.

Druidic Mysteries (-400): The druids are a group of those devotees of the Old Faith who choose to live amongst nature to be closer to their gods. As one initiated into the mysteries of the druids, you can instinctively identify any animal or plant you can see, know if food or water is safe to drink, accurately predict the weather for the next 24 hours as long as you can see the sky, move freely across any natural terrain obstacles without slowing down at all, and only leave tracks whenever you choose. Furthermore, you can effectively teleport by entering one tree and exiting a tree within twenty yards (this can include your original tree). Finally, as one in harmony with the natural elements, elemental effects (including fire-based attacks, lightning-based attacks, and similar) are only half as effective against you, and you are immune to negative effects resulting from exposure to the elements.

Major Devotion (-600): While the Old Faith is a polytheistic religion encompassing innumerable gods both famous and unknown, the Old Faith does have some major gods who some devoted few choose to worship above all others. As one of them, you gain certain benefits based on which god you select, and this may only be chosen once.

- **Father Death:** Father Death, who was once called Thanatos, and now the God of Endings, rules the Underworld with his wife the Lady of Sorrows. He takes the appearance of a hooded skeleton with a great scythe and it is said he rides a pale horse every year on Reaping Night to carry away the souls of those who refuse to die. Despite his sinister association, his priests are among the most widespread of the Old Faith, for it is they who conduct many funerals to ensure souls peacefully reach the Underworld rather than linger as ghosts and stand guard over graveyards to protect them against those who would disturb the dead. As a follower of Father Death, you can bless corpses so that necromancers cannot raise them as undead abominations, may learn and use Death magic freely without risk to your soul, and can sap the health of nearby foes to heal yourself. The life-draining effects are unlikely to be fatal unless one is significantly weaker than yourself, though it remains a way to debilitate a foe or to finish off a gravely wounded enemy all the while restoring your own life.
- **The Horned King:** The Horned King, also known as the Beast Lord and the Stag Prince, is a primal, savage deity and one of the gods most hostile to all humanity. It is said that it is he who cursed mankind with skinchangers and beastmen. Yet all the same, he is one of the deities who pines for the mortal world the most and most frequently slips away from the hidden kingdoms of the faeries to wander amongst it. And for you, nature is your ally. You will slip through the forests and trees as though they weren't there, moving through the thickest of brambles as if they were empty space, and become invisible to natural creatures (neither magical nor corrupted). Yet too, when you fight with the savage fury of the Horned King, every single strike you swing will heal you a little bit whether it hits or not as you channel his vitality. Strike hard and fast, and it may be impossible to wear you down.
- **The Maiden in the Moon:** The Maiden in the Moon is a curious, elusive deity who focuses her gaze beyond the world. She is a goddess of mysteries, hidden paths, time, and magic. It is said that all divine miracles ultimately originate through her, and mortals worship her both to work miracles and to expand their knowledge of that which is hidden. Like her most fervent worshippers, you too can attune your mind to your goddess', seeing visions of the secrets of the world. Be warned that you have little control over what exactly you seek, though it will always be helpful or provide greater insight, and seeing some things can have very negative effects upon one's sanity.
- **Old Man Winter:** Father Death's even worse brother, Old Man Winter who once was called Anemoi has perhaps the fewest of all adherents among the major gods of the Old Faith. Cruel, callous, uncaring, and brutal are words that spring to mind when describing the god of winter who smothers the world in ice and snow every year. Most mortals who make offerings do so in the hope he is placated and chooses to terrorise somewhere else this year, but for his devoted adherents they see winter as a necessary to clear the world and prepare it for the new life of spring. By devoting yourself to Old

Man Winter you gain immunity to cold and especially cold weather, empower any cold-based attacks you may use, and may conjure up waves of deadly chill from your body that heals you as it brings freezing death to your foes.

- **Revel:** Revel, also known as Puck, the Trickster, and the Laughing God, he is a two-faced god of celebration, excess and pleasure, yet also madness, violence and drunkenness, especially that which results from drunken excess. His priests are so notorious for drunkenness that they are often chased out of cities in the hope of restoring order after the kind of parties they host. From your devotion to him you gain great resistance to going mad, can bring consenting people to a passionate, inhibition-free state of mad partying, and are empowered in your own ways when madness is inflicted upon you. In fact, going into a maddened state will only make you a little better at every task, proportionate to how severe the insanity that would otherwise be inflicted upon you is. As befits a servant of a mad god.
- **The Queen of Summer:** The sister of the Maiden in the Moon, also known to some as Titania the Faerie Queen, and one of the most popular of the Old Gods, she encourages her servants to beautify the world and keep expanding her dominion over the sun, passion, creativity, love and desire. Accordingly, you carry yourself with great charm and grace, and you are exceptional at seducing, charming or cajoling the opposite sex. Of course, she is not *just* a god of carnal passions, and you are both a great artist and great teacher of art too. All art, from carving marble to painting.
- **The Seer:** The Seer, god of oracles, wisdoms, prophets and prognosticators is a curious outsider to the Old Faith; some say he is in fact the jotun-god Grímnir One-Eye. As one of the Seer's devoted servants, you share in his famous foreknowledge. You will not be taken by surprise, for you will foresee any attempt to harm you before it happens, though you may lack the ability to avoid any harm at all. You can channel this in combat as if it were a sixth sense that can let you fight through seeing every way your foe will try to hurt you. You can also know when anyone is telling a lie to you, and can learn and lay curses upon people without risking your body or soul.
- **The World Mother:** The World Mother, goddess of creation and Urth made divine, is central to the Old Faith and receives more prayer than any other god. You bring the touch of life with you too. A quick touch is enough to make even the most grievous injury staunch and prevent any wound getting worse, or purge an illness, yet as you grow stronger your healing touch will scale with you until you could heal even the most severely injured man to the prime of his vitality with a touch.

THE NEW GOD

Peaceful Sister (-100): The Peaceful Sisters are a religious order founded upon charity being the highest calling. Your skills as a Peaceful Sister are mundane, and can work no miracles, yet you can run or work a soup kitchen, give basic medical care for anything from diseases to injury to offering comfort to the elderly or dying, and in general gestures like these which make the lives of the needy a little bit more comfortable. You also are very good at finding the destitute and desperate, for how else would you aid those who need charity?

Sin Eater (-200): The Sin Eaters are a heretical branch of the Cult of the New God. They believe they can save the souls of the living from the clutches of Hell through a secret power they devised to take the corruption from a mortal soul into their own and thus take it into themselves. Orthodox members of the Cult of the New God consider it akin to the highest heresies, for to them cleansing souls from corruption is something only the divine is permitted to do. Sin Eaters often live a hunted life, for the Witch Hunters or the Inquisitors are always willing to drag one of their number away... You too share this ability. With a touch you can cleanse a soul of all its corruption, taking it into yourself where it will affect your soul as normal, for you are not inherently immune to corruption with this perk.

Witch Hunter (-400): The Witch Hunters of the Cult of the New God are those charged with hunting down foolish spellcasters who study dark magic, bargain with devils, or consort with demons. They are often all that stands between the innocent and the depredations of dark cults, though they are not infallible, and some are overzealous in their drive to eradicate dark magic. As a Witch Hunter, you are unusually resistant to all dark magical traditions, and only a dark mage significantly stronger than you could hope to reliably affect you with their corrupt magic. You are also very good at recognising when a mage is attempting to cast a spell and striking at them during the critical lapse in concentration. Few mages can cast properly with a bullet through their heart, after all. Finally, all your weapons seem noticeably more effective against those who can cast magic, growing proportionately stronger the more magical your foe is. That which might simply score the chest of a mundane man may cleave a mighty archmage in twain.

Sword of Astrid (-600): The Cult of the New God formed the Inquisition to hunt down and expose corruption, demonic influence, and infiltration within the cult's ranks. The black robes and half skull masks of the Inquisitors spreads fear wherever they tread, so fearsome is their reputation for using any means necessary to extract a confession. You are a master of torture too and know every way that exists to force information out of someone – or just hurt them until you get a confession. In many lands, an accusation of consorting with demons is as good as a confession, and you sure can rile up the mob to demand the death of someone you so accuse whether you have evidence or not. Surely you wouldn't abuse this for political ends.

WITCHCRAFT

Wise (Wo)man (-100): Witches draw some of their most ancient roots from the system of wise women who assisted villages with vitally important tasks like delivering babies. Likewise, you can safely deliver a child, mend clothes, cook, clean and perform all other such traditional wise woman's work. Additionally, you are a pretty decent therapist; witches do often fill the role as social and emotional supports of their local community.

The Middle Path (-200): Followers of the Middle Path are the most common form of witch, to the point that witchcraft is very nearly synonymous with them. You can fly on any broom you sit on and form a lifelong sympathetic bond with any one natural creature; you can share the things you perceive with one another, when one is healed the other shall be as well, and you may scry upon them from any distance as long as you have a reflective surface such as a mirror. Their deaths will fortunately not kill you.

Wisdom (-400): The Wisdoms, also known as the followers of the Right-Hand Path, use the teachings of their faith to administer healing and steer people away from wickedness. As one of them, you have a strong grasp of herbalism and can easily find natural treatments for disease and injuries, as well as being very good at dispensing all wisdom you carry; and by choosing the Right-Hand Path you do become noticeably wiser and more perceptive than you were before. Finally, you may channel the Lord and Lady to burn with brilliant white light that inflicts supernatural terror on any who witness it, even as the blinding light makes it very difficult to attack you.

Maleficant (-600): There is a dark side to every faith and witchcraft is no exception. The maleficants, followers of the Left-Hand Path, are those witches who learn to manipulate black magic and work it into the darkest undercurrents of their faith. Yet they are not necessarily evil, though many may bargain with devils for power, some see it as an acceptable sacrifice to make to preserve the greater good of the world and turn darkness against itself. You can make dolls of people and bind them sympathetically to their target as long as you add into it a bit of them such as a lock of hair or drop of blood. This allows you to cast any magic upon them from any distance, ignoring any ordinary range restrictions as your doll is effectively the person. It also allows you to scry on them from any distance and to make direct attacks on their sanity. It also enables you to attempt to mentally control the victim, though you may only mind-control one being at a time with this ability. Finally, should you ever die you will explode in a conflagration of green flames, making it risky for anyone to strike a finishing blow.

THE DARK GODS

A Cruel Faith in a Cold Land (-100): The Dark Gods are so named because they are infamous for cruelty and delight in the suffering of mortals. As one of their followers you have an iron stomach for the very same and are not the least bit easy to disturb or disgust with the sight of suffering.

Legends Carved in Skin (-200): The servants of the Gods of Blood and Iron must often perform rituals that cause great pain. Ritual scarification and even tattooing entire stories into their flesh in lieu of priestly vestments are common to the faith. You by necessity have the pain tolerance to deal with all of the above and the artistic ability to tattoo well on yourself and others, even with crude tools little more advanced than a knife dipped into black ink. The other benefit of this is that pain alone will not incapacitate you; you will never give into pain and require far more punishment to put you down.

Gothi (-400): Like the exalted servants of the Dark Gods, you have seen the exact moment you will die. Possibly, the Dark Gods are known to lie to their servants from time to time, but it's *probably* right. Like the others, you have been rendered fearless from the experience, for why fear battle when you know you will not die today? And when your doom comes you can meet it with laughter in your heart. This trait is in large part why the gothi are considered brave to the point of insanity, though between the mighty cold worms and the Cold Ones, brave to the point of insanity is something of a necessary survival trait.

Wyrdwatcher (-600): The wyrd is fate and destiny, it is central to the faith of the Dark Gods. To see the future is a core part of the faith, and through a ritual consisting of carving runes and whorls into your flesh with a knife dipped in black ink and the ingesting of psychedelic herbs, you too can see visions of the future. The visions you will see may last for days and be entirely random which parts of the future you will see, but you are at least guaranteed to see the truth in detail, though possibly cloaked in metaphor. Interpreting it will be its own challenge.

THE HONOURED DEAD

Memory of the Ancestors (-100): The ancestor-cults do not recite holy textbooks; instead they memorise from great books detailing the history of their clans. Few can memorise well enough to become a priest of the Honoured Dead; those that do have some of the sharpest memories on Urth. Not only is your memory good enough to perform this task, your memory is utterly perfect about your ancestors, the history of your people, and the history of the local dwarfs. This knowledge updates in future settings to know that subject.

Commune with the Elders (-200): The tenants of the Honoured Dead holds that the ancestors are with you always, silent and invisible, watching and judging. A rare few can see them and communicate with them. You can too; you may see and speak with the invisible spectres of your ancestors. Ancestors may wish to be properly memorialised and placated with offerings, but they can offer all the wisdom and insights they knew in life. Furthermore, the unique status of faith in this world ensures that your dead ancestors (and those of any you induct into the faith) will always be able to pass back from the world of the dead into the lands of the living to share their aid with those able to see them. Though, should the ancestor pass on from the afterlife (such as through reincarnating) or be sentenced to the local equivalent of Hell for their sins, they will not be able to return.

Grudgebearer (-400): The ancestors demand vengeance for the crimes inflicted against them. Every single wrong done to you and your people must be paid back with interest. Firstly, you know and can seamlessly intone every single wrong done to you and your people even during the thickest of fighting. Secondly, against one you bear a grudge against (and the category here is very broad), your abilities will be noticeably empowered in both mystical and martial spheres. Furthermore, you will become immune to fear or other mental effects originating from the target of your grudges. This is particularly handy against demons.

History Writ in Flesh (-600): One of many nods to the origins of the Honoured Dead, dwarf chroniclers often tattoo the tales of their ancestors and people into their flesh. Unlike the gothi of the Dark Gods, this grants them the favour of their ancestors who grant them blessings in danger. When you call upon your ancestors, the many tattoos upon your flesh will flare into life, which will not only toughen your flesh like steel, but also nudge your fate away from harm, slowly heal any wounds you suffer, and generally boost your physical abilities.

DIABOLIST

Stay of Execution (-100): Though the devils thirst to slake their addiction to consuming corruption on all mortal souls, they are more than intelligent enough to not harvest the provenly useful before their time. No matter how corrupted you grow, nor how tempting your soul will become, Hell will not actively try to claim your soul, nor will any similar “greater power” with claim over you. After all, death is inevitable. They can wait. And if you were to find some sort of immortality, you are very good at justifying your continued existence as a useful pawn over being harvested immediately; they will still likely choose to wait unless you directly act against them.

Veil of Innocence (-200): The most devoted servants of the Devil are granted relief from the most obvious forms of corruption. No matter how corrupt you grow, you are immune to most of the effects of corruption; you will not turn animals wild in your presence, children will not weep at the sight of you nor will people feel an inherent wrongness about everything to do with you, purely cosmetic effects of corruption will not show upon your body (you may still earn one or more Marks of Darkness if you start seriously racking up corruption), and Hell will not claim your soul at the first opportunity (they still will when you actually die). Additionally, magic that senses corruption upon you will register nothing at all, as clean and pure as an innocent babe (newborn *human* babe, that is).

Lost Soul (-400): It is the lure of forbidden knowledge that pulls many an aspiring magician lower and lower, until they begin to consort with devils and demons for mastery of the blackest sort of magic. For these lost souls, Hell has a very tempting offer; by selling your soul to Hell, you gained the power to learn and use dark and forbidden magic without becoming corrupted at all. Calling upon the power of the Void, raising armies of the undead will not stain your soul a single bit. This offers no immunity to other sources of corruption; bind demons or serve devils at your own peril.

Forked Tongue (-600): The greatest servants of the Devil are known as forked tongues, for they are the most silver-tongued mortals in his cult and very familiar with the art of leading men astray. You too are so good at tempting people it could be mistaken for a supernatural ability. You can pick away at someone’s character flaws and vices until they thoroughly embrace darkness, or ferret out the exact thing someone would sell their firstborn for. This need not be tempting someone towards wickedness, but why would you consort with devils otherwise?

THE SMALL GODS

Appeasing a Greater Power (-100): The hard truth is that many so-called small gods really aren't gods at all. Rather, they're a motley collection of powerful monsters and other beings, too powerful for someone to drive off, who some humans have latched on to worshipping to keep them safe from its wrath. You too are very good at appeasing inhuman monsters, especially those far stronger than you. Keeping it from destroying you by some combination of flattery, obeisance, and sacrifices. This applies even to things like slimes that haven't the slightest bit of intelligence, in which case you have a general idea how to handle it or tread around it safely. Most things like regular flattery and free food, after all.

Able Seaman (-200): One-Eyed Pete and Oceanus are two fringe, yet known gods of the ocean. One-Eyed Pete is a god worshipped largely upon the Pirate Isles and among those who would seek to plunder and whore across the seas. He is usually worshipped by pouring out a measure of liquor to the waves. Oceanus is a vengeful god who demands his followers ritually drown sacrificial humans to him. He is also often worshipped by pouring offerings of liquor to the waves. Despite their different origins, their faiths share a surprising amount in common and stories say that the locals of the Pirate Isles have stumbled upon an ancient society lost beneath the waves... Either way, whether you directly worship, pay homage to or just acknowledge those cults and their preachers as part of life among the waves, some of it has rubbed off on you too. You may sail a ship well even in terrible weather, and remember; many an ocean monster is appeased with a share of liquor sacrificed to the ocean.

Charlatan Service (-400): Many a minor faith is not actually a faith at all; it is something established by a conman to part fools with their money. Perhaps the god doesn't even exist, that changes the faith surprisingly little. Perhaps it's simply a natural phenomena an enterprising individual saw profit in. It matters little to you, for you can declare your allegiance and adroitly weave a religion out of nonsense and make it almost seem real. But at least you're very good at pulling off a convincing sales pitch for something that isn't even real. And if you were to stop preaching, you can even find the fake faith you created continue to thrive in your absence. Curious.

Mother of Monsters (-600): Many a dark cult demands living sacrifices to their gods, yet some demand the flesh of the living for more debased purposes. In some corners of the world, half-human abominations lurk; the product of cultists laying with their "gods". You know how to ensure that laying with an inhuman creature will produce a child twisted and tainted by corruption. And be aware, you need not be female to be impregnated by one of these horrors. These monsters may take many forms from vast and awe-inspiring to small and wretched, though they will have a few things in common. Firstly, the process will result in horrifying abominations that may drive a man mad from seeing them. This may manifest through strange and alien geometries non-native to Urth,

depending on which kind of creature was used to breed them. Finally, they will be loyal to you and see you as a high servant of the god you hold in common unless grossly mistreated.

ATHEIST

Reject the False Teachings (-100): The gods are distant powers. Who can say if a miracle is really the work of the gods or if it was not in fact an entirely mundane but unexplained cause? If there is an explanation for any “miraculous” or unexplained event, you’re very good at finding it. Note that “a wizard did it” is an entirely valid in this world and likely future ones too. You object to the divine, not the supernatural.

Desecrate the False Idols (-200): You are devoted not simply to the rejection of the divine, but the destruction of it too. For this, you can reflexively cause any object of religious significance close by you to crumble into nothingness. Mighty relics may resist this, but other mundane and magical items will still succumb.

Condemn the False Gods (-400): When you condemn the gods, thunder booms deafeningly loud around you. In addition to potentially striking people deaf and dazing them from the shock, by sacrificing some of your magic power you can cause the thunder to crack loud enough to do serious damage, potentially enough to kill if you were to spend a great enough amount of magic on it.

Slay the Great Fey (-600): Your hate of the false gods, the faeries and priests who serve them is so strong you are awarded a measure of resistance to divine magic. Furthermore, every weapon you use, including your bare hands, strikes as if it were iron. If you were already are wielding iron, your attacks with not simply undo their magic and painfully stun them but sizzle and burn their flesh as if it were acid, making every single wound grievous beyond measure.

ITEMS

Gold (free): You have one single gold crown, worth approximately a tenth of a pound of gold. Don't spend it all in one place. The currency here is decimalised into denominations of copper pennies, silver shillings, and gold crowns, though the poor folk are known for cutting up copper pennies into bits. The poor generally use coppers and bits, while the extremely well off sometimes use crowns (or promissory notes for crowns, the crowns themselves are rare!), and most everyone else uses pennies and shillings. The exchange rate is as follows. Ten bits = one copper penny (cp). Ten copper pennies = one silver shilling (ss). Ten silver shillings = one gold crown (gc).

Basic Kit (varies): You have a functioning kit for an adventurer. This means you have a decent backpack, a bedroll, set of cutlery, three torches, 20 yards of rope, one week of trail rations, a grapnel and a waterskin. A priest also freely receives a holy symbol of the appropriate faith, and anyone who purchased an initiation into any school of magic receives a functional magical implement to cast their spells. This is free, any further additions will cost CP.

- For 50 CP you have either a mule or a draught horse, saddle, and a decent quality cart. Useful for hauling loot around or part-timing as a trader, but not essential.
- For 50 CP, you have a field surgeon's kit. It contains various scalpels, scissors, handsaws, and other medical tools.
- syringes, clamps, needles and threads that can be used for field surgery, an extremely important concern when adventuring if no clerics are available.
- For 100 CP, you also have a trained warhorse that will not panic in battle against most mundane creatures. It is still an animal and unlikely to want to tangle against a dragon or a frightening monster though. This also comes with a saddle so you can actually ride the horse.
- For 100 CP, you have a forger's kit. This kit contains all the tools you need to make elaborate, real-seeming forgeries.
- For 100 CP, you also have a poisoner's kit. This kit and supplies of base reagents will enable you to easily create a staggering variety of poisons, from poison so lethal that someone is quite likely to simply keel over the moment they contact it (this makes it tricky to use stealthily or safely, naturally), truth poisons that compel honesty while someone is under the influence, poisons that drive its victim mad with a torrent of disturbing hallucinations, poisons that merely non-lethally knock out or weaken the victim should you prefer not to outright kill them, and allow you to safely extract any natural venoms or poisons from any creature you subdue from this point onwards. This kit also comes with a harmless-looking ring that can carry a single dose of any poison and inject it into someone with the slightest graze or tip it subtly into a cup of wine.

Clothes (varies): You receive a single suit of mundane clothes. They can be rather nicely crafted and can be made of soft (not hardened) leather, but they won't offer much protection at all to someone trying to cut your guts out. This is free, any further additions will cost CP.

- For 50 CP, you have a suit of boiled leather. It offers little protection against blade or shot, but better than absolutely nothing at all. It might turn aside a glancing blow or prevent you from the worst of tumbling down a hill, but it won't stand up to a serious battle. It is lightweight and flexible enough to avoid hampering you in the slightest when you wear it though.
- For 100 CP you have a well-crafted suit of rings or scales, deliberately crafted to conform to your body and avoid bunching up in uncomfortable ways.
- For 200 CP you instead have a delicately crafted suit of full plate mail that is specifically crafted to conform to your body and feels surprisingly light and mobile despite its protection. Short of magical items – themselves rather rare – there are few more protective suits on the market, and you are extremely well protected against most threats. It is worth more than most commoners will see in a lifetime, and you should keep it safe.

Weapon (varies): You receive one simple weapon. It may be an iron dagger, a hand axe, a club, staff, a sling with a dozen smooth rocks, or a similar basic weapon. Again, it's better than nothing, but probably inferior to a purpose-built military weapon. This is free, any further additions will cost CP.

- For 50CP, you have a common military weapon, such as a longsword, lance, mace, flail, or a spear. This and any more expensive purchases comes with an optional shield, though not all weapons are practical for use with a shield.
- For 50CP, you have a common ranged weapon, such as a bow or a crossbow. Comes with twelve arrows or bolts for them.
- For 100 CP, you have a specialist military weapon. It may be a weapon designed to reward finesse and speed over brute power such as a rapier or a whip, or it may be the opposite, a weapon like a huge maul or a greataxe, greatsword, or other great-weapon that rewards brute strength over speed.
- For 100 CP you have an uncommon ranged weapon such as a rifle or a pair of pistols, and twelve lead balls as well as plenty of powder for it all. Firearms here are quite deadly weapons, though notably prone to misfiring when improperly treated or during bad weather and rather slow to load, comparable to a crossbow. You may instead have a large longbow, almost as large as a man is tall and capable of loosing arrows as quickly and with far more power than a simple bow, though inferior in punch to a gunpowder weapon. Finally, you can instead take a blowgun with a dozen needles that can be filled with doses of any liquid you possess, including poison and potions.
- For 150 CP, you have either one or two six-shooters, a revolving pistol of such a complex design it is almost unheard of. It can be shot six times

before reloading and only takes as long to reload as a regular pistol while being equally as deadly.

- For an extra 50 CP, you may coat all weapons you purchase here in a thin layer of silver. A coat of silver is extremely useful against certain monsters.
- For an extra 50 CP, you may make any weapon here out of memory steel, a rare and highly expensive metal that can take on the form of small harmless objects such as cuffs, coins or buttons yet burst back into its previous size and shape after being forcefully struck against a hard object. Speaking a command word of your choice will cause it to collapse back into something innocuous.

Living Conditions (varies): As you likely had a life in this world before the Shadow loomed large, you come in with the wealth to subsist off of it. For free, you have a simple shack or hovel located somewhere out of the way, likely inside a slum, or rent a crowded room in a slightly nicer part of town. It's a meagre place to rest your head and eat but comes with little else. You have no outside source of income and should probably find work quickly. You are downright poor. This is the basic level and you may purchase greater levels. You have the wealth to live at these levels but cannot expect any serious profits off them.

- For 50 CP, you are not quite poor but not quite well off either, comparable to an unskilled labourer or average peasant. You have enough regular income to eat simple fare every day and drink acceptable quality beers. Perhaps you own a decent house that can keep a family.
- For 100 CP, you live in well-off conditions, comparable to a skilled labourer. You have a house in one of the nicer parts of the town, never need to worry about running out of food or drink. You are decidedly middle-income.
- For 150 CP, you live like a relatively successful businessman. You drink fine wines, distilled spirits, or other expensive fare, and eat well made meals. You have a few followers who maintain your home in your absence, prepare your meals for you and run simple errands.
- For 200 CP, you live in luxury like that of an important landowner or very successful merchant. You have dozens of followers to serve your every whim, dine on the finest wines from your cellar and expensive spices, and possess a wardrobe of fine clothes and plenty of silk. You possess a large estate in the country with every comfort available in these times. At this level of wealth, you will find new doors opening as people wish to rub shoulders with you.

Potions and Drugs (varies): Urth holds many a strange and interesting potion available for a competitive price. For an extra 50 CP (purchased once here, applied to every potion or drug you purchase), you may receive syringes with your potion instead – a relatively safe way to dose someone incapable of swallowing or unwilling to consume your mystery liquids.

- **Minor Potions (-50):** Granting small bonuses to someone's willpower, strength, intelligence or agility for a few minutes are these potions. Though

the benefits are minor, they at least are situationally helpful. You have a dose of each.

- **Phasing Potion (-50):** When someone wishes to become smoky and insubstantial, they take phasing potion and may stride through solid objects while receiving only half the injuries they may otherwise accrue from hostile creatures, though this roughly halves their damage output as well.
- **Shrinking Potion (-50):** This potion causes someone and everything they carry to shrink to a tenth of their height for the next few minutes.
- **Water-Breathing Potion (-50):** By imbibing this potion, one gains the ability to breathe underwater for the next few hours, gills growing around their neck to enable this.
- **Weightlessness Potion (-50):** This potion causes someone's weight to drop to a third of normal and remain that way for a few minutes. Perhaps you desire a feat of jumping.
- **Lust (-50):** Bottled lust is a powerful aphrodisiac and extremely mild poison that causes anyone who imbibes it to suffer overwhelming sexual desire for hours on end. It does have additional utility in that it also functions like a combat drug, capable of arousing sadomasochistic tendencies and letting someone fight all the better for it. If effects last longer than four hours please see a physician. You have six tiny, curiously phallic shaped bottles of blue liquid, each bottle is equivalent to one dose.
- **Love (-50):** This potion, which ordinarily smells and tastes of chocolate yet adopts the flavour and aroma of anything it is mixed into, causes the one to imbibe it to fall in love with the very first creature it sees. Unfortunately, this does not break sexual orientation or species, so the imbiber would have to be able to be attracted to the thing it sees for the potion to take effect.
- **Frenzy (-50):** Powdered orc gallstones produces frenzy, a drug that true to its name produces a berserk frenzy that lends great strength and immunity to fear to anyone who imbibes it.
- **The Water of Life (-50):** This potion has a harsh, ethanol smell and can rapidly intoxicate practically any creature who chooses to drink it. This is definitely a legitimate potion and not highly pure alcohol. Do not confuse with Royal Water.
- **Royal Water (-50):** This isn't really a potion at all, but it's a quite useful alchemical compound. It's a red, fuming liquid that corrodes through anything that isn't specially treated glass absurdly fast, even gold. Do not confuse with the Water of Life.
- **Lotus Petals (-100):** These petals of the lotus flower contain a powerful narcotic that, when smoked, causes someone to enter a dreamlike state. It's addictive and has little use outside the high.
- **Death's Heralds (-100):** Moths from the Underworld have their eggs used to produce this biological weapon, which when blown on to a creature causes them to hatch in their skin and devour their way out of their flesh. A nasty, very distracting thing to inflict upon a person.

- **Wings Potion (-100):** This potion causes someone to grow wings capable of sustaining flight, but only for a few hours at a time.

Space Suit (-50): This suit can traverse space and provides plentiful oxygen. You could even float in the lightless, airless Void for quite some time with this suit but that is a bad idea. It does not protect against corruption or the occasional intense burst of other magical radiation found in the aether, so remember to tread carefully.

Magic Orb (-100): Those who use magic can find these helpful as they allow you to shape your spells to any shape you desire, although it cannot make the spells cover a larger area than they could otherwise. For instance, with this you could throw a fireball that carefully avoids your allies while roasting your enemies.
Phylactery:

Laser Weapon (-300): Urth is not the first world to draw the attention of the Hunger in the Void. Long ago, another universe fell under the Shadow and was consumed, the only legacy of that world in a spaceship that sought to escape into the Void and deliver its crew to a world yet untouched by the Shadow. They failed; the dangers of the Void consumed them, yet their starship survived and made a crash landing on an island some way beyond the Continent of Rûl. From the smoking wreckage of the starship, enterprising looters discovered amidst disturbingly human-like corpses and mechanical automations keen on repelling any intrusion were laser weaponry whose function is far more technologically advanced than any equivalent on Rûl. They all have some things in common; they contain an energy cell that allows for a hundred shots (and by purchasing this you have another five spare), they are extremely long-ranged and pinpoint accurate (being a beam of light, after all), and they pack a mean punch well beyond the blackpowder weapons indigenous to Urth. You may choose whether this is a pistol that can easily be fired in one hand or a rifle that requires two; the rifle packs slightly more punch but are otherwise identical.

Crafting Supplies (-400): Should you wish to continue crafting the various tools, implements, magical weapons and anything lesser than a mighty relic, you may purchase this. It will grant you a workshop with rare ores, alchemical compounds and reagents alike, along with a forge, alembic, and any other alchemical or mechanical tools you need to produce the items you require. And an oddly large amount of manure from various creatures.

CLOCKWORK UPGRADES

Clockworks receive one 100 CP purchase free and a discount on one of each further tier of purchase (200, and 400) in this section. Non-clockworks may purchase from this section but do not receive a discount. Their upgrades will take the form of mechanical augmentations built into their flesh.

Body (free, compulsory, Clockwork Only): All clockworks have a body. They share some commonalities. Firstly, you do not need to eat, sleep, drink, or breathe, and function as long as your key is wound up. Your key will normally turn on its own, but if you were to suffer enough damage to incapacitate you or if you were to function for some months straight at a time it will stop, and you will be unable to act. At this point, it is possible for the magic holding your soul to your body to fail and you may die. Your key may be wound up again by another person in this state and it will restore you to functionality again. Clockworks may live for centuries with regular windings, and the oldest known clockwork stands at more than five centuries old. A clockwork body is too dense to swim, though they can always simply walk across the bottom of a body of water. This may only be purchased once.

- **Small:** You are approximately 3-4.5 feet tall. At this size, you are noticeably weaker but significantly more agile than a normal person.
- **Medium:** You are approximately 6 feet tall. This size confers neither advantages nor disadvantages, it is simply the baseline trait.
- **Large:** You stand no less than ten feet tall and possibly up to twelve. You weigh approximately half a ton and are significantly more ponderous, and inherently less capable of fine manipulation or quick movement. However, you are much stronger as a result of your greater size.

Unusual Design: Should you buy anything from here, you may tweak its design slightly.

- **Cobbled Together (free):** Your body is a real piece of work. It is blatantly inhuman and looks as if it might fall apart at any minute. Exposed metal reveals scrap poorly welded together and occasional sparks. Your movements produces a din of clanking, grinding and rattling noises, as if you were constantly on the verge of breaking apart, though you will at least not fall apart from your own activity. Although everything still functions and you won't fall apart just from regular activity, you're loud and obvious in anything you do. This discounts all further clockwork purchases due to the inherent disadvantages of being a walking pile of junk (100 CP purchases are 50 CP, not free, but anything discounted twice is free).
- **Synthetic Humanoid (-100):** Extreme care was taken in your design and construction. Synthetic skin covers a metallic skeleton, hiding your inorganic pieces behind a shroud of faux-organics that even heal like a human does (though this does replace the need to repair internal damage).

Your face can exert the same full range of emotions as a human can. You could pass for a living creature for a very long time.

Built for ... (first free, then 100 CP, Clockworks only): Few clockworks were not designed for a specific task. By taking this you will select a basic trait to have been designed around such as raw strength, intelligence and information gathering, or dexterous manipulation. In this specific realm, you offer a significant improvement over a normal person. You may purchase this multiple times but may only purchase each sub option once.

Quadrupedal (-100): You have more legs than normal. You may select whether you have the lower body of a horse, offering you superior speed enough to even offset the speed penalties for being large and then some. Alternatively, you may have the lower body of a spider, enabling you to climb and scale walls like an arachnid. Either one also offers superior balance over a bipedal form.

Fire Suppressor (-100): Somewhere on your body, you have a tank and nozzles installed that can eject fire suppression foam in an approximately three yard diameter around you. This will put out most fires and keep you safe from incendiary weapons.

Internal Storage (-100): You have a small, hidden compartment inside you that can contain approximately one and a half square feet of space. Purchasing this multiple times increases the internal storage by another 1.5 square feet at a time.

Shadowsight Lenses (-100): These grey lenses, fitted over your eyes, let you see into shadowed areas as if they were brightly illuminated. Even the faintest of lights is enough for you to see perfectly fine.

- **Darksight Lenses (-100):** These upgraded black lenses function as shadowsight lenses but they also grant you the ability to see in pitch darkness to a range of approximately thirty yards.

Lightning Lamp Mount (-100): You have a small, yet extremely powerful, lamp mounted somewhere on your body. It produces very bright light, similar to standing outdoors in the day, and you can aim it at any point you choose. This powerful torch can run for four hours by default before it must recharge.

Clockwork Limb (-100): While mechanical limbs exist, they are a poor replacement for the real thing. They generally perform only as well as the original at best, and tend to break down under stress requiring regular maintenance and occasional replacements. Clockwork limbs are vastly more sophisticated versions, offering superior dexterity, strength and agility to the limbs they replace. If purchased as a Clockwork, this represents limbs made to vastly higher standards than the norm.

Knowledge Shard Ports (-200): These neuro-slots can fit notched pieces of metal. Each knowledge shard contains basic information that grants a comprehensive

grasp of some kind of mundane career or the ability to understand and be literate in a single language. You may add multiple ones into your head at a time. Purchasing this also grants you a set of knowledge shards for every fitting language and basic career you know. You may insert them into someone else's head if you give them a port for knowledge shards.

Weapon Mount (-200): Some clockworks have mounts for armaments. These directly feed back into its senses and enable it to strike or aim with exceptionally sharp accuracy. You may either replace a limb or choose to add a mount for any weapon you possess - whether ranged or melee - into one of your limbs. Further purchases add further mounts.

Accelerator (-200): Sometimes, speed is armour. This network attached to your internal workings can let you double your natural speed in everything, but if used for longer than a full minute at a time without a period of recovery, may cause serious damage to your body.

Gyroscopic Stabiliser (-200): A spindle and sensor offer even better feedback as to your balance, agility and precision in all tasks, enabling you to stay stable and deftly weave around far better than you normally could.

Sound Dampener (-200): Clockworks can be heavy things. This makes you disturbingly quiet, even quieter in operation than a normal human. No thudding of heavy metal feet upon the ground, no whirring of mechanical components. Practically perfectly quiet. This cannot be taken with Cobbled Together.

Superior Senses (-200): You have a network of wires and cables in your central processing unit. These give extra feedback on your surroundings and can highlight little details you'd otherwise miss, enabling a vastly superior awareness to a normal person.

Flight (-400): Maybe you have wings. Maybe you have a magic jetpack. Either way, you can fly. Moving in the third dimension is no more difficult than moving in the first two, and you move as if you were walking or by pushing yourself, running.

Muscular Augmentation (-400): A network of mechanical clamps and pistons have been added into your limbs. They enable you to lift with inhuman force more suited for industrial machinery, and of course greatly amplify any time you try to punch something.

Ablative Carapace (-400): Functioning as a second skin over the clockwork's body, this offers protection loosely equivalent to full plate armour without impacting your mobility one bit or suffering any other negative effects, though the armour degrades with punishment and must be replaced after taking a solid beating. Fortunately, it's quite easy to replace and you are naturally aware of how to.

ORIGIN ITEMS

MAGICIAN

Grimoire (-100): All wizards must create a grimoire, and most create several. These are tomes of tremendous magical lore, and you possess one too. It contains every spell you have access to through this document, and curiously you can cross-apply spells by reading from it. That is to say, you can sacrifice preparations of a casting to cast an equivalent spell inside this grimoire. Curiously, it always seems to have more space available. However, being such a large and heavy tome, it's not easy to transport; it's at least the size and weight of a grown man's torso and probably should be carried around by someone else if you want to use it.

The Black Sun Manuscript (-200): This cursed tome has a long, infamous history of passing among the most wicked of sorcerers to ever exist. It would take an ordinary person 240 hours of study to fully comprehend the contents within. Ordinarily, this would inflict serious corruption, however for some reason you will not suffer it. After fully studying it, you will immediately be fully initiated into the Forbidden, Madness and Time schools of magic, as well as attain a comprehensive knowledge of general lore relating to magic, the occult, and major societal taboos. The final, and by far the greatest, benefit is learning the dreadful rituals required to commune with and even conjure the Elder Gods, strange horrifying monsters that cause insanity from their mere presence yet offer an incredible source of mystic knowledge and tremendous combat power when summoned to battle. They have a great deal of power, perhaps even immortality to offer if you only pay the price in human offerings. Some believe these monsters are demons, but they are most certainly not. Be careful of letting anyone know you have it, for mere possession may be enough to sentence you to the pyre.

The Tower Arcane (-400): The Tower Arcane is one of the wonders of the world, a gift from those refugees who fled the doomed northern land of Ys in the style of the great towers that once dotted the land before the great calamity struck. Unlike the towers of Ys, the Tower Arcane floats high in the sky, hanging by arcane means. It can move up to ten miles an hour in any direction commanded by the bearer of the Staff of Ys. But not only is it inherently highly defensible on account of the difficulty of merely reaching it, it is also perhaps the greatest repository of all magical lore on Urth, containing libraries of tomes almost as old as the old Empire itself and books that are the oldest known sources on any magical arts. Should you accept students into the Tower Arcane you could likely produce some highly skilled mages out of them. As a side benefit, both you and anyone who studies or ever studied within the Tower Arcane can teleport inside the Tower as long as they are within a hundred miles of it. Comes with a supply of suitably wizardly robes in every colour for you to give to your mages.

Staff of Ys (-600): One of the greatest wizards of all time, Ygledius of Ys, crafted this very staff in Cadamah, the Grave of the Gods where the prison moon Tarterus draws close to Urth and sets the seas boiling and *things* sometimes leap from the moon on to Urth. He drew it from the heartwood of Graueng the Elder, from whom all leshies spring, and fashioned it into a staff of incredible power. The Staff of Ys is, in itself, an extremely potent magical artifact. Though it is made out of simple grey wood capped with silver ferrules. It significantly boosts all magic cast when wielding it, can be spun in a circle to conjure up a barrier of magical energy that itself scales to your own durability but will always be a significant form of protection, and can be struck into the ground to cause a potent area of effect attack. It also comes with thirty charges that replenish daily and that may be used to power your magic instead of any internal cause, with the cost scaling upwards with the more powerful magic. The Staff of Ys is also a mark of the leader of the Tower Arcane, so be careful who you show this off to.

PRIEST

Prayer Book and Sacred Tomes (-100): Someone has clearly written down the tenets of your faith here in an easy to read and understand manner, along with typical prayers and ways to sacrifice to the god/s of your religion.

The Sacred Tithe (-200): You possess approximately a hundred devoted worshippers of your faith. They're not that devoted, rather being ordinary laypeople who turn up for most sermons you might give and donate enough to keep a humble preacher living well.

A City of Gods (-400): The City of Set, in the Confederacy, is the holiest city in the world. Holy to what faith? All of them. You have been recognised ruler of this land, which hosts priests and temples to all the major faiths in the world and any others you may yet visit. Even the darkest cults have their followers walk openly in this land. Although there are an unfortunately large amount of lunatic and nonsensical cults here; tolerance to all gods has its downsides.

A Crusader State (-600): You run a theocratic state, a warlike one like the Crusader States that are the first line of defence between civilisation and the undead horrors of the Desolation. It is populated by hardened veterans and devoted knights which regularly attracts a stream of volunteers to replace anyone lost in battle.

ROGUE

Scoundrel's Gloves and Smuggler's Boots (-100): A pair of scoundrel's gloves are well-made leather gloves that cunningly conceal extremely well-crafted lockpicks in the palm and a garrotte spool in the wrist. A pair of smuggler's boots contain a deceptively large hidden compartment in the sole that can be reached by unscrewing it, often perfect for small stolen goods or transporting contraband.

Widdershins (-200): A Widdershins is a single jewelled door handle, which would not look one bit out of place in the home of a wealthy noble. Should it be placed on any flat surface it can open a door to the other side as long as the surface is no greater than ten yards thick.

Hive of Scum and Villainy (-400): You have a coastal city-state recognised as an independent nation, though riddled with pirates, mercenaries, smugglers. In actuality it's difficult to say anyone holds "authority" over a place so infested with crime, but at least most of the inhabitants recognise you're the top dog.

Merchant Company (-600): You have a very large, wealthy company trading in goods from all across the entire continent. It has at least one local subordinate in most towns, and likely many more in larger (and thus more profitable) settlements. You likely receive several gold crowns in pure profit at lean months and dozens or more a month in good months. In future jumps this company will be a similarly large company with branches in every major economic centre of the known world. You will likely live like a king upon its profits.

WARRIOR

Library of Lij (-100): The Library of Lij is perhaps the largest repository of knowledge in the entire world. The illuminated pages of the Book of Astrid resides in this stronghold, as does the Epic of Gimradel and the only surviving copy of The Trident. But, what is likely most relevant to you, is the Codex Bestiarum, a complete text of every single creature in the lands of the Empire. From ordinary animals to creatures whose forms seem to defy possibility itself. If knowledge is power, then this place is very powerful indeed.

Beamsplitter (-200): Once owned by the tyrant of the Kingdom of Sails, this axe has found its way into your hands. True to the legends of its owner carving holes in the sides of ships, this enchanted boarding axe is sharper and deadlier than any mundane axe, and carves through anything made of wood as though it were butter.

Mercenary Company (-400): It is a good time to be a mercenary. While the world burns, there's always people desperate for hired muscle to protect themselves. And this is where this purchase comes in. One hundred warriors, veteran fighters and professionals all, armed with blades and either crossbow or longbow, wearing mail and bearing a shield. Each one is elite enough to be worth ten normal men in battle. The racial demographics are up to you; humans are of course the most common, while with the liberation of orcs many of them have put their skills to use as a sellsword. This is doubtlessly a company that will earn you a quite reliable income in selling your services.

The Crucible (-600): The centrepiece of Qif, the City of Blood that earned its name for a very good reason, the Crucible is a grand arena clad in basalt and seeming endlessly expanded by teams of men, dwarfs and slaves. There are always more men for the Crucible. Savage orcs, professional gladiators, veteran warriors, purpose-built clockwork horrors, condemned slaves, there seems to be no end to the number of poor souls seeking fame and fortune in the bloody sands of the Crucible. It will always turn a hefty profit on its own as crowds seem to throng here to see blood spilt every day. For the right price, you could probably lure these people on to your side. Of course, if you want adventures, there's also seemingly no end to the number of restless dead and vengeful spirits haunting the long-forgotten tunnels under the arena floor. Exorcists make a killing here. Its sands have been soaked in so much blood and death that they have become a surprisingly potent boost for any necromantic and death spells that sacrifice a handful of sand during the casting. The Crucible is no stranger to non-lethal sports, so if you do not wish such a bloody spectacle to follow you around, you may choose instead to redirect it to showmanship. One particularly well-known alternative to fights to the death involve skilled artisans crafting clockwork warriors and battling them against each other for supremacy.

RELIGION ITEMS

THE OLD GODS

Sacred Grove (-100): The Old Gods are not worshipped like the New God is. Their worshippers gather in the wilderness, amidst sacred places of nature to pray. You have a grove, always kept pristine and with sacred symbols to the Old Faith. Curiously, despite being exposed to nature, it is perfectly safe to sleep in.

Face of Frost (-200): This mask, carved in the likeness of Old Man Winter, painted blue and fringed in polar bear fur is a sacred relic to his priests. By wearing it, one becomes immune to cold, and should they suffer any harm the magic of the mask will spread a sphere of deathly cold out to five yards around you.

The Maiden's Hourglass (-400): Once there was a maiden... the Maiden in the Moon to be precise. A mortal captured her heart, and so she fashioned an hourglass to slow time for him so that they could be together for longer. Sadly, the mortal was later murdered and thieves made off with the hourglass. Ever since his death, it has lost much of its potency, yet a small amount still remains. The hourglass can double the duration of all magic cast while bearing it and briefly pause time for everyone except the bearer, though trying to attack people frozen in time will cause this effect to end.

Eye of the Seer (-600): A relic that is perhaps cursed, perhaps blessed, by the Seer, this heavy orb of obsidian may just be the god's lost eye. Whatever the truth may be, it contains tremendous power, able to divine the future, see over

tremendously vast distances, and cast other divination magic of a level almost impossible for mortals to reach. The Eye is known to cause madness and death in anyone who uses it, though curiously it will not affect you in this way.

THE NEW GOD

The Shrine of Astrid's Ascension (-100): You have a little shrine, in a backwater little area, whose great claim to fame is that it stands upon the spot Astrid ascended to heaven. Of course, the exact location of Astrid's ascension is still unknown and about a dozen others around Rûl all claim to be the place. Still, the collective faith has made it holy ground; demons, fairies, spirits and undead all struggle to exist in ground sacred to the New God. You are the patron of this shrine, which officially exists due to some generous donations you made in the past, and will be welcome there. Alternatively, your shrine instead commemorates the death of a martyr, saint, or some other holy person to the Cult of the New God.

Virtue's Goblet (-200): This simple wooden cup once belonged to a kindly man who gave Astrid herself water, and was in turn blessed by the prophet. Its least impressive power is to purify any liquid poured into it into clean water. Its more impressive power is that with a brief correctly performed ritual, the liquid in the cup can be blessed to heal all the wounds, cure insanity, cleanse diseases and poisons from the next being to drink from it. However, a mistake in the ritual will cause it to become an inert wooden cup for the next day.

The Seven Spires and the Royal Palace (-400): Seven identical towers rise up in the capital of the Holy Kingdom, surrounding its palace. Each stands 177 feet tall, capped with a seven-columned dome, each bearing an angel holding a bowl of alms. Each contains the headquarters of a vital part of the Cult of the New God. By purchasing this, you receive all seven spires and their population. It would be a worthy administrative capital for the Cult of the New God, should you choose to spread it in future worlds.

- **The Spire of Lore:** This spire is the headquarters of the Keepers of Lore, the order of archaeologists and religious scholars. Here they keep texts of importance to the faith, along with an unknown number of relics both holy, and ones too dangerous to let loose. Its inhabitants will protect anything you turn over to them.
- **The Spire of Faith:** The Bearers of Faith, the missionaries of the cult, are headquartered here. Most importantly, this spire keeps the most accurate map of the known world - and future worlds you should visit - that are constantly updated by acolytes. This is necessary due to the Bearers of Faith often being called upon to travel great distances to preach.
- **The Spire of the Sword:** The much dreaded Swords of Astrid, also known as the Inquisitors, call this spire their own. It is a grim place of dungeons, of execution and torture, for they are the ones who bring back the corrupt, the heretic, and the demon-thralls for questioning and execution.

- **The Spire of Protectors:** This spire is the headquarters of the Knights of the Temple, who protect the holy places of the faith. It is a place where the leaders of the order come to administer the protection of the temples of the cult across the world. Although relatively few warriors call this place home, these Black Templars are the very finest of the order and utterly devoted to protecting their charge, most likely yourself.
- **The Spire of Justice:** It is the Hammers of Justice who spread the faith to heathen lands, though more commonly these days more and more are sent north to guard against the ever-growing hordes of undead spilling forth from the Desolation. In this spire, they train and ready themselves for the day they too will be sent out to fight for the faith. Unfortunately, a mark of the times, a mere five hundred Hammers remain, despite the space for three times that.
- **The Spire of Humility:** This spire is the capital of the Poor Bretheren, an order of holy men who travel around the world as beggars tending to the needs of the faithful and inspire them by example. Because of their attitude and mendicant spirit, spire sees relatively little use, being full of empty rooms and cobwebs.
- **The Spire of Peace:** The Peaceful Sisters find their home here. From here the order trains masses of healers to send them around the world performing the vital charitable work they need to survive. Despite their traditional reliance on noble donations, you will find they are able to perform most of their services even without them - these many crises has forced them to adapt to lean times.
- **The Royal Palace:** At the very centre of Seven Spires lies the Royal Palace, capital of the Holy Kingdom. It is a place of immense luxury and beauty, with paintings and sculptures carved by some of the finest artists to have ever lived. It is a worthy place for any ruler to rest their head.

The Prophet's Shawl (-600): This bloodstained white vestment is believed to have been worn by the prophet Astrid. Whatever the truth is, it is a symbol of faith to the worshippers of the New God and contains supernatural powers of its own. Firstly, it boosts all magic from the Theurgy tradition. Secondly, the wearer can sacrifice a small portion of their own life to turn one single action performed by themselves or an ally which would fail into one which succeeds, as long as the original action was something possible however slight, such as ensuring one's blow lands true, dodging a hostile spell, or even simply scaling a cliff face quickly. Most usefully, any time an attack would ordinarily strike you down, this shawl shall both nullify that and allow you to teleport out of danger. This final protection does not work against that which does not kill through raw damage, such as poison or certain spells.

WITCHCRAFT

Healing Herbs (-100): Witches are known for their knowledge of herbalism, and of the arts of healing. You possess a large number of different raw materials and the

wisdom to whip them up into poultices or potions that can treat most common sicknesses or injuries with minimal risk of infection or death.

A Book of Shadows (-200): All witches record their collected knowledge in a Book of Shadows. This book is full of the lore of witchcraft and could easily induct someone into the study the magic, the lore, and the secrets of witchcraft. This one has many more blank pages, should you wish to fill out anything extra, and adapts very well to any protective curses you might lay upon it.

The Blade of Secrets (-400): Witches have long been hounded by the forces of the Devil. This blade, forged of meteoric iron by the first coven, was made to counter them. To the eye, it seems an exceptionally made mundane sword, but to one who knows its power can cause the blade to burst into flames that may also be applied to any other weapon they possess. It is also far more deadly against faeries than any other creature.

Balefire Staff (-600): This staff is a crooked length of black wood, imbued with arcane sigils. It holds the power to generate a blast of sickly green flames whose intensity scales to the aptitude and power in magic you possess. Even with nearly no talent, the blast of flame could potentially lay low a grown man, but the stronger you are with magic the more terrifying it shall be...

THE DARK GODS

Blasted Altar (-100): You have a small parcel of land, a frozen chunk of ground with a small stone altar to Grimnir. Stains of ancient blood can be seen upon it. This is holy ground to gods thirsty for blood; within this frozen land blood flows freer and weapons strike truer. The land around this altar is always frigid, the snow never leaving. Curious.

Belt of the Titan (-200): Legend holds that this belt was crafted from the flesh of giants in elder days and handed down from jotun to jotun forever. Whatever the truth may be, the potent enchantment on the belt lets you share in the mighty strength of the giants whenever you wear it, though it also hampers ones' intellect slightly at the same time. Even a normal human wearing this belt could strike hard enough to launch another man through the air and crack the earth where they land. If you can stand the mental effects, it makes for an excellent bonus for a warrior.

Nothung (-400): You have been found worthy to bear this blue sword with a cursed history. Pulled forth from a tree so tall its branches smouldered from proximity to the sun, then splintered after its bearer thought to strike Grimnir down, before being reforged and quenched in the blood of trolls. It is large, clearly sized for jotun, and is far keener than any weapon has any right to be. It is able to sunder metal armour with almost contemptuous ease, to say nothung of its effects upon flesh. Though its old wielder once fell into the delusion after laying

dragons and giants low that he was truly invulnerable, you can rest assured that no such curse will be upon you.

Pool of Eitr (-600): The gothi claim that all life originated from a venom, called eitr, that dripped from the fangs of the World Serpent. True or not, pools of this golden liquid form underground. Where once it spawned all manner of life, these days it spawns nothing but monsters. Some enough to dwarf men, others merely the size of a dwarf. Almost always a bizarre mockery of nature, perhaps with flesh that runs and changes constantly like wax, or perhaps a form like slapping together bits from wildly different creatures. And always hostile. This is the true source of most of the horrors of the Frozen Waste. Alternatively, if the thought of spawning nothing but monsters concerns you, you may instead gain a pool of pure eitr, untainted as it was once before the Shadow fell. The creatures it will spawn will be new, strange ones, yet not inherently monstrous nor violently opposed to life. Either form has one final benefit; the golden liquid is actually toxic to most forms of life and can be smeared upon any weapon to be a fearsome poison.

THE HONOURED DEAD

The Hall of Ancestors (-100): Both a chapel and a burial ground at once, the Halls of Ancestors are sacred to the ancestor cults. Great statues of honoured ancestors of you and your people line these halls where they are buried, and within stout dwarfen priests commune with them to gain advice, wisdom, and the power to protect their ancestors from the depredations of outsiders. This also comes with a book recording all the wrongs dealt to your people that have yet to be settled (and may be very large).

Hammer of the Stone King (-200): This warhammer was forged in a volcano by the first king of the dwarfs and imbued with runic magic. Aside from being deadlier than any mundane hammer, its strikes can cause miniature earthquakes that can knock people around the bearer off their feet - the bearer is, of course, not affected by this.

Jumper and the Seven Dwarfs (-400): It's not seven, actually closer to a hundred exiled dwarfs of fallen holds. Before their homelands fell into darkness, they had typical dwarfen jobs; miners, smiths, gemcutters, priests of the Honoured Dead, skilled as any other professional dwarf, but now they've taken up the blade and focused their hate, resentment, and very long list of grudges into perfecting the arts of war in the hope of returning home some day - or carving out a new one. They are now all veteran warriors armed in mail and bearing crossbows, as well as axes or hammers.

Vault of Treasure (-600): This place holds such a vast pile of bars of gold and chests full of gems that it incites trouble. Surely it would make you one of the richest people alive in this world, for the wealth of an entire dwarf civilisation is

contained within here. Normally the Great Vault is shared equally amongst all citizens, but as you have purchased this you will be the only one in the hold and therefore have no obligation to share.

DIABOLIST

Loyal Lemure (-100): Having bargained away your soul, you have gained a lemure from Hell to use as you see fit. Lemures are the souls of those condemned to Hell. They look as they did in life, with the exception of unnaturally pale skin, heavy bags under the eyes, and its body displaying all the torments the devils have unleashed upon it. It is utterly loyal to you to death, for it is glad to take even the briefest respite from Hell. It knows full well that nothing a mortal can do to it could possibly compare to the torments the devils will resume doing to it the minute it returns. It can speak any languages you know, and likely knows all manner of disturbing and dark secrets known only to the damned. The personality of the damned changes little in death than in life, however, and a lemure is likely every bit as nasty, depraved and cruel as it was alive. This creature earned its place in Hell, after all. Should it ever be struck down, it is actually sent straight back to Hell and needs only a brief summon to recall it back to your side.

- Alternatively, and more useful to both magicians and priests, you may instead have conjured up a bogie, a diminutive devil, and trapped it in the form of a small creature such as a cat, bird, toad or rat. Protected from harm by the bindings, for the body may be slain the bogie will survive, such familiars are dutiful and devotedly loyal. After all, the spellcaster is their ticket out of Hell. Aside from the advantages of a resilient and intelligent helper, they may refill small quantities of magic into their master for the small price of nudging his soul a tiny inch closer to damnation. You must never forget such a creature remains a devil and its assistance is likely to drive its master to damnation. You may take both by purchasing it twice (or paying 50 CP if the first one was free).

Hellfire Wand (-200): This wand was carved from one of the many trees that are the ultimate fate of a mortal found to have murdered their own child, then drenched in the blood of a thousand innocents before finally being cured in the Lake of Fire. Its charred wood still feels warm to the touch and if one listens closely they may hear roaring flames echoing from it. It has excellent affinity for fire-based magic, making them burn all the deadlier for its use as a magical implement. Furthermore, by calling on the power imbued with the wand, one can summon up both balls of flame that seek out its target and great gouts of flame to burn everything within a rather short range. The wand does not have an unlimited supply of magic and generally takes a day to recharge its magic, yet it can be immediately refreshed by its bearer killing an uncorrupted mortal. It does, additionally, come with a small risk that its use can end in an eruption of flames around the body of its user. And, like all hellish artifacts, it is corruptive. Be warned.

Nine Sorrows (-400): Legend holds that Diabolus fashioned this suit of plate in one of his many schemes to corrupt mortals. He stole a demon from the Void and bound it into a suit of armour, trapping it in a suit of metal finer than anything that existed in the mortal world. It first seems to be a beautiful, gleaming plate mail from white metal, but this is a tempting ruse. If someone were to wear it, the plate would immediately resize to fit them like a second skin, bond to their flesh and fill their mind with foul temptation. Should the wearer start succumbing to darkness, the armour will twist to match the corruption on their soul. The gleam fades, then the steel tarnishes, and it slowly transforms into a hideous black carapace festooned with bone spurs, whorls, and the inverted names of all gods in glowing text. At that stage of corruption, Hell itself beckons the unfortunate bearer, draining their life away until they die, whereupon the armour will revert to its previous form and teleport to you, awaiting another poor fool. It cannot be destroyed by mundane means, though particularly esoteric means may still destroy it. Despite this, the armour does offer some significant benefits to its wearer, depending on how corrupted they grow, from calling upon enslaved demons, devour the souls of those they slay, up to automatically slaying any creature the bearer can perceive, though this requires a significant rest in-between uses. You would be a fool to wear it unprotected.

Diabolical Network (-600): The eyes and ears of the Devil are everywhere. Though the faith does not show itself in public, it has converted many a person of power and station across Urth. There is little that escapes the eyes of the cult. In this and future jumps, you will find it easy to contact these devil-worshippers and run a vast secret network of spies and saboteurs whose fingers reach across the known world..

THE SMALL GODS

Rum Ration (-100): Many a ship has been saved from a grisly fate by offering a dose of liquor over the side of the ship before leaving or in poor weather. The faithful of One-Eyed Pete believe this offering invokes his protection. Some might merely say that it merely inebriates the monsters of the ocean. Regardless, belief begets faith and the ritual to ensure a safe voyage may have power all of its own. This barrel of rum, when offered over the side of a ship, somehow placates hungry monsters and freak weather alike, as well as blesses the ship with fortune in its current voyage. Other than ensuring a safe voyage, it's good liquor.

Faerie Aids (-200): Did you perform a great deed for the Faerie Queen by any chance? For one of the Great Fey has blessed you with assistants, a flock of permanently invisible faeries who are glad to constantly do every minor chore for you. Decent food is seemingly acquired out of nowhere and prepared in the styles you like, your clothes are kept both mended and clean, and all your items are perfectly maintained as best as they can be.

Temple of the Soul Guide (-400): This temple, formerly a bathhouse. In the basement is a pit containing a flesh-devouring ooze and a great deal of incense. Bodies are suspended upon hooks from the ceiling to be given over to the ooze, making a rather effective way to dispose of bodies. The twelve cultists tend to their “god” and are willing to lay their lives down for it. And, at least, should one sacrifice themselves to the ooze it will be roused into action and become a fearsome enemy to any intruder.

Idol of Nazzan (-600): The stars rarely bode well in this universe. And sometimes, they bode more ill than normal. It was in a time when the stars were right, when mad visions assaulted dreamers, that this carved fusion of man and beast was wrought in stone. Perhaps something of its creation lingers in the idol, for anyone who sleeps near it sees disturbing visions of alien vistas and bizarre monsters, but this is not why it is sought out. The idol is a near-limitless source of magical power capable of fuelling all magic known to exist, as long as one is willing to risk a slow descent into insanity from tapping into its might.

ATHEIST

Unspoken Tools (-100): You receive a badge, clothing, or some other basic item that publicly outs you as sworn to no god. Wearing this, those who see you will recognise that you cannot be compelled to offer worship or obey religious law. You will be permitted to travel through holy sites and sanctuaries without any attempt to compel you to genuflect, prayer, offer donations, or any other sign of religious belief.

“Holy Site” (-200): You have a large manor-like building dedicated to Revel. Or any of the other gods really. The important thing is it pays enough lip service to the divine to be socially acceptable and call itself a holy sight. In reality, inside this place is something most gods do not consider holy; a famous and highly demanded whorehouse full of hookers extremely skilled in their arts. Some people might call it blasphemous, but you might just call it profit.

The Temple of the Violet Eye (-400): This “temple” holds no priests, nor does it minister to the faithful. Instead, it is a gathering ground for those who wish to blind the eye of gods people hold within them. It is not even a temple in the strictest sense, being made from a hollowed tavern. The people drawn to this place will be mages and trained warriors alike, ready to lay their lives down for the Great Liberation from spiritual slavery. And, equally importantly, able to keep their mouths shut and hide both their cause and why they’ve been amassing weapons and magical knowledge.

Wrathful Watcher (-600): This is... unfortunate. It would seem you spread a scam cult about a god always watching over his people a little too far. What no doubt started as a scheme to rob some gullible rubes of their donations has turned a little too real. For the god has manifested now, and follows you around watching

and ready to judge anyone for failing your theology, whatever it may be. And being a gigantic eyeball the size of a mountain looming over the horizon with dozens of other eyeballs encircling a land large enough to cover an entire village fields and all, it can see every failure. He is always watching. Hard to disbelieve in a god when he's right there peeping to make sure you don't sin. The new deity, however is fortunately mostly harmless. He's always a little further away, spells and ranged weapons can't actually touch him, but anyone else who catches its gaze may lose their mind and become a new worshipper (and of course subordinate to you as the head of this faith), only swelling it further with power, our gouge out their own eyes if they remain resolute in their doubt. He is, fortunately, only as substantial as a shadow in the end.

COMPANIONS

Canon Companion (-50): Take someone along with you. Wherever they go will probably be nicer than home.

Import Companions (-50/-200): You may import or create a single companion for 50 CP apiece. As a bulk discount, you may import or create eight new companions for 200 CP. They get 600 CP to spend in this document as well as a religion, origin and ancestry.

Orcy McOrcface (-50): Some orcs rise above their inherent savagery. Most do not. After becoming free of the curse of obedience, this one never left a life of violence. Violent, thuggish, and mostly motivated by money. As long as you can give this one continued cash and offer a good fight every so often, they'll stay completely loyal.

Pyotr Petrov (-50): This man has the ability to fight by unspooling a toothed whip from his palms, and is extremely dangerous at lashing out with it. Once he used it to fight street level crime, now as the Shadow falls upon Urth they've been forced to transition to fighting new, cosmic threats. He still dresses up in his old spider costume, and his secret origin to their power is from them habitually inserting an azeen into their anus and allow it to burrow deep into their organs. He's a really nice young man, barely an adult with a noble attitude towards the world yet to be tainted by the harsh reality of life in this world.

Thorgar Grudgemaker (-50): Dwarfs consider avenging the wrongs against their people to be an essentially religious act. This dwarf always carries around a large, golden book in which he writes every single grudge he feels about anyone in his own blood. He goes out of his way to get revenge for almost all of them, yet despite this he's rather pragmatic and willing to set some aside when pursuing them will ultimately be counterproductive to his larger goals.

Amon Jarod (-50): Many a person finds their reality shattered as they delve into the truth about the Hunger in the Void. Some turn into madmen, others gleefully aid it in the vain hope of rewards from the Demon Lord. This one reacted by setting all their morals and ethics aside to focus purely on preventing the end of the world. No sacrifice is too great, whether they must lay their own down or burn the world to save it. They are quite skilled at demon summoning and necromancy, and there are few mortals as knowledgeable about the Void as this one. For as long as you continue to oppose the Void, they will remain on your side, but they take rather poorly to the suggestion that their spells spread corruption and may even hasten the end of all things.

Elagabalus Theodore (-50): This woman is the very picture of a witch. Black dress, black hair, a black pointed hat, and for some reason her skin is naturally green.

Though she's not much of a physical threat, she's an accomplished spellcaster and able to command many beasts of the wild as well as fly on the broom she carries around everywhere. She's also spent quite a while trying to breed flying monkeys with no success yet.

Buddug Ezeni (-50): Edene has produced many a mighty warrior-queen, and this lady hailing from the lands of Old Edene is no slouch in this matter. A merciless fighter who excels with both blade and carries herself with the charisma to rally an army around her, whether to face down men, the legions of the walking dead, or horrors from beyond the Void.

The Obligatory Monstergirl Waifu (-50): This lady has been cursed with the bite of the werewolf, yet has largely managed to master the curse of the skinchanger. She is in perfect control of her shapeshifting and is a menace with her natural weapons. However, even in her human form she's got some visible lupine traits, and wears a hood to hide some of them. She's a little self-conscious about the curse. Attempt belly rubs if you dare.

The Other Obligatory Monstergirl Waifu (-50): A Faun lady, hedonistic but ultimately good natured, a closer stereotype to satyrs instead of men. She seems to have latched on to you because you aren't trying to burn her at the stake for being a beastman yet. How nice of you.

DRAWBACKS

The Shadow of the Demon Lord (free/+600): This is a terrible time to be alive. The Demon Lord's gaze is fixed upon Urth. His Shadow will fall, and with it may come any number of dark portents of the end; perhaps the sun will turn black yet infernally hot and bearing mutating radiation, perhaps life will bloom out of control before hideous plant-abominations spawn, perhaps the gates to the Underworld will shut and the dead will rise to devour the living. The exact details of how the end shall loom is not set in stone. You only know that it will happen *somehow* in your stay here. Perhaps you can delay the end by making war with demons and closing Void breaches in reality, perhaps you will fail and Urth will become yet another world consumed by the Hunger. This is the default setting of Shadow of the Demon Lord, though by no means the only possible one. By not taking this drawback, you will push the looming end of all things outside your stay here, but you do lose the ability to take any other drawbacks. Do be warned: Just because the world isn't *ending* doesn't mean the world is *safe* by all means.

- The 600 CP level is a great deal worse. You will enter this world with the Shadow in full swing upon it, for the worst has come to pass and the damage done to the barrier of the world in ages past is fatal. The Void shall inevitably consume this world no matter how much the dwindling survivors try to resist. There is no power left here that can prevent it, there is no force capable of holding the Demon Lord at bay. The forces of Urth may unite to defeat the Demon Lord and it shall too fail. All shall be reduced to nothingness. Perhaps if you were to flee into the Void and evade his notice, you might yet survive, spending up to a decade locked in constant battle with immortal demons and mind-rending horrors from without. For the Demon Lord is known to ignore scattered fragments of of dead universes tumbling through the Void, inhabited or no. Perhaps you may even be able to find another reality yet to gather the Demon Lord's gaze and, equally importantly, capable of sustaining human life.

Third Party Content (free): Are there any particular third party books you wish were canon? With this drawback you can treat the world as if they always existed here. Do note that anything significantly broken will be toned down to the general tone of the setting.

Marked by Darkness (varies): In the past, you almost certainly did something so abhorrently vile that it stained your soul and twisted your body with the touch of the Void. You should keep it hidden, for the most learned know what Marks of Darkness mean and how the bearer has unmistakably damned themselves. Cults to the Demon Lord may even believe you to be blessed with his unholy touch. This is not a good thing.

- For 100 CP, your body and soul has only been slightly tainted, enough to bear a small Mark of Darkness. It is something that can be hidden relatively

easily like terrifying nightmares, losing one of your senses, a chronic cough that sometimes expels maggots, or a mole that mysteriously moves across your body. Something of this level may be picked up through little fault of your own; merely entering realms tainted by darkness can cause this much corruption, particularly if one's soul was already burdened by darkness (as is the case for orcs). You feel impulses to cause pain and destruction, though they are mild for now, and you give off only a slight sense of wrongness.

- For 200 CP, your body and soul bears a moderate Mark of Darkness. The wrongness you give off has been intensified; animals instinctively hate you, people at a glance feel there is something *wrong* about what you are and are instinctively predisposed to like you.
- For 300 CP, your body and soul bears a major Mark of Darkness, something that blatantly advertises your damned nature and is near-impossible to hide for any length of time. Your eyes may have turned into inky-black pools bearing ferociously glowing rings of fire, you may have shed all the skin from your body. This may be impossible to hide without working through extensive intermediaries. Expect someone to try to play burn-the-mutant.
- For 400 CP, your body and soul bears unspeakably strong marks of darkness. This is why corruption is so very dangerous. You have become little more than a wound into reality from which the Void leaks and unleashes suffering and misery upon those unfortunate enough to merely share your presence. Infants die screaming. Diseases of every kind fester inside your body. Demons live within you, running forth to cause misery and suffering for all. What is left of your mind is thoroughly broken. If this becomes known, you will be hunted like an animal.

Ugliest Motherfucker in Town (+100): You are, not to put a too fine point on it, hideous. Children weep at the sight of you, the weak of heart faint and the weak of stomach will vomit just looking at you. You could be mistaken for a monster, especially at night. Are you sure you're not one?

Curse of the Skinchanger (+100/-200): It is unknown exactly what caused the skinchanger curse to emerge, but those familiar with faeries tend to blame them. You must select one natural animal like a bear, wolf or raven; this is your alternate form. At any point, you may shift into the form of your animal or even assume a stronger, regenerating hybrid form. These benefits come with a price; you are deathly vulnerable to silver and if the light of the full moon touches your body you must transform into your animal, potentially losing your mind for a little while as vicious animal instincts take over, the transformation slowly wearing away at your sanity. There are ways for a skinchanger to bring the curse under control, and for 200 CP instead, you have already done so, turning this into a perk. You are no longer compelled to turn under the light of the full moon, nor do you risk losing your mind to animal instincts or transmitting the curse.

Easily Disgusted (+100): You are easily disgusted, particularly by body horror and associated bodily fluids. This is an unfortunate trait to possess when the marks of the Demon Lord typically appear bearing such things. A direct encounter with someone so heavily tainted that, for instance, they possess a body covered in weeping sores or orifices streaming biological filth will likely cost you your lunch. Pray you do not encounter the giant crap demons.

Addict (+100): You're addicted to a certain something, though not the flesh of your own kind as that is covered in the Curse of the Ghoul. It might be overindulgence in alcohol or any number of drugs. The important thing is that you need to constantly indulge this addiction or else you will suffer a sharp and dramatic loss of your functions from withdrawal symptoms.

Nervous Wreck (+200): You've seen far, far too much. You tremble constantly, jump at loud noises, and generally panic at the slightest horror. This is a poor trait to possess while the world is unravelling and new horrors are belched forth between worlds.

The Worst Sins for All the Right Reasons (+200): In dark times, people turn to extreme measures. Yet when dealing with a malevolent corruptive force that thrives on acts of darkness, such extremism may be ultimately counterproductive. You are willing to do *anything* to reach your goals, which may be as benevolent as you wish. Why is this a bad thing? Well for one, while most shades of morality are left ambiguous, absolute objective evil does certainly exist. You will spread it around in your travels. For all your best intentions, you will inevitably commit the darkest deeds required to leave corruption in your wake, the same corruption that weakens the protections against the Void and keeps Urth safe. You shall save people by turning them into monsters, even protect Urth by inviting its destruction. The end result for you will be that your best efforts at helping shall be ultimately counterproductive, but at least you may kick the can down the road for future generations to deal with.

Destitute (+200): Money runs through your hands like water. Any amount of money you stumble upon – which will most certainly not arrive through your own efforts – will be gone in a week. The rest of the time you will be forced to sleep on the streets or in the wilderness, scavenging for food or living off the little charity of others. I hope you don't starve or succumb to exposure, but even if you can avoid that your troubles are not yet over. Worse things than mere animals stalk the night looking for those who sleep amidst the wild.

Curse of the Ghoul (+200): Eating the flesh of one's own kind is taboo for more reasons than culture. You consumed the flesh of your own kind, and unfortunately it seems you were vulnerable to the Curse of the Ghoul. You have become a wretched thing, visibly ghoulish that you may only hide briefly by devouring the dead, driven by an unnatural hunger for your own kind, barely able to stand the mere presence of holy symbols or treading upon sanctified ground. The hunger

will likely drive you to dig up decaying bodies to consume if you find yourself unable to kill and consume something fresher. Should you survive this jump, you may continue to enjoy the benefits of the curse.

A Rider (+300): Your body is not your own, not any more. You have been possessed by a demon, and periodically lose control of yourself to your host. Such incidents will happen approximately weekly and deliberately timed to be most in keeping with the demon's ultimate goal: to prepare the world for the Demon Lord. However, this demon is a free-willed being now it is outside the Void. It is not theoretically impossible for you to turn its base and repulsive nature towards other ends, though this will not be easy by any measure.

Circling the Drain (+300): Even without the Shadow falling upon the world, its people have done their very best to weaken it. Your every victory will be pyrrhic in the long term, consuming vital resources you need when the next crisis abruptly emerges, costing lives that cannot be replaced, losing territory, or ultimately losing time itself. If you can keep yourself circling the drain for ten years without ever falling in, you will be free to go.

A Powerful Enemy (+300): You have been noticed. At least one powerful figure of singular power within this world has become convinced you are a detriment to the world... truthfully or not, and are sending forth their agents to harass you. Whether mighty Diabolus upon the throne of Hell sees you as an impediment to his plans to become the sole god of all the world, or perhaps a genie has had a sliver of lucidity/extra madness to send their legions of elementals after you, to the Demon Lord sending demons to dog your footsteps. They may not confront you personally *yet*, but your continued defiance may even draw them forth. You may select any being of similar puissance, and you may also purchase this repeatedly, but in such a situation you will find those foes working together to stop someone so dangerous to them all.

ENDING

All corruption and insanity picked up here will be cleansed from your soul as a courtesy for surviving ten years. Do you **Stay, Go Home** or **Continue**?

NOTES

This setting is fucked, in case you hadn't figured it out already. This is a fantasy cosmic horror story with the metal cranked up high. Fixing the setting with purely in-jump means is, practically speaking, pretty close to impossible. The default assumption for the game is the most you can do is keep the world from getting worse, and the most likely fate for an adventurer is an early death.

Leaving Urth is unwise. Other planets tend to be hostile to all life or sources of incredibly concentrated corruption. Urth was possibly the only life-bearing planets the genies created before most of them went insane or were corrupted, and the rest of the universe is hostile as all fuck. Worse, cosmic radiation here tends to cause insanity and corruption; while on Urth the prison-moon Tarterus protects you from the worst of it (only occasionally when the stars are right does corruption flourish like on other planets). Some planets are dead husks, long-since fallen under the Shadow of the Demon Lord. Some planets could never possibly sustain life. Some planets do bear alien life. Avoid them.

Leaving the Continent of Rûl, similarly unwise. As much as Rûl is violent, despotic, full of monsters and undead, the rest of the world is in a worse shape. Undead, beastmen, and horrible monsters barely controlled in the Continent itself are an epidemic outside Rûl. Civilisation has largely collapsed in the rest of the world; if mortals exist at all it is as scattered barbarian tribes struggling to survive in a hostile world. Many of them have degenerated into primitive monsters.

Willingly entering the Void is suicide unless you know exactly where you're going, and even then, you'll probably end up mutated and corrupted by it. Relatively non-hostile islands exist in the Void, but they are usually crawling with demons and any life has generally been corrupted so heavily they might as well be demons too. And the Demon Lord is somewhere in the Void, bumping into him is probably death. The chance of finding anything worthwhile in the Void is negligible, especially compared to the horrible, horrible risks. The Void is truly infinite, and the little dots of individual universes are but the tiniest of blips like far distant stars in an eternity of nothingness.

Entering Hell is easy. Leaving Hell, not easy. In between the hordes of powerful devils roaming around eager for new mortals, the incredibly hostile terrain, the suffering of the damned, and the giant pit to the Void that regularly shits out titanic monsters that cannot exist, it's fantastically stupid to enter. Even if you know what you're doing.

Generally, anything that would qualify as a heinous crime will make you pick up some corruption – torturing innocents, a particularly brutal murder, starving others for your own amusement, organising mass murders and the like. If there's any serious moral ambiguity, you won't pick up corruption. But corruption can

also be picked up just from learning evil spells, being in the presence of demons or devils, touching corrupted items, or even just travelling to corrupted locations (which there are several) especially the Void. It is very difficult to cleanse corruption from your soul without a long stay in Hell after death (not a good idea), devoting yourself to performing good deeds at every opportunity as well as being sincerely, totally committed to repentance and acting to make amends (ineffective against moderate or worse corruption), or some very rare and nigh-impossible to get spells (which require contriteness anyway and may kill you/the caster). Most people who pick up corruption will die with their souls still stained and fall into Hell. You probably want to find anti-corruption and anti-insanity perks before entering this setting. Or not, live dangerously.

If you want to be a Man of Gog trying to save the world you should probably try to avoid accidentally making everything worse and dooming the world like the last guy. Although to be fair the world was already doomed. He did borderline-guarantee it was beyond saving though.

The memes about poop everywhere are an exaggeration. It's more like flayed skins, blood, bone, suppurating sores, bodily waste, pus, and other assorted filth everywhere. It plays hard into how revolting, well, everything is.

Reference tables:

<https://schwalbentertainment.com/play-aids/shadow-of-the-demon-lord-reference-tables/>

Do not listen to the angels.

CHANGELOG

V1.0: Released.

V1.1:

- Added in some words I forgot add then.
- Ensured Namer can find the true names of things.

V1.2:

- Added an individual companion import/creation.
- Very slightly tweaked the phrasing of the Man of Gog perk, no mechanical changes.

V1.3

- Proofreading
- Added new drawbacks, changed around some of them.
- Expanded some of the shortest descriptions in the document.
- Changed the formatting of perks.

V1.4

- Resurrected the third 200 CP Warrior perk.
- Removed some references to game mechanics that were a little out of place.

V1.5

- Added the Mystic Transformation perk