

MAGNAGOTICA:

WALLFEST

Tom Bloom



CHASM

THE END
OF DEATH

Jump by QafianSage

There is a city at the end of the world. It has many names. The Black City, the Zenith, the Eglin-Lillith, the End of Hope. Most call it **ANZENMEZZARON, the City of One Billion Corpses**. An ancient necropolis built who-knows how long ago by gods-know who, then rebuilt and rebuilt again. Cities upon cities and empires upon empires have built Anzenmezzaron higher, as wretches, fools and monsters crawl here from across the world, and the whole city slowly (but inexorably) slides into Hell.

Why do they all come? Because death is broken in Anzenmezzaron. What dies here does not truly die; no matter what fate it suffers, after six days it will awaken again, somewhere within the city, though not necessarily as it once was. A majority of the city's non-dead population are undead to a greater or lesser degree, and necromancers - reviled elsewhere, for their desecration of the dead, and their participation in Blood Sacrament with devils - are just a part of life here.

Somewhere in the centre of the city, deep in its twisting, ghoul-haunted bowels, lies the End of Death. None know what exactly the End is, but many seek it. For immortality, to end Death itself, to end the blasphemy of Anzenmezzaron. For any number of reasons, necromancers delve into the guts of the city, seeking that ultimate prize.

Will you seek it too?

Take 600 Corpse Points, 60 Item Points and 6 Unit Points.



House

Choose a House. Any option may be taken as a drop-in.

Abhorrrers

Soundtrack: *Obsessis a Daemonio*, Mental Cruelty; *Utterances of the Crawling Dead*, Nile; *The Grand Conjunction*, Opeth.

A heretical offshoot of the Holy Lance Church Knights, the Abhorrrers descended into Anzenmezzaron to fight devils, necromancy and the dark arts - something which has caused some debate, seeing as they demonstrably practise something which very closely resembles necromancy, and the only known way to access necromancy is through a pact with a devil. Nevertheless, their healing prayers and Starmetal Sword Arts combine to create a deadly force.

Discount all Abhorrrers Perks.

C. A. R. C. A. S. S.

Soundtrack: *No Way Out (Anime Music Video)*, Within Destruction; *Megitsune*, BABYMETAL; *Dorohedoro*, Igorrr

A legendary PMC, C.A.R.C.A.S.S. relies on its pact with the Bone Carapace Devil, Carcenkarrion, and forbidden techniques contained within its Bone Tactics Bible to cultivate the bones of its own members, turning them into living weapons and allowing them to fuse metal and bone into instruments of necromantic destruction.

Discount all C.A.R.C.A.S.S. Perks.

Deadsouls

Soundtrack: *Progenies of the Great Apocalypse*, Dimmu Borgir; *Slaughter of the Soul*, At the Gates; *Skjend Hans Lik*, Carpathian Forest.

Worshippers of the dead god Gormengorr, the Deadsouls have sold their souls to that god; upon their final death, Gormengorr will devour their soul and consign them to oblivion. Of course, if you don't plan on dying, the mastery of curses, battlefield control and the dreadful dooms they can lay on their enemies make this a pretty sweet deal.

Discount all Deadsouls Perks.

Gargamox

Soundtrack: *Verminous*, The Black Dahlia Murder; *Bring Back the Plague*, Cattle Decapitation; *Sewage*, Scumfuck.

Gargamox are not an organized house, and do not make the Black Sacrament. Instead, the Filth Devil picks them, seemingly at random, and often from the outcasts and refuse of society, to empower - perhaps as some kind of cosmic joke. Whatever its reason, Gargamox members hold power over plague, infection, poison and vermin of all kinds, and can be distressingly resilient.

Discount all Gargamox Perks.

Coregri nders

Soundtrack: *Tower of Torsos*, Signs of the Swarm; *Intensified Genocide*, Shadow of Intent; *I will kill you*, Cannibal Corpse.

Speed freaks and necro-warriors, the Goregrinders pray to the Corpse Piler, a vast devil that squats over the machine-forges on the hellward side of Anzenmezzaron. They fuse their bodies with machines, inject devil-blood, and drive themselves into terrifying frenzies before battle, the better to tear their enemies to shreds.

Discount all Goregrinders Perks.

Igorri

Soundtrack: *Colony of Birchmen*, *Mastodon*; *Communion*, *Revocation*; *Sit Stay Roll Over*, *Jinjer*.

A House of mad physicians, scientists and experimenters, the Igorri are a cavalcade of monstrosities. Their battle tactics centre around mutating their minions into hideous forms, then unleashing vampiric, lycanthropic and worse abominations onto their enemies, adapting both their tactics and their soldiers' very bodies to the situation.

Discount all Igorri perks.

Perks

Discounted Perks have their price reduced by 50%. 100 CP Perks which are Discounted are free instead.

Beyond Death (Free or 300 CP)

What dies in Anzenmezzaron doesn't stay dead. For the duration of your time in this jump, if you die you'll awaken again six days later, somewhere within the city, with the taste of the grave in your mouth - and having lost something. It won't be big; maybe the tip of a finger, or the memory of a summer day, or maybe some of your flesh will have slightly twisted. Die too many times, and you won't recognize what you become. Those bloodoak thorn-forests have to come from somewhere...

By default, this effect doesn't follow you outside the City, or into subsequent jumps. If you pay 300 CP, however, it will, though if you die outside the City you'll wake up back in Anzenmezzaron. After this jump, this will function as a 1-up.

Necromancer (Free or 400 CP)

You are a master necromancer, empowered by devils to form your own Black Mass; a force of undead or monstrous creatures bound to your will; body and soul. This Perk unlocks the **Black Mass** section of this document, allowing you to spend your Unit Points. Pick one of the six Houses; they are the primary House from whose roster you will build your Black Mass.

That command of souls isn't just words, though. You have the ability to use the souls of your Black Mass - released after they are destroyed - to fuel any magic you possess. You may spend such souls to enhance and increase the power of your spells, to call on magic you know but would normally be beyond your strength, or in place of other magical fuels. Even after spending souls this way, they are not lost to you - you can gather them up again, whether to spend them once more for magic, or infuse them into bodies to impart an unholy parody of life.

You can bind other souls to you in the same way with a lengthy ritual, performed over a corpse. Souls already held by another, or resting peacefully, are beyond your reach.

This Perk is free if you have any of the following Perks: **Exorcist, Operator, Dark Priest, Plaguelord, Warlord** or **Chirurgion**. If you gain this Perk this way, you must choose the corresponding faction as your primary House. If you have more than one of these Perks, you gain all the corresponding Houses as primary.

Abhorrrers

Preacher Man (100 CP)

Fire and brimstone takes on a whole new meaning when your city is sliding into Hell. You're a master of the pulpit, able to whip crowds into a frenzy with your religious rhetoric (assuming they're willing to listen, of course). You're also an excellent theologian, able to argue your positions with other experts, and find ways to justify almost anything within the doctrines of faith.

Stance (200 CP)

The Starmetal Sword Arts of the Abhorrrers are renowned for their power - but only become stronger as a battle goes on. You have studied the methods of these strange martial arts, and gained a similar power. The longer a battle goes on, the more powerful your martial techniques will become. You can still run out of whatever fuel or energy powers your techniques, become exhausted, injured and so on, but your techniques themselves will only become sharper and more potent as a battle goes on.

Miracle (400 CP)

With the grace of the divine, all things can be conquered. When you lead the faithful in a rally or worship service (faithful to you, to a religion, to an ideology, whatever), you may pronounce a blessing upon them, empowering them with the blessing of a Miracle. The precise form this miracle takes, is that if they are killed, they have a chance (about one in three) to return from the dead a few moments later, healed of the injury that slew them just enough that they don't die again. This blessing lasts indefinitely, but must be upkept by faithful activity on behalf of the blessed one.

If you have **Exorcist**, and they are near you (within a few metres), the chance is more like 50%. Alternatively, you may make it so that the next time a blessed one dies, they are certain to receive the Miracle's blessing, but this only occurs once before you must bless them again.

You cannot bless yourself with the Miracle.

Exorcist (600 CP)

You are a full necromancer of the House of the Abhorrrers; master of their sanctified and unholy arts. You are highly trained in the Starmetal Sword Arts and can harness magical power to cleanse allies of curses or weakness, impart vitality to them or banish the unclean, or to empower your attacks with blessed force which only builds as the battle goes on.

C. A. R. C. A. S. S.

Crack Shot (100 CP)

You know your way around all manner of guns, firearms and other explosive or gunpowder weaponry; you can field-strip almost anything in less time than it takes to say, can draw in a heartbeat, and can put a bullet downrange with almost any firearm, while having a clear

understanding of sightlines, how best to use cover, and to check your backdrop. Basically, you have the expertise of a veteran mercenary with guns.

Teamwork (200 CP)

Given the cramped spaces inside most of Anzenmezzaron, most fighting boils down to close-quarters and small numbers - but where others dabble, you're a professional. You're expertly trained in small-unit tactics, and can pass on that training quickly. Furthermore, while being led by you, those under your command will experience a notable increase in their ability to cooperate and work together; in particular, their accuracy with guns seems to have a notable increase when nearby at least one of their buddies.

Necrotech (400 CP)

C.A.R.C.A.S.S. has made its contract with the Bone Carapace Devil, and used the abilities gained from that dark bargain to create all manner of useful tools. You now share in this ability to fuse dark magic and technology, allowing you to create guns from shaped bone, black magic to summon flashbangs, create ammo goblins to vomit up more bullets, or even create constructions comparable to the EGIS Weapon; a mech made of guns, bone and necromantic sorcery. This skill extends more broadly into fusing magic and tech as well - though you'll always be a bit better when working with dark magic, by whatever metric applies in the setting.

Operator (600 CP)

You are a necromancer of C.A.R.C.A.S.S., a trusted operative trained in the methods of the Bone Tactics Bible and empowered by a bargain with the Bone Carapace Devil. Armed with gear appropriate to your station and skill, you've got guns for days (pistols akimbo, shotgun, the LV4 Living Cannon, the Unholy Sixgun...), necromantic power armour, and gun kata to take all those to the next level.

Deadsouls

Megadeath (100 CP)

Even in the City of One Billion Corpses, and amongst six dread houses of necromantic might, the Deadsouls stand out as being particularly feared. You share their ability to radiate a sense of effortless, supernatural menace, such that even beings normally beyond fear; gods, devils, the undead, even mindless automata - all will fear you, in their own way. This might not be a fear of your violence (a god isn't worried about a mortal's potential to hurt them, but they might feel a twinge of fear at your determination or potential, and a robot might glitch as supernatural terror invades its circuits), but you will always be able to inspire fear. You can toggle this effect at will, and affect different targets to different degrees.

Die Alone (200 CP)

In the dark, when you are alone - then, the Deadsouls will come for you. With this perk, any curses or magical attacks you have will be more effective on those who are isolated from their allies; this might just be a slight increase in damage, or might have further effects, like letting you drain a little of their power, target them if they would normally be out of range, or weaken the target.

Soul Sacrifice (400 CP)

Your soul has been promised to the Dead God Gormengorr upon your final dissolution; then, it will be devoured by the god and consigned to eternal oblivion. That would probably be a real issue - if you planned on suffering such a final death, of course. In the meantime, this bargain

comes with some real benefits, as Gormengorr (or what's left of him) seeks to protect his investment. In short, your soul and consciousness are immune to corruption, curses, being stolen or basically anything else but direct damage, from anything less than a divine source - and even then you're strongly resistant. Your body can still be touched, but you are significantly more resistant to corruption, curses and other such mystical afflictions.

Dark Priest (600 CP)

You are a necromancer of the Deadsouls, empowered by your Black Sacrament with the Dead God. You have mastered the magic of the cult, allowing you to pass through physical barriers, call down curses on your foes (anything from weakening your enemies to pulling them around the battlefield to slow-forming death curses), conjure freezing winds or spread black ice across the ground, or command the battlefield by raising cyclopean monoliths which weaken your enemies.

Gargamox

Urban Jungle (100 CP)

Those blessed by the Filth Devil are typically drawn from the dregs of society; beggars, outcasts, the destitute and the depraved. Maybe you were one of these, or maybe not, but whatever the case you have a very particular talent. So long as you are in an urban environment, no matter how strange or degraded, you will be able to find enough food, water, shelter and other necessities of life to survive - though not necessarily comfortably. Furthermore, you can extract sustenance from anything organic, and will always be able choke down anything you can gain sustenance from. Anything at all.

Indestructible (200 CP)

Well, not quite - but the fascinating cocktail of toxins, diseases and drugs swirling throughout your body seems to have rendered you immune to all forms of poison and disease. You can still experience any positive effects from drugs or other substances, and can still catch any disease, but you won't suffer any negative symptoms. You can also restrict any such hazardous materials within your own body from spreading to others; e.g. if you want to take a blood sample, you can keep them out of the sample.

Percolate (400 CP)

Your body is your temple, and your worshippers are the countless plagues that swirl in your bloodstream. Your body 'stores' samples of any poison, drug or disease, and with the power of the Filth Devil you can force those to replicate, re-producing, combining or excreting them as you wish. This still takes matter from your body to produce, so you can't just pour out tidal waves of alcohol or toxic sludge, but you'll never be without a source of poison.

Plaguelord (600 CP)

You are a necromancer of Gargamox, empowered by the capricious whims of the Filth Devil to take its power forth into the world. You spread and draw power from hazards, can cause your attacks to spread like plague amongst your enemies, spew forth supernatural vileness, magnify the power of diseases in others, force corpses to explode or transform into vermin or slime-masses.

Goregrinders

Rip and Tear (100 CP)

Industrial destruction married to wild savagery: That is the nature of the Goregrinders, and that is what this perk gives you. You have an exceptional physicality (strength, speed and stamina), and the skill to wield melee weapons of all kinds (chainsaws, swords, knives, bats with nails in...) in brutal combat. Moreover, you're long past any trauma from such unconscionable violence, and will never freeze up or hesitate due to the sight of gore, death or other such things. Rip and tear, until it is done.

Berserk (200 CP)

What makes the Goregrinders so terrifying, is that they just don't fucking care. You've got a bit of that, now. While you still feel pain, it doesn't impede you in any way beyond the physical damage. Instead, pain just makes you more excited, more aware and sharpens your senses. Similarly, anger, hate and other emotions of battle don't cloud your thinking; they just whet it further. Frothing with rage and agony, you'll only fight even better than if you were calm.

Blood Rage (400 CP)

It's hard to put Goregrinders in the ground. With this perk, if you would take damage that would kill you, you stay up (at '0 HP', so to speak), and your body seems to burn with furious power, increasing your speed and the strength of your strikes. If you take any more damage before you get healed, somehow, you'll go down for real - but until then you can keep fighting.

This effect can be shared with others, too, via a combination of intensive training and injections of your blood.

Warlord (600 CP)

You are a necromancer of the Goregrinders, empowered by the strength of the Corpse Piler Devil to go forth and bring destruction. Fueled by infinite rage, your body is a sculpted masterpiece of destruction, and you can wield such weapons as superheated chainblades, burning chains or the Spine Devil Blade with alacrity. You can clear weakness and curses by slaying your enemies, empower your allies with furious roars or use your powers to turn weakness on others into blazing strength.

Igorri

Doctor Jumper (100 CP)

Well, you may or may not actually have a doctorate, but you've certainly got the skills for one. You're an expert-level surgeon and medical practitioner, capable of addressing almost any wound or disease, given the appropriate time and equipment. However, your skills are meant for more than just healing - you've a particular talent for medical research and experimentation; going beyond repairing what was or is, and into exploring what could be.

The New Flesh (200 CP)

Through a complex series of treatments and mystical regimens, your body has become supernaturally-mutable; you can mould your own flesh like clay, and it is extremely tolerant of all other forms of modification, such as cybernetics, genetic alteration or performance-enhancing drugs. If you try to go too far, too fast, your body will still start to break down, but your threshold is far, far higher than it would be for anyone else.

Needle and Thread (400 CP)

Having studied the secret surgical arts of the Igorri, you have gone beyond merely stitching up wounds or administering treatment. With the appropriate time, tools and resources, you are able to graft elements from one being onto another, so long as those elements are either part of that being's body, or its soul - though not necessarily without side effects. Stitch extra limbs onto an undead servant, use corpse-flesh to enhance the muscles of a warrior, create a werewolf with the vampiric ability to drain life, or cut out a martial artist's meridians to implant into another. Who knows what horrors you will make...

Chirurgeon (600 CP)

You are a necromancer of the Igorri, benefitting from the original six families' pact with the Multi-Colored Devil, the devil of change and mutation, and holding the skills and power to become a terror upon the world. Your body is a steady churn of beneficial mutation, and you can all upon your necromantic magic to adapt and mutate your minions further, to grow ancillary limbs, create corpses those minions can consume to grow stronger in turn, heal and repair your creatures, or unleash blasts of chaotic power.

Items

Items are bought with Item Points. Corpse Points can be exchanged for Item Points on a 10-to-1 basis.

Fashion (Free)

Anzenmezzaron has... Let's call it an aesthetic. A certain *je ne sais quoi*. A particular look.

Oh fuck it. The place is drawn like a death metal album cover.

With this item, you've got a wardrobe full of clothing to fit the ambiance. Leather jackets with punk spikes, hair gel, corpse paint, piercings, hefty boots, inverted cross pendants, unholy vestments and so on, with a particular focus on the look of your chosen House.

Morg's Meat Cart (5 IP)

Food in Anzenmezzaron isn't always regular. Plenty of folk don't need it, of course, and for those that do there's plenty of eateries - but with this, you can always be assured of getting your meals. It even tastes pretty good! Just don't ask Morg where he gets the meat.

Trinket (5 IP)

Besides the necromancy which takes centre-stage in Anzenmezzaron, all kinds of other minor magics flit around the edges. You have an artefact of such a brand of magic; not awesomely powerful, but with some minor, useful effect. Some examples follow:

- *Gauntlet of Snake Control*: Allows the control of mundane snakes.
- *Ring of Vigor*: Builds up charge over time; can be triggered to give you a burst of energy, like an energy drink.
- *Crawling Hand*: An animated hand which crawls around at your command.
- *Earring of Regeneration*: Mildly increases your healing speed.
- *Black Star Eye Pendant*: Allows you to see clearly in darkness.
- *Star-Iron Nails*: A set of ten nails that remain physical to ghosts and other immaterial beings; useful for pinning souls in place.

This item may be purchased multiple times, each time giving you a different magical trinket.

Weapon (10 or 20 IP)

While there are countless weapons in the City, and frankly you can probably pick up guns from a corner store, this one (which can be any mediaeval-type weapon, or a gun) is special. Worked with dark magic and at least a fair bit of scientific know-how, you can stow it in your shadow, call it back to your hand when you want, and it'll never be out of ammo or be damaged.

For 20 IP, your weapon is enhanced still further, worked with potent curses to let it deal devastating damage to enemies; about twice as much as would otherwise be expected.

Armor (10 or 20 IP)

Worked with black magic and weird metallurgy, you've gotten yourself some kind of armour - whether it looks like plate, bulletproof vests, or cascades of evil talismans. Choose either physical or magical harm. Your armour offers significant protection against that form of damage.

For 20 IP, it instead protects against both.

Lair, Sweet Lair (10 IP)

You've found a place within the City you can call home. Or at least home-like enough. Maybe it's an apartment, maybe it's a dark temple dug into the ribs of a monolithic skeleton; whatever it is, it's yours, it's home, and people seem weirdly reluctant to start fights or trouble here. You've got running water, electricity, internet, TV (though the channels in Anzenmezzaron are pretty fucking weird), and it's generally a pretty sweet place to hang out.

Hideout (5 IP)

For 5 IP, your lair is particularly well-hidden; it'd take a real dedicated search to find it by any means short of just directly following you home, and it's immune to any magical means of scrying or location finding.

Corpse Pit (5 IP)

Somewhere, behind a nice thick door (to keep out the smell, and any ghouls that might turn up) you've got a pit which seems to spontaneously fill up with nondescript corpses. Never be without materials for necromancy.

Luxury (5 IP)

Remember how I said your lair was a pretty sweet hangout spot? Now it's the size of a McMansion, and done up with all the amenities a rich asshole would be able to shove in his penthouse, if he thought of them.

Laboratory (10 IP)

It's just so damned inconvenient, having to keep your samples in your kitchen fridge. No more! With this, you've got a laboratory fully-equipped for all kinds of necromantic experimentation, and all the dissecting slabs, hacksaws and scientific equipment you could want.

Ritual Chamber (10 IP)

This dark space is perfectly-attuned to dark magic, easing the process of harnessing such power, and has a store of all manner of reagents you might need for blasphemous rituals and unholy rites.

Machine Shop (10 IP)

Equipped with tools for cutting, shaping and working metal in all kinds of ways, as well as a steady supply of raw materials (iron, steel, plastic, screws, bone, fuel) and a force of zombie labourers happy to do the assembling for you, this will answer any small-scale factorial needs.

Companion Import (10 or 40 IP)

You may create a companion, or import an existing companion, into this jump with 400 CP, 20 IP and 3 UP to spend, along with a House. They may not take Complications, but you may spend your own CP on companions as well.

For 40 IP, you may instead import up to eight existing companions this way, save that they get 200 CP, 10 IP and 1 UP each instead.



Black Mass

Requirements: Necromancer

So, you're a Necromancer, and it's time to form your Black Mass; the personal army of the restless dead that will do your dark bidding.

Units in this section of the document are bought with Unit Points. Corpse Points may be exchanged for Unit Points on a 100-to-1 basis.

There are six different types of units you can pick from, which each have their own costs and limits on the number you can have in your Black Mass:

- **Thrall:** Weak, disposable minions, used as meat shields or to provide souls to empower your magic.
 - Limit: Unlimited
 - Cost: ½ UP
- **Scion:** A specialist, elite unit with special abilities that play off its faction.
 - Limit: 3
 - Cost: 1 UP
- **Freak:** A support unit that's weak on its own, but buffs your units or debuffs enemies.
 - Limit: 2
 - Cost: 1 UP
- **Hunter:** A ranged glass cannon-type.
 - Limit: 2
 - Cost: 1 UP
- **Horror:** A melee glass cannon type.
 - Limit: 2
 - Cost: 1 UP
- **Tyrant:** A massive powerhouse of a unit, sturdy and with abilities to help smash through or disrupt enemy formations, but easy to hit.
 - Limit: 1
 - Cost: 1 UP

You may pick units from outside your primary House, but the cost of such heretical minions is doubled (e.g. Thralls cost 1 UP per unit; all other units would cost 2 UP per unit). However, this can allow for powerful synergies.

Upgrades cost 1 UP each, and apply to all instances of the same unit (e.g. if you upgrade your Zealot with *Fiery Chain*, all Zealots have that, but a Painwheel you have would not).

Abhorrrers

Zealot (Ferror)

A maniac wielding a holy chain, the Zealot can build their own fervour, enhancing their attacks, and is a mobile fighter able to manoeuvre quickly, and shove others around the battlefield.

Upgrades:

- *Punisher:* The Zealot's holy chain builds power over time, such that by the time you reach the second half of a fight, any enemies killed by it be destroyed utterly, leaving neither body nor soul for a necromancer to make use of.
- *Suffuse:* The Zealot's faith empowers them, giving them a chance to fortify themselves with holy power when they make attacks, either making them slightly more resistant to damage, or purging them of negative effects.
- *Fiery Chain:* The Zealot's chain trails holy flames, creating patches of fire on the battlefield near those it strikes.



Penitent (Sci on)

A fanatic who takes upon themselves the sins and curses of others, the Penitent gathers negative effects from nearby allies and purges them, gaining strength in exchange, and wields holy water to purge the unclean.

Upgrades:

- *Holy Blood:* The Penitent's blood becomes a holy force; when shed in the rites by which they take upon themselves negative effects from others, it spills on the ground and will burn the undead.
- *Eager:* The Penitent has learned advanced forms, allowing them extra mobility to move before gathering negative effects from allies.
- *Taste the Lash:* The Penitent is given a consecrated whip which, when it strikes the foes around them, burns their flesh with holy power and draws a blessing of vitality upon the striker.



Antipriest (Freak)

A dedicated support unit, the Antipriest wields a blessed censer which fills the area around them with holy smoke. This smoke harms the undead but, when combined with fervent prayers, channels vitality into allies, and can grant allies the temporary chance of receiving a **Miracle** - or, if they are already so blessed, of increasing the chance of such a miracle to five-in-six.

Upgrades:

- *Cleansing Prayer:* While engaging in healing prayers, both the Antipriest and those nearby are immune to curses of all kinds.
- *Consecrate:* The holy smoke of the Antipriest's censer consumes corpses nearby, denying necromancers the tools of their abominable trade.
- *Boiling Censer:* The harmful effects of the Antipriest's censer are greatly enhanced.



Inquisitor (Hunter)

The purpose of the Inquisitor is to pick off the enemy at range, wielding a blessed crossbow whose power only grows as combat goes on; first beginning to ignore armour, then eventually becoming a blazing holy bolt to wipe the enemy from the Earth. The crossbow can also be winched further to increase its range.

Upgrades:

- *Focus:* The Inquisitor's sheer focus and dedication allows them to slowly purge negative effects on themselves, so long as they remain still.
- *Heart Destroyer:* The destructive power of the Inquisitor's crossbow becomes yet more profound, until (after about halfway through a fight) it will destroy targets it kills, body and soul.
- *Explosive Bolts:* The Inquisitor's crossbow is loaded with explosive bolts, which will toss enemies around the battlefield.



Holy Body (Tyrant)

A corpse filled with countless blessings until it takes on the form of a twisted angel - a mummified, headless, winged body, encircled by a golden ring of eyes - the Holy Body acts as a support tank, generating vitality which nearby allies can draw upon, turning that vitality into holy flames which scourge many enemies at range, and calling down flaming meteors to burn upon the battlefield.

Upgrades:

- *Scathe*: The Holy Body may spend its blessings of vitality to summon further meteors.
- *Holy Font*: The longer the battle goes on, the more effectively the Holy Body generates blessings of vitality.
- *Witness*: After halfway through the battle, the flames with which the Holy Body scourges its enemies grow in intensity.



C.A.R.C.A.S.S.

Gunwight (Thrall)

Animated corpses, outfitted with batons, armour-piercing small arms and tactical gear. Not much good alone, but as Thralls they can be deployed in large numbers - and provide souls when they fall, with relatively minimal cost.

Upgrades:

- *Scavenge Ammo:* Your Gunwights can scavenge bones from corpses as useful bullets, instinctively imparting a little extra punch via necromantic power.
- *Tactical Reload:* Your Gunwights are particularly skilled, able to rapidly reload mid-combat.
- *Brace:* Your Gunwights have been imparted with a little extra skill, letting them brace their guns on cover to eke out a little more effective range.

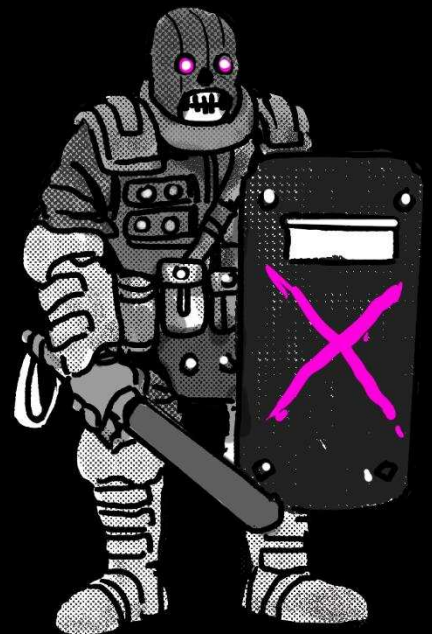


Enforcer (Scion)

Undead brutes deployed with heavy armour, riot shields, truncheons and flashbang grenades. Their strength in melee shouldn't be underestimated, letting them push enemies around, and they can be used to provide cover to other units, making themselves immovable in the process.

Upgrades:

- *Bone Dust Napalm:* Your Enforcers' flashbangs have been infused with enchanted bone dust, adding an explosive burst of flame to their effects.
- *Bulwark:* When your Enforcers deploy their shields, becoming immovable, they also purge negative effects on themselves or allies taking cover with them to an extent.
- *Shield Charge:* Your Enforcers become more mobile in melee, using their sheer bulk to shove aside opponents.



Ammo Goblin (Freak)

Strange creatures made of fused bone, the purpose of Ammo Goblins is to provide enchanted bullets of bone to allies, spread bone caltrops over the ground for enemies - and, in extremis, to charge at the enemy and detonate with destructive glee.

Upgrades:

- *Vomit Bullets:* When your Ammo Goblins spread bone caltrops, they vomit up empty casings as well, putting enemies at risk of tripping or rolling unpredictably.
- *Hot Chamber:* Your Ammo Goblins can provide bullets to two allies at once, instead of just one.
- *Napalm Injector:* When your Ammo Goblins self-destruct, they go out in a blaze of flammable, sticky glory, spraying all over enemies before igniting.



Barrelform (Hunter)

Dedicated marksman-zombies, Barrelforms bear powerful sniper rifles of bone, which they can fire, use as focuses to cast curses of vulnerability upon enemies, and can fuse with in turn, becoming immobilized in exchange for extending their guns' range and power still further.

Upgrades:

- *Claw Pitons:* When your Barrelform fuses with its gun, it launches pitons into the area around it, interfering with any attempt to move it unwillingly.
- *Extended Barrel:* Your Barrelforms' sniper rifles are extended, making them unwieldy without something to brace on - but notably more accurate with such a thing.
- *Caliber Up:* Your Barrelforms' sniper rifles are increased in calibre, lending extra force to their shots.



EGIS Weapon (Tyrant)

The pinnacle of the creations listed in the Bone Tactics Bible, the EGIS Weapon is nothing short of a Metal Gear animated by necromancy and covered in a carapace of shaped and hardened bone. Armed with a mortar, the beam-firing Catechism Devil Cannon (able to target and fire through walls), and its own sheer bulk and force, the EGIS Weapon is both a walking tank, and a mobile source of cover for allies.

Upgrades:

- *Gunner Pivot:* Your EGIS Weapon has spotting equipment, allowing its mortar to be deployed at greater range and without regard for cover.
- *Fortify:* Your EGIS Weapon has specialised systems which allow it to purge curses and damage during combat.
- *Heavy Caliber Cannon:* With an upgraded Catechism Devil Cannon, your EGIS Weapon can destroy any walls it fires through, rather than merely phasing through barriers.



Deadsouls

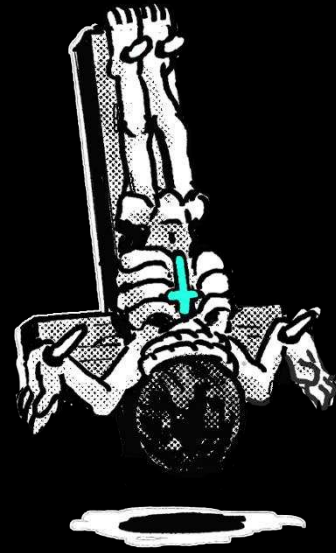
Sacrifice (Thrall)

A crucified corpse, writhing with terrible cursed energies, the Sacrifice is... Pretty much exactly what it sounds like. It's capable of pulling enemies closer, and making melee attacks which have a chance of imposing a slow-forming curse of doom upon the target - but its real value is in that when it dies, it produces terrain or walls to block off the map, and the numbers in which Sacrifices can be deployed.

Note: A curse of doom takes time to fully form, then unleashes heavy damage on a target, ignoring all armor or protections - though the curse itself can be removed before it takes effect.

Upgrades:

- *Squirm*: Your Sacrifices can move through physical barriers, horribly contorting themselves through the smallest crack.
- *Dead Grasp*: Your Sacrifices can pull targets towards them at any range, so long as they are isolated from allies.
- *Impending Death*: When your Sacrifices pull an isolated target, they impose a minor curse of weakness upon them.



Visigheist (Horror)

A terrifying, tongueless specter, a Visigheist has the ability to teleport short distances, to utter a terrifying shriek which carries curses of weakness and doom, and wields an Urgal Blade, a cursed knife which deals heavy curse damage and, against isolated targets, allows the Visigheist to immediately teleport.

Upgrades:

- *Condemn*: Any doomed targets affected by a Visigheist's shriek who are on the verge of death are obliterated, body and soul.
- *Terrorize*: Your Visigheists drink the terror caused by their shrieks, strengthening them.
- *Soul Frost*: When your Visigheists teleport, they leave behind rime and frost in the area they left, making it difficult to traverse.



Chosen (Sci on)

A cultist of the Dead God, the Chosen can wield the magic of His curses, raising tomb-walls and shattering the earth, pulling targets towards them (even through walls), and striking foes with their serpent-familiars, poisoning and dooming isolated targets.

Upgrades:

- *Ivory Serpent:* The Chosen's familiar's attacks are also enhanced against those in adverse terrain.
- *Leap:* The Chosen gains a horrible fluidity of movement, increasing their mobility.
- *Foul Monuments:* The Chosen may summon tomb-walls at range, rather than only adjacent to themselves.



Banshee (Hunter)

An unnerving creature, crawling on hands and feet, the Banshee has the ability to perceive (and target) the souls of others through walls or barriers, can raise cursed monoliths which weaken enemies nearby, and can let loose baleful screams which penetrate walls, deal extra damage to isolated targets, and echo from barriers to strengthen the Banshee still further.

Upgrades:

- *Doom Bell:* Your Banshees' monoliths have a chance to curse those nearby to their doom.
- *Freeze Soul:* If your Banshees kill an enemy with their scream, their body freezes and shatters into a thousand pieces of razored ice.
- *Siren:* Your Banshees' screams drag enemies closer.



Bound Devil I (Tyrant)

With the power of the Dead God, lesser devils can be bound to service, becoming terrifying presences in a Dark Priest's forces. Such creatures hover above the ground, can weaken and pull enemies towards them at range, have the physical potency to smash through walls and rip foes limb from limb and, through their dreadful quality of omnipresence, can appear beside any target isolated from its allies, clearing any negative effects upon themselves in the process.

Upgrades:

- *To the Slaughter:* When your Bound Devil pulls enemies closer, it can do so at any range, so long as the target is under a curse of doom.
- *Death Toll:* When your Bound Devil uses its omnipresence on a foe, it can impose a curse of doom upon them.
- *Strong Pact:* Your Bound Devil is immune to curses of all kinds.



Garganox

Scum (Thrall)

An animated corpse infected with the slime of the Filth Devil, capable of flailing at enemies to strike and infect them with virulent diseases, extending slimy pseudopodia to drag enemies around, and detonating upon death into a plague-bearing burst. Generally weak, and good for chaff forces.

Upgrades:

- *Bloat:* The death-burst of your Scum is particularly powerful, shoving enemies away.
- *Tentacle Whip:* When your Scum push enemies around, their slime clings to and slows them.
- *Aftermath:* When your Scum detonate, they don't leave any corpses to be used by the enemy - instead they just leave behind a toxic pool of acid and filth.



Slime (Ferror)

A suppurating heap of living foulness, the Slime is exactly what it sounds like. Its primary source of damage comes from generating plagues and toxins within itself, then surging through enemies to infect them, but upon death it deals a burst of toxic damage - more the more plague it contains.

Upgrades:

- *Rotten Surge:* When your Slimes surge through enemies, they gather yet more plagues and toxins.
- *Sticky Trail:* When your Slimes move, they leave behind a sticky trail which is difficult for others to cross.
- *The Gunk:* The mass of your Slimes clings to those they pass through, slowing them.



Rotten (Sci on)

A monstrous bulk of redundant and infected tissue, the Rotten is the muscle of Gargamox. Immune to hazardous terrain, and capable of burning the plagues infecting its tissues to strengthen its body, the Rotten unleash vomituous masses of toxins, spread hazards across the battlefield, and unleash their Rotblades to deal infectious damage to enemies.

Upgrades:

- *Catalyze:* The vomituous attacks of your Rotten stir hazardous terrain into greater effect, causing flames to roar higher or intensifying acids.
- *Invigorating Viscera:* When your Rotten fall, they strengthen allies nearby.
- *Smog Shroud:* Your Rotten become immune to curses while standing inside hazardous terrain.



Leech (Freak)

A dedicated support unit, the Leech wields the magics of the Filth Devil to enhance other Gargamox forces. They can conjure suppurating boils on another, so that the target spreads plague and acid upon its death, force the plague within a target to rapidly evolve (harming enemies, or giving strength to allies), or cause a target to deploy any abilities that would normally trigger upon its death, without killing them.

Upgrades:

- *Massive Swell:* When your Leeches trigger a death ability, there's a $\frac{1}{3}$ chance to trigger it a second time.
- *Spreading Strain:* When your Leeches force evolution of plague within a target, they can also spread it to nearby targets.
- *Acid Blood:* When your Leeches produce suppurating boils on a target, they also make it so that when that target dies, they leave a pool of acid instead of a corpse.



Host (Hunter)

Host to swarms of rats, insects and other vermin, the Host spreads those swarms across the battlefield as hazards, or drives them to attack their enemies, pulling them around. Even death isn't an end to this harassment, as upon death the Host will dissolve into yet more swarms of vermin.

Upgrades:

- *Swarm Feed:* Your Hosts can consume diseases within themselves to make their offensive swarms more active, drowning enemies under tides of vermin.
- *Toxic Avenger:* Your Hosts are immune to hazardous terrain, and while standing in such their swarms are spurred to greater activity, increasing their range.
- *Defiler:* When your Hosts drive their swarms to attack a target, they can leave behind yet more swarms under that target.



Goregrinders

Warhead (Thrall)

An animated, mutated corpse, growing blades from its wrists and forehead, Warheads are further enhanced with injection-packs of devil's blood, making them terrifyingly quick and capable of doing great damage - though also fragile, besides possessing the Goregrinders blood rage.

Upgrades:

- *Bladed:* Your Warheads enter a frenzied state when brought to the brink of death, retaliating against any harm done to them - though they die in the process.
- *Overclocked:* Injury only spurs your Warheads onwards, as their speed increases as their health lowers.
- *Lobotomized:* Your Warheads are stripped of anything unrelated to their purpose of delivering brutal death, rendering them proof against curses.



Painwheel (Ferror)

The soul of a maddened fanatic bound to a spiked wheel, Painwheels deliver death to their enemies by simply running them over, careening about the battlefield with reckless abandon and grinding enemies to mulch.

Upgrades:

- *Barbed Wheel:* Your Painwheels have bladed chains attached which they can control, allowing them to drag enemies about.
- *Endless Screaming:* Your Painwheels draw power from the agony they inflict, entering a berserk state for each enemy they run over.
- *Hurtle:* While near death, your Painwheels accelerate to incredible speeds.



Carnifex (Sci on)

Less mobile than many other Goregrinders units, the Carnifex makes up for this with sheer muscle. Juiced to hell and back on demonic steroids, the Carnifex wields a chainsaw to carve apart enemies with reckless slashes and charges - and, in a pinch, can inject devil-blood into the fuel chamber for some extra oomph.

Upgrades:

- *Heavy Swing:* Your Carnifexes put extra force into their swings, moving them about the battlefield as they go.
- *Rile:* Your Carnifexes inject themselves as well as their saws, bringing them to new heights of berserk fury.
- *Bloody Teeth:* The scent of blood invigorates your Carnifexes, spurring them to move faster as they carve into enemies.

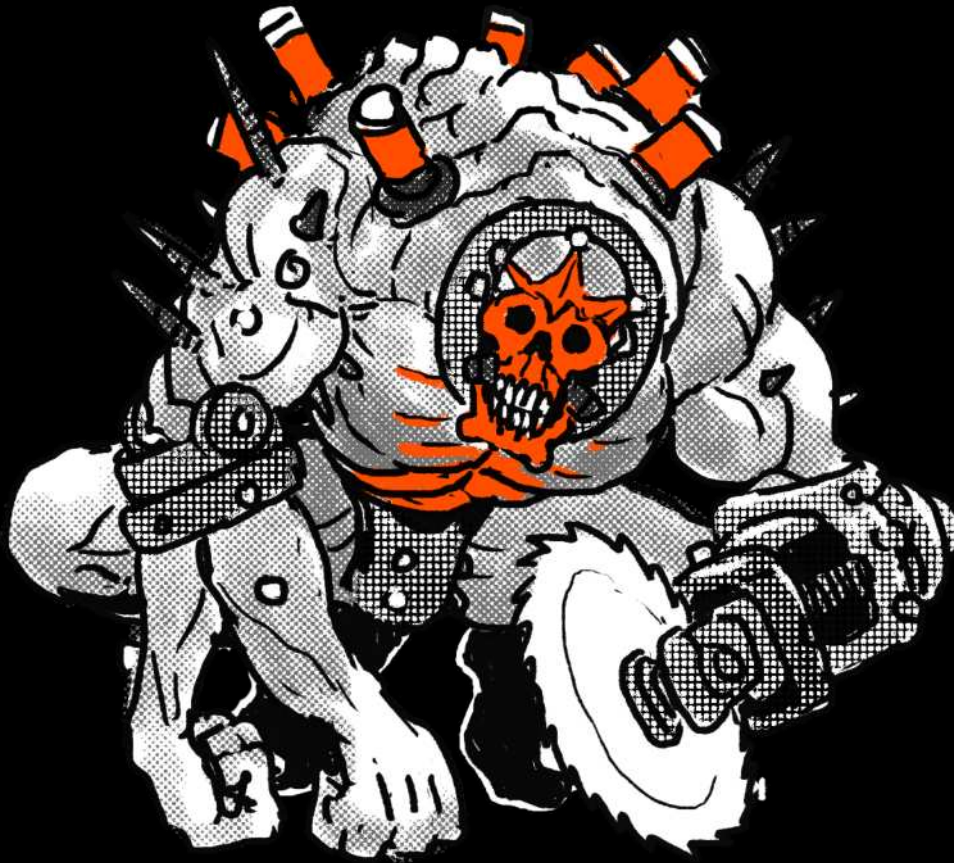


Berserker (Tyrant)

A massive hulk of fused limbs, artificial muscle and grafted weapons, the Berserker lives up to its name. It is a living avalanche of carnage, smashing through walls, unleashing bursts of flame, stimulating itself to new heights of fury, and ripping enemies limb from limb.

Upgrades:

- *Machineheart:* When your Berserker nears death, its devil-machine heart pumps harder, giving it protection
- *Fuel Injectors:* Your Berserker is more mobile, rampaging freely around the battlefield.
- *Bifurcate:* When your Berserker kills a target, it rips their very soul apart, obliterating them.



Pain Ghoul (Freak)

Madmen (and women) who have undergone the flaying-rites of the Corpse-Piler Devil to gain dominion over pain, Pain Ghouls act in support roles, driving other units into berserker rages, burning curses out of them with searing brands, or wielding an unnaturally-flexible meat hook to manoeuvre enemies around the battlefield.

Upgrades:

- *Stim Haze:* When near death, your Pain Ghouls' blood forms a stimulant haze, immunising them and nearby allies to curses.
- *Frenzy Hook:* When near death, your Pain Ghouls' blood infects their hooks and creates echoes of their substance, allowing them to pull many enemies at once.
- *Adrenalize:* When your Pain Ghouls cauterise the curses of allies, they also instill those allies with a burst of speed.



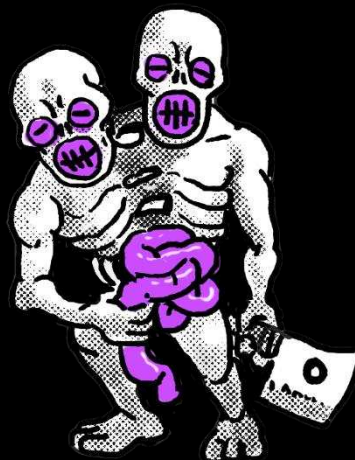
Igorri

Stitch (Thrall)

The detritus of half-failed experiments, Stitches are thralls made from two corpses... Well, stitched together. When they die, they leave twice the remains - useful for many other Igorri units - but while they remain active they can strike out at enemies with whatever implements they have to hand, and induce unstable mutations in themselves to increase their strength, speed and vitality (with only a small chance of violently exploding).

Upgrades:

- *Genestealer:* When your Stitches attack enemies, they have a small chance to steal beneficial effects from those enemies.
- *Spread Mutate:* When your Stitches attack enemies, they shed catalytic fluids which allow nearby allies to gain beneficial mutations.
- *Warping Mutate:* When your Stitches induce mutation in themselves, they can move before doing so, letting them position themselves better.



Lycan (Ferror)

An eyeless, werewolf-like monstrosity, Lycans are fragile but powerful front-line fighters, able to mutate themselves for strength, speed and vitality by devouring corpses, and unleash wild flurries of attacks against anyone nearby.

Upgrades:

- *Autophagia:* Your Lycans can devour their own flesh to mutate, as well as corpses - though this obviously harms them.
- *The Hunger:* Your Lycans are driven by instinctive hunger, causing them to eagerly move towards corpses with greater speed.
- *Hunch:* Your Lycans instinctively use corpses as cover from enemy attacks.



Chop Doc (Freak)

The remains of multiple lesser surgeons within the Igorri, Chop Docs act as support units under the command of true necromancers, able to inject mutagens into nearby allies, purge positive or negative effects from allies or enemies, or even merge allies together, effectively sacrificing one to grant the other enhanced strength, speed and vitality.

Upgrades:

- *Absorb:* When your Chop Docs purge positive or negative effects, they can move the effect to another target nearby.
- *Scour Flesh:* When your Chop Docs purge an enemy, the process causes additional toxic damage to them.
- *Conjoin:* When your Chop Docs merge themselves with another, all negative effects are purged from the beneficiary.



Strigoi (Hunter)

A bat-like, vampiric creature, Strigoi are capable of flight, can spew forth corpses for other Igorri units to make use of, or drain life and beneficial effects from enemies at range, along with their blood.

Upgrades:

- *Drown in Viscera:* When your Strigoi regurgitate corpses over enemies, they have a chance to strip positive effects from those enemies.
- *Rapid Adaptation:* When your Strigoi regurgitate corpses, they can mutate themselves for more strength, speed or vitality.
- *Cleansing Wash:* When your Strigoi regurgitate corpses over allies, they have a chance to strip negative effects from those allies.

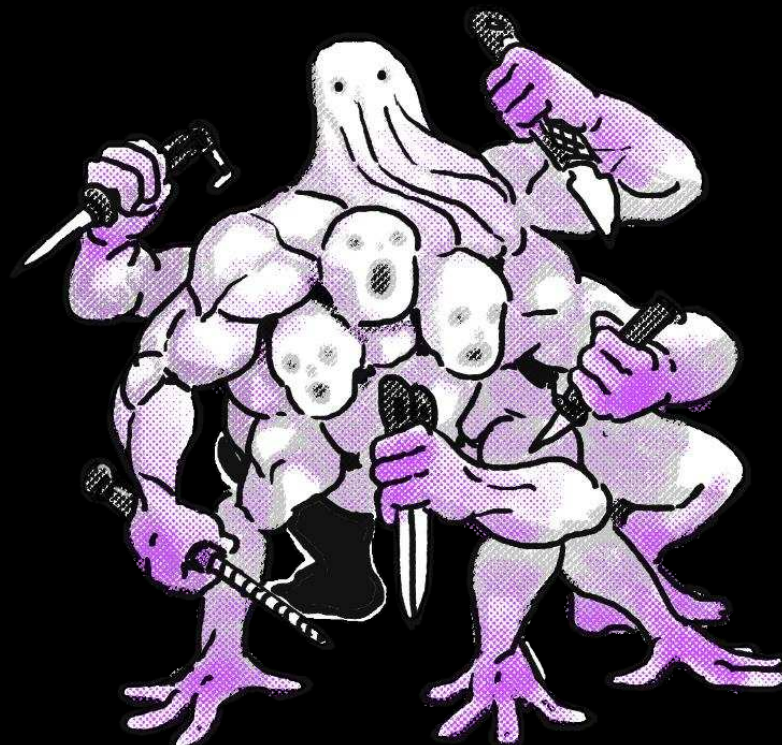


Homunculus (Tyrant)

An enormous mass of fused bodies, limbs and malleable flesh, the Homunculus is a terror on the battlefield, able to quickly adapt itself to new situations by sculpting its own body, absorb and consume nearby targets (gaining any effects they were under in the process, but obliterating the target), or lash out with whips of flesh to strike at enemies.

Upgrades:

- *Ball of Limbs:* Your Homunculus can absorb corpses it passes over, smashing through barriers and mutating for each corpse absorbed.
- *Meld:* When absorbing allies, your Homunculus mutates itself, and doesn't obliterate the targets, still allowing you to use their souls.
- *Form Carapace:* After your Homunculus absorbs a unit, your Homunculus uses their flesh as armour, protecting it against physical damage for the rest of the battle.



Scenarios

The End of Death

Requirements: Beyond Hope, Black Sacrament

Countless fools and maniacs come to the City of One Billion Corpses, all in search of *it*. The End of Death.

Now you too are one of those fools.

To complete this scenario, you must use whatever you can buy, beg, borrow or steal within this jump to fight your way through the twisting halls of Anzenmezzaron, through hordes of wild undead, monstrous devils and the best necromancers the other Houses can field, all to claim the End of Death for yourself.

Of course, if you die you'll just come back again - but will you be able to bear the suffering, and claim true immortality for yourself?

Reward: You have found it; deep in the heart of the City. Its form seems to vary depending on who looks at it. Is it the last angel, eternally bleeding out upon the floor? The empty throne of God? A single, unwilting black rose?

Whatever it seems to be to you, the End of Death is yours. So long as you possess this, you gain the effects of the 300 CP version of the **Beyond Death** perk, for free. Additionally, the resurrection granted by that perk no longer has any cooldown or '1-up' limitations; you simply return from death. You may grant the same ability to any or all of your Companions or Followers, and/or to anyone within an area up to the size of a small country, similar to Anzenmezzaron. And finally, your strength with any magic or supernatural dealing with death or unlife is vastly increased, allowing you to do what master necromancers would need great rituals for with merely a word.

Remember, though, that these gifts last only so long as you possess the End of Death. You don't have to carry it about with you, but if someone else claims it, they'll have this instead.

Complications

You may take as many Complications as you wish, but unless stated otherwise may take each Complication only once.

Beyond Hope (0 CP)

Treat this jump as a Gauntlet. You have no out-of-jump powers, though you retain your Body Mod, cannot access your Warehouse, and begin with no CP or IP (though you still get UP); you must gain all CP or IP by taking Complications. On the other hand, if you somehow manage to permanently die in this city beyond death, you won't have failed your chain - only lost whatever you bought in this jump.

If you take this Complication, any imported Companions are also subject to its effects.

Horrid Clown Word (+100 CP)

Say what you will about the City, but the place - and the people in it - have style. Morbid, Gothic style, but style nonetheless. You just... Don't. For the duration of your time in this jump, your best attempts at a cool look will just seem plastic and fake, your one-liners will sound like a dad trying to impress his kids, and you just generally won't cut a very impressive figure.

In a word, you're kinda cringe.

Start at the Bottom (+100 CP)

Whatever you bought in this jump, you don't have it immediately. Instead, you'll need to undergo training, initiation and so on to gain or learn it - you won't have your full build here at full strength until 7 years into your stay.

House Rivalry (+100 CP)

Choose one of the six Houses. They hate you, personally, and will not hesitate to do you in, or otherwise interfere with your goals if they get wind of an opportunity. Death won't stick, of course - this is Anzenmezzaron, after all - but it'll be inconvenient as hell.

This Drawback may be taken up to six times, once for each House.

The Hunger (+100 or +200 CP)

Something's wrong with you, jumper. Food and drink taste like ash in your mouth, and provide no nutrition, unless 'seasoned' with freshly-spilled human blood.

For an additional +100 CP, that's not enough. Your food and drink must be at least 50% composed of human remains to satisfy you at all.

Accursed (+200 CP)

Curses are a dime a dozen in Anzenmezzaron, but this is something heavy-duty. Somehow you've got yourself cursed. Either...

- You were branded by a paladin of the Holy Lance Church Knights, so that performing any necromancy causes pangs of agony to run through your body

- A disciple of the Dead God has doomed you to some horrible fate (eternal entrapment, permanent death, never seeing your friends and family again etc). The latter curse can be avoided, but events will always conspire to put you back on this dark path; resistance will be a constant, difficult effort.

This Complication may be taken up to twice, once for each curse.

Who folds the leash (+200 CP)

Who knows how, but you've ended up in a troublesome situation, jumper. In short, someone else - a powerful necromancer, not one of your companions - owns your soul. You're still you, and they're not a complete asshole, but they expect you to serve their will and do as they say, up to and including dying in their name (not that that'll stick, in Anzenmezzaron). You'll be freed at the end of the jump, but until then you'd better get used to living (or unliving) at another's whim.

Black Sacrament (+300 CP)

By default, it is assumed that the bargain of the Black Sacrament which has given you your necromantic powers is not particularly onerous on you; either the weight of the cost is shouldered by your House, or you've managed to create a bargain you can weasel out of. With this Complication, your debts are instead called due, and your powers are the collateral. Throughout this jump, your devil will make demands of you, according to its nature - the Corpse-Piler will demand slaughter, the Filth Devil wishes the spread of disease and degradation, the Dead God desires worship, the Many-Coloured Devil will drive you to seek new shapes for its collection, and whatever the Abhorrrers contract with will demand you go along with their 'holy' mission. If you don't fulfil these demands, or displease it, it will weaken or even lock away your powers, in-jump or out-of-jump, until you do as it says.

Alternatively, you may have bargained away all your out-of-jump powers. You still retain any skills you've gained over the course of your chain, and may keep mundane knick-knacks, but any supernatural powers, benefits or effects, including those related to luck or your Warehouse, not gained in this jump are locked out. Your Body Mod is an exception. Your items are similarly locked away, with the exception of non-supernatural keepsakes that may have some kind of sentimental value.

The second version of Black Sacrament cannot be taken with **Beyond Hope**.

Death is the End (+300 CP)

For some reason, death still works as normal for you within Anzenmezzaron. Everyone else will still come back as 'normal' - but you only have the one life to live, and in a place where life is as cheap as here, you'd better guard that life carefully. You can't benefit from *Beyond Death*, and no other means of resurrection, including 1-ups, can bring you back either. If you die, you fail your chain.

Notes

Soul Sacrifice will feed your soul to Gormengorr when you finally die... But 1-ups, other afterlives and any other such protection for your soul will supersede this. The Deadsouls intend to cheat their god - why wouldn't you?

Indestructible is a reference to exactly what you think it is.

The **Weapon** and **Armor** items may be merged with any weapons or armour you already possess.

After this jump, your **Lair**, **Sweet Lair** may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location.

Credits

Magnagothica: Maleghast is the property and creation of Tom Bloom, aka Orbitaldropkick, aka Abbadon, formerly known as Tom Parkinson-Morgan.

I just made this because his setting is kickass as hell, I wanted to use it in a chain, and I hope I can bring more attention to his work, which is *distressingly* consistent in how cool it is. If this offends, I'm more than happy to take it down again.

Go check out his stuff here, especially if you want more details on the different factions/abilities (at least how they're expressed in game mechanics): <https://tombloom.itch.io/magnagothica-maleghast>

For more of Tom's work, see here: <https://massifpress.com/lancer>

Here: <https://massif-press.itch.io/icon>

And here: <https://killsixbilliondemons.com/comic/kill-six-billion-demons-chapter-1/>

It's all great, I promise.

Also, if you want the soundtrack, the videos have been gathered up here:
https://www.youtube.com/watch?v=XYCQcy76100&list=PLES9qtUg8PeAsil7J_-S1-9cHKHAwbd3m