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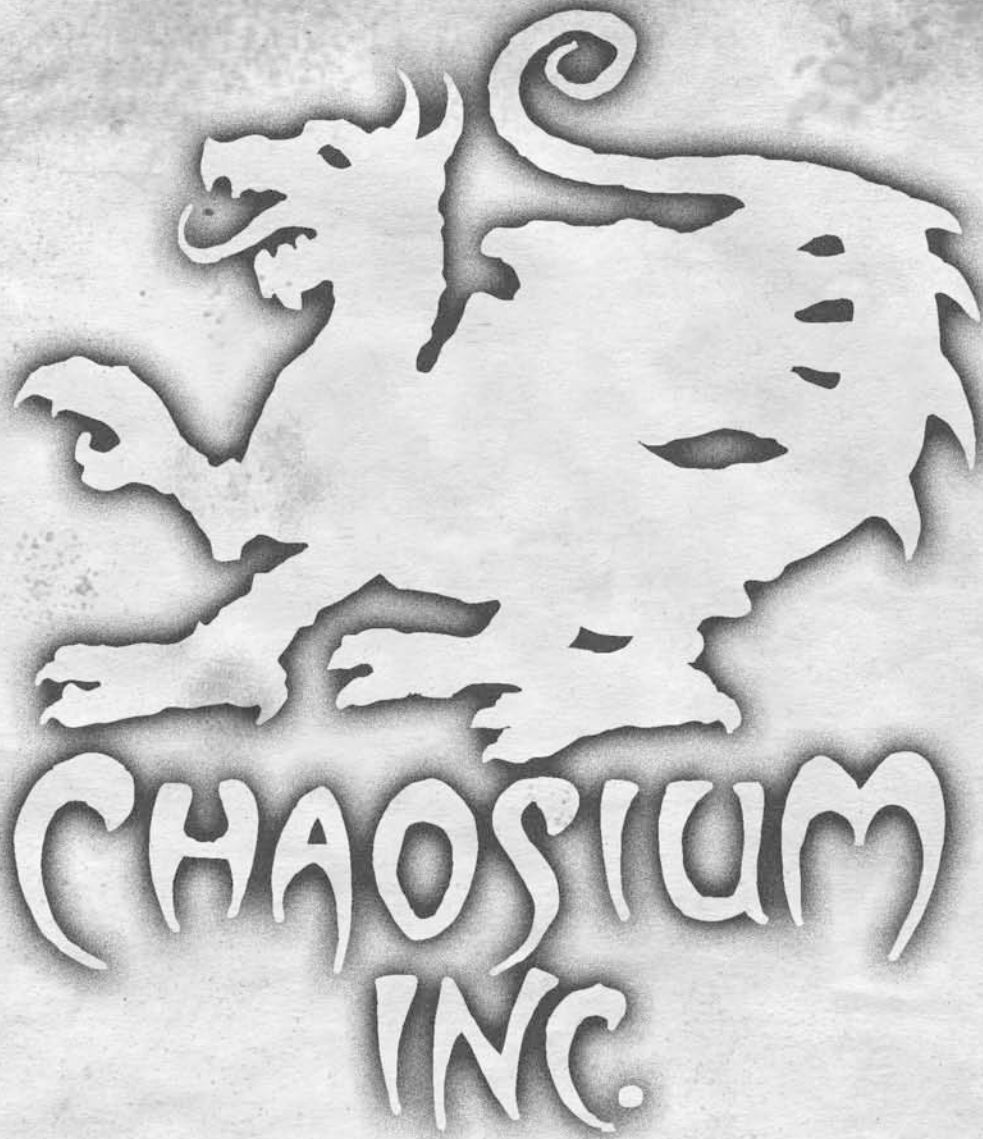
# The Chronicles of Future Earth

Science-Fantasy Roleplaying in Earth's Far Future

# Children of The Worm

**Sarah Newton**





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# *CHILDREN OF THE WORM*

## *The Chronicles of Future Earth*





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# CHILDREN OF THE WORM

*A BRP Scenario for Chronicles of Future Earth*

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## Introduction

*Children of the Worm* is an adventure pack for *The Chronicles of Future Earth*, set in the city of Korudav. It deals with a strange alliance between a clan of Troglodytes and a gang of bandit Che Kwa, the red men of Kadram, the havoc they're wreaking and the secret they've uncovered.

We've divided the adventure into five parts; the first two are the scenario episodes "Obnoxious Jin's Boatyard", a well-known inn along Korudav's Grand Canal, and "The House of the White Sepulcher", a run-down Manse in the precincts. The last three parts provide details on the Troglodytes (also known as P'Tek, or Maggot Men), and their goddess Durgha the Dark Mother, who the Autocracy knows as Babisiya.

## Part One: Obnoxious Jin's Boatyard

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A simple "bar-room brawl" to enable the player-characters to get acquainted if they haven't already.

## Background

The Che Kwa are staunch red-skinned jeniri dwelling high in the Kadram Mountains and protecting the lowlands from the Chaos Wastes beyond. In recent years, however, Che Kwa bandits have been a problem in the Amadorad Protectorate and the northern reaches of the Autocracy. Now a band has made it as far as Korudav, in league with a renegade Troglodyte Priestess of Durgha the Dark Mother and her entourage (an alliance both unprecedented and unlikely), emerging from the Undercity and holing up in a deserted manse to raid the city's decaying precincts.

Tonight it's the turn of Obnoxious Jin's Boatyard, an idiosyncratic inn and stopover point on Korudav's Grand Canal midway between Citadel and Low City. The bandits have heard about the purported riches of the eponymous Jin, a lively if combative representative of the Spider Folk, and have decided to raid the inn and make off with what they can.

### Dramatis Personae

The inn is quiet. Obnoxious Jin and his interpreter Yodl Speaker are in the common room, and Todda the stable-boy is in the stables. Slapjohn and his assistant Dunoddy are in the



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common room or the boatyard (GM's discretion); Trader Jak and his wife and bodyguards are in the common room or fussing around their barges; and Old Maigret is sitting by the fire with a large goblet of havas for herself and Zimbuldu. It's a typical night at Jin's Inn.

## Obnoxious Jin and Yodl Speaker

Obnoxious Jin is an irascible (and frequently plain rude) Spider Folk tinker and lock-keeper on the Korudav Grand Canal. He understands Low Sakaraic, but can't speak it. He's assisted by his interpreter, Yodl Speaker, a graying and laconic 50-year old man whom Jin persists in referring to as a child (the Hsun are very long-lived, and Jin is still unclear about the vagaries of human aging). Yodl also looks after the kitchens – Jin has a habit of overspicing everything and then shouting at customers if they don't like it. Jin's also assisted by Todda the stable-boy.

## Trader Jak

Trader Jak is a handsome man of about thirty, although somewhat fat. He's a Trader Priest of Vareltias from the Low City temple charged with the Canal Run. He's a great negotiator, but a bit useless in a fight – he has a crew of three strapping young boatmen who are capable fighters. His wife Jenna accompanies him, making five in total on two barges.

## Slapjohn and the Boatwrights

A huge bald man with a wooden leg, rumor says he used to be a pirate. His huge assistant Dunoddy is as strong as an ox. These two will defend the inn staunchly - it's their home and livelihood.

## Old Maigret (aka the Blue Healer)

Old Maigret is a fixture along the Grand Canal, and quite unusual – a Virikki who knows sorcery. Healer, soothsayer, and general wise-woman, she has a tame shoten (Bloodstalker)



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called Thumper. Her short-sighted assistant Zimbuldu mans her barge; neither are much use in a fight.

## Other Patrons of the Inn

Everyone else in the inn is a player-character. Korudav is full of mercenaries for Autarch Tellelisan's new frontier levies, and anyone might be found in a canal-side inn like this. People have come from all across the Empire for the promise of riches and glory.

## Description of the Boatyard

### 1. Lock

A canal lock with a drop of 7 meters; the two sets of gates don't have walkways, but an agile person could balance across.

#### 1a. Swing Bridge

This contraption is Jin's pride and joy, and he usually spends the day tinkering with it. It pivots so delicately anyone with over 10 STR can swing it completely to one side in 1D3 CR, cutting the island off from the banks.

### 2. Jin's Inn

#### 2a. Porch

A covered porch offering cover against missile fire.

#### 2b. Common Room

Filled with tables, a bar, a roaring fire; one of the big novelties is Jin's fabled Water Clock, standing next to the bar and chiming every hour to the delight of patrons.

#### 2c. Jin's Room

A mess: a pile of sleeping furs, the strong musky smell of Spider Folk, half-built inven-

tions and unfathomable devices. The strong-box (one of the Black Mask Gang's objectives) is fixed to the floor (STR30); it's locked, cunningly trapped with a POT16 poison needle. Jin, with 4-point chitin, happily ignores the needle when opening the box and resets it later, and Yodl knows never to touch it. It contains Jin's wealth, and the savings of Yodl, Slapjohn, and Dunoddy:

Jin's Treasure: 1428 bronze Dineri; 116 silver Marks; 3 gold Templars; a pair of bracelets worth 43D; assorted junk jewelry worth 14D; a low-carat garnet worth 1 silver Mark but which Jin thinks is worth ten times that; and a Helm of Domination in a black silk cloth and tied with silver thread (a warding sign). No one – not even Yodl – knows Jin has this: Jin has been unable to destroy it, fascinated, for years.

#### Helm of Domination

An open helm, typically made from dark-lacquered metal, although alagin versions have been known, and a frequent gift from the Great Hegemonist's servitors to favored Devil Priests and Dominators. The wearer gains the Psionic power "Mind Control" at POW x1%, thereafter improving with experience. If using the optional Allegiance rules, a Helm of Domination may increase a character's Allegiance to the Great Hegemonist.

#### 2d. Kitchen

Replete with stove, fire, preparation benches, food stores, etc.

#### 2e. Storeroom and Chandlery

Filled with barrels, sacks, boating stores such as pitch, rope, poles: Jin's able to act as a general store (with a nautical slant), although he's expensive (20% more than the Low City).



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## 2f. Cambriotheria

A Sakari stable for the Autocracy's exotic mounts, with stalls for horses, lopers, orns, and a reinforced stall for chelothers. Todda the stable-boy is usually working here or dozing in the hayloft.

## 2g. Dormitory

Containing multiple beds with lockable foot lockers.

## 2h. Single Rooms

Each contains a large double bed.

## 2i. Private Rooms

Each contains two separate beds.

## 3. Lanterns

Large stone lanterns with luminact glow-globes floating above them by night, tethered by a chain. By day the luminacts rest in salt-water basins on top of each lantern column. Yodl and Jin maintain these curious Hsuntach artifacts, which Jin claims are from his homeland on the Isles of Zor.



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## Obnoxious Jin's Inn

### Upper Floor



#### 4. Weir Bridge

Nine meters above the low water level with 2-meter high stout lockable gates at either end – Jin and Yodl have keys.

#### 4a. Weir

A 7-meter weir overflowing from the Barge Basin.

#### 5. Barge Basin and pontoons

Mooring point for barges overnighting or requiring boatyard services; there's space for a dozen, but only three are moored.

#### 5a and 5b. Trader Jak's Barges

At least one of Trader Jak's crew keeps an eye (albeit a lazy one at times) on these two barges, laden with trade goods. Trader Jak's barge has a locked hidden strongbox, but most of his wealth is on deposit at the Low City Vareltias temple.

Trader Jak's Treasure: 322 bronze Dineri; 20 silver Marks; 8 gold Templars; 1 copper diadem set with semi-precious stones worth 91D; gold filigree necklace worth 76 silver Marks; iron ring inlaid with jet worth 106D; pair of bronze bracers engraved with unknown sigils worth 97D; vial of 3 doses of POT13 curare.



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## 5c. Old Maigret's Barge

A cluttered narrowboat with a strong odor of bloodstalker. Maigret has a hidden strongbox under the deck with 120D and a verdigrised locket containing a faded engraving of a Virikki male and the words "For Maigret" in Low Sakaraic.

## 6. Dry Dock

Containing a narrowboat in mid-repair – Slapjohn's pet project.

## 6a. Stores

Containing seasoned wood and boat-building supplies.

## 6b. Workshop

Containing sections of barge hulls and interiors.

## 6c. Slapjohn's House

Slapjohn has a small house he shares with Dunoddy, though they take most of their meals in the inn.

## 7. Flood Gates

Very large gates kept partially open except at night; there is no bridge, but an agile person could balance across.

## Attack on the Boatyard

The Black Mask Gang are about to attack the Boatyard. Unbeknownst to Jin and Yodl, they are currently holed up in the House of the White Sepulcher, an abandoned Manse in the overgrown precincts to the east.

The gang has one objective: to acquire Jin's strongbox. Their tactics are as follows:

- ▲ The Troglodyte Shamaness Ulega-Bagu sends her bound Shade into the common room (location 2b), creating chaos and causing panic.

- ▲ The Troglodyte archers wait outside to pick off anyone trying to leave.
- ▲ The Che Kwa raid the cambriotheria and stampede any mounts they find.
- ▲ The Che Kwa fire the barges.
- ▲ The P'Tek Worms take the roof off the storeroom to get to Jin's room (location 2c). Figure the roof has 12AP for punching a hole big enough.

## *Pursuit to the White House*

After the raid, the PCs have a number of options. If Jin is alive and his treasure gone, he'll certainly want to mount a follow-up expedition, promising good reward for assistance. Even if the raid failed, people may want to track the raiders to their origin; if any escaped, Tracking is Easy within the first few minutes, Standard an hour or two later, and Difficult the next day.

Tracking the raiders involves an overland trek to the House of the White Sepulcher (popularly called "the White House") in the overgrown precincts east of Jin's Inn, where the rest of the Black Mask Gang are ready to defend their hideout.

## *Part Two: The House of the White Sepulcher*

A raid on an abandoned manse in the overgrown precincts occupied by a bandit gang.

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## The Black Mask Gang

The Black Mask Gang's defense of the White House is dynamic; Troglodyte archers attempt to snipe from the upper floor windows as the characters approach, repositioning to shoot down into the Entrance Hall (location 8) from the Mezzanine (location 16); non-archers (Che Kwa or Troglodyte) defend the staircase from above, retreating into the upper rooms and playing cat and mouse in room-to-room combat. The Troglodytes and Che Kwa are expert guerrillas; Ulega-Bagu, if still alive, provides sorcerous support.

### Descriptions of the House

The House of the White Sepulcher is a fortified manor house built three hundred years ago during the Great and Ukar Wars, when the north was loosely guarded. Its owners worshipped the Bright Trinity (mostly Staros); the house was abandoned over a half-century ago during the turmoil following the War of the False Avatar.

#### 1. Old Gates

One of these intricately engraved wood and alagin gates is still on its hinges, the other barely visible beneath grass and undergrowth.

#### 2. Guard Towers

Three guard towers stand in various states of repair. Guards watch constantly from the northwest and southeast – one Che Kwa brave in each during the day, one Troglodyte archer by night. At the first signs of trouble they'll raise the alarm – stealthily if possible, otherwise by ringing on a large rusted bronze hoop hanging from the ceiling. The guards won't attack any superior force alone.



Che Kwa Charging

#### 3. Ruined Tower

This corner's guard tower collapsed long ago; the remaining rubble-filled enclosure stables any surviving P'Tek Worms, tended by a Troglodyte Wormrider. Otherwise the area is empty.

#### 4. Outbuildings

Privy, wood store, supply store filled with boxes, bottles, and barrels, all disused. Any supplies are likely spoiled, at the GM's discretion.

#### 5. Cambriotheria

A typical cambriotheria (see page XX), though long disused.



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## 6. Well

The leaf-covered wooden grate covering this well is shoved to one side and partially rotten; there's no rope or bucket. Searching the well bottom reveals a clean-picked skeleton in alagin ringmail with a rusting iron (!) short sword. The skeleton is human, and has probably been here a month or two.

## 7. The White House

A handsome building of the austere, classical style in vogue about 300 years ago, its windows are dark and missing shutters, with traces of glazing here and there. The front doors are

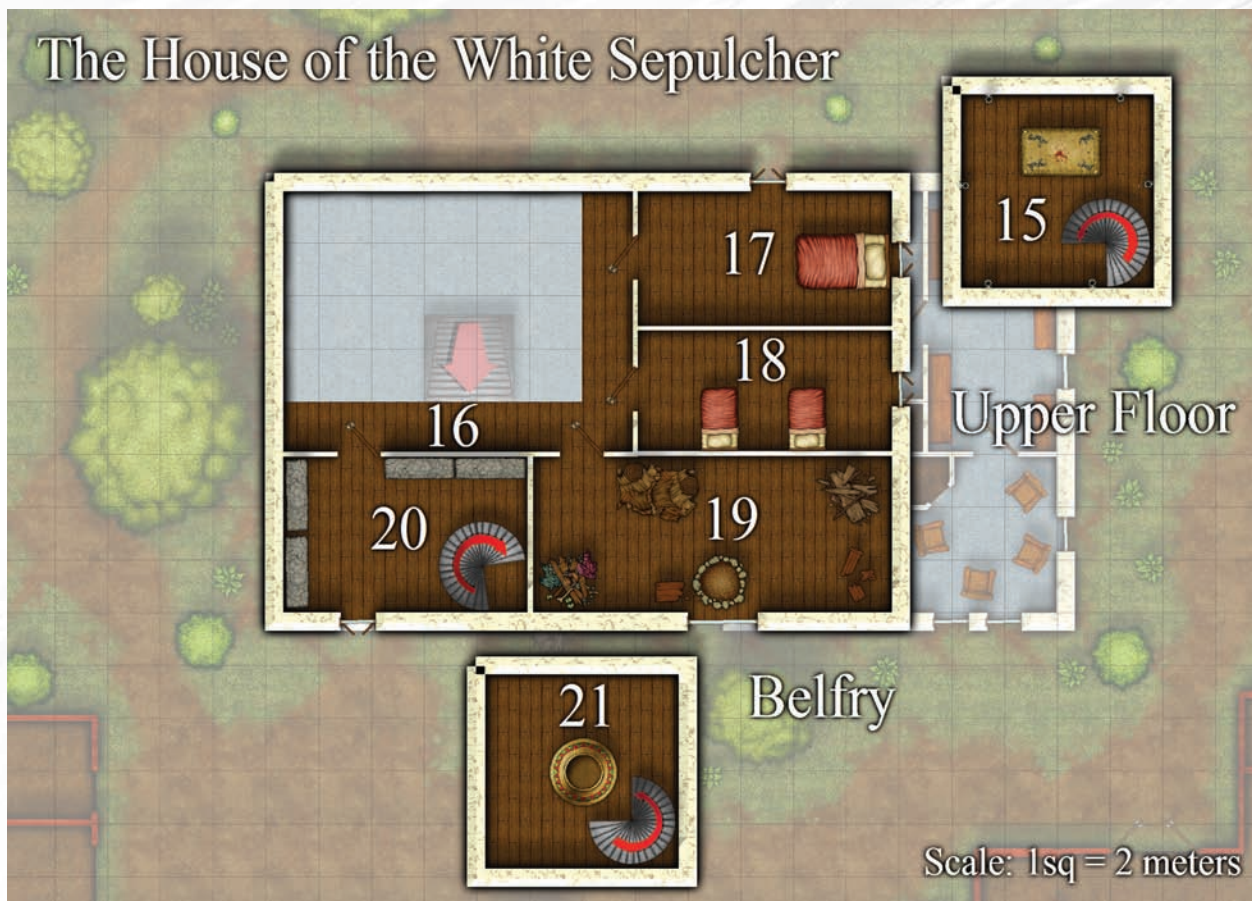
still in place. Although in bad shape, there are no signs the house was abandoned in a rush or panic. The inhabitants seem to have simply packed up and left.

If alerted to the party's presence, Troglodyte archers shoot from the upper floor windows when anyone approaches.

## 8. Entrance Hall

Faded glories whisper from the cracked white walls, and a grand staircase with broken marble balustrades sweeps down from the upper floor.

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If the gang has been alerted, Troglodyte archers attack from the mezzanine (location 16), giving covering fire to Black Mask warriors retreating upstairs if required.

## 9. Reception Hall

This lofty chamber bears frescoes of battles against an insectoid race (Knowledge (Urth) or similar to recognize the Tung Mai). Successful Spot, Art (Painting) or Knowledge (Venerable Autocracy) rolls identify the numen standards of the Legions as Regos, Unthar, and Staros - the "Bright Trinity", a powerful religious faction.

## 10. Dining Hall

Containing a long table and ornate chairs of Amadorad cedar, all covered in a thick layer of dust.

Spot or Track rolls notice tracks in the dust of human-like feet (Che Kwa, Troglodyte, and one unknown), heading to and from the Antechamber (11) and Reception Room (9).

## 11. Antechamber

A broken door leads to the garden; a staircase leads upwards. If alerted, a Black Mask guard may be stationed here.

## 12. Kitchens

Disused for a long time, it would take considerable work to bring them back into service.

## 13. Parlor

Empty weapon racks line the walls, large comfortable chairs face one another across the tiled floor. A hole in the roof ensures everything is well-rotted and covered in leaves.



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## 14. Librarium

Empty shelves line the walls, and a small shrine occupies one corner (Knowledge (Venerable Autocracy OR any religion) to identify as a shrine to Unthar). A triangular symbol of Staros is carved into the wall, and a spiral staircase leads up to the Tower Room (location 15) and down to the Crypt (locations 22+).

## 15. Tower Room

A claustrophobic, windowless chamber with a sinister air. A heavy stone table – possibly some kind of altar – bears ancient traces of blood.

The room is haunted by an insane ghost which manifests as a screaming, distorted human with a shredded torso dwindling to a streak of ectoplasm below the waist. It attacks a single person in Ghostly Combat, trying to “bite” its target’s head. A possessed victim attacks its comrades or commits murderous atrocities – Headbiter is unable to leave the Tower Room.

## HEADBITER

The Insane Ghost

INT 14 HP - POW 17 Move 17

**Attacks:** Ghostly Combat (POW vs POW), 1D3PP damage

**Notes:** Immaterial and only affected by Sorcery, Demon / Divine Powers, or Ghostly Combat.

## 16. Mezzanine

Running the length of the east and south walls of the Entrance Hall at upper floor height; if alerted, the Black Mask Gang make their stand here.

## 17. Grand Bedroom

A huge, rotting bed occupies the east wall. The Troglodytes occupy this room if not alerted

to the party’s presence. Two partly-shuttered windows let in a dim light.

## 18. Grand Bedroom

Similar to room 17, but with two beds, this chamber is used by Ayusimbo and Mbeze, the Che Kwa leaders, who are here or in room 19 unless alerted.

## 19. Guest Room

Filled with billets, brush, bits of leftover food, and the remnants of a camp fire; seven Che Kwa braves are camping here unless alerted.

## 20. Strange Sepulcher

This room is a sepulcher; empty interment niches line the walls. An Idea roll realizes this is a strange arrangement!



Troglodyte Worm Rider

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## 21. Belfry

A huge, ancient, and corroded bronze bell hangs in this room. It detects as magic, and is protected against aging (despite the corrosion). If rung, its mellow tones resound for many kilometers, but otherwise there is no effect.

## 22. False Crypt

The stairs from the Librarium (14) lead into an ancient crypt, bare except for the body of a Troglydte archer.

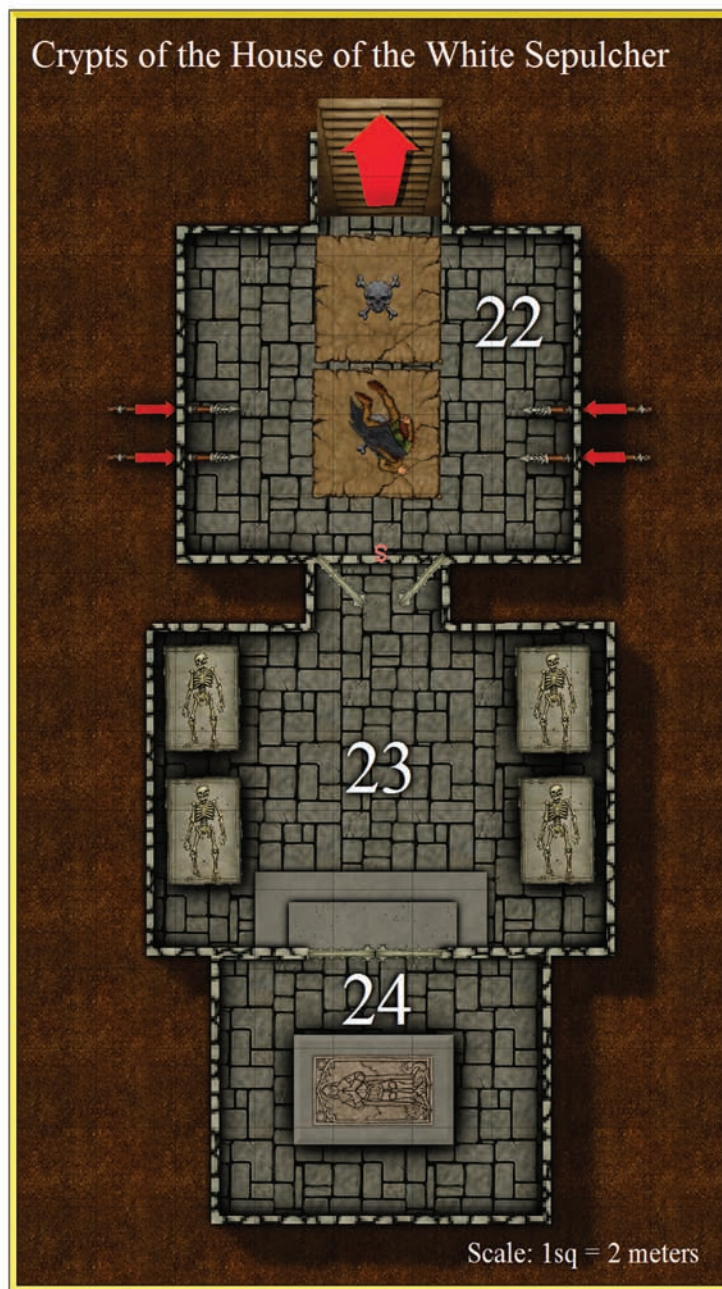
### There are two traps in the room:

Trap One: Between the entrance and the Troglydte body is a hidden pit which opens when stepped on by anyone over SIZ 10, dropping them 4 meters into a pit of sharpened bronze spikes (1D10+1+2D6 damage). A Dodge roll allows a character to jump clear of the pit; a Luck roll avoids the spikes, taking only 2D6 falling damage.

Trap Two: There's a floor trap where the Troglydte body is. Anyone above SIZ 8 causes a dozen bronze spears to shoot out of the floor. 1D3 spears hit the victim; a Dodge roll is required to avoid each, failure meaning 1D10+1 damage, fumble meaning the spear impales.

Unsurprisingly the Troglydte body looks to have died from spear wounds...

Searching the room reveals a hidden door in the south wall, opening which deactivates both traps – they reactivate when the door closes.



## 23. Antechamber

Another crypt, this time not empty: a double door looms on a dais in the south wall, and four biers line the walls. Skeletal remains lie atop the biers, and start to move when anyone enters!

Four undead skeletons guard the chamber, armed with ornate scepters. As they attack, the scepter of the fourth skeleton flickers



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with a violet-blue glow – an energy mace, an artifact of the Ancients!

Of the four energy maces, one works and has charge, a second works but has no charges, a third is broken but repairable, and a fourth is irreparably broken. All are of interest and value to the Temple of Khosht.

## 24. Crypt

The double doors open to an inner crypt, with a single raised sarcophagus. Searching the doors reveals they lock from the inside...

The sarcophagus is empty; a shirif car-touche gives the occupant's name as Terminus Threst of the House of Terchus the Eternal Plain – which an Idea or Knowledge (Korudav) roll recognizes as a noteworthy noble in Korudav, the house that of the Avatar Enessi and worshippers of Staros!

The crypt is empty – there's no final defender and no treasure. The White House was the home of an undead lord – but where is he now? Could he be at large in the city itself, hidden in plain sight? What will the party do with their suspicions?

## Afterword

Information is the true treasure of the House of the White Sepulcher. First, that an alliance of Troglodytes and Che Kwa is active this deep in the Autocracy; and second, that an undead lord may be operating in Korudav society. There are always those in the Autocracy who will pay handsomely for this kind of information - and who are always on the look-out for a few good troubleshooters...!

## Part Three: Statistics

This section contains NPC and creature statistics. All weapons and shields are alagin rather than iron.

### The Inn and its Patrons

The inhabitants and patrons of Jin's Inn play as great a role in the inn's defense as the GM wishes. Certainly Jin and Yodl should be active, but Trader Jak and his boatmen could be pinned down on his barges fighting off fire-starters, with Slapjohn and his assistant holed up in dry dock. Old Maigret is little use in combat, but could be on-hand for healing, and could use her Emotion Control to instill fear in some of the raiders.

### OBNOXIOUS JIN

Spider Folk Tinkerer and Proprietor of Jin's Inn, Age 294

STR	26	Move	8	R Leg 1	4/7
CON	24	HP	26	L Leg 1	4/7
SIZ	27	Major Wd	13	R Leg 2	4/7
INT	15	Dmg Bonus	+2D6	L Leg 2	4/7
POW	16	PP	16	R Leg 3	4/7
DEX	16	Fatigue	50	L Leg 3	4/7
APP	4			R Leg 4	4/7
				L Leg 4	4/7
				Abdomen	4/11
				Thorax	4/11
				R Arm 1	4/7
				L Arm 1	4/7
				R Arm 2	4/7
				L Arm 2	4/7

Weapon SR Att% Damage P% Pts



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Halberd\* 3 66% 3D6-2+db 48% 13

Hsun Bow\*\*2/5/8 81% 2D6+2 - -

Round Shield- - - 60% 14

Jin attacks with halberd or Hsun bow AND parries with round shield in the same CR.

\*Alagin halberd and round shield

\*\*Repeating heavy crossbow firing six bolts before reloading taking 6CR.

**Armor:** 4-point chitin

**Skills:** Appraise 50%, Bargain 29%, Fine Manipulation 43%, Grapple 65%, Listen 65%, Swim 76%, Technical (Clockworks) 20%, Repair (Mechanical) 26%, Speak (Hsunsign) 75%, Understand Low Sakaraic 55%

**Powers:** Psionics: Telekinesis 55%, Levitation 66%, Pyrokinesis 79%, Cryokinesis 47%

Super Sense (Sonar) 6

**Possessions:** Vocalus (wears all the time)

**Notes:** Unable to speak human languages; Big Target in combat; Inferior Position in combat against human-sized opponents

## YODL SPEAKER

Human (Hivernian) Interpreter (“Voice of the Hsun”), Age 50

STR	10	Move	10	R Leg	1/6
CON	17	HP	16	L Leg	1/6
SIZ	14	Major Wd	8	Abdomen	1/6
INT	17	Dmg Bonus	-	Chest	1/7
POW	16	PP	16	R Arm	1/4
DEX	11	Fatigue	27	L Arm	1/4
APP	8			Head	1/6

**Weapon SR Att% Damage P% Pts**

Quarterstaff 6 69% 1D8 62% 20

Light Crossbow ½ 60% 1D6+2 - -

**Armor:** 1-point soft leather armor

**Skills:** Appraise 49%, Bargain 28%, Craft (Cooking) 57%, Dodge 39%, First Aid 50%, Knowledge (Hsun) 29%, Pilot (Narrow Boat) 29%, Speak (Hsunsign) 70%, Speak (Low Sakaraic) 85%, Swim 68%, Understand (Hsun) 61%

**Powers:** Sorcery: Make Fast (1), Make Whole (1)

**Possessions:** Luminact (on tether)

## TRADER JAK

Human Trader Priest of Vareltias, Age 30

STR	12	Move	10	R Leg	1/4
CON	9	HP	11	L Leg	1/4
SIZ	13	Major Wd	6	Abdomen	1/4
INT	14	Dmg Bonus	+1D4	Chest	1/5
POW	18	PP	18	R Arm	1/3
DEX	13	Fatigue	25	L Arm	1/3
APP	16			Head	1/4

**Weapon SR Att% Damage P% Pts**

Quarterstaff 6 51% 1D8+db 52% 20

Dagger 8 48% 1D4+db 29% 8

**Armor:** 1-point heavy clothing

**Skills:** Appraise 46%, Bargain 31%, Dodge 29%, Fast Talk 41%, Knowledge (Vareltias) 24%, Literacy 34%, Perform (Invoke Divine Powers of Communication Ritual) 36%, Persuade 49%, Speak Eletas 62%, Speak Low Sakaraic 70%, Status (Temple of Vareltias) 28%

**Powers:** Sorcery: Heal (2), Muddle (1), Trigger Mechanism (2), Ward (3), Witch Sight (3)

**Divine Powers** (bound into Knotted Circle rosary): Communication (1), Geas (3), Silvertongue (1)

**Free INT:** 0

**Possessions:** Carries pouch of 48 bronze Dineri; Knotted Rosary is made of silver and worth 240 Dineri.

## TARBLIN, JUGLAN, AND BOR

Trader Jak’s Boatmen, Age 25-ish

STR	12	Move	10	R Leg	2/5
CON	15	HP	15	L Leg	2/5
SIZ	14	Major Wd	8	Abdomen	2/5
INT	10	Dmg Bonus	+1D4	Chest	2/6
POW	12	PP	12	R Arm	2/4
DEX	14	Fatigue	27	L Arm	2/4
APP	11			Head	2/5

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Weapon	SR	Att%	Damage	P%	Pts
Short Sword	7	41%	1D6-1+db	50%	10
Dagger	8	32%	1D4+db	33%	8

**Armor:** 2-point hard leather armor

**Skills:** Dodge 40%, Pilot (Boat) 34%, Repair (Structural) 27%

**Possessions:** Each carries pouch of 2D20 bronze Dineri

## SLAPJOHN

Boatwright and allegedly ex-Pirate, Age 44

STR	16	Move	10	R Leg*	9/-
CON	14	HP	16	L Leg	2/6
SIZ	18	Major Wd	8	Abdomen	2/6
INT	11	Dmg Bonus	+1D6	Chest	2/7
POW	11	PP	11	R Arm	2/4
DEX	11	Fatigue	30	L Arm	2/4
APP	11			Head	2/6

\*Slapjohn's wooden leg. Has AP only

Weapon	SR	Att%	Damage	P%	Pts
Scimitar	6	68%	1D8-1+db	75%	10
Dagger	7	78%	1D4+db	75%	8

**Armor:** 2-point hard leather

**Skills:** Climb 46%\*, Craft (Boat) 70%, Dodge 32%\*, Grapple 71%, Knowledge (Middle Sea) 21%, Knowledge (Streetwise) 24%, Navigate 36%, Pilot (Boat) 28%, Repair (Structural) 79%

**Possessions:** Wooden leg is finely carved and a prize possession (worth 70D); carries 24 bronze Dineri

**Notes:** \*already reduced by half to account for Slapjohn's wooden leg making them Difficult

## STRONG-ARM DUNODDY

Slapjohn's Assistant, Age 30s

STR	17	Move	10	R Leg	2/5
CON	14	HP	15	L Leg	2/5
SIZ	16	Major Wd	8	Abdomen	2/5



Che Kwa Warrior

INT	7	Dmg Bonus	+1D6	Chest	2/6
POW	8	PP	8	R Arm	2/4
DEX	12	Fatigue	31	L Arm	2/4
APP	12			Head	2/5

Weapon	SR	Att%	Damage	P%	Pts
Heavy Club	2	54%	1D8+db	44%	22
Dagger	3	43%	1D4+db	37%	8

**Armor:** 2-point hard leather

**Skills:** Climb 63%, Craft (Boat) 40%, Dodge 41%, Grapple 41%, Pilot (Boat) 17%, Repair (Structural) 47%

**Possessions:** Carries 17 bronze Dineri.

# CHILDREN OF THE WORM

## OLD MAIGRET (THE GREEN HEALER)

Virikki Healer and Wise Woman, Age 84

STR	6	Move	10	R Leg	-/5
CON	11	HP	14	L Leg	-/5
SIZ	17	Major Wd	7	Abdomen	-/5
INT	18	Dmg Bonus	-	Chest	-/6
POW	17	PP	17	R Arm	-/4
DEX	9	Fatigue	17	L Arm	-/4
APP	7			Head	-/5

Weapon	SR	Att%	Damage	P%	Pts
Dagger	8	34%	1D4	26%	8

**Armor:** None

**Skills:** Craft (Brew Healing Broth) 38%, Dodge 26%, First Aid 76%, Insight 42%, Knowledge (Philosophy) 48%, Literacy 55%, Perform (Storytelling) 50%, Physician 44%, Science (Botany) 35%, Speak Low Sakaraic 90%, Status (Blue Field School) 72%

**Powers:** Sorcery: Heal (2), Make Whole (3), Moonrise (1), Muddle (1), Undo Sorcery-3, Ward (3), Witch Sight (3)

**Psionics:** Aura Detection 60%, Emotion Control 65%

**Resistance** (Cold) 5; Susceptible to Heat (heat-related Resistance Rolls are Difficult)

**Free INT:** 0

**Possessions:** Carries 27 bronze Dineri and a small carved wooden charm of Nimur (worth 15D).

## The Che Kwa Braves

Che Kwa wear magnificent wooden armor and ornate Death Masks. There are seven braves, led by Chief Ayusimbo and his adjutant Mbeze, all followers of Dombasa the Night Hag (the Che Kwa name for Babisiya). Up to five of them take part in the raid on Jin's Inn.

## AYUSIMBO

Che Kwa Bandit Chief

STR	13	Move	10	R Leg	2/5
CON	16	HP	14	L Leg	2/5
SIZ	12	Major Wd	7	Abdomen	2/5
INT	14	Dmg Bonus	+1D4	Chest	2/6
POW	14	PP	14	R Arm	2/4
DEX	9	Fatigue	29	L Arm	2/4
APP	11			Head	2/5

Weapon	SR	Att%	Damage	P%	Pts
Self Bow	4	84%	1D6+1+½db	-	-
Short Spear*	8	78%	1D6+1+db	67%	15

\*Enchanted with permanent Sorcerer's Sharp Flame-2, adding +2 to maximum 7 points of damage (plus db)

**Armor:** 1-point skin plus 1-point wooden armor

**Skills:** Brawl 65%, Dodge 60%, Hide 70%, Knowledge (Chaos) 43%, Knowledge (Kadram Mountains) 55%, Listen 70%, Sense Chaos 35%, Speak Chekwa 70%, Speak Low Sakaraic 21%, Spot 47%, Stealth 68%, Track 60%

**Powers:** Resistance (Cold) 7; Susceptible to Heat (heat-related Resistance Rolls are Difficult)

**Possessions:** Bright Eye, Ayusimbo's enchanted spear; carries 2 silver Marks and 52 bronze Dineri; wooden Death Mask inlaid with ivory worth 50D.

## MBEZE

Che Kwa Bandit and Ayusimbo's Second-in-Command

STR	15	Move	10	R Leg	2/5
CON	17	HP	15	L Leg	2/5
SIZ	12	Major Wd	8	Abdomen	2/5
INT	17	Dmg Bonus	+1D4	Chest	2/6
POW	9	PP	9	R Arm	2/4
DEX	14	Fatigue	29	L Arm	2/4
APP	13			Head	2/5

Weapon	SR	Att%	Damage	P%	Pts
Self Bow	3/9	75%	1D6+1+½db	-	-
Short Spear	8	60%	1D6+1+db	55%	15



# CHILDREN OF THE WORM

**Armor:** 1-point skin plus 1-point wooden armor

**Skills:** Brawl 55%, Dodge 53%, Hide 50%, Knowledge (Chaos) 27%, Knowledge (Kadram Mountains) 50%, Listen 75%, Sense Chaos 30%, Speak Chekwa 85%, Speak Low Sakaraic 26%, Spot 35%, Stealth 57%, Track 65%

**Powers:** Resistance (Cold) 7; Susceptible to Heat (heat-related Resistance Rolls are Difficult)

**Possessions:** Carries 2 silver Marks and 26 bronze Dineri, plus poor quality copper bracelet with inlaid semi-precious gems worth 33D.

## SEVEN CHE KWA BRAVES

Weapon	SR	Att%	Damage	P%	Pts
Self Bow	4	84%	1D6+1+½db	-	-
Short Spear	8	78%	1D6+1+db	67%	15

**Armor:** 1-point skin plus 1-point wooden armor

**Skills:** Brawl 45%, Dodge 40%, Hide 45%, Knowledge (Chaos) 10%, Knowledge (Kadram Mountains) 25%, Listen 50%, Sense Chaos 15%, Speak Chekwa INTx5%, Speak Low Sakaraic 05%, Spot 30%, Stealth 45%, Track 35%

**Powers:** Resistance (Cold) POW/2; Susceptible to Heat (heat-related Resistance Rolls are Difficult)

**Possessions:** Each carries 2D20 bronze Dineri and assorted Che Kwa charms.

## BALU

Che Kwa Brave 1

STR	15	Move	10	R Leg	2/5
CON	18	HP	15	L Leg	2/5
SIZ	12	Major Wd	8	Abdomen	2/5
INT	12	Dmg Bonus	+1D4	Chest	2/6
POW	11	PP	11	R Arm	2/4
DEX	14	Fatigue	33	L Arm	2/4
APP	17			Head	2/5

## CHINDE

Che Kwa Brave 2

STR	14	Move	10	R Leg	2/7
CON	19	HP	19	L Leg	2/7
SIZ	18	Major Wd	10	Abdomen	2/7
INT	13	Dmg Bonus	+1D4	Chest	2/8
POW	15	PP	15	R Arm	2/5
DEX	14	Fatigue	33	L Arm	2/5
APP	12			Head	2/7

## DAMBU

Che Kwa Brave 3

STR	18	Move	10	R Leg	2/5
CON	17	HP	15	L Leg	2/5
SIZ	12	Major Wd	8	Abdomen	2/5
INT	16	Dmg Bonus	+1D4	Chest	2/6
POW	14	PP	14	R Arm	2/4
DEX	14	Fatigue	35	L Arm	2/4
APP	16			Head	2/5

## DZINGAY

Che Kwa Brave 4

STR	12	Move	10	R Leg	2/6
CON	17	HP	17	L Leg	2/6
SIZ	16	Major Wd	9	Abdomen	2/6
INT	15	Dmg Bonus	+1D4	Chest	2/7
POW	11	PP	11	R Arm	2/4
DEX	9	Fatigue	29	L Arm	2/4
APP	8			Head	2/6

# CHILDREN OF THE WORM

## GAGALU

Che Kwa Brave 5

STR	11	Move	10	R Leg	2/5
CON	10	HP	13	L Leg	2/5
SIZ	15	Major Wd	7	Abdomen	2/5
INT	11	Dmg Bonus	+1D4	Chest	2/6
POW	13	PP	13	R Arm	2/4
DEX	14	Fatigue	21	L Arm	2/4
APP	12			Head	2/5

## MOLO

Che Kwa Brave 6

STR	11	Move	10	R Leg	2/6
CON	19	HP	18	L Leg	2/6
SIZ	17	Major Wd	9	Abdomen	2/6
INT	16	Dmg Bonus	+1D4	Chest	2/8
POW	10	PP	10	R Arm	2/5
DEX	16	Fatigue	30	L Arm	2/5
APP	15			Head	2/6

## NDZAI

Che Kwa Brave 7

STR	10	Move	10	R Leg	2/6
CON	16	HP	16	L Leg	2/6
SIZ	16	Major Wd	8	Abdomen	2/6
INT	13	Dmg Bonus	+1D4	Chest	2/7
POW	10	PP	10	R Arm	2/4
DEX	12	Fatigue	26	L Arm	2/4
APP	9			Head	2/6

## The Troglodyte Archers

Five expert archers, bodyguard of Ulega-Bagu the Troglodyte shamaness. They are also armed with P'Tekian Gugris, short thick curved blades; treat them as Short Swords, except they do Bleeding special hits.

Two archers take part in the raid.

## JAGLAK

Troglodyte Drone Archer

STR	13	Move	8	R Leg	1/6
CON	20	HP	18	L Leg	1/6
SIZ	15	Major Wd	9	Abdomen	1/6
INT	16	Dmg Bonus	+1D4	Chest	1/8
POW	13	PP	13	R Arm	1/5
DEX	8	Fatigue	33	L Arm	1/5
APP	5			Head	1/6

Weapon	SR	Att%	Damage	P%	Pts
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Self Bow	4	58%	1D6+1+½db	-	-
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P'Tekian Gugri	8	43%		1D6-1+db	
40%	10				

**Armor:** 1-point skin

**Skills:** Dodge 28%, Technical (Traps) 34%, Hide 25%, Stealth 25%, Sense 45%, Spot 50%, Repair (Mechanical) 25%, Fine Manipulation 15%

**Powers:** Super Sense (Dark Vision) 6; Resistance (Cold) 4;

-10% to all actions in daylight.

**Possessions:** Carries 52 bronze Dinari.



# CHILDREN OF THE WORM

## GALAKUB

### Troglodyte Drone Archer

STR	9	Move	8	R Leg	1/4
CON	12	HP	12	L Leg	1/4
SIZ	12	Major Wd	6	Abdomen	1/4
INT	13	Dmg Bonus	-	Chest	1/5
POW	14	PP	14	R Arm	1/3
DEX	16	Fatigue	21	L Arm	1/3
APP	9			Head	1/4

**Weapon**    **SR**    **Att%**    **Damage**    **P%**    **Pts**

Self Bow    2/7    57%    1D6+1    -    -

P'Tekian Gugri    6    45%    1D6-1    32%    10

**Armor:** 1-point skin

**Skills:** Dodge 50%, Technical (Traps) 41%, Hide 36%, Stealth 36%, Sense 57%, Spot 51%, Repair (Mechanical) 33%, Fine Manipulation 23%

**Powers:** Super Sense (Dark Vision) 7; Resistance (Cold) 5; -10% to all actions in daylight.

**Possessions:** Carries 64 bronze Dinari.

## DABAJOOM

### Troglodyte Drone Archer

STR	14	Move	8	R Leg	1/6
CON	18	HP	17	L Leg	1/6
SIZ	15	Major Wd	9	Abdomen	1/6
INT	12	Dmg Bonus	+1D4	Chest	1/7
POW	13	PP	13	R Arm	1/4
DEX	6	Fatigue	32	L Arm	1/4
APP	13			Head	1/6

**Weapon**    **SR**    **Att%**    **Damage**    **P%**    **Pts**

Self Bow    4    58%    1D6+1+½db    -    -

P'Tekian Gugri    8    50%    1D6-1+db    49%    10

**Armor:** 1-point skin

**Skills:** Dodge 30%, Technical (Traps) 31%, Hide 26%, Stealth 26%, Sense 32%, Spot 42%, Repair (Mechanical) 28%, Fine Manipulation 18%

**Powers:** Super Sense (Dark Vision) 6; Resistance (Cold) 4; -10% to all actions in daylight.

**Possessions:** Carries 48 bronze Dinari.

## KARAK KARAR

### Troglodyte Drone Archer

STR	14	Move	8	R Leg	1/5
CON	12	HP	13	L Leg	1/5
SIZ	14	Major Wd	7	Abdomen	1/5
INT	12	Dmg Bonus	+1D4	Chest	1/6
POW	12	PP	12	R Arm	1/4
DEX	16	Fatigue	26	L Arm	1/4
APP	7			Head	1/5

**Weapon**    **SR**    **Att%**    **Damage**    **P%**    **Pts**

Self Bow    2/7    55%    1D6+1+½db    -    -

P'Tekian Gugri    6    28%    1D6-1+db    32%    10

**Armor:** 1-point skin

**Skills:** Dodge 47%, Technical (Traps) 41%, Hide 36%, Stealth 36%, Sense 44%, Spot 58%, Repair (Mechanical) 33%, Fine Manipulation 23%

**Powers:** Super Sense (Dark Vision) 6; Resistance (Cold) 4; -10% to all actions in daylight

**Possessions:** Carries 48 bronze Dinari.

## DHINKOZH

### Troglodyte Drone Archer

STR	16	Move	8	R Leg	1/5
CON	15	HP	15	L Leg	1/5
SIZ	15	Major Wd	8	Abdomen	1/5
INT	9	Dmg Bonus	+1D4	Chest	1/6
POW	10	PP	10	R Arm	1/4
DEX	10	Fatigue	31	L Arm	1/4
APP	6			Head	1/5

**Weapon**    **SR**    **Att%**    **Damage**    **P%**    **Pts**

Self Bow    3/9    44%    1D6+1+½db    -    -

P'Tekian Gugri    7    38%    1D6-1+db    44%    10

**Armor:** 1-point skin

**Skills:** Dodge 35%, Technical (Traps) 35%, Hide 30%, Stealth 30%, Sense 55%, Spot 60%, Repair (Mechanical) 31%, Fine Manipulation 31%

**Powers:** Super Sense (Dark Vision) 5; Resistance (Cold) 3; -10% to actions in daylight.

# CHILDREN OF THE WORM

**Possessions:** Carries 28 bronze Dineri and (secretly) an amethyst worth 56D

## Troglodyte Wormriders

There are two Wormriders, mounted on P'Tek Worms. A +10% bonus to Attack and Parry has been factored into their skill scores due to the Superior Position spot rule being used (assuming a Mounted Combat attack).

They both take part in the raid.

### KYRIKIL

Troglodyte Drone Wormrider

STR	17	Move	8	R Leg	1/4
CON	9	HP	10	L Leg	1/4
SIZ	11	Major Wd	5	Abdomen	1/4
INT	10	Dmg Bonus	+1D4	Chest	1/4
POW	9	PP	9	R Arm	1/3
DEX	12	Fatigue	26	L Arm	1/3
APP	6			Head	1/4

Weapon	SR	Att%	Damage	P%	Pts
Goad*	8	70%	1D10+1+db	63%	15
P'Tekian Gugri	8	40%	1D6-1+db	28%	10

\*A long polearm ending in a cluster of cruel barbs, for snagging a P'Tek Worm's hide and directing its movements. Effective if unwieldy when used mounted; treat as a Long Spear.

**Armor:** 1-point skin

**Skills:** Ride (P'Tek Worm) 76%, Dodge 38%, Technical (Traps) 37%, Hide 32%, Stealth 32%, Sense 55%, Spot 50%

**Powers:** Super Sense (Dark Vision) 4; Resistance (Cold) 3; -10% to all actions in daylight.

**Possessions:** Carries 60 bronze Dineri.

### KYRIKIL'S WORM

STR	38	Move	8	Body	3/20
CON	12	HP	28	Head	3/12
SIZ	43	Major Wd	14		
INT	2	Dmg Bonus	+4D6		
POW	10	PP	10		
DEX	5	Fatigue	50		
APP	2				

Weapon	SR	Att%	Damage	P%	Pts
Body Bash*	7	52%	1D8+1+4D6	-	-
Spittle	4	25%	POT12 acid	-	-
Swallow**	-	-	Special	-	-

\*Causes Knockback.

\*\*See page XX below.

**Armor:** 3-point pallid rubbery skin

**Skills:** Dodge 20%

**Powers:** Spittle Attack (Venom Mutation)

### ABALEG

Troglodyte Drone Wormrider

STR	14	Move	8	R Leg	1/5
CON	10	HP	14	L Leg	1/5
SIZ	18	Major Wd	7	Abdomen	1/5
INT	11	Dmg Bonus	+1D4	Chest	1/6
POW	15	PP	15	R Arm	¼
DEX	13	Fatigue	24	L Arm	¼
APP	11			Head	1/5

Weapon	SR	Att%	Damage	P%	Pts
Goad*	5	59%	1D10+1+db	48%	15
P'Tekian Gugri	6	36%	1D6-1+db	46%	10

\*See Kyrikil's description above for the Goad.

**Armor:** 1-point skin

**Skills:** Ride (P'Tek Worm) 66%, Dodge 42%, Technical (Traps) 31%, Hide 36%, Stealth 38%, Sense 47%, Spot 40%

**Powers:** Super Sense (Dark Vision) 7; Resistance (Cold) 5; -10% to all actions in daylight.

**Possessions:** Carries 20 bronze Dineri.

# CHILDREN OF THE WORM

## ABALEG'S WORM

STR	28	Move	8	Body	3/18
CON	16	HP	26	Head	3/11
SIZ	35	Major Wd	13		
INT	5	Dmg Bonus	+3D6		
POW	8	PP	8		
DEX	2	Fatigue	44		
APP	3				

Weapon	SR	Att%	Damage	P%	Pts
Body Bash*	7	45%	1D8+1+3D6	-	-
Spittle	4	20%	POT16 acid	-	-
Swallow**	-	-	Special	-	-

\*Causes Knockback.

\*\*See page XX below.

**Armor:** 3-point pallid rubbery skin

**Skills:** Dodge 20%

**Powers:** Spittle Attack (Venom Mutation)

## Ulega-Bagu, the Troglodyte Shamaness

A follower of Durgha the Dark Mother (the Troglodyte name for Babisia), Ulega-Bagu possesses a bound Shade. If the GM wants stronger opposition, she can also have two bound Darkness Demons – one embodied and the other bound into her Black Mask – as shown below.



Troglodyte

## ULEGA-BAGU

Troglodyte Shamaness of Durgha the Dark Mother

STR	12	Move	8	R Leg	1/4
CON	11	HP	11	L Leg	1/4
SIZ	11	Major Wd	6	Abdomen	1/4
INT	16	Dmg Bonus	-	Chest	1/5
POW	17	PP	29*	R Arm	1/3
DEX	13	Fatigue	23	L Arm	1/3
APP	11			Head	1/4

\*includes 12PP Mana Shard (see below)

Weapon	SR	Att%	Damage	P%	Pts
Short Staff	8	44%	1D6	27%	15

**Armor:** 1-point skin

**Skills:** Dodge 75%, First Aid 75%, Hide 50%, Insight 40%, Knowledge (P'Tek History) 30%, Knowledge (Beyond the Veil) 8%, Perform (Saga Chanting) 35%, Perform (Darkness Demon Summoning Ritual) 45%, Perform (Shade Summoning Ritual) 60%, Persuade 28%, Sense 55%, Speak Durghat (Darkspeech) 80%, Speak Low Sakaraic 33%, Spot 60%, Stealth 50%

**Sorcery:** In Memory (Free INT: 0): Blood Sacrifice (4), Fog (4), Terror (1)

**In Grimoire:** Curse-2, Command Darkness Demon (1), Summon Darkness Demon (1), Heal (2), Ward (3)

**Bindings:** Blackeye, Bound Shade: see below for statistics

Mask, Darkness Demon bound into sacred Black Mask. POW 16, INT 12.

**Powers:** Howl (3), Darkwalk (1), Spider Bite-5

Baba Umbrai, Embodied Bound Darkness Demon: see below for statistics.

**Other Powers:** Super Sense (Dark Vision) 8; Resistance (Cold) 5; -10% to actions in daylight.

**Possessions:** 12pt Mana Shard mounted in bronze-and-gold coronet (worth 76 silver Marks); carries 51 bronze Dineri.

**Notes:** Memory Usage: Sorcery (9 pts); Bound Shade (1pt); Mask (Bound Darkness Demon, 3pts); Baba Umbrai (Bound Darkness Demon, 3pts).

**Free INT:** 0



# CHILDREN OF THE WORM

## BLACKEYE

### Ulega-Bagu's Bound Shade

STR	11	Move	10	HP	11
SIZ	11	PP	11	Major Wd	6
POW	11	Dmg Bonus	-	Fatigue	11

Weapon	SR	Att%	Damage	P%	Pts
Fearshock	3	100%	Special*	-	-
Engulf	1	30%	1D6+2**	-	-

\* May be used on a given target once per full Turn only.

\*\*Cold damage inflicted by Freeze power.

**Armor:** None

**Powers:** Fearshock (1), Freeze 3

## BABA UMBRAI

### Ulega-Bagu's Bound Darkness Demon

STR	20	Move	10	R Leg	0/4
CON	12	HP	11	L Leg	0/4
SIZ	9	Major Wd	6	Abdomen	0/4
INT	20	Dmg Bonus	+1D4	Chest	0/5
POW	22	PP	22	R Arm	0/3
DEX	10	Fatigue	32	L Arm	0/3
APP	1			Head	0/4

Weapon	SR	Att%	Damage	P%	Pts
Claw	8	60%	1D8+db	-	-
Howl	3	100%	Special*	-	-
Fearshock	3	100%	Special**	-	-

\*Costs 1PP/CR. INT vs PP resistance roll required or be stunned for duration of Howl. Demon may Howl and Claw in same CR.

\*\*Requires darkness to use. A Darkness Demon uses Swallow Sun (costing 3PP) to create darkness, then Fearshock on single targets. Fearshock costs 1PP/use and matches demon's PP vs victim's CON in a resistance roll.

**Armor:** None

**Skills:** Dodge 50%, Hide 90%

**Powers:** Claw (6); Howl (3); Limited Regenerate (3), Fearshock (1), Swallow Sun 3



Skeleton with Mace

## The Skeletons

Four skeletons guard the White House crypt (location 23). Three possess "short staves" (non-functioning energy maces); the fourth has a functioning energy mace.

### SKELETON 1

STR	13	Move	10	R Leg	-/4
CON	-	HP	10	L Leg	-/4
SIZ	10	Major Wd	-	Abdomen	-/4
INT	10	Dmg Bonus	-	Chest	-/4
POW	1	PP	1	R Arm	-/3
DEX	10	Fatigue	-	L Arm	-/3
				Head	-/4

Weapon	SR	Att%	Damage	P%	Pts
Short Staff	8	48%	1D6	35%	15
Half Shield	-	-	-	43%	10

# CHILDREN OF THE WORM

**Armor:** None

**Skills:** Dodge 35%

**Notes:** Each blow has chance of destroying skeleton equal to damage done x4%

## SKELETON 2

STR	14	Move	10	R Leg	-/6
CON	-	HP	16	L Leg	-/6
SIZ	16	Major Wd	-	Abdomen	-/6
INT	12	Dmg Bonus	+1D4	Chest	-/7
POW	1	PP	1	R Arm	-/4
DEX	14	Fatigue	-	L Arm	-/4
				Head	-/6

Weapon	SR	Att%	Damage	P%	Pts
Short Staff	7	51%	1D6+db	32%	15
Half Shield	-	-	-	54%	10

**Armor:** None

**Skills:** Dodge 46%

**Notes:** Each blow has chance of destroying skeleton equal to damage done x4%

## SKELETON 3

STR	18	Move	10	R Leg	-/6
CON	-	HP	17	L Leg	-/6
SIZ	17	Major Wd	-	Abdomen	-/6
INT	8	Dmg Bonus	+1D6	Chest	-/7
POW	1	PP	1	R Arm	-/4
DEX	9	Fatigue	-	L Arm	-/4
				Head	-/6

Weapon	SR	Att%	Damage	P%	Pts
Short Staff	8	60%	1D6+db	36%	15
Half Shield	-	-	-	42%	10

**Armor:** None

**Skills:** Dodge 51%

**Notes:** Each blow has chance of destroying skeleton equal to damage done x4%

## SKELETON 4

STR	10	Move	10	R Leg	-/3
CON	-	HP	8	L Leg	-/3

SIZ	8	Major Wd	-	Abdomen	-/3
INT	8	Dmg Bonus	-	Chest	-/4
POW	1	PP	1	R Arm	-/2
DEX	6	Fatigue	-	L Arm	-/2
				Head	-/3

Weapon	SR	Att%	Damage	P%	Pts
Energy Mace*	10	33%	2D6+2	47%	18
Half Shield	-	-	-	52%	10

\*Contains 5 of maximum 12 charges

**Armor:** None

**Skills:** Dodge 27%

**Notes:** Each blow has chance of destroying skeleton equal to damage done x4%

## Part Four: The Troglodytes

“The P’Tek, Maggot Men”

Tales told of the troglodytic Maggot Men have terrified the children of the Springtide Civilizations for millennia. They’re the Burrowers Beneath the Urth, strange, alien, and deeply inimical to humankind. In their own tongue they call themselves P’Tek.

### Personality

P’Tek culture is savage and strong, a brutal hierarchy where the cunning and ruthless succeed. They dislike daylight and warm climates, well-adapted to their subterranean homes where they’re redoubtable foes. With a natural affinity for mechanical devices, they’re expert trap-makers, but are suspicious of any sorcery other than that wielded by their shamanesses.



# CHILDREN OF THE WORM

## Physical Description

The P'Tek homeworld, referred to in their legends as G'Tak, or "the Dark Place", was a cold, high-gravity planet orbiting a dim star. Troglodyte appearance is rooted in this heritage: pallid, hairless, with small, yellow eyes and wormlike skin and mouth.

There are several Troglodyte subspecies. Maggots are little more than blind burrowers, the most numerous of the P'Tek; they may eventually grow into Drones, Shamanesses, or Worms. Drones are large and cadaverous; light-sensitive, they wear voluminous robes and only go aboveground at night; Shamanesses are larger, and fat; Worms are enormous, five meters long with vestigial arms and legs and only rudimentary intelligence, often used as dumb mounts by drone Wormriders. A fifth type is the Mother, or P'Tek Cow; dim, slug-like breeders, they're kept sequestered in deep underground cells.

Troglodytes rarely wear clothing beyond battle harnesses and primitive-looking armor. They're matriarchal and matrilineal; females are slightly larger and stronger than males, though far less numerous.

## Relations

While inimical to humankind (and most other races), this doesn't mean the P'Tek are constantly at war. Their lands are distant, hard to get to, with little to attract aboveground races; consequently Troglodytes and other races avoid one another as best they can, and keep themselves to themselves. Woe betide any human captured by Troglodytes, however: their death is likely to be long, drawn-out, and deeply unpleasant.

There have been times in history when the P'Tek have cooperated with other races, although always in extremis; it has never devel-

oped into lasting alliances. A thousand years ago during the Hivernian Campaigns against the Chaos Beasts which culminated in the establishment of the Amadorad Protectorate, Troglodytes of the desolate Wastes of Kastalon northwest of the Kadram Mountains fought alongside the Legions of the Autocracy to drive the Foes of Man back. The P'Tek are therefore the little-known "Third Signatory" to Amadorad, in return for which they retain their ancient underground kingdom. It remains to be seen if the Troglodytes will honor their pledge and come to Amadorad's aid should the need arise again.

Troglodytes regard the Autocracy as soft, effete, and rich for the picking. The wilder areas of Korudav and Amadorad are notorious for Maggot Men bandits and raiding parties.

## P'Tek Lands

Troglodytes organize themselves into dictatorships, despotates, and tyrannies, ruling by force of personality and ruthlessness. Their underground communities may number tens of thousands, and it is well they do not covet the surface world. As befits their matriarchal culture, they are ruled by Queens, Empresses, Shamanesses: notable P'Tek lands include the Tyrant Queendom of Night, beneath the Wastes of Kastalon in northern Hivernium; the Underdark of the Night Hags of Hagya, in the northern Hagya Range on the borders with Ellib; and the Worm Pit beneath the southern jungle slopes of the Aiforian Mountains. Sizable Troglodyte populations are also known beneath the Naishere Mountains beyond the Autocracy's southeastern border.

Trade relations exist between the Tyrant Queendom of Night and Amadorad Protectorate, pursued by a Troglodyte temple of Vareltias somewhere in the City of Night. Their caravans use Raqaraq and Worms to pull their stone-wheeled wagons laden with



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alcohol, gems, and mechanical weaponry which the Maggot Men trade for copper, iron, and alagin.

## Religion

The predominant Troglodyte religion is the Cult of Darkness, revering the Goddess Babisiya, whom they name Durgha, the Dark Mother. Many P'Tek matriarchs are powerful shamanesses of the cult, to which all Troglodytes automatically belong. Other deities worshipped include Karaktum (Belom) and Barabanis (Vareltias); chaotic P'Tek may even worship Xados the Annihilator, Danisakh the Lady of Pain, the Gouger, and even the Great Hegemonist. Overt chaotic worship isn't tolerated in the Matriarchies, however.

## Language

Troglodytes dwelling within and around the Venerable Autocracy speak dialects of "Darkspeech" (called by the Troglodytes "Durghat", the Mother Tongue). Said by scholars to display similarities with the recorded speech of the Umbrai, the Demons of Darkness sacred to the Temple of Babisiya, this is a staccato, growling tongue replete with deep, basso rumbles and high-pitched cries, yelps, and shrieks, well-suited for communication in the Troglodytes' subterranean homes. Some humans (particularly traders of Vareltias) have learned to understand Darkspeech, though few have ever achieved any degree of proficiency.

## Names

P'Tek names, disharmonious to the human ear, are memorable for their rhythm and internal rhyme. A Troglodyte has a personal name such as Jakabat, G'Tar-G'Tar, and Zhabazh

(for males), and Banazhu, P'Zhen-T'Zhen, and Ulegig (for women) prefixed to a title derived from tribe (gragul) or clan (g'jazzh) such as "of the Stone-Eater Clan of the Tribe of the Bloody Fang", or "Dark Priestess of Durgha, Matriarch of All the Zhelaini of the Tribe of the Ebon Claw".

### Adventurers

P'Tek adventurers are possible under certain conditions. In northern Hivernium, Troglodyte cultists of Barabanis trade along the Amadorad border; in the Aiforian Mountains, bonds of religion stronger than blood mean Durgha shamanesses are in contact or even cooperation with the Night Hags of Babisiya.

## Statistics

Characteristics	Average	
STR	3D6+4	14-15
CON	3D6+2	12-13
SIZ	2D6+8	15
INT	2D6+4	11
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6+2	9

Move 8  
 Hit Points 14  
 Fatigue 27  
 Major Wd 7  
 Dmg Bonus +1D4

Hit Location	D20	Points
R Leg	01-04	1/5
L Leg	05-08	1/5
Abdomen	09-11	1/5
Chest	12	1/6
R Arm	13-15	1/4
L Arm	16-18	1/4
Head	19-20	1/5

Weapon	SR	Att%	Damage	Par%	Pts
P'Tekian Gugri*	7	15%	1D6-1+db	15%	10

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\*A short, thick, curved alagin blade; treat as a Short Sword doing Bleeding special hits.

**Armor:** 1-point skin

**Skills:** Technical (Traps) 10%, Hide 20%, Stealth 20%, Sense 25%, Spot 35%, Swim 00%, Disguise 00%, Repair (Mechanical) 25%, Fine Manipulation 15%

**Powers:** Troglodytes have Super Sense (Dark Vision) equal to ½ POW (round down). They suffer a -10% penalty to actions in daylight.

Troglodytes have Resistance (Cold) equal to 1/3 POW permanently in effect.

Troglodyte shamanesses use Sorcery and Divine Powers, but have no access to fire- or light-related magic.

**Typical Professions:** Warrior, Shamaness, Hunter

**Notes:** Skill Scores are Base Chances for beginning characters only.

## Part Five: the Cult of Darkness

### Mystical Principle of Darkness

Mother Worm, the Maid of Darkness, the Night Hag

**Professions:** Night Hags, Protectors

**Symbol:** Black Mask

**Colors:** Black

**High Holy Day:** Last Sayibdi of Gabisa

**Holy Day:** Each Sayibdi night

Under the name Durgha, the Dark Mother, this is the principal deity of the P'Tek Troglodytes, also worshipped by the Che Kwa as Dombasa the Night Hag. In the Venerable Autocracy she is known as Babisiya, and is the darkness deity of the Sakari pantheon.

Among the P'Tek Durgha is depicted as a Troglodyte Shamaness bigger than a P'Tek Cow, with a fierce and yet protective expression; the Sakari give her a wild, malicious face distorted by a grotesque sneer. She is

the Night Hag, ruler of the powers of darkness: starless and moonless nights are hers, and nightmares and those who focus on dark thoughts and gloom. She is the absence of heat and light and the cessation of growth. Revered by those active in darkness, Babisiya is an evil power, covering crimes and extinguishing light and hope: her worshippers include those undead with enough wit to worship anything, murderers, suicides, old and evil witches, black sorcerers, and those seeking curses. She commands the Umbrai or Demons of Darkness.

Darkness worship is traditionally strong in the southern Autocracy, particularly the Aiforian Marches and cities of Kan and Bijan, though followers appear wherever malice and darkness are revered. Her worshippers include the P'Tek and Dedaloi jeniri, although less the latter due to their nomadic and solitary habits. For Darkness worshippers prosper in proximity to established communities, where their parasitic activities and questionable powers are in demand. Her Covens are clandestine and insidious, and whole communities can fall under the sway of one of Babisiya's shamanesses.

Babisiya's myths are as shrouded in darkness. An essential member of the Great Compact, her worship is tolerated in the Empire, though only just. At the Battle of Terchus during the Armageddon of the Gods her Umbrai blinded the Legions of Xados the Annihilator and lured them into the Angering Maw to perish; blindness is called "the Curse of Babisiya" even today. Similarly, Babisiya swallowed the False Sun promised by the Hegemonist during the Voidriders' Flay, for which she is granted mastery of the dark sides of the planets and all eclipses. She is a necessary if feared part of the Great Compact, and the P'Tek and Aiforians are her children.



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## *Night Hags, Shamanesses of Babisiya*

Babisiya accepts only women into her priesthood, claiming only they comprehend the “Darkness Within” which allows them to control the Umbrai or Demons of Darkness. Her temples are small, shrine-like affairs, usually in hidden and secret places or ill-omened groves. Babisiya’s covens offer worship, wreak curses, and make dreadful blood sacrifices.

In the Venerable Autocracy temples of Babisiya exist openly, ancient, forbidding fanes of exceeding antiquity and terrifying appearance. Their shamanesses are said to comprise the Grand Coven coordinating all the covens of the land and sitting like a great black spider at the center of an enormous web.

Babisiya’s shamanesses wear the Black Masks, stories of which terrify children the Autocracy over. Worn on cult business or where unbelievers may otherwise recognize them, they serve as holy symbol and practical protection for shamanesses unable to face the wrath of an enraged community.

Shamanesses have affinity for night and darkness creatures, in particular spiders and bats, which often serve as familiars. More powerful shamanesses transform into bats and spiders at will, probably explaining the superstitious dread most Sakari feel for these creatures.

**Profession:** Shamaness

**Armor:** Non-metal

**Weapons:** Quarterstaff, Short Staff

**Skills:** Perform (Animate Skeleton Ritual, Create Zombie Ritual, Darkness Demon Summoning Ritual, Shade Summoning Ritual); as Priest

**Gear:** Black Mask; as Priest

## *Dark Lords of Babisiya*

Although the Night Hag doesn’t accept males into her priesthood, they are welcome in the ranks of her holy warriors, the Dark Lords. Fell and evil people, often dwelling in lost and abandoned places, they are occasionally summoned to Babisiya’s temples to protect or serve their Night Hag mistresses. At times the temples summon great numbers of Dark Lords, and horror and atrocity is usually the result. Thankfully, gatherings of these “Legions of Night” are rare.

**Profession:** Warrior

**Armor:** Non-metal

**Weapons:** Light or Heavy Mace, War Maul, Scythe

**Skills:** As Warrior

**Gear:** Hide Armor, Light or Heavy Mace, War Maul, or Scythe

## *Umbrai, the Demons of Darkness*

Shamanesses summon and bind Demons of Darkness, or Umbrai. Typically Umbrai are bound into the temple’s Black Masks.

Umbrai may possess the following Demon Powers: Blinding, Darkwalk, Fearshock, Howl, Limited Regenerate, Nightmare, Shape-shift to Spider or Bat, Spider Bite, Swallow Sun, Web, Wither Body, Wither Plants.

Typical statistics for an embodied Umbrai can be found in Part Seven: New Creatures, below.

## *Temple Spells of Babisiya*

Babisiya teaches the following Temple Spells: Animate Skeleton, Blood Sacrifice, Command Darkness Demon, Create Zombie, Curse, Embrace of the Night, Fog, Midnight, Muddle,

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Spider Climb, Summon Spiders and Bats, Summon Darkness Demon, Terror.

Shamanesses may also learn the spell Summon Shade from the Elemental Cult of Bab, Queen of Shades.

## Part Six: New Sorcery and Divine Powers

This section contains new Sorcery spells and Divine Powers introduced in the Cult of Darkness write-up and used in the scenarios.

### New Sorcery

#### Animate Skeleton (1)

**Range:** Touch

**Category:** Necromantic

**Type:** Temple (Babisiya)

**Cost:** 1PP + variable

#### Description

Enables shamanesses of the Cult of Darkness to animate undead skeletons as servitors and temple guardians. Any skeleton may be animated as long as it is articulated (ie tied together) in some way - you can't just animate a pile of bones. See the adjacent section "Necromancy" for more on creating undead.

**Example:** The skeletons in the House of the White Sepulcher above cost from 25-30 PP to animate.

#### Create Zombie (2)

**Range:** Touch

**Category:** Necromantic

**Type:** Temple (Babisiya)

**Cost:** 2PP + variable

#### Description

Slightly more powerful than Animate Skeleton, this spell creates a zombie from a reasonably intact corpse. See the adjacent section "Necromancy".

**Example:** a zombie like the one in the Basic Roleplaying rules costs 28 PP.

#### Necromancy

Raising the undead is similar in principle to summoning and binding demons. A Necromancer requires a specific Sorcery Spell such as Animate Skeleton or Create Zombie, and a Perform (Animate Skeleton Ritual) or (Create Zombie Ritual) skill roll. A separate Ritual exists for each type of undead, each taking several minutes to perform.

Creating undead requires PP expenditure to purchase characteristics and skills, as for Demon Summoning. Undead cannot have Divine Powers.

Created undead aren't automatically controlled. They can be given a single command during the casting of the spell, but thereafter they aren't under the caster's control. If the caster wishes to have the undead under his permanent control, a point of permanent POW must be sacrificed during the spell-casting (regardless of the number of undead being created). Permanent control of undead raised by a single casting of this spell occupies 1 INT "slot".

Usually undead are given a single command and then let loose. "Guard these catacombs" or "go from here and kill everyone you see" are usually sufficient to make good use of the lesser undead, and it's rare for a sorcerer to permanently bind skeletons or zombies to his service.

#### Curse (1-4)

**Range:** Sight

**Category:** Manipulation

**Type:** Temple (Babisiya)

**Cost:** 1-4PP



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## Description

Enables shamanesses to inflict a minor curse upon victims. Each spell level inflicts a -5% penalty on the victim's actions for the spell's duration. A successful POW vs POW roll is needed to overcome the victim's resistance.

## Embrace of the Night (4)

**Range:** Sight

**Category:** Elemental

**Type:** College (Elementalists); Temple (Babisiya, Elemental Cult of Bab)

**Cost:** 4PP

## Description

Creates a 3-meter cloud of impenetrable darkness within the caster's line of sight; no light penetrates for the spell's duration, and creatures within are blind unless they have some kind of darkness vision. This spell is a prerequisite for the Summon Shade spell. It is negated by the spell Light of the Heavens or Fire of Agni cast on the area it affects, or a 4-point Undo Sorcery spell.

## Fog (4)

**Range:** Sight

**Category:** Elemental

**Type:** College (Elementalists); Temple (Babisiya, Belorias)

**Cost:** 4PP

## Description

Creates a soaking vapor too thick to aim missiles through or allow coordinated attacks. The fog has an 8-meter radius centered on the caster, and keeps pace with the caster if the latter moves at nothing more than a slow walk.

The fog won't last more than 1 CR in very windy conditions.

## Spider Climb (1-4)

**Range:** Self

**Category:** Augmentation

**Type:** College (Respectful Explorers); Temple (Babisiya)

**Cost:** 1PP/level

## Description

Each spell level increases the target's Climb skill 1 by +20% for the spell's duration.

## Summon Spiders and Bats (1-4)

**Range:** Self

**Category:** Summoning

**Type:** Temple (Babisiya)

**Cost:** 1PP/level

## Description

Each spell level summons one swarm of normal-sized spiders or bats; treat as a Rat Pack in the Basic Roleplaying rules.

A swarm may distract as well as attack; instead of attacking, a swarm can reduce a single target's actions by -10% per swarm. The caster doesn't need to concentrate on swarms once summoned, but only to change targets or switch activity between attack and harass.

## Terror (1)

**Range:** Touch

**Category:** Manipulative

**Type:** General; Temple (Babisiya, Belom, Entos)

**Cost:** 1PP

## Description

On a failed POW vs POW roll, the target is overcome with terror, cowering in fear if attacked, unable to take positive action for the spell's duration and fleeing if possible. Parries can be made normally.

Whenever the target is attacked while affected by this spell, he has an INT x1 chance to regain control and fight off the spell's effects.

Undo Sorcery will counter this spell; affected animals can be calmed using the Quieten Beast spell.



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## Divine Powers

### Blinding

Demon Power

**Availability:** Darkness Demons, Demons of Destruction

**Sacrifice:** 1PP / level

**Range:** 15m

**Chance:** 10%/level to hit; POW vs POW roll for success

**Use:** Blinds for number of turns equal to power level.

### Description

The caster projects a cylinder of darkness striking a target's eyes with a hit chance equal to the power level times 10% and, if the target fails a POW vs POW resistance roll, blinding the target for a number of Turns equal to the power level. Even if successful the target suffers partial blindness: all physical actions are Difficult for the power level in CR. If the target fumbles, the blindness is permanent.

### Darkwalk

Demon Power

**Availability:** Darkness Demons

**Sacrifice:** 1PP

**Range:** Self

**Chance:** Stealth skill roll every (Stealth skill) meters

**Use:** Near-instantaneous travel between patches of contiguous darkness. Costs 1PP per step.

### Description

Enables near-instantaneous travel through patches of contiguous darkness in a number of "steps", each separated by a number of meters equal to the traveler's Stealth skill in percentiles, taking 1 CR to perform. A successful Stealth skill roll is required each step, opposed by Spot if anyone is attempting to observe the traveler.

If successful, the traveler is effectively disincorporate during the Darkwalk, only re-assuming material form for the "step". With sufficient PP and darkness, Darkwalkers may even pass through walls and solid objects with

thickness less than the Darkwalker's Stealth score in meters. Great distances may be travelled in this way.

On a failed Stealth roll, the Darkwalker materializes at a random point somewhere along the path of their Darkwalk; if the roll was opposed, this will be at the point of opposition or observation if possible. A keen observer may effectively intercept a Darkwalker in their travel.

The definition of "darkness" is key to this power. Nights of the full moon are not considered "dark"; nights of the new moon or heavy cloud are perfect. Magical darkness is the only way to Darkwalk during the day.

### Fearshock

Demon Power and Divine Power

**Availability:** Belom (Divine Power); Darkness Demons, Shades (Demon Power)

**Sacrifice:** 1PP

**Range:** 5 meters

**Chance:** PP vs CON

**Use:** Costs 1PP / use

### Description

The target is filled with absolute terror of death or darkness, and may die. The Fearshock of Darkness Demons may only be used in darkness (ie spells such as Midnight, powers such as Swallow Sun, or a dark night). The user makes a PP vs target's CON roll, with effects as follows:

- ▲ Critical: Victim dies, terrified to death
- ▲ Special: Victim collapses for 20 minus CON CR; must make a Stamina roll or die.
- ▲ Success: Victim cowers in terror for 20 minus CON CR; the effect is as the Muddle spell.
- ▲ Failure: No effect on beings with normal INT. Beings with fixed or very limited INT cower in terror, as Success above.
- ▲ Fumble: Victim unaffected.



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Fearshock may only be used on a target once per Turn.

## Howl

Demon Power

**Availability:** Darkness Demons, Beast Demons, Demons of Destruction

**Sacrifice:** 3PP

**Range:** 15m

**Chance:** PP vs INT of target

**Use:** Costs 1PP / CR; if successful target is stunned.

## Description

The demon or user emits a blood-chilling howl. Each CR, every person in range must make a roll of INT vs the demon or user's PP to avoid being stunned for the Howl's duration. Five successes in a row means the target is immune to the Howl until he forgets its sound (GM's discretion – this could be weeks or months.)

Although a demon or user of the Howl may physically attack while howling, he may not use any other Demon or Divine powers or Sorcery spells. Howl costs 1PP / CR.

(This power is the same as the Ghoul's Howl from the Basic Roleplaying rules.)

## Limited Regenerate

Demon Power

**Availability:** Fire Demons, Darkness Demons, Storm Demons

**Sacrifice:** 3PP

**Range:** Self

**Chance:** Auto

**Use:** Regenerate 1HP / Turn when immersed in appropriate environment at no PP cost.

## Description

Similar to the Regenerate power, Limited Regenerate requires a specific environment or component. Demons of Fire, for example, require immolation or a pool of lava to regenerate; Sea Demons require immersion in the sea, Darkness Demons require total darkness, and so on.

The demon regenerates 1 HP / Turn immersed in the required environment; there is no PP cost, unlike the Regenerate power.

## Nightmare

Demon Power

**Availability:** Darkness Demons, Beast Demons, Demons of Destruction

**Sacrifice:** 3PP

**Range:** Sight

**Chance:** Ghostly Combat every night.

**Use:** Costs 1PP+

## Description

A powerful spirit of darkness afflicts the target during his sleeping hours, causing terrifying dreams; he gains no benefit from sleep, and cannot rest during waking hours – neither power points nor hit points regenerate. Each morning the victim must make a Stamina roll or become increasingly Fatigued (see Simple Fatigue, Basic Roleplaying p32).

Each night the victim is attacked by the Nightmare in Ghostly Combat (Basic Roleplaying p339), with a POW equal to the PP used in the power. One round of Ghostly Combat takes place each night; if the victim is reduced to 0PP he becomes permanently insane.

There are several ways to lift the curse. First, the power user can voluntarily lift it; second, the power user can be slain, causing the Nightmare to depart; third, the victim can win the Ghostly Combat, causing the Nightmare to return Beyond the Veil (effectively destroying it); and finally the Nightmare may be destroyed by magical means, such as by attacks targeting spirits or disincorporate entities, or summoning another Nightmare to combat the existing one. Shamans and witches are renowned for combating curses and afflictions by spirits and demons – though they are just as likely to cause such afflictions in the first place!

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## Shapeshift to [Animal Form]

Demon Power

**Availability:** Darkness Demons, Beast Demons

**Sacrifice:** 1PP

**Range:** Self

**Chance:** Auto

**Use:** Costs 4PP, duration as Sorcery spell.

### Description

A more directed and powerful version of the “Likened Shape” spell, enabling a demon or user to transform themselves or a target into a specific animal (a spider or bat for Darkness Demons, an animal brother for Beast Demons), from the creature’s natural size up to the demon or user’s own size. The target retains full mental abilities, but physical characteristics and attacks become those of the creature: as a bat, the target can fly and use sonar; as a spider, he can cast webs, climb walls, and has a poisonous bite. Targets cannot cast spells while changed, though at GM discretion Demon Powers may be used, in particular to extend the Shapeshift duration. The size of the creature is the power user’s choice. Given sufficient PP, the transformation can be sustained for long periods.

## Spider Bite

Demon Power

**Availability:** Darkness Demon

**Sacrifice:** 1PP/level

**Range:** Touch

**Chance:** Auto

**Use:** Venomous bite 1D3+db+poison

### Description

The demon or user gains a poisonous bite, doing 1D3+db damage with an attack chance of 10% / power level and poison equal in POT to the user’s CON. The power costs no PP to use.

## Swallow Sun

Demon Power

**Availability:** Darkness Demon

**Sacrifice:** 1PP/level

**Range:** Special

**Chance:** Auto

**Use:** Costs 1PP / level

### Description

The demon or user “swallows” any light in their vicinity, replacing it with an intense darkness 2 meters in radius per power level, centered on the user or on a point within that radius (ie a Darkness Demon with Swallow Sun 10 creates a 20-meter radius darkness centered anywhere up to 20 meters from where it is standing.) Creatures unable to function in complete darkness suffer the penalties described on Basic Roleplaying p220. There’s no resistance to Swallow Sun as it’s not directly cast on a target, although GMs may allow analogous light-based powers to oppose it.

## Web

Demon Power

**Availability:** Darkness Demon

**Sacrifice:** 1PP/level

**Range:** 1 meter / level

**Chance:** 10% / level

**Use:** STR vs STR roll or target immobilized.

### Description

The demon or user spews sticky spider web strands which wind around and immobilize a target. To escape, the target or a rescuer must cut the strands, which have STR equal to the die roll on the Attack, Damage and Magnitude for Demon and Divine Powers table (ie a level 5 Web has 1D10 STR.) The strands have a hit chance equal to 10% / power level.

## Wither Body

Demon Power

**Availability:** Darkness Demons, Vampire Demons, Demons of Destruction

**Sacrifice:** 4PP

**Range:** Touch

**Chance:** Touch attack, then POW vs POW



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**Use:** Costs 4PP; withers a random Hit Location for 1D8 damage.

## Description

Withers a random Hit Location; a successful touch attack is required (use Grapple skill if nothing else is available), followed by a POW vs POW roll. Based on location withered the power has the following effects:

- ▲ **Leg:** leg ceases to function and target falls if half of his legs are non-functional (ie a biped falls with one leg withered; a quadruped takes two). Associated tasks are Difficult or Impossible (GM's discretion).
- ▲ **Arm:** arm ceases to function and target drops anything in that hand. Associated tasks are Difficult or Impossible (GM's discretion).
- ▲ **Abdomen:** legs become useless; the target falls and must make a Stamina roll or be Stunned.
- ▲ **Chest:** target collapses, gasping for air, may take no actions other than crawling (painfully) or lying still.
- ▲ **Head:** target collapses unconscious and remains so for the power's duration or until a CONx1 Stamina roll is made, in which case the target regains consciousness but takes no action beyond a feeble whisper.

If the optional Hit Location rules are used, the power reduces the location's HP to zero; these may be healed magically or by time, but not by First Aid. If the Hit Location rules aren't used, roll on the Hit Location table anyway to find out which part of the body is affected: the power does 1D8 damage to the victim's HP.

## Wither Plants

Demon Power

**Availability:** Darkness Demons, Vampire Demons, Demons of Destruction

**Sacrifice:** 1PP/level

**Range:** 2 meters / level

**Chance:** Auto



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**Use:** Costs 1PP / level; withers plants in target area.

## Description

Any plant life the power user touches, by hand or simply by walking over, immediately begins to wither and die. The area affected is either a 2-meter radius per power level centered on the user, or a 2-meter wide path the power user walks up to 2 meters long per power level.

Withered plants blacken and die at a rate of 1 meter / CR: a level 10 Wither Plant kills all plant life in a 20-meter radius taking 20 CR to do so. Plants over a meter high die at a rate of 1 meter per CR, a 4-meter tree taking 4 CR to wither.

Withered plants are brittle and decayed, and may be pushed through with ease. The power only affects living plants, and doesn't work on wooden doors, etc.

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## Part Seven: New Creatures

### Darkness Demon

#### “Umbrai, Night Hag”

#### Description

The “Baba Umbrai” are the Darkness Demons of Babisiya. They exist also in abandoned wild places such as the Aiforian Jungles, where they cultivate nests of vile darkness creatures including the dreaded P’Tek.

Darkness Demons appear as pools of almost palpable darkness filling mortals and animals with dread. Within, they are hideous, hunchbacked harridans, a meter and a half tall (taller if they stand their full height). Their skin is dark, their hair long, tangled, and wild, and evil red eyes and white, fang-like teeth shine out of their malevolent faces. Their Demon Powers include Blinding, Darkwalk, Fearshock, Howl, Limited Regenerate, Nightmare, Shapeshift to Spider or Bat, Spider Bite, Swallow Sun, Web, Wither Body, Wither Plants.

The statistics below are for a “typical” embodied Night Hag with five Demon Powers (Claw (6), Fearshock (1), Howl (3), Limited Regenerate (3), Swallow Sun 3), and two skills, costing 55PP to Summon and 1 point of permanent POW to bind. Demons of Darkness summoned for binding into Babisiya’s Black Masks are more limited.

Characteristics	Average	
STR	6D6	21
CON	3D6	10-11
SIZ	3D6	10-11
INT	2D6+12	19
POW	2D6+20	27

DEX	3D6	10-11
APP	1D6	3-4

Move 10

Hit Points 10-11

Fatigue 32

Major Wd 6

Dmg Bonus +1D4

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	-/4
L Leg	05-08	04-06	-/4
Abdomen	09-11	07-10	-/4
Chest	12	11-15	-/5
R Arm	13-15	16-17	-/3
L Arm	16-18	18-19	-/3
Head	19-20	20	-/4



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Weapon	SR	Att%	Damage	Par%	Pts
Claw	8	60%	1D8+db	-	-
Howl	3	100%	Special*	-	-
Fearshock	3	100%	Special**	-	-

\*Costs 1PP / CR. All within range must make INT vs PP resistance rolls or be stunned for duration. Demon may Howl and Claw in same CR.

\*\*Requires darkness. Darkness Demons use Swallow Sun (costing 3PP) to create darkness, then use Fearshock on single targets. Fearshock costs 1PP / use, matching the demon's PP vs victim's CON in a resistance roll.

**Armor:** None

**Skills:** Hide 90%, Dodge 50%

**Demon Abilities:** Claw (6); Howl (3); Limited Regenerate (3), Fearshock (1), Swallow Sun 3; OR one or more of: Blinding, Darkwalk, Fearshock, Howl, Limited Regenerate, Spider Bite, Swallow Sun.

**Climate / Terrain:** Summoned; dark and lonely places; Aiforia

**Org:** Solitary

**Treasure Factor:** 15

**Notes:** Costs 55PP to Summon and 1 point of permanent POW to bind.

## Shade

### “Darkness Elemental”

#### Description

Shades appear like pools of living darkness, creeping over the ground and across the landscape. Although unintelligent, they can be commanded by sorcerers, shamanesses of Babisiya, and witches of the Elemental Cult of Bab. Darkness Elementals attack by engulfing targets; the chance depends upon the Shade's SIZ.

Anyone engulfed by a Shade is surrounded by freezing darkness: effectively blind, he hears indistinctly, as though at a great distance, and even his senses of smell and touch are adversely affected. A successful Engulf attack does 1D6+2 damage every CR; engulfed targets may also be attacked by the Shade's

Fearshock power. Fearshock may only be used on a given target once per full Turn.

The statistics below are for a medium-sized Darkness Elemental, costing 3PP to summon. Shades exist as small as 1D6 SIZ: there is no theoretical maximum.

Characteristics	Average	
STR	3D6	10-11
SIZ	3D6	10-11
POW	3D6	10-11

**Move** 10

**Hit Points** 10-11

**Fatigue** 21

**Major Wd** 6

**Dmg Bonus** -

**Hit Location** D20 Points

Body 01-20 -/11

Weapon	SR	Att%	Damage	Par%	Pts
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Fearshock	3	100%	Special*	-	-
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Engulf	1	30%	1D6+2**	-	-
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\*May be used on a given target once per full Turn only.

\*\*Cold damage inflicted by the Freeze power

**Armor:** None

**Powers:** Fearshock (1), Freeze 3

**Climate / Terrain:** Summoned; dark and lonely places; Aiforia

**Org:** Solitary

**Treasure Factor:** 11

**Notes:** Costs 3PP to Summon and 1 point of permanent POW to bind.

## P'Tek Worm

### “Maggoth, P'Tek Steed”

#### Description

The human features of the P'Tek Worm are still clearly visible. A huge, 5-meter long, distended sluglike creature with atrophied arms and legs, it has a face which despite its bloated pallor still has unmistakable signs of humanity.

# CHILDREN OF THE WORM

Characteristics	Average	
STR	10D6	33
CON	3D6	10-11
SIZ	12D6	42
INT	2D3	4
POW	3D6	10-11
DEX	1D6	3-4
APP	1D3	2

**Move** 8

**Hit Points** 26

**Fatigue** 43

**Major Wd** 13

**Dmg Bonus** +4D6

**Hit Location**    **Melee (D20)**    **Missile (D20)**    **Points**

Body                    01-15                    01-18                    3/18

Head                    16-20                    19-20                    3/11

**Weapon**    **SR**    **Att%**    **Damage**    **Par%**    **Pts**

Body Bash\*    7    50%    1D8+1+db    -    -

Spittle            4    20%    POT10 Acid    -    -

Swallow\*\*    -    -    Special    -    -

\*Causes Knockback

\*\*If a target is knocked down, make a SIZ vs SIZ roll if the target is less than ½ the Worm's SIZ; on a failure, target is swallowed, causing acid damage (see Spittle attack) every CR and suffocation (see Basic Role-playing p219).

**Armor:** 3-point pallid rubbery skin

**Skills:** Dodge 20%

**Climate / Terrain:** P'Tek lands

**Org:** Worm-pens

