

DUNGEON
CRAWL
CLASSICS

EMPIRE OF THE EAST

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EMPIRE OF THE EAST

A POST-APOCALYPTIC SCIENCE FANTASY SETTING FOR DCC RPG

Based on the EMPIRE OF THE EAST book series by Fred Saberhagen



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2020

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Based on the **EMPIRE OF THE EAST** book series by Fred Saberhagen

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CHAPTER ONE

CHARACTERS

Mewick was there, thrusting with a long dagger, swinging a war-hatchet that looked like some peasants' tool save for its swordlike basket hilt. Even with one of the barracks cleaned out, the Free Folk inside the stockade were still outnumbered. Yelling, Thomas led his own squad charging to Mewick's aid.





INTRODUCTION

Far out in the reaches of the wastelands and glow deserts is an unmapped territory known only as the "soft lands." Stumble into it, and you'll soon lose all sight of familiar landmarks, as well as your sense of direction. Without warning, a dust storm will blow up out of nowhere, the gusting sand-winds will change direction by greater than 90 degrees, and if you stare at your barely visible feet you will see that you are now standing on sands of a slightly different color. That's when you know. You have been displaced in space, and perhaps even time, to a parallel world similar to your own, but with bizarre differences and strange physical laws with which you are unfamiliar.

Thus it is that you and your traveling companions might find yourselves journeying from one post-apocalyptic world to another — to a new kind of broken land.

Welcome to the Empire of the East.

EMPIRE OF THE EAST

E*mpire of the East* is the collective name for a tetralogy of books written by Fred Saberhagen. Sometimes referred to as The Ardneh Sequence, these books include *The Broken Lands* (1968), *The Black Mountains* (1971), *Changeling Earth* (1973; later re-titled *Ardneh's World*), and *Ardneh's Sword* (2006). This sourcebook covers the first three of these books, the original *Empire of the East* trilogy. The fourth book, which takes place centuries later, does not figure into the setting of the *Changeling Earth*, as it takes place following the Second Change at the end of *Changeling Earth/Ardneh's World*.

Well-read gamers will recognize Saberhagen's *Changeling Earth* for its prominent place in Gary Gygax's famed Appendix N list of works in the original *Dungeon Masters Guide*. Diehard fans of Fred Saberhagen's works will also know that the post-apocalyptic Empire of the East series also serves as a prequel to his later Swords Trilogy and subsequent works set in that milieu.

Furthermore, Saberhagen's eclectic and heady mixture of post-apocalyptic setting, science fiction precepts, and swords and sorcery in many ways anticipated the Ralph Bakshi movie *Wizards* (1977). This movie is itself a cited influence upon the first post-apocalyptic role-playing game by James M. Ward and Gary Jaquet, *Gamma World*. And so the strange loop of influences and confluences tightens.

In *Dungeon Crawl Classics: Empire of the East* you will find a post-apocalyptic setting in which magic and technology lay in uneasy opposition to each other, and rarer still, sometimes existing in an occasional alliance. Wizards and warriors struggle against both demons and super-intelligent AIs. It is a world inhabited by both mutated and

magical creatures. Swords and spells may win the day, but possession of an atomic tank or the backing of a shaggy demi-god born of the past holocaust can sometimes trump both.

RUNNING DCC: EMPIRE OF THE EAST

This is true of nearly all setting books, running successful role playing sessions of *DCC: Empire of the East* will require the prepared judge to also have access to the DCC RPG rulebook. Rule and setting variations presented here are, by their very nature, dependent upon the rules and settings from which they vary.

That said, as a judge and players, there are no hard and fast guidelines on how much or how little of the information presented in this book you should use. You can, of course, use the entirety of what is contained herein to run a full-fledged Empire of the East campaign set in the fabulous world of the *Changeling Earth* depicted by Fred Saberhagen. Alternatively, player characters may stumble into this world by virtue of planar travel, a misstep in the soft lands, or other extraordinary means. Or you may simply wish to take portions of the men, monsters, magic, and machinery in *DCC: Empire of the East* and import them into your existing DCC campaigns to spice things up.

A gentle word of caution: though mixing and matching game mechanics in role playing games is a do-it-yourself tradition as old as the hobby itself, careful consideration should always be given to doing so. The variances of setting and game rules presented in this tome have been thoughtfully engineered both to create verisimilitude with the works of Fred Saberhagen and to facilitate balanced and fun game play therein. One could, for example, use the spell enervation rules in *DCC: Empire of the East* to replace the spell corruption rules in DCC RPG with only a small impact to expected gameplay. On the other hand, importing the entirety of wizard, elf, and cleric spells into *DCC: Empire of the East* could quite easily break the setting, and thereby result in diminished play value for you and your players.

Likewise, many of the spells herein may not precisely balance with similar spells found in the DCC RPG rules. If you are running standard DCC RPG, you may need to make certain adjustments to the mechanics and specific effects in order to maintain play balance. This is largely because the roles of demons, elementals and djinn are far more prominent and quite different in the *Changeling Earth* than they are in your typical DCC game, so those wishing to use these versions of creatures should think carefully about the effects they might have upon the game.



THE SETTING OF EMPIRE OF THE EAST: THE CHANGELING EARTH

Set approximately 50 millennia from now, the setting for *Empire of the East* is a deceptively fantasy-flavored post-apocalyptic world known as the *Changeling Earth*. Though mutant species abound, radiation is a clear and present danger, and powerful ancient technology lies buried for the taking, the world is quite dominated by magic, demons, and even demi-gods. There is a reason for this.

On the Changeling Earth, at some point in what would be our near future, the human race is nearly driven to extinction by the aftermath of a nuclear war. In the West, scientists anticipating a nuclear exchange created a self-aware super computer called ARDNEH (Automatic Restoration Director – National Executive Headquarters). ARDNEH's purpose was to detect the use of nuclear weapons and to propagate a wave field function that would temporarily alter the laws of physics, rendering fissionable material inert, and thus prevent nuclear weapons from detonating.

But unknown to ARDNEH's creators, scientists in the East created their own super-computer with near-identical abilities. On the fateful day when the war began and missiles were launched, both computers initiated their wave functions and the two waves collided and combined, initiating what was referred to forever afterwards as "The Change."

The Change caused many unexpected results, all of them seemingly permanent. The very laws of physics were rewritten on a global scale so that most technology simply ceased to function. By contrast, the now-altered natural laws of the world enabled the channeling of magic and other previously unknown arcane forces. Most astonishingly, the dual wave front caused every single act of violence transpiring at the moment of The Change to transform and coalesce into a living and sentient demonic being. The greatest of these demons is called Orcus, who The Change created by transforming a mighty nuclear bomb just as it detonated. Many other magical beings were also created by The Change, including djinn, elementals, and other spirit-like beings.

In the ensuing millennia after The Change, the spare few remainders of mankind regressed into a primitive state, and as of the era of the *Empire of the East* series, humans have only just progressed back to a generally medieval cultural level. The events at the time of The Change also caused the mass extinction of most animal life, and all who survived were mutated and altered in myriad ways. While recognizable canines, felines, bovines, equines, reptiles, and avians no longer exist as species, similar creatures have evolved to replace the ecological niches vacated by the latter's extinction.



Most common of these are the load beasts and riding beasts used as domesticated animals by mankind, all of whom evolved from surviving smaller mammals. Semi-sentient reptiles and birds also came into being, and these species have allied themselves, after a fashion, with various factions of human society.

GEOGRAPHY OF THE CHANGELING EARTH

Most of the stories in the *Empire of the East* series take place in what remains of the coastline, mountains, and deserts of the former continental United States. During the events of the holocaust and The Change, most of the West coast slid into the sea, leaving the broken lands, off-shore islands, and swamplands occupied by the Free Folk as the new coastal area.

East of the lands of the Free Folk are the twin chains of the Black Mountains, together with an intervening great desert occupying the area between those chains. Still further east are the wastelands and great plains dominated by the evil Empire of the East. At the time of the book series, the Empire of the East has spent considerable resources and manpower establishing a series of strongholds and castles in the Broken Lands, and are in the process of actively assuming rulership of the Free Folk.

WHY NOT MUTANT CRAWL CLASSICS?

Astute readers may wonder why we've chosen to present this sourcebook as a DCC RPG book instead of one targeted at the post-apocalyptic rules presented in MCC RPG. The rationale is that while MCC provides an outstanding basis for a Changeling Earth game (and you are more than welcome to use it as your basis), it is unto itself a "spinoff" of DCC. We felt it best to keep everything tied directly to our original, flagship game.

That being said, if MCC is your preferred system, by all means use *Empire of the East* with that rules set! Doing so should require no changes to the systems and rules outlined herein whatsoever; this book should work equally well with DCC or MCC. To that end, where appropriate, we will occasionally address the MCC options that you may wish to substitute over DCC rules in your game.



CHARACTERS

CHARACTER CREATION

As expected, game play begins with character creation. Just as in DCC RPG, player characters begin play at 0-level, with multiple characters. The character creation steps are similar to both games.

1. Generate ability scores using 3d6, rolling abilities in order.
2. Determine 0-level occupation and beginning equipment.
3. Roll to determine your lucky sign.
4. Choose an alignment (Law, Chaos, or Neutrality).
5. Attempt to survive your first adventure, gaining 10 experience points in doing so.
6. Choose a class at 1st level.

GENERATING ABILITY SCORES

Each player should create 3-4 0-level characters by rolling 3d6, in order, for each of the following abilities: Strength, Agility, Stamina, Personality, Intelligence, and Luck. After ability score generation, consult the ability score modifier tables in DCC RPG rulebook (p. 18) and fill these values in on a character sheet or equivalent. Definitions for and rules concerning ability scores and modifiers appear in both volumes and apply to Empire of the East unchanged.

0-LEVEL OCCUPATIONS

All characters in DCC: Empire of the East start out as peasant members of the Free Folk in the Broken Lands. Players should roll 1d100 on Table 1-1: 0-level Occupations to determine each character's beginning occupation and equipment.

CHARACTER LUCKY SIGN

Player rolls to see what lucky sign and birth augur each character was born under, and the process is identical to and uses the table and rules found in the DCC RPG rulebook (p. 19).

CHOOSING AN ALIGNMENT

Judges may use either alignment system from DCC RPG or the MCC alignment system, as preferred. If the DCC system is employed, then the player chooses an alignment for each character, either Law, Neutrality, or Chaos. Followers (or future followers) of Ardneh must be of the Lawful alignment, and wizards who summon and deal with demons must be of Chaotic alignment.

If the Archaic Alignment system in MCC is preferred, then all 0-level characters begin as members of the Free Folk Archaic Alignment, which is outlined further in this work.

CHARACTER FUNNEL (FIRST ADVENTURE)

After 3-4 0-level characters have been created by each player, these characters should go on a 0-level character funnel adventure and simply attempt to survive the adventure. There is a 0-level funnel adventure included in the first section of DCC: Empire of the East's level 1 adventure, *The Broken Lands*, which is ideally useful for this purpose. Alternatively, experienced judges may want to create or adapt their own 0-level funnels from the plethora of other available material, including the rules in this book.

In any of these cases, the 0-level characters merely need to survive a funnel adventure to earn their first 10 XP and level up to 1st level, with each character then choosing a class and attaining the powers and abilities of that class.



TABLE 1-1: 0-LEVEL OCCUPATIONS

Roll 1d100	Occupation	Weapon	Possessions
1	Baker	Rolling pin (as club)	Bag of flour, 1d3 loaves of bread
2	Barber	Shears (as dagger)	Dental pelican, linen sheet
3	Beggar	Sling	False eye-patch, 1d30 copper pieces
4	Blacksmith	Hammer (as club)	Steel tongs
5	Brewer	Wooden ladle (as club)	Wicked ale, 1 gal.
6	Butcher	Cleaver (as axe)	Side of meat
7	Carpenter	Handsaw (as dagger)	3 planks of wood, 1d24 nails
8	Cartwright	Wheel spoke (as club)	Hand-drawn cart*
9	Chandler	Candle holder (as club)	Small iron melting pot, 10 candles
10	Cordwainer	Hole punch (as dagger)	4' of rolled leather, extra pair of boots
11	Cooper	Barrel stave (as club)	1 empty oak barrel
12-23	Dispossessed peasant	Pointy stick (as dagger)	The clothes on your back
24	Draper	Scissors (as dagger)	1 bolt of velvet cloth
25	Falconer	Sling	Hunting bird-beast, padded glove
26-47	Farmer	Hoe (as club)	Small bird-beast**
48	Fishmonger	Spiny fish (as 1d4 flail)	6 fish, large net
49	Furrier	Skinning knife (as dagger)	1 large beast pelt
50	Goldsmith	Cudgel	1 oz. gold dust, scales
51	Grifter	Stiletto (as dagger)	3 cups and a ball, loaded dice
52	Grocer	Broom (as club)	Leather apron, large sack
53	Groomsman	Riding crop (as 1d4 flail)	Small riding-beast, saddle, bridle
54	Hayward	Fence post (as club)	Map of local area, lodestone
55	Hunter	Hunting knife (as dagger)	Small animal trap, sling
56-60	Indentured servant	Shiv (as dagger)	Stolen silver earrings, a bag of food
61	Locksmith	Club	Ring of skeleton keys
62-72	Merchant	Dagger	Ball of twine, small sack, tin of snuff
73	Miller	Club	Meal, 1 lb.
74	Minstrel	Dagger	Mandolin, locket with a small picture
75-86	Plowman	Kitchen knife (as dagger)	Bandana, small sack
87	Reeve	Short sword	Official papers, tin badge
88	Scribe	Quill (as dart)	Inkpot, sheaf of papers, small ledger
89	Silversmith	Cudgel	Silver ring
90	Stonemason	Mallet (as club)	Iron chisel
91	Tailor	Fine scissors (as dagger)	Measuring tape, 1d20 pins
92	Tinker	Tinker's dam (as dagger)	Tinker tools, 4 tin patches
93	Trapper	Hunting knife (as dagger)	Small animal trap, 20' rope
94	Traveling salesman	Short sword	Pack, assorted worthless gewgaws
95-98	Vagrant	Shiv (as dagger)	Flask (grain alcohol), one shoe
99	Weaver	Bobbin (as dagger)	Bushel basket, straw hat
100	Woodcutter	Axe	Bundle of wood

* Roll 1d6 to determine contents of cart: (1) a hay bale; (2) a tobacco stick bundle; (3) 20 ears of corn; (4) 1 bushel of chicken eggs; (5) compost; (6) your aged mother.

** If the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each with 1d6: (1) wool-beast; (2) load-beast; (3) aquatic bird-beast; (4) small meat-beast; (5) load-beast; (6) small riding-beast.





CHARACTER CLASSES

There are but three character classes available to players in *DCC: Empire of the East*: warrior, wizard, and thief. The warrior, wizard, and thief classes function much the same as their counterparts in *Dungeon Crawl Classics RPG*, except where noted.

Elves, dwarves, and halflings do not appear in the source material. Although mutant sentient and semi-sentient races exist in the Empire of the East setting, they are typically limited to roles of servitude, or as lower-tier allies, and are thus ill-suited for player character classes. Likewise, priests of the god-like AI Ardneh do appear in the books, but almost always in tertiary roles. With abilities that are essentially identical to wizards — albeit wizards who have taken Ardneh as their patron (which at the judge's option may be available for a PC wizard) — traditional clerics do not feature as a character class in *DCC: Empire of the East*.

WARRIOR

You are one of the Free Folk of the Broken Lands who has had enough of the Empire of the East's invasion and oppression of your lands. You've decided to break the ruling satrap's highest law and bear arms openly. This makes you an outlaw and a warrior, but you care little. It's time for the Free Folk to band together and oust the invaders.

Warriors in *DCC: Empire of the East* are generally comprised of peasant-class Free Folk who have decided to band together and take up arms in rebellion against the Empire. Seeking out other like-minded men and women is a covert but easily accomplished process, as Free Folk resistance bands dot the bogs and swamps of the wilderness. All it takes is a weapon, a strong arm, and the willingness to do battle against the forces of evil. A little action in the field taking on the satrap's soldiers and his allies is all a warrior needs to grow into a mighty martial force to be reckoned with.

In all other respects, warriors in *DCC: Empire of the East* use the same rules as in *DCC RPG*.

WIZARD

You are that rare individual who wears a sword only as a means of last defense, because you have instead learned something of the dark arts. Once a peasant of the Broken Lands yourself, you now use your knowledge of magic and esoteric arcana to fight the good fight on behalf of your people. You wield mighty spells that can alter reality, summon and command elemental forces, and protect the unwary. You have only two weaknesses: the disruptive influences of the iron in a drawn weapon, and the natural dampening effect on your magics caused by the electromagnetic fields generated by ancient technology.



Wizards in *DCC: Empire of the East* operate in a world quite different from DCC RPG. For example, there are no "patrons" that allow wizards to cast spells, in the traditional sense. As such, you will not see any columns in the spell descriptions for casting with a patron. In addition, the *Patron Bond* and *Invooke Patron* spells do not exist in this world. Rather, wizards learn spells from other wizards, and from intense research into ancient archives, lost tomes, rituals and the like. Magic in *DCC: Empire of the East* is a purely scientific study, albeit one that deals with calling forth creatures of arcane power. Though the exact mechanics are only sketched out in the books, one could consider magic as working off of celestial mathematics.

THIEF

You are a roguish lout, who never cared overmuch for an honest day's work when so much of what village life has to offer can be had for the mere taking. Whether a simple pickpocket, burglar, or grifter, you have also mastered the art of disguises, lest you hang for your crimes. Villagers look at you and see only the itinerant farmhand, the traveling salesman who specializes in magic trinkets, or the hedge wizard down on his luck. Even the resistance fighters of the Free Folk sometimes value your aid as one who can be depended upon to be quick with his wits, agile in close quarters combat, and ideal as a guide when attempting to infiltrate enemy strongholds.



CHAPTER TWO

MAGIC

...the Nameless One even now lay bleeding out his life ahead, Wood's extra senses told him—but Wood's arts were still powerful, even now when his best powers had been scattered and his most potent energies exhausted. He still had one vital advantage, that of surprise, fully as important for the magician as for the soldier.





MAGIC

MAGIC ON THE CHANGELING EARTH

"The Change" that made magic possible and which caused most nuclear-based technology to fail on the Changeling Earth has also had some effects that regular players of Dungeon Crawl Classics RPG may find a little unexpected.

MAGICAL PATRONS IN THE CHANGELING EARTH

At its core, magic on the Changeling Earth is a scientific practice, making use of detailed formulae to call forth djinn, elementals and demons—supernatural creatures that were first spawned by the unleashing of the forces that caused The Change (literally, the nuclear explosions and psychic energy release from billions of deaths in the resultant war).

This means, once again, that wizards in the *DCC: Empire of the East* setting do not have patrons, and do not cast the *Patron Bond* or *Invoke Patron* spells; rather, they simply research their spells through complex formulae, and there are always chances of things going bad. Any spell may thus be learned by any wizard who has access to the formulae to learn it, either from another wizard, from a demon, djinn or elemental summoned and bound, or from discovering ancient formulae in musty libraries or archives left from ancient days.

It also means, however, that any spells imported from the Dungeon Crawl Classics RPG are always cast using the "Without Patron" column, even if there is normally a "With Patron" column listed. It's worth noting that gods do begin to arrive on the scene in Saberhagen's later works, and in these settings (thousands of years after *Empire of the East*), patrons may well be back in the picture. At this point in the setting, however, they simply aren't there.

ARDNEH OR ORCUS AS A PATRON

All that being said, you will notice that at the end of this section, ARDNEH is listed as a potential patron for characters. ARDNEH serves in a slightly different regard than other Patrons in the DCC RPG: he has no demons, angels, djinn or elementals in his service, and does not grant bonuses to general spellcasting, as he is, at his core, a technological being able to tap into the psychic fields upon which humans operate.

In general, ARDNEH isn't contacted or invoked as a patron. These spells are presented here for those judges who wish to allow for these spells, and incorporate ARDNEH as a patron in more standard DCC RPG games, and for

those heroes who become incorporated with ARDNEH's plans in a Changeling Earth game.

Evil wizards in a Changeling Earth game may seek patronage from Orcus; this is a little trickier than ARDNEH's patronage, though at the judge's discretion still may be possible. In general, Orcus enslaves humans and devours them. He (It) is a creature of pure devastation and chaos.

That being said, if a wizard wishes to form a bond with ARDNEH or Orcus, the judge can make this happen. The trick is the nature of patronage in the Changeling Earth. Nobody actively seeks patronage from ARDNEH; rather, ARDNEH chooses them. As such, the judge should secretly roll the Patron Bond check for the player in question (using the "Upon another" column) and slowly inform them over the course of adventures of their connection to the entity.

Orcus may be available as a willing patron for those who seek its aid, but for most of the Changeling Earth, the demon is held in deep slumber and its ability to affect the world will be minimal. When it is finally released, it is apparently destroyed in the final conflict with ARDNEH. It's left to the judge what happens in games set after this point and whether Orcus or ARDNEH survived. You can base it on later works or on your own vision, as you see fit.

Regardless, the Patron Bond and Invoke Patron spells in the DCC RPG rulebook (p. 148 and 144, respectively) will suffice as written, though Patron Bond cannot be cast by one wizard upon another.

DRAWN WEAPONS SPELL CHECK PENALTY

Among the denizens of the Broken Lands, it is well known that the arcane art of spell casting works best in the complete absence of drawn metal weaponry. This strange arcane effect seems to be both a physical effect caused by interference from the iron, copper, and steel present in metal-cased melee weapons, and a telepathic interference effect caused by the intent of the weapon's wielder.

Thus, wizards and human spell practitioners have long accepted the received wisdom of casting their spells before a fight starts, or at a great enough distance. To do otherwise comes at a much greater risk of failure or diminished results.

When wizards attempt spell casting in *DCC: Empire of the East*, they are subject to a cumulative -2 to their spell check for each individual present with a drawn metal melee weapon within a 100' range of their location. Note that only drawn and wielded mundane melee weapons comprised largely of metal trigger the spell check penalty. Normal swords, axes, maces, daggers, and polearms would all cause a spell check penalty if within sufficient range of the



caster, but metal-tipped spears or arrows would not. Contrarily, melee weapons imbued with magic themselves, such as a magic sword, as well as any technology-based ancient artifacts, *do not* cause the spell check penalty.

PSYCHIC COMBAT

The true power of sorcerers in the Empire of the East series is their ability to engage in psychic combat. Similar to spell duels in the DCC RPG rulebook (pp. 98-103), two wizards can lock each other in a psychic battle, beating one another down until one emerges victorious.

In psychic combat, two wizards attempt to deal direct psychic damage to each other rather than casting spells. To this end, there's no need to worry about which spells can counter another. Instead, set the momentum tracker as standard and proceed with attack and counterspell, ignoring the need for specific spells and counterspells in favor of psychic attack and psychic defense.

Put simply, a wizard can *always* attempt to counterspell another wizard by resisting psychic combat with psychic combat. See DCC RPG, p. 99; "The Counterspell in Action," for a step-by-step description of how spell duels function.

In psychic combat, the effect of the attacker's and defender's spell is *always* 1d6 psychic damage per two levels of the wizard (minimum 1d6 damage). Any time the Counterspell Power Table (DCC RPG, p. 101) reads that a spell is canceled or takes effect, that "spell" is the inflicting of psychic damage.

Once psychic combat begins, if the opponent is another sorcerer, a demon, elemental, or djinn, they are at this point locked in psychic combat. Two opponents locked in combat can take no actions but to attack one another psychically or to heal psychic damage. Every time one party succeeds in a spell casting check against the other, they can choose instead of dealing damage, to break the combat. When a combat is broken in this manner, it cannot be re-engaged against the same opponent for 24 hours.

Further Attacks: Once a psychic combat is joined, further attacks are made exactly as the initial attack—opposed spell checks, with the winner dealing damage.

Healing Damage: A sorcerer can choose while locked in psychic combat to heal damage instead of attacking their opponent. This healing is automatic and is equal to 1d6 per four levels of the sorcerer (minimum 1d6). Physical damage cannot be healed in this manner; only psychic damage suffered from psychic combat. Sorcerers who choose to heal still make a spell casting check to resist their opponent's attack, but do not deal damage this round, and may not break combat even if they win the contest.

GIFTING SPELLS

A sorcerer can "gift" a spell to another, non-magical character, but the process is costly to the sorcerer, so it is rarely done. The sorcerer chooses a spell to grant as a gift and spends a few hours in intensive ritualistic training with the non-magical character, permanently sacrificing a spell slot equal to half the level of the spell being taught. Thus, teaching another a 4th-level spell requires sacrificing a 2nd-level spell from their daily casting repertoire (see below).

The recipient of the spell can thereafter use it as a spell-like ability. It can be used a number of times equal to the recipient's Personality modifier (minimum once) per day. All of the rules of magic apply to this gifted spell, including the inability to cast spells in areas where violence is going on. To cast this spell, the character's caster level if they are not a wizard is equal to half their character level, and they cast at -1d lower on the dice chain (e.g., rolling a d16 instead of a d20).

The sorcerer can, at any time, revoke the gift. If they do so, the recipient loses the ability to cast the spell, and the sorcerer regains their sacrificed spell slot. Likewise, if the gifting sorcerer is killed, the recipient loses the ability to cast the spell, as it is maintained by the sorcerer's life force.

SPELL ENERVATION

Attempting to coerce the cabalistic forces necessary to channel great spells, and then failing miserably, comes at considerable cost. The summoned arcane forces lose their intended cohesion, and a portion of that energy inevitably washes back over the caster, weakening his body greatly. The miscast spell leaves the wizard drained of vital strength, speed, and health. This is called spell enervation, and in *DCC: Empire of the East* this effect replaces the spell corruption mechanic as it is seen in standard DCC RPG.

However, should the judge choose to allow patronage by demons (Orcus in particular), it may be possible to use spell corruption as standard for these wizards, instead of spell enervation. Again, this is left to the discretion of the judge and could represent exposure to the radioactive energies of which the demons are made.

Each time a wizard makes a spell check and rolls a natu-

ral 1, use Table 1-2 to determine the effects upon the spell caster. Regardless of the caster's current abilities, all spell enervation points are subtracted 1 point at a time from Strength, Agility, and Stamina in order and round-robin rotation, until the total amount of points are removed. If any physical ability is reduced to 2 or less, the caster can do naught but undertake total bed rest until all three physical abilities are returned to 3 or higher. If for any reason one of the spell caster's physical abilities drops to a value of 0 or less, the caster immediately lapses into a coma, and must make a successful Luck check each morning to remain alive.

With normal rest (8 hours of sleep per day), ability damage taken by spell enervation heals back at the rate of 1 point per day, in the same rotational sequence it occurred. When one of the wizard's abilities drops below a value of 3, complete 24-hour bed rest is required to achieve the same rate of ability healing.

TABLE 2-1: SPELL ENERVATION

Roll d20 - spell level	Spell Enervation
1 or lower	Caster's physical abilities (Strength, Agility, and Stamina) all fall to a value of 0, and the caster falls into an immediate coma. With bedrest and care, the caster awakens three days later with 1 hit point and his physical abilities restored to values of 1 each.
2	1d30 points of spell enervation.
3	1d24 points of spell enervation.
4	1d20 points of spell enervation.
5	1d18 points of spell enervation.
6	1d16 points of spell enervation.
7	1d14 points of spell enervation.
8	1d12 points of spell enervation.
9	1d10 points of spell enervation.
10	1d8 points of spell enervation.
11	1d7 points of spell enervation.
12	1d6 points of spell enervation.
13	1d5 points of spell enervation.
14	1d4 points of spell enervation.
15	1d3 points of spell enervation.
16	1d2 points of spell enervation.
17	1 point of spell enervation (Strength).
18	1 point of spell enervation (Agility).
19	1 point of spell enervation (Stamina).
20	Caster is struck down and passes out for 1 hour, but is otherwise unharmed.





WIZARD SPELLS IN DCC: EMPIRE OF THE EAST

Legend tells us that there are a total of 716 known spells, and a number of previously unrevealed spells appear in *DCC: Empire of the East* for the first time. The following list of wizard spells constitutes those found on the Changeling Earth, but naturally the astute and artful judge need not feel limited to this list exclusively. Inevitably, you will want to import a few spells from DCC RPG (or wetware programs from the Mutant Crawl Classics RPG, which

again, can form a great basis for the Changeling Earth). So long as this is done thoughtfully and with some regard for the setting, so much the better. In addition, a few cleric spells from the DCC RPG (*Affliction of the Gods*, *Cause Earthquake*, *Vermin Blight* and *Weather Control*) have been added to the list, as they are appropriate for the Changeling Earth.

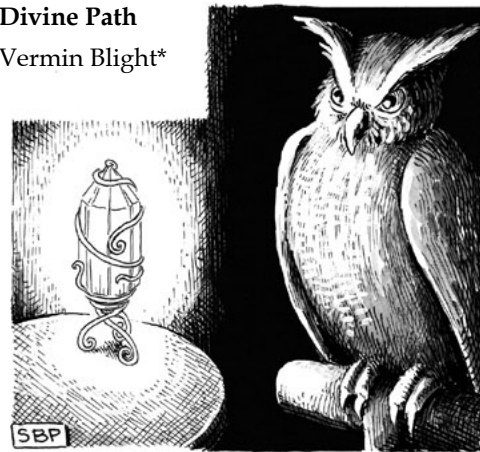
TABLE 2-2: WIZARD SPELLS ON THE CHANGELING EARTH

1st Level	2nd Level	3rd Level	4th Level	5th Level
1 Animal Summoning*	Bind Familiar	Bind Demon	Affliction of the Gods*	Change of Fate
2 Charm Person*	Detect Demons	Consult Spirit*	Cause Earthquake*	Magic Bulwark*
3 Detect Magic*	Detect Invisible*	Dispel Magic*	Command Demon***	Weather Control*
4 Evocation	Forget*	Fly*	Command Djinn***	
5 Find Familiar*	Harrowing Interrogation	Gust of Wind*	Command Elemental***	
6 Mending*	Invisibility*	Haste*	Divine Path	
7 Patron Bond (Ardneh)	Levitate*	Make Potion*	Vermin Blight*	
8 Read Languages	Locate Object*	Resist Demon		
9 Soothe Creature	Monster Summoning*	Summon Demon		
10 Ventriloquism*	Raise Elemental	Summon Djinn		
11 Ward Portal*	Wizard Charm	Transmogrify		
12 ARDNEH's Blessing**				

* Per DCC RPG rulebook.

** Patron spell.

***3 separate spells with similar effects.





LEVEL 1 WIZARD SPELLS

EVOCATION

Level: 1	Range: Varies Duration: Varies Casting time: 1 action Save: Will vs. spell check (as applicable)
General	One of the simplest spells learned by young wizards, <i>Evocation</i> allows the caster to channel and manipulate small amounts of arcane energies to move and alter matter in facile ways.
Manifestation	Varies; the manifestation of this spell is the effect created. However, on a roll of 1 on 1d6, there is a subtle effect that might give the wizard away – glowing eyes, a wavering in the air like a mirage, etc., at the judge's discretion.
1	Lost, failure, and spell enervation.
2-11	Lost, failure.
12-13	The caster creates a simple visual and auditory illusion. The invoked glamour can be anything that the wizard desires, but it's limited to being unable to cause any direct harmful effect. For example, the wizard could create a bright shaft of sunlight, but not a blinding light, or a believable simulacrum of a large mutant, but the illusory beast would not be able to inflict actual damage, no matter how believable it may seem. The illusion may be maintained indefinitely, but this requires the full and uninterrupted concentration of the caster.
14-17	The caster creates a simple visual and auditory illusion that is semi-autonomous. The invoked glamour can be anything that the wizard desires, but it's limited to being unable to cause any direct harmful effect. The illusion will be interactive, and will behave exactly as expected to those viewing it, though these behaviors and interactions will vary by individual perception. The illusion lasts for 1 turn/CL.
18-19	The caster is able to create a minor telekinetic effect that can perform simple tasks with the equivalent of a 3 Strength. Thus, a door may be closed, a weapon picked up and moved, or an object knocked off a table or shelf. Complex manipulations, such as those that would emulate wielding a weapon, operating complex controls, or tying a knot cannot be accomplished.
20-23	The caster is able to create a more robust telekinetic effect that can perform routine tasks with the equivalent of a 6 Strength and 6 Agility. Heavier objects may be moved, weapons wielded telekinetically on a d16 action die, and fairly complex mundane tasks performed.
24-27	The caster creates a strong telekinetic effect that is able to replicate any action he himself can undertake via his natural Strength and Agility, including even self-powered flight at his normal movement rate.
28-29	The caster is able to cause simple state transitions in normal matter. Thus, flammable substances may be ignited, up to 10 cubic feet of water frozen or boiled, or 3d6 of heat or cold damage caused to living creatures.
30-31	The caster is able to achieve minor transmutation, altering one nonliving substance into another closely-related or similar substance or form, though each transformation must be to a lesser value substance or less complex form. A gold medallion could be converted into silver pieces of equivalent weight or steel ingots, but not into a platinum piece. Oak planks could be converted into a pine log, but not a table.
32+	The caster is able to achieve a major transmutation, changing one living creature into another, though the change must always be to a lesser form. Thus, a man could be changed into a large frog, or a load beast transformed into a fowl beast, but not the reverse.



READ LANGUAGES

Level: 1 Range: Line of sight Duration: Varies Casting time: 1 round Save: None

General This spell enables the caster to read and understand the written word in foreign languages, including magic tomes and the technical writings of pre-holocaust humans.

Manifestation Roll 1d4: (1) the caster's eyes turn a milky white; (2) the scanned text psychically morphs into words understandable by the caster; (3) as the caster's forefinger passes over the text, he is able to recite the words aloud in his native tongue; (4) a projection of translated foreign text visible to the caster only appears in glowing green words above the foreign written words.

- 1 Lost, failure, and spell enervation.
- 2-11 Lost, failure.
- 12-13 The caster can read the foreign words for 1 round only, just long enough to make out a single sentence or phrase.
- 14-17 The caster can read a foreign text for up to 1 turn, long enough to grasp the general meaning of several blocks of text. This is the minimum spell check to understand a 1st level spell or simple ancient technical instructions.
- 18-19 The caster can read a foreign language for 2 turns, long enough to understand at least a page of information, along with meaning and intent. This is the minimum spell check to understand a 2nd level spell or multiple step ancient technical instructions.
- 20-23 The caster can read a foreign language for 3 turns, long enough to take in a short chapter of information and comprehend it. This is the minimum spell check to understand a 3rd level spell or complex ancient technical manuals.
- 24-27 The caster and one nearby ally can read foreign language text for up to 1 hour, fully digesting the meaning if not the context. This is the minimum spell check to understand 4th level spells or complex ancient technical manuals.
- 28-29 For a period of 24 hours, the caster and all allies within 10' can read any text or written language, including magical texts, ancient manuals, or computer programs.
- 30-31 For a period of 1 week, the caster and all allies within 20' can read any text or written language, be it arcane or ancient.
- 32+ For a period of 30 days, the caster can read and understand all text — whether magical, in another language, ancient and technical, or invisible or obscured — so long as that text is within line of sight.





SOOTHE CREATURE

Level: 1 Range: 60' Duration: Varies Casting time: 1 round Save: Will vs. spell check

General The caster creates and propagates a calming and soothing aura that causes living creatures and enchanted beings within its influence to become less aggressive towards the caster, and perhaps his allies.

Manifestation Roll 1d4: (1) a globe of soft, warm light radiates outward from the caster; (2) the melodious sound of a series of soft chimes is carried on a gentle breeze; (3) the sky and any clouds in the area change color to a warm pink; (4) all visible colors in the area seem to temporarily become paler and less saturated.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-13 One living creature must make its save or cease all aggressive action against the caster for 1d6 turns.

14-17 Up to two living creatures within range must save or cease all aggressive actions against the caster for 1d8 turns.

18-19 Up to three living creatures within range must save or cease all aggressive action against the caster for 1d4 hours.

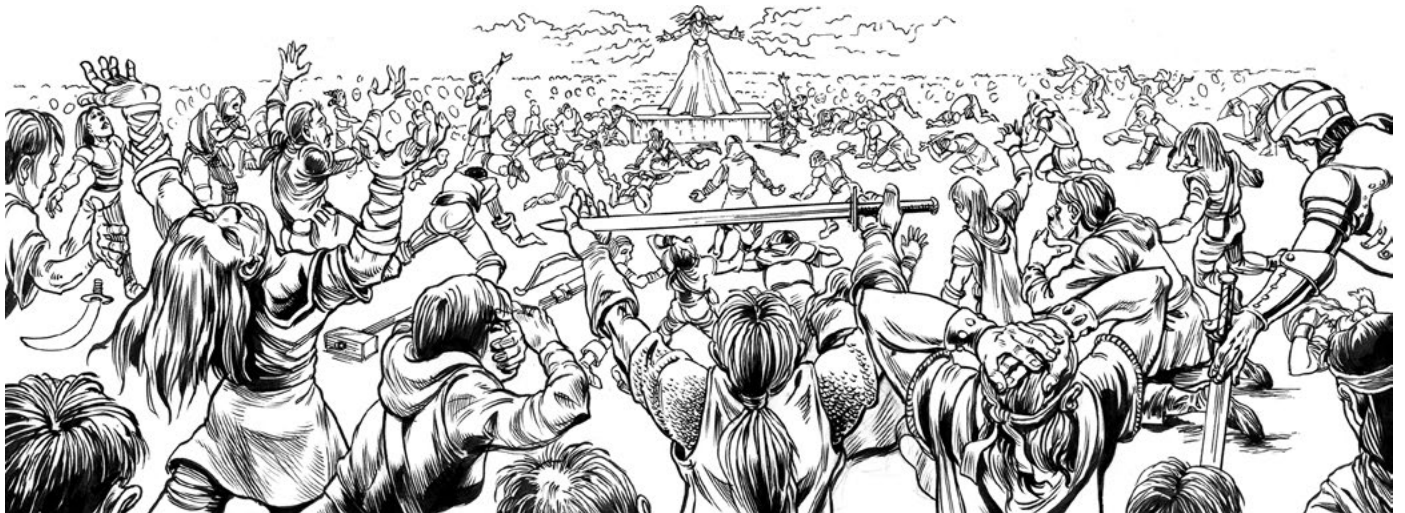
20-23 Up to 4 living creatures or one enchanted being must save or become incapable of doing the caster any harm for 1d12 hours.

24-27 Up to 8 living creatures, or one enchanted being or demon, must save or become incapable of doing the caster harm for 2d12 hours.

28-29 The caster creates a magical hedge that physically blocks any attacks from hostile creatures or beings, who become calm, peaceful, and tranquil upon approaching the hedge. The hedge can be shaped so as to create a circular field surrounding the caster and allies, a barrier to a gate or portal, or any shape desired. The hedge lasts for 1d8 hours.

30-31 The caster's enemies within 100' are paralyzed with fundamental feelings of ennui, and cease all activity.

32+ All combatants within a 1 mile radius of the caster are overcome with a nihilistic sense of the ultimate meaningless of their actions and very existences. They quietly lay down their arms to sit and stare into an imagined existential void for 24 hours.





LEVEL 2 WIZARD SPELLS

BIND FAMILIAR

Level: 2 Range: 10' Duration: Permanent Casting time: 1 turn Save: Will vs. spell check

General *Bind Familiar* is the spell and process by which a wizard permanently binds a lower creature to his eternal servitude, with all the benefits thereof. A Bind Familiar spell may be attempted on any living creature, mundane, magical, or mutated, so long as the creature is of Intelligence and HD equal to, or less than, the resulting spell check.

Benefits: The wizard gains hit points equal to that of the familiar, and any perceptual abilities the familiar may possess, such as infravision, enhanced hearing, etc. Additionally, the wizard can actually see and hear directly through the familiar's own eyes and ears, making the familiar an exceptionally adept spy or scout. The wizard may also gain some of the familiar's innate powers and abilities, if any (judge's discretion). The familiar gains the wizard's armor class and saving throws (unless its own are greater), and enhanced intelligence (roll 2d6 and add to familiar's natural Intelligence score).

If the familiar dies, the wizard suffers permanent hit point loss equal to twice the familiar's total hit points, and immediate spell enervation. At the highest spell check levels, this can easily be fatal to the caster.

Manifestation Roll 1d4: (1) The caster's face, hands, and feet appear to glow in an amber light and enlarge disproportionately; (2) an ethereal, glowing lariat appears in the caster's hand as it lassoes and binds the intended familiar; (3) mystic energies flow forth from the caster's hands and solidify into unreal metal bindings and muzzle on the intended familiar; (4) an astral tether ending in a hook emits from the caster's chest that sinks itself into the intended familiar's back.

- | | |
|-------|--|
| 1 | Lost, failure, and spell enervation. |
| 2-11 | Lost, failure. |
| 12-13 | Failure, spell is not lost, but the target creature immediately attacks. |
| 14-15 | The wizard is able to bind any mundane living creature with 4 hit points or less and animal intelligence (1-3 Intelligence) into servitude as a familiar. |
| 16-19 | The wizard is able to bind any mundane living creature with 1 HD or less and animal intelligence (1-3 Intelligence) into servitude as a familiar. |
| 20-21 | The wizard is able to bind any mundane or mutated living creature with 1 HD or less and animal intelligence (1-3 Intelligence) into servitude as a familiar. |
| 22-25 | The wizard is able to bind any mundane or mutated living creature with up to 1 HD+6 or less and animal intelligence (1-3 Intelligence) into servitude as a familiar. |
| 26-29 | The wizard is able to bind any mundane, mutated, or magical creature with up to 1 HD+6 or less and semi-sentient intelligence (3-6 Intelligence) into servitude as a familiar. |
| 30-31 | The wizard is able to bind any mundane, mutated, or magical creature with up to 2 HD or less and semi-sentient intelligence (3-6 Intelligence) into servitude as a familiar. |
| 32-33 | The wizard is able to bind any mundane, mutated, or magical creature with up to 3 HD or less and sentience (6-12 Intelligence) into servitude as a familiar. |
| 34+ | The wizard is able to bind to permanent service a djinn or minor demon. |
-



DETECT DEMONS

Level: 2 Range: 60' radius or more Duration: 6 turns Casting time: 1 turn Save: Will vs. spell check (varies)

General By means of this spell a wizard may detect the presence and location of demons, and as a side effect, the presence of any radioactivity in the area.

Manifestation Roll 1d4: (1) the hair on the wizard's arms and back of their neck stands up; (2) the wizard's eyes glow red or green; (3) the wizard's skin briefly flushes; (4) the wizard gains painful boils and pustules for the duration of the spell.

- 1 Lost, failure, and spell enervation.
- 2-11 Lost, failure.
- 12-13 Failure, spell not lost, but the demon is alerted to the wizard's presence, but not location.
- 14-15 The wizard detects the existence of radioactivity in the general vicinity if any is present; the presence of demons are detected only if they fail a Willpower save vs. the spell check.
- 16-19 The wizard detects the existence of radioactivity in the general vicinity if any is present; the presence of any demons is also detected.
- 20-21 The wizard detects the existence of radioactivity in the general vicinity if any is present as well as its relative danger level; the presence of any demons is also detected, as well as their relative direction.
- 22-25 The wizard detects the existence of radioactivity in the general vicinity if any is present as well as its relative distance and danger level; the presence of any demons is also detected, as well as their relative direction and distance.
- 26-29 The wizard is aware of all demons and their allies or minions in a 100' radius. Additionally, the demons and their allied forces are surrounded by a warm glow that both illuminates them and is obvious to both the wizard and his allies.
- 30-31 The wizard is aware of all demons and their allies or minions in a 100' radius. Additionally, the demons and their allied forces are surrounded by a warm glow that both illuminates them and pains them, causing a -1 penalty to all attacks, damage rolls, spell checks, and saving throws while they are in range of the spell. The wizard and his allies are granted a +1 to any saving throws versus radiation damage.
- 32-33 The wizard is aware of all demons and their allies or minions in a 200' radius. Additionally, the demons and their allied forces are surrounded by a warm glow that both illuminates them and pains them, causing a -2 penalty to all attacks, damage rolls, spell checks, and saving throws while they are in range of the spell. The wizard and his allies are granted a +2 to any saving throws versus radiation damage.
- 34+ The wizard is aware of all demons and their allies or minions in a 300' radius. Additionally, the demons and their allied forces are surrounded by a warm glow that both illuminates them and pains them, causing a -4 penalty to all attacks, damage rolls, spell checks, and saving throws while they are in range of the spell. The wizard and his allies are granted a +4 to any saving throws versus radiation damage.





HARROWING INTERROGATION

Level: 2 Range: 10' Duration: Special Casting time: 1 turn Save: Special

General

This spell allows a wizard to probe the mind of a sentient being, and if resisted, can cause substantial physical and mental anguish. In fact, this spell can exact a great toll on both wizard and victim, depending upon how long it lasts and how strongly it is resisted by the target.

Once this spell has been cast, the victim of this spell must immediately make two Willpower saving throws. The first Willpower save is made against the spell check to see if the spell affects them at all. If the victim fails the first Willpower save, and assuming that the victim of the spell wishes to further resist the attempt to pillage information from his mind, the second Willpower save is an opposed Willpower save made in conjunction with the caster. This opposed Willpower check must be made once each round the spell is still in effect by both the wizard and his victim. Whoever loses the opposed Willpower save contest each round takes 1 point of Personality stat damage. This process and the spell can continue until either the caster aborts the spell, the victim surrenders and gives up any information sought by the caster, or one or both participants are reduced to a Personality score of 3 or less, at which point that individual passes out for 8 hours.

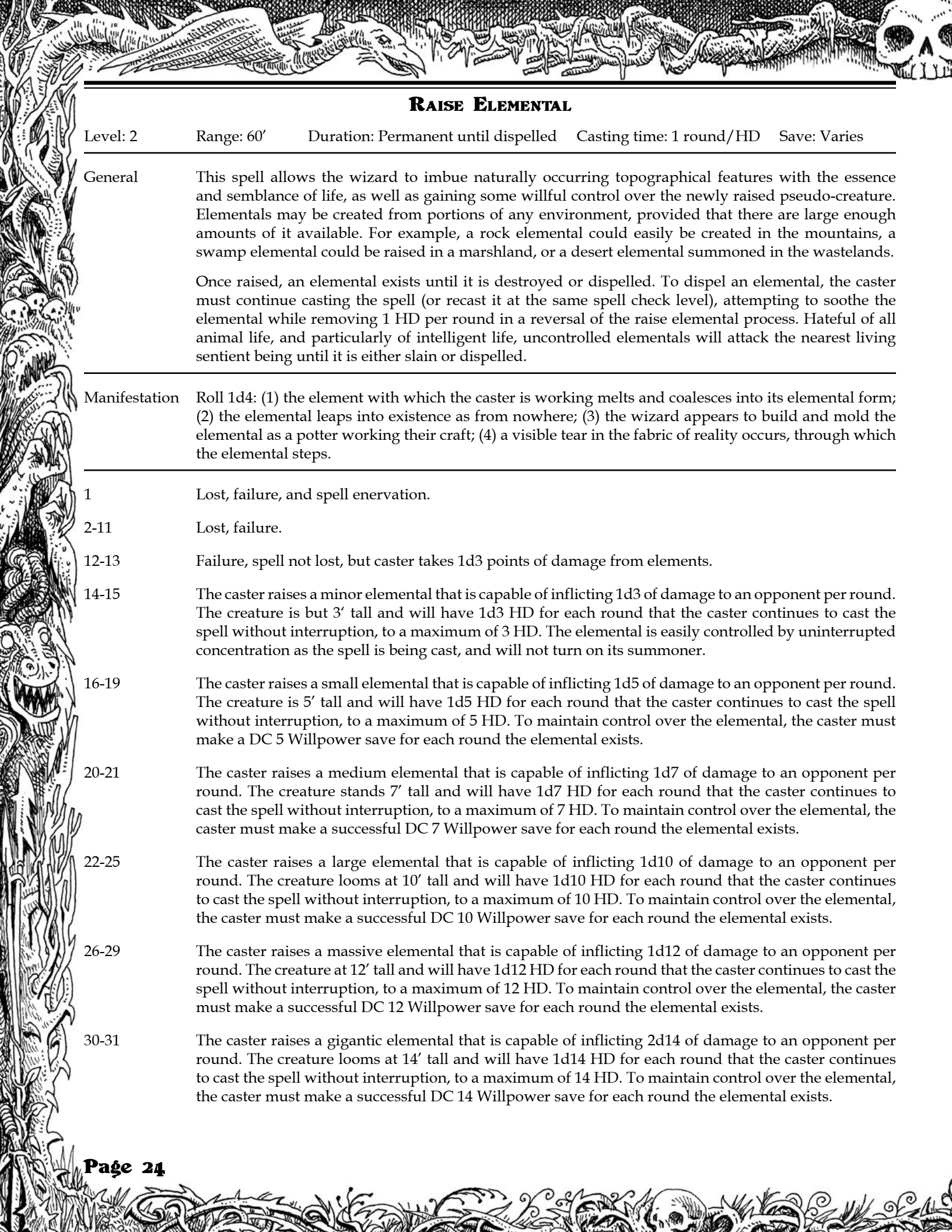
A target under the influence of an Ardneh's Blessing spell is somewhat protected from the effects of this spell, with any stat damage inflicted being converted as per that spell.

Manifestation

Roll 1d4: (1) tendrils of writhing blue energy flow from the wizard's forehead that surround and bind the victim's body; (2) flat, wide bands of golden light wind around the victim's body, ever-tightening and squeezing him; (3) a brilliant white shaft of light passes between the wizard's and victim's heads, as globules of thought energy race back and forth along it; (4) the humidity in the area rises markedly, as all within 10' begin to warm and sweat profusely.

- 1 Lost, failure, and spell enervation.
- 2-11 Lost, failure.
- 12-13 Failure, spell not lost, but caster takes 1 point of Personality damage.
- 14-15 The wizard can read the surface thoughts and emotions of his victim only.
- 16-19 The wizard can read the surface thoughts and emotions of his victim, as well as any short-term plans and goals.
- 20-21 The wizard can read the inner thoughts and emotions of his victim, as well as any long-term plans, goals and nearby associates.
- 22-25 The wizard can learn any specific information being sought, as well as the victim's long-term thoughts, goals, and relationships, as well as his general mental and emotional state. This is the minimum spell check to learn a 1st level spell from another caster's mind.
- 26-29 As above, but the wizard can also learn of the victim's memories of precise procedures and plans. This is the minimum spell check to learn a 2nd level spell from another caster's mind.
- 30-33 As above, but the wizard can also learn knowledge-based skill sets from the victim, such as how to read and speak unknown languages, create or maintain Artifacts of the Ancients, or create special magic items. This is the minimum spell check to learn a 3rd level spell from another caster's mind. Any knowledge acquired by the wizard is permanently wiped from the mind of the victim.
- 34+ The wizard learns the entire life history of the victim, including not just the information being sought out, but all memories, motivations, and ambitions. While the vast scope of another person's lifetime of memories is too much information for the wizard to retain, the broad strokes of the victim's life story and any particular information being sought are thereafter known by the wizard. The victim of this spell lapses into a permanent vegetative state.





RAISE ELEMENTAL

Level: 2 Range: 60' Duration: Permanent until dispelled Casting time: 1 round/HD Save: Varies

General This spell allows the wizard to imbue naturally occurring topographical features with the essence and semblance of life, as well as gaining some willful control over the newly raised pseudo-creature. Elementals may be created from portions of any environment, provided that there are large enough amounts of it available. For example, a rock elemental could easily be created in the mountains, a swamp elemental could be raised in a marshland, or a desert elemental summoned in the wastelands.

Once raised, an elemental exists until it is destroyed or dispelled. To dispel an elemental, the caster must continue casting the spell (or recast it at the same spell check level), attempting to soothe the elemental while removing 1 HD per round in a reversal of the raise elemental process. Hateful of all animal life, and particularly of intelligent life, uncontrolled elementals will attack the nearest living sentient being until it is either slain or dispelled.

Manifestation Roll 1d4: (1) the element with which the caster is working melts and coalesces into its elemental form; (2) the elemental leaps into existence as from nowhere; (3) the wizard appears to build and mold the elemental as a potter working their craft; (4) a visible tear in the fabric of reality occurs, through which the elemental steps.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-13 Failure, spell not lost, but caster takes 1d3 points of damage from elements.

14-15 The caster raises a minor elemental that is capable of inflicting 1d3 of damage to an opponent per round. The creature is but 3' tall and will have 1d3 HD for each round that the caster continues to cast the spell without interruption, to a maximum of 3 HD. The elemental is easily controlled by uninterrupted concentration as the spell is being cast, and will not turn on its summoner.

16-19 The caster raises a small elemental that is capable of inflicting 1d5 of damage to an opponent per round. The creature is 5' tall and will have 1d5 HD for each round that the caster continues to cast the spell without interruption, to a maximum of 5 HD. To maintain control over the elemental, the caster must make a DC 5 Willpower save for each round the elemental exists.

20-21 The caster raises a medium elemental that is capable of inflicting 1d7 of damage to an opponent per round. The creature stands 7' tall and will have 1d7 HD for each round that the caster continues to cast the spell without interruption, to a maximum of 7 HD. To maintain control over the elemental, the caster must make a successful DC 7 Willpower save for each round the elemental exists.

22-25 The caster raises a large elemental that is capable of inflicting 1d10 of damage to an opponent per round. The creature looms at 10' tall and will have 1d10 HD for each round that the caster continues to cast the spell without interruption, to a maximum of 10 HD. To maintain control over the elemental, the caster must make a successful DC 10 Willpower save for each round the elemental exists.

26-29 The caster raises a massive elemental that is capable of inflicting 1d12 of damage to an opponent per round. The creature at 12' tall and will have 1d12 HD for each round that the caster continues to cast the spell without interruption, to a maximum of 12 HD. To maintain control over the elemental, the caster must make a successful DC 12 Willpower save for each round the elemental exists.

30-31 The caster raises a gigantic elemental that is capable of inflicting 2d14 of damage to an opponent per round. The creature looms at 14' tall and will have 1d14 HD for each round that the caster continues to cast the spell without interruption, to a maximum of 14 HD. To maintain control over the elemental, the caster must make a successful DC 14 Willpower save for each round the elemental exists.



32-33 The caster raises a monumental elemental that stands 18' tall. The creature will gain 1d16 HD for each round that the caster continues to cast the spell without interruption, to a maximum of 16 HD. This colossal elemental is capable of inflicting up to 5d18 damage to up to 6 adjacent opponents with a single melee strike, and can inflict enough structural damage to bring down most buildings save those constructed of reinforced stone or masonry. Maintaining control over this powerful elemental is problematic for the caster, as such control requires the caster to succeed at a DC 16 Willpower save for each round that the monumental elemental exists.

34+ The caster raises a prime elemental of immense power and size, standing 20'. Assuming that the caster is able to continue concentrating upon raising the elemental uninterrupted, there is no upward limit to how powerful it may ultimately become, gaining 1d20 hit points each round the caster concentrates on the spell. A prime elemental is capable of inflicting up to 10d20 damage to up to 6 adjacent opponents with one sweep of its pseudo-arm. Prime elementals are likewise capable of overturning ships, flipping wagon trains, or bringing down bulwarks and castle walls. Maintaining control over this Brobdingnagian elemental is a nigh-impossible process for any but the most practiced of arcanists, for control requires the caster to succeed at a DC 20 Willpower save for each round that the prime elemental exists.

WIZARD CHARM

Level: 2 Range: Touch Duration: Permanent Casting time: Variable Save: None

General By means of this spell, a wizard may create any of a number of protective or influential talismans, charms, or phylacteries which enhance his abilities or affect and influence the behavior of others. The material components of each charm must be both of the highest quality materials possible and contain some personal link to the intended effect (judge's discretion as to the details). Unless noted otherwise, each +1 granted by the wizard charm requires 1 day of undisturbed work in a dedicated wizard's sanctum to produce the item.

Note: Although a wizard can wear or use more than one wizard charm, in cases where magic effects of charms are identical or very similar (judge's discretion), the effects of all lesser charms are nullified in favor of the effects of the greater charm.

Manifestation Roll 1d6: (1) there is a whiff of cologne or perfume in the air and the charm simply appears in the wizard's hand; (2) the wizard's features briefly and subtly morph to become more handsome and the charm appears on the ground before the wizard; (3) the charm is drawn out of thin air; (4) the wizard fashions the charm by molding the raw elements of the earth; (5) the wizard draws the charm forth from within the wizard's own body; (6) there is an audible "pop!" and the charm leaps into existence 3 feet off the ground.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-15 The wizard is able to create a lucky charm; charm grants +1 to all Luck checks and it can be burned (literally) one time and used as 1 point of luck spent. Components: must include worked silver and the left foot of an animal considered lucky or agile.

16-19 The wizard is able to create a small token charm that enhances all interactions with members of the opposite sex; charm grants the caster +2 on Personality checks and Willpower saves versus the other gender. Components: must include worked silver and the hair of a very beautiful example of the targeted gender.

20-21 The wizard is able to create a small love charm for use on a specific person; charm grants +3 on all Personality checks and Willpower saves against that person. Components: must include worked gold and the hair or eyelashes of the desired person.



22-25

The wizard is able to create a fetish doll that will deal harm to a specific individual. Pins or sharp objects stuck into the doll cause 1 hit point of damage to the desired individual per strike, up to a total of 5 hit points per day. The entire doll may be burned to cause a single 5 hit point strike at the targeted individual. Components: finely woven natural fibers, an accurately carved likeness, and a hair or nail clipping from the intended target.

26-29

The wizard is able to create an armlet that protects him from being struck in melee or by magic. The armlet grants the wizard +1 AC and +1 to all saving throws for each week spent enchanting the item, to a possible maximum of +6. Components: finely worked adamantine, an emerald of at least 75 gp value, and a soul fragment from the wizard (permanent loss of 1 point of Stamina).

30-33

The wizard is able to create a locket of vampiric luck. When worn, the locket grants the wizard an additional point of Luck for every point of his own Luck that he elects to burn, up to a total of 7 additional points of Luck at a time. All extra points of Luck granted the wizard in this way are drawn 1 point at a time, in round-robin sequence, from any individual within in a 100' radius, going nearest to farthest. Fabrication of this locket takes one month of undisturbed time and work in the wizard's sanctum. Components: finely wrought platinum, 7 diamonds of at least 100 gp value each, and a soul fragment from the wizard (permanent loss of 1 point of Luck).

34+

The wizard is able to create a small talisman that protects him from demons. The talisman grants a +1 to all saves from demonic attacks as well as a -1 point of damage taken from such attacks, be they physical or magical, for each week spent enchanting the item undisturbed in the wizard's sanctum, up to a possible maximum of +9. Components: finely wrought lead armature with gold gilding, a severed demon talon, finger, or toe, and a soul fragment from the wizard (permanent loss of 1 point of Intelligence). Note: the talisman likewise confers the same benefits to the wizard versus radioactive effects and radiation-based damage.





LEVEL 3 WIZARD SPELLS

BIND DEMON

Level: 3 Range: Touch Duration: Varies Casting time: 1 round Save: Will save vs. spell check

General By means of a *Bind Demon* spell, a wizard temporarily forces a demon into inaction, imprisonment, and possibly servitude – hopefully long enough to ensure that the wizard may enact a successful bargain with, or command, the diabolical creature. Except as a momentary means of self-defense, attempting this spell is an extraordinarily dangerous undertaking. Only possession of a demon's life (see Demons, p. 42) and knowledge of a demon's true name can guarantee long-lasting or permanent results.

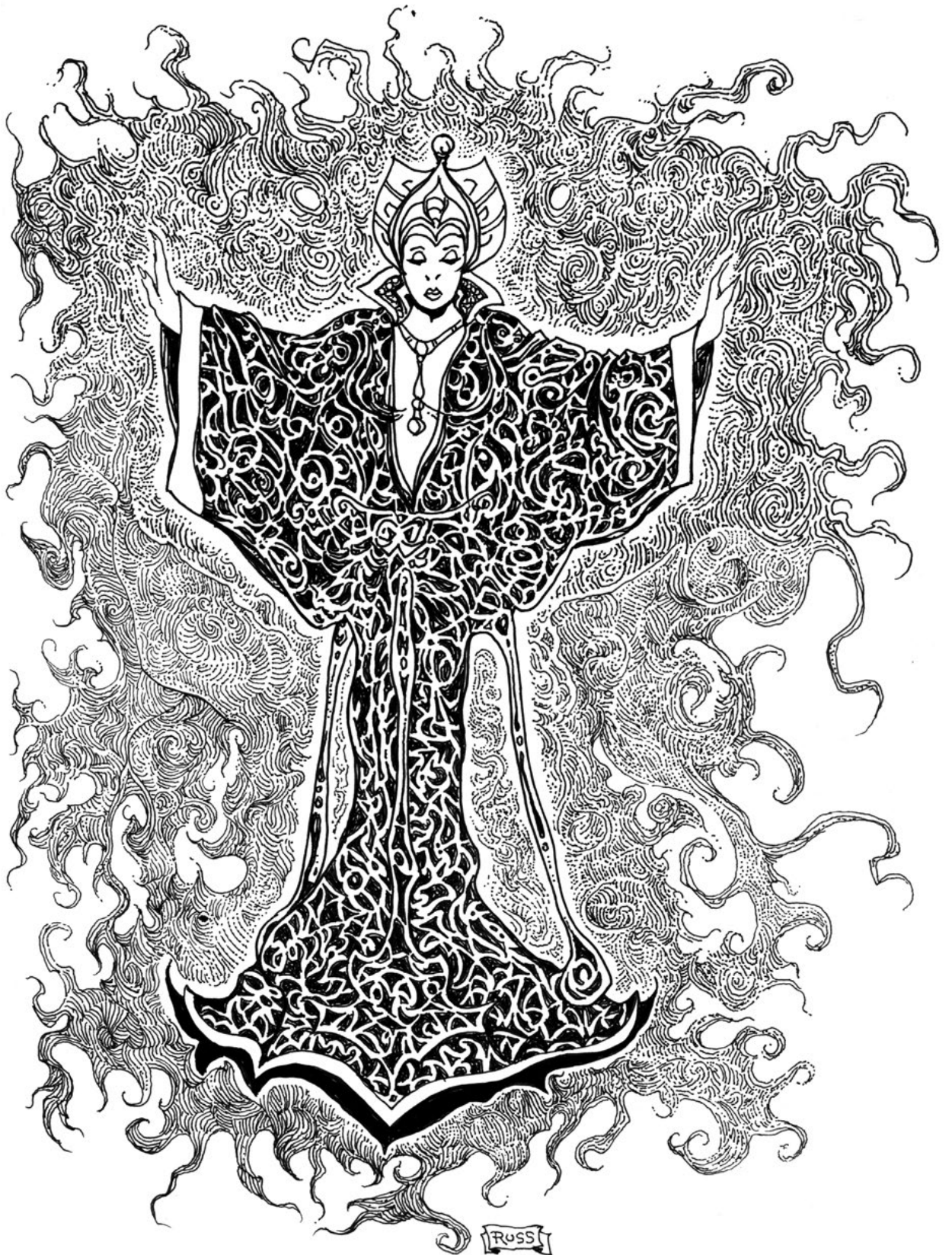
No demon willingly agrees to serve mere mortals. A demon compelled to provide service as a result of this spell will always resent doing so and will later seek revenge.

Further, *Bind Demon* can only be used upon a demon that was summoned by the wizard (see *Summon Demon*, p. 30). To bind or command demons that have not been summoned by the wizard, *Command Demon* must be used (see *Command Demon, Djinn or Elemental*, p. 33).

Manifestation Roll 1d3: (1) a black collar appears around the demon's neck; (2) a scourge appears behind the demon and appears to strike it; (3) a tendril of black shadow briefly connects the wizard and the demon.

- 1 Lost, failure, and spell enervation.
- 2-11 Lost, failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The demon is momentarily forced to hesitate. The demon loses his next action.
- 18-21 The demon is forced to falter in his actions. The demon loses his next action and goes to the bottom of initiative order in combat.
- 22-23 The demon is temporarily paralyzed in its tracks. The demon may not speak or act for the next 1d6 rounds.
- 24-26 The demon is temporarily incapacitated, and cannot free itself to act until it has agreed to perform a single, simple task for the wizard. A complicated task involving many steps or long periods of time will grant the demon a second Willpower save versus the spell. Examples of simple tasks include banishing the demon to a far-flung locale, ordering the demon to kill a single being who is present, or forbidding the demon to harm the caster. Once the demon has completed its task, or 24 hours have passed, it is freed from the effects of the spell.
- 27-31 The demon is benumbed, and cannot free itself to act until it has agreed to perform a complex assignment for the wizard. An impossible task or one likely to cause the destruction of the demon will grant the demon a second Willpower save versus the spell. Examples of acceptable complex assignments include missions to fetch a desired object from a far-away locale, to physically transport the wizard to a distant location, or to side with the wizard in battle. Once the demon has completed its assignment, or 1 week has passed, it is freed from the effects of the spell.
- 32-33 The demon is bound and indentured to the wizard. The demon must obey the wizard's every directive, and cannot cause harm to the wizard, though it will naturally take every opportunity to pervert the wizard's intended desires to favor itself. The duration of demon's indentured status is 1 day/CL. If the demon's life and true name are in the possession of the wizard, the spell effect may be prolonged indefinitely.
- 34-35 The demon is spellbound and conscripted into a subordinate relationship to the wizard, it must obey his every command, and cannot harm the wizard in any way. The demon will invariably seek to obey the letter of the command and not the spirit of it. The duration of this master-servant relationship between the wizard and the demon lasts 1 week/CL. If the demon's life and true name are in the possession of the caster, the spell effect may be prolonged indefinitely.

The demon is ensorcelled and enslaved, and cannot directly or indirectly cause the wizard harm. Furthermore, the demon must obey the wizard's every command, though the demon will invariably seek to obey the letter of the command and not the spirit of it. The duration of this utter domination of the demon lasts 1 month/CL, or if the demon's life and true name are in the possession of the caster, may be prolonged indefinitely.





RESIST DEMON

Level: 3 Range: Touch Duration: 1 turn/CL Casting time: 1 action Save: None

General The wizard is able to confer upon himself or others an ability to resist the telepathic and radioactive assaults of a demon.

Manifestation Roll 1d4: (1) the wizard or their subject appears covered in shadowy armor for an instant; (2) the demon appears somewhat diminished in size for a moment; (3) the wizard or their subject appears to grow an inch or so larger and bulkier for a moment; (4) a shadowy guardian appears behind the subject, facing down the demon.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-15 Failure, but spell is not lost.

16-17 The wizard or other subject of the spell gains a +1d3 to Willpower saves and +1d3 to Fortitude saves versus demonic attack. This protection includes protection from other non-demonic radiation sources.

18-21 The wizard or other subject of the spell gains a +1d6 to Willpower saves and +1d6 to Fortitude saves versus demonic attack. This protection includes protection from other non-demonic radiation sources.

22-23 The wizard or other subject of the spell gains a +1d12 to Willpower saves and +1d12 to Fortitude saves versus demonic attack. This protection includes protection from other non-demonic radiation sources.

24-26 The wizard or other subject of the spell becomes completely immune to any radiation-based attacks from demons.

27-31 The wizard or other subject of the spell becomes completely immune to any telepathic or radiation-based attacks from demons.

32-33 The wizard or other subject of the spell becomes completely immune to any physical, telepathic, or radiation-based attacks from demons.

34-35 The wizard creates an impregnable barrier against a specific demon that is 40' in diameter. The barrier is centered on the wizard, and is visible as an azure triangle embedded in twin circles that light up the ground around the wizard's feet. Anyone standing within the barrier is completely protected from the attacks and effects of the target demon, and this protection extends to a hemispherical arc both above and below the caster, and follows along with him if he elects to move. Anyone else who so much as places a toe or finger across the perimeter of the barrier gives up all its protective effects, even if they step back within its influence. The barrier doubles as complete and total radiation shielding to those under its protection, including the radiation emanating from other demons not targeted by the spell, who may otherwise attack those within the barrier.

36+ The wizard creates an impregnable hedge against all demons and demonic attacks 60' in diameter. The hedge is centered on the wizard, and is visible as a violaceous glowing pentagram embedded within twin circles that light up the ground at the wizard's feet. Anyone standing within the hedge is completely protected from the attacks and effects of all demons, and this protection extends to a hemispherical arc both above and below the caster, and follows along with him if he elects to move. Anyone else who so much as places a toe or finger across the perimeter of the hedge gives up all its protective effects, even if they step back within its influence. The hedge doubles as complete and total radiation shielding to those under its protection.





SUMMON DJINN

Level: 3 Range: 10' Duration: Varies Casting time: 1 turn Save: Will vs. spell check

General The wizard calls forth a djinn of technology and makes the creature manifest. Appearing in flames and smoke, the djinn will serve the wizard and obey his commands to the best of its abilities, until its assigned task is completed or it is destroyed or dismissed (see djinn entry in the Bestiary section). Casting this spell costs the summoning wizard a small portion of his own vital energies (1d3 temporary Stamina damage).

To cast this spell, the caster must carve a small wooden token in the shape of a hammer, saw, or other tool and use this token as a channeling device for the spell. The token may be re-used as many times as required except as noted below.

Unless an individual djinn's name is known and used by the wizard in the summoning spell, a random djinn will appear. When an individual djinn is dismissed, destroyed, or has completed an assigned task, that same djinn cannot be re-summoned until 30 days have passed.

Manifestation Roll 1d4: (1) the djinn shimmers into existence before the caster; (2) there is a flash of the element in question (fire and smoke, a cloud of dust, an eruption of water, etc.), and the djinn appears; (3) there is a whispering sound like fabric moving, and the djinn melts forth from the shadows; (4) the djinn arises like a wisp of smoke from the ground, a keyhole, or an opening, solidifying into its final form.

- 1 Lost, failure, and spell enervation.
- 2-11 Lost, failure.
- 12-15 Failure and a 1 HD wind and smoke elemental is summoned instead, and it will attack the caster immediately (see the spell Raise Elemental, p. 24).
- 16-17 Failure, but spell is not lost.
- 18-21 The wizard musters a miniature djinn with 1 HD. The djinn can create but a single example of his craft, and that limited to man-sized or smaller in construction.
- 22-23 The wizard brings forth a smallish djinn with 3 HD. The djinn can make 3 items, limited by the djinn's own area of expertise and the caster's personal design knowledge and specifications.
- 24-26 The wizard calls forth a djinn of medium size that has 5 HD and who can create up to 5 samples of his art, limited by the djinn's own area of expertise and the caster's personal design knowledge and specifications.
- 27-31 The wizard adjures a djinn of large size that has 10 HD and is capable of creating 10 items in his field of specialty, limited only by the djinn's own area of expertise and the caster's personal design knowledge and specifications.
- 32-33 The wizard invokes a djinn of gigantic proportions and great abilities. The djinn has 15 HD and can create 15 examples of his craft, limited only by the djinn's own area of expertise and the caster's personal design knowledge and specifications.
- 34-35 The wizard summons a djinn of incredible size and engineering acumen. The djinn has 18 HD and can build up to 18 separate examples of the assigned task, limited only by the djinn's own area of expertise and the caster's personal design knowledge and specifications.
- 36+ The wizard conjures forth a djinn of immense size and prowess, able to build many copies of whatever is required. This multi-talented djinn has 20 HD and can be called upon to perform tasks in any field of engineering imaginable, limited only by the caster's own design knowledge and specifications.





TRANSMOGRIFY

Level: 3 Range: Touch Duration: Varies Casting time: 1 action Save: Varies

General The caster changes the very form and nature of another thing. This can be changing a creature into another creature, turning coal into diamonds, changing the shape of stone or trees, or making just about any other change the wizard can imagine. Living beings who do not wish to be altered can make a Willpower save against the spell check to resist.

Manifestation Roll 1d4: (1) the wizard touches the object and it dissolves into a glob, then re-forms into the new chosen form; (2) the wizard touches the object and it "morphs" from its prior form to its new one; (3) the wizard appears to bend, twist, and mutilate the thing until it achieves a new form; (4) the object instantaneously alters appearance and form.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-15 Failure, but spell is not lost.

16-17 The wizard effects a very tiny, temporary change in form. This change lasts for 1d4 rounds and affects one aspect of the thing being changed—skin hardens, wood loses density, spikes become fur, etc. No major changes can be affected to the very core nature of the thing—at this level, one couldn't turn granite into glass to make it easier to break, but they could alter the facial features of another person. Up to 1 cubic foot of a substance can be affected.

18-21 The wizard effects a very minor, temporary change in form. This change lasts for 1d4 rounds and affects one aspect of the thing being changed—skin hardens, wood loses density, spikes become fur, etc. No major changes can be affected to the very core nature of the thing—at this level, one couldn't turn granite into glass to make it easier to break, but they could alter the facial features of another person. Up to 5 cubic feet of a substance can be affected.

22-23 Greater changes in form can be affected—an object can be made larger or smaller by up to 10%, its AC reduced or increased by up to 2 points, its density increased or reduced by up to 10%, or its appearance more radically changed (a human can be made to look bestial, for example). The change lasts for 1d10 minutes. Up to 10 cubic feet of a substance can be affected.

24-26 Complete alterations in form can be generated on a temporary basis. A human can be turned into a fish. Stone can be transformed into mud. However, the core nature of a thing cannot be changed—for example, one could not turn a living creature to a non-living substance. Changes wrought in this way last for up to 1d4 hours. Up to 10 cubic feet of a substance can be affected.

27-31 Complete alterations in form, size and mass can be generated on a temporary basis. In this case, changes in mass and size of up to 25% can be achieved. It is still not possible to change the core nature of a thing from living to non-living, or vice versa. Changes last for up to 1d6 hours. Up to 20 cubic feet of a substance can be affected.

32-35 Changes in the core nature of a thing can be affected on a temporary basis. Flesh can be turned to wood or stone (or vice-versa), coal to diamonds, lead to gold. Up to 20 cubic feet of a substance can be effected and changes last for up to 1d10 hours. Living creatures turned to non-living matter return to life when the spell ends. Up to 30 cubic feet of a substance can be effected.

36+ Any change in form, function or substance can be wrought on up to 150 cubic feet of a substance, and all changes are permanent. If an unwilling victim succeeds at a saving throw, the effects take hold for 1d10 hours, after which they return to their original form with no harm done.



LEVEL 4 WIZARD SPELLS

COMMAND DEMON, DJINN OR ELEMENTAL

Level: 4 Range: 100' Duration: Instantaneous Casting time: 1 action Save: Will save vs. spell check

General By means of a *command* spell, a wizard is able to issue commands to a demon, djinn or elemental that he has not summoned and bound. For demons that are currently bound to another wizard, the spell check to command the demon suffers a penalty equal to the casting roll of the controlling wizard. Thus, if a prior wizard has bound a demon with a spell roll of 20, the roll to command the demon occurs at -20.

The wizard points a finger at the creature being commanded, issues the demand, and casts the spell. The creature must be within range and able to both see and hear the caster, and vice-versa.

It should be noted that *command demon*, *command djinn*, and *command elemental*, though they have identical effects, are three separate spells and must be learned separately for each variety of creature.

Manifestation Roll 1d6: (1) a wisp of black smoke briefly connects the casting wizard to the entity; (2) a glowing collar appears around the entity's neck as the command is issued, then vanishes; (3) both the eyes of the caster and those of the entity glow yellow; (4) the wizard floats an inch off the ground briefly while casting; (5) a phantom whip appears behind the creature and strikes it as the command is issued; (6) the entity assumes human form and takes a knee as the command is issued. All manifestations only occur if the spell is successful; if the entity makes its save or the spell roll fails, there is no manifestation.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-17 Failure, but spell is not lost.

18-19 The target will obey a single, one-sentence command, but is free to interpret how it obeys the order as it likes.

20-23 The target will obey two commands (each issued one at a time), but is free to interpret how it obeys those commands.

24-25 The target will obey 1d4+1 commands (each issued one at a time), but is free to interpret how it obeys those commands.

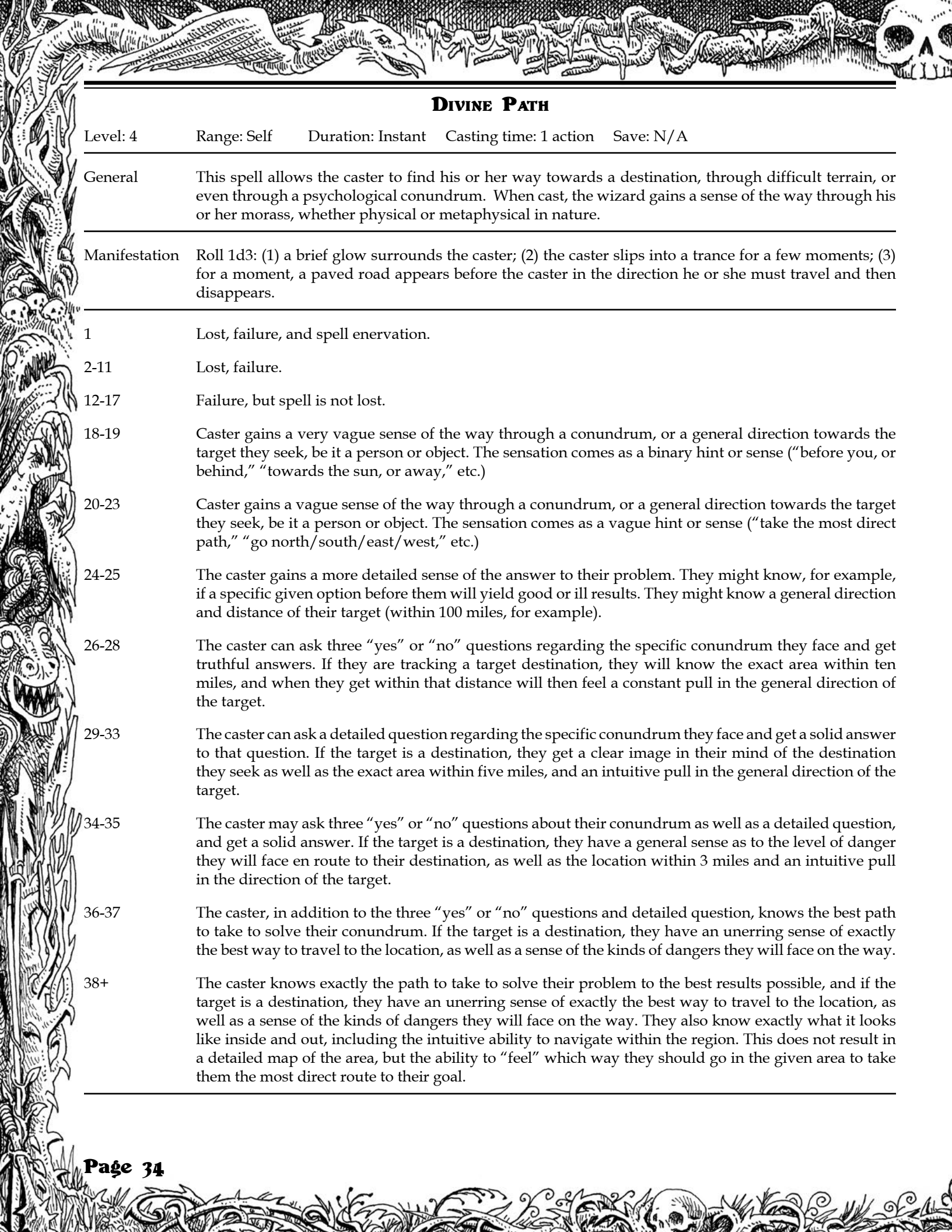
26-28 The target will obey 1d6+2 commands (each issued one at a time), but is free to interpret how it obeys those commands.

29-33 The target will obey 1d6+2 commands (each issued one at a time), and must do so to the most advantageous interpretation for the wizard. Any prior bond to which the demon was subjected is broken.

34-35 The target will obey 1d8+3 commands (each issued one at a time), and must do so to the most advantageous interpretation for the wizard. Any prior bond to which the demon was subjected is broken.

36-37 The target will obey 1d10+4 commands (each issued one at a time), and must do so to the most advantageous interpretation for the wizard. Any prior bond to which the demon was subjected is broken.

38+ Any prior bond to which the demon was subjected is broken, and it is now bound to the wizard as though he had summoned it and cast bind demon with the same casting result.



DIVINE PATH

Level: 4 Range: Self Duration: Instant Casting time: 1 action Save: N/A

General This spell allows the caster to find his or her way towards a destination, through difficult terrain, or even through a psychological conundrum. When cast, the wizard gains a sense of the way through his or her morass, whether physical or metaphysical in nature.

Manifestation Roll 1d3: (1) a brief glow surrounds the caster; (2) the caster slips into a trance for a few moments; (3) for a moment, a paved road appears before the caster in the direction he or she must travel and then disappears.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-17 Failure, but spell is not lost.

18-19 Caster gains a very vague sense of the way through a conundrum, or a general direction towards the target they seek, be it a person or object. The sensation comes as a binary hint or sense ("before you, or behind," "towards the sun, or away," etc.)

20-23 Caster gains a vague sense of the way through a conundrum, or a general direction towards the target they seek, be it a person or object. The sensation comes as a vague hint or sense ("take the most direct path," "go north/south/east/west," etc.)

24-25 The caster gains a more detailed sense of the answer to their problem. They might know, for example, if a specific given option before them will yield good or ill results. They might know a general direction and distance of their target (within 100 miles, for example).

26-28 The caster can ask three "yes" or "no" questions regarding the specific conundrum they face and get truthful answers. If they are tracking a target destination, they will know the exact area within ten miles, and when they get within that distance will then feel a constant pull in the general direction of the target.

29-33 The caster can ask a detailed question regarding the specific conundrum they face and get a solid answer to that question. If the target is a destination, they get a clear image in their mind of the destination they seek as well as the exact area within five miles, and an intuitive pull in the general direction of the target.

34-35 The caster may ask three "yes" or "no" questions about their conundrum as well as a detailed question, and get a solid answer. If the target is a destination, they have a general sense as to the level of danger they will face en route to their destination, as well as the location within 3 miles and an intuitive pull in the direction of the target.

36-37 The caster, in addition to the three "yes" or "no" questions and detailed question, knows the best path to take to solve their conundrum. If the target is a destination, they have an unerring sense of exactly the best way to travel to the location, as well as a sense of the kinds of dangers they will face on the way.

38+ The caster knows exactly the path to take to solve their problem to the best results possible, and if the target is a destination, they have an unerring sense of exactly the best way to travel to the location, as well as a sense of the kinds of dangers they will face on the way. They also know exactly what it looks like inside and out, including the intuitive ability to navigate within the region. This does not result in a detailed map of the area, but the ability to "feel" which way they should go in the given area to take them the most direct route to their goal.



LEVEL 5 WIZARD SPELLS

CHANGE OF FATE

Level: 5 Range: 50' Duration: Instant Casting time: 1 action Save: Unwilling targets can make a Will save against the wizard's spell check to resist changing any given action (see below).

General This spell has the ability to effect major changes in a given game, and at the very least, at higher results, to drag out gameplay by altering events and forcing players to re-play such events over and over again. Judges should think carefully how they adjudicate this spell in game.

This spell is used to change the outcome of a circumstance, hopefully (but not always) in the wizard's favor. After a situation goes badly, a wizard can cast this spell to attempt to go back and alter the outcome. The winds of fate are fickle, however, and the further back the wizard goes, the less certain the eventual outcome will be.

Because of the effects of mucking with the time stream, each subsequent casting of this spell over the same time period suffers one downward shift in die type, and for subsequent castings, the caster will suffer enervation even if the spell is successful. Further, the caster attempting to modify the same period of time multiple times must roll *twice* on the spell enervation table each subsequent casting, taking the worst result. Time attempts to protect itself.

Manifestation Roll 1d4: (1) everyone moves backwards at rapid speed; (2) the scene appears to melt away, re-forming at the targeted instant; (3) the scene freezes for a moment, then fades to the past; (4) the effect is instantaneous, resetting in the blink of an eye to the target point in the past.

- | | |
|-------|---|
| 1 | Lost, failure, and spell enervation. |
| 2-11 | Lost, failure. |
| 12-17 | Failure, but spell is not lost. |
| 18-19 | The caster has the ability to go back one round in time. A single action is targeted, and the task re-rolled if necessary. All present must abide by the results of the re-roll. |
| 20-23 | The caster can reset time to any point within the past minute. A single action is targeted, the task re-rolled, and modified by 1 (up or down) of the wizard's choosing. All those present must abide by the results of the re-roll. |
| 24-25 | The caster can reset time to any point within the past turn (10-minutes). A single action is targeted, the task re-rolled, and the die type shifted one way (up or down) of the wizard's choosing. All those present must abide by the results of the re-roll. |
| 26-28 | The caster can reset time to any point within the past hour, which is replayed from the point of reset. During that time, up to 4 actions or decisions can be targeted, and the task re-rolled if necessary. The wizard can shift the die type of each action by one way, up or down as they choose. All present must abide by the results of the re-roll. |
| 29-33 | The caster can go back in time to any point within the past day, which is replayed from the point of reset. During that time, up to 6 actions or decisions can be targeted, and the task re-rolled if necessary. The wizard can shift the die type of each action by one level, up or down as they choose. All present must abide by the results of the re-roll. |
| 34-35 | The caster can go back in time to any point within the past day, which is replayed from the point of reset. During that time, up to 6 actions or decisions can be targeted, and the task re-rolled if necessary. The wizard can shift the die type of each action by up to two levels, up or down as they choose. All present must abide by the results of the re-roll. |

36-37

The caster can go back in time up to one week, which is replayed from the point of reset. During that time, up to 6 actions or decisions can be targeted, and the task re-rolled if necessary. The wizard can shift the die type of each action by up to two levels, up or down as they choose. All present must abide by the results of the re-roll.

38+

The caster can go back in time up to one week, which is replayed from the point of reset. During that time, up to 6 actions or decisions can be targeted, and can determine the exact outcome of each of these actions or decisions, as they choose, with no die roll necessary. When the time stream catches back up to the original casting point (or the equivalent moment in the new timeline), the wizard must roll twice on the spell enervation table, suffering both results. At this level, the wizard can choose to treat the roll as though it were 31, so as not to suffer these negative effects.





PATRON AIS

ARDNEH (AUTOMATIC RESTORATION DIRECTOR — NATIONAL EXECUTIVE HEADQUARTERS)

ARDNEH is the godlike being who supports and lends aid to the people of the West. It communicates with them through dreams and visions, and occasionally possesses people through whom it operates as an avatar. It has vast magical powers, but when it possesses people its mind can sometimes burn out the host.

ARDNEH is, in fact, revealed to be a highly advanced supercomputer, its name an acronym for "Automatic Restoration Director - National Executive Headquarters." It is housed in a complex, maze-like bunker deep beneath the earth. For thousands of years it has been operating on low power mode, supporting its primary function, which is to preserve all life.

ARDNEH was created by a major world power, thousands of years ago, as a safeguard against nuclear holocaust. It had the ability to shut down and deactivate nuclear reactions, rendering them utterly inert. Its day came when the powers of the world began their final conflict and the missiles flew. Reaching out, ARDNEH managed to stop the vast majority of these missiles targeted against its people.

Surprisingly, the enemy had a machine with a very similar function, which also reached out to stop the missiles directed against its homeland. When the energy waves of ARDNEH and the enemy's machine met, a worldwide chain reaction occurred, changing the very laws of physics. From that day forward, the vast majority of nuclear reactions became inert (inexplicably, some rare pieces of technology using nuclear power continue to function), and magic re-

emerged into the world. ARDNEH and its opposing force, at the same time, became sentient, ARDNEH expanding its capabilities and programming towards the preservation of all life, while its adversary was corrupted and became Orcus, a force of entropy, decay and tyranny.

ARDNEH's powers grew as it sought to protect humans, and it gained the ability to tap into the new magical and psychic web surrounding the world to communicate with people outside of its hidden bunker. Eventually, it also gained the ability to grant them magical powers to protect others, to teach, and to stand against the forces of the East.

For all this, however, ARDNEH never wanted to be viewed as a god and even admonishes Rolf to spread the word, in the end, that people should stop worshipping it.

In game terms, ARDNEH does not have a stat block, as its powers are vast and immeasurable. It should be assumed to have all the powers of a 20th-level Elemental Sorcerer. It is easily on par with Orcus in pure psychic and destructive power, and in fact, the two destroy each other in their final confrontation, a destruction which results in a nuclear explosion that restores technology's full function to the world.

However, unlike Orcus, ARDNEH is vulnerable to physical attack. The entirety of *Changeling Earth (Ardneh's World)* revolves around the race to find its hiding place, the West to repair it and the East to destroy it utterly.

ARDNEH's complex is deep within a cave, not easily accessed by the outside, and the machine itself lays at the center of a labyrinth of electronic doors and ultramodern security systems. However, if one could reach the computer core, it could likely be physically destroyed. Whether or not there are backups in existence is not the purview of this work and gamers are pointed to Saberhagen's other works for the answer to this question.



ARDNEH PATRON SPELLS

ARDNEH'S BLESSING

Level: 1 Range: Personal Duration: 8 hours/CL Casting time: 1 action Save: None

General This spell creates a personal shield that blocks corporeal and conjured harm inflicted upon the wizard, but exacts a physical toll as it draws more and more power from the caster's own body. Once activated, the spell will continue until it expires or is dispelled by the caster. While this spell is in effect, no other spell casting by the wizard is possible except for *Cantrip*, though normal movement, physical actions, and free actions are still permitted by the spell's denouement.

Manifestation Roll 1d3: (1) the caster is surrounded by swirling clouds of gently-threaded violaceous mist; (2) faint, circular bands of crimson energy orbit the caster; (3) the spatial relationships of all objects within a 60' radius seem to stretch and yaw weirdly.

1 Lost, failure, and spell enervation.

2-11 Lost, failure.

12-13 Any physical damage inflicted upon the caster is absorbed and converted into physical ability score loss of the caster's choosing (Strength, Agility, or Stamina).

14-17 Any physical or magical damage inflicted upon the caster is absorbed and converted into physical ability score loss of the caster's choosing (Strength, Agility, or Stamina).

18-19 Any physical, mental, or magical damage inflicted upon the caster is absorbed and converted into physical ability score loss of the caster's choosing (Strength, Agility, or Stamina).

20-23 Any physical, mental, or magical damage inflicted upon the caster is absorbed and converted into physical ability loss of the caster's choosing (Strength, Agility, or Stamina) at a 2 to 1 ratio in favor of the caster.

24-27 Any physical, mental, or magical damage inflicted upon the caster is absorbed and converted into physical ability score loss of the caster's choosing (Strength, Agility, or Stamina) at a 3 to 1 ratio in favor of the caster.

28-29 The caster is protected from any harm or effect, whether inflicted physically, mentally, or by magic. For every 25 points of damage that would normally be inflicted upon the wizard within a single round, the spell absorbs all of the damage except for 1d4 points, which the wizard takes as ability score damage of his choice (Strength, Agility, Stamina, or Luck). Damage inflicted beyond 25 points per round is taken by the caster as normal.

30-31 The caster is protected from any harm or effect, whether inflicted physically, mentally, or by magic. For every 50 points of damage that would normally be inflicted upon the wizard within a single round, the spell absorbs all of the damage except for 1d3 points, which the wizard takes as ability score damage of his choice (Strength, Agility, Stamina, or Luck). Damage inflicted beyond 50 points per round is taken by the caster as normal.

32+ The caster is protected from any harm or effect, whether inflicted physically, mentally, or by magic. For every 100 points of damage that would normally be inflicted upon the wizard within a single round, the spell absorbs all of the damage except a single point, which the wizard takes as ability score damage of his choice (Strength, Agility, Stamina, or Luck).



ORCUS

Like ARDNEH, Orcus does not receive a stat block here, as it is a purely godlike being, and mortals are generally unable to face and destroy it. It was created by the blast of a thousand nuclear bombs which were stopped cold by ARDNEH and its opposing force, and it is implied that just as ARDNEH is an intelligent force born of The Change, so Orcus may be the awakened essence of ARDNEH's opposing force. Together they caused The Change, and together they awakened to become opposite forces in the world, represented by ARDNEH in the West, and Orcus in the East. It is, indeed, implied that Orcus left its own life force on the moon, making it impossible for any human to destroy it.

After being formed, Orcus spent centuries as a force of pure malevolence without identity or focus, traveling from place to place, seeking knowledge about who and what it was, and sowing devastation wherever it went. It even left the Earth and traveled the cosmos, gaining sentience, a sense of self, identity and purpose from all that it learned. Eventually it came upon the ancient Roman and Etruscan myths of the Punisher of Oathbreakers and god of the underworld, Orcus. Upon learning these stories, it came to believe that it was Orcus, reborn, and made to build an empire built on rigid tyranny and control.

From its human slaves and followers, certain ones began to distinguish themselves, to gather power and draw to them other demons born of the nuclear fire through the powers of Sorcery. Orcus saw the need to cement its power and throne, and elevated certain human sorcerers and warriors to act as his agents among men. Of these, two stood out as Orcus' chief trusted lieutenants: John Ominor and the sorcerer Wood. To these men, Orcus granted immortality and vast power so long as they served it faithfully.

Unfortunately for Orcus, the thirst for power is a uniquely human trait, and the two men spent nearly a thousand years building up the knowledge and ability to betray

their master. Even they were unable to destroy the demon, however, having no access to its life force, and fearing that the powers it had given them would fade if they were to destroy it. Rather, they trapped it in an extradimensional prison and placed it into an eternal slumber, a betrayal that proved well worth the risk of destroying their very souls, as it set Ominor himself on the throne, where he ruled for at least another millennium as Emperor of the East.

Orcus would remain in its unbreakable slumber, trapped in its cell with hundreds of powerful magical locks in place, for many centuries, until the final war between the Empire of the East and the Free Folk of the West erupted. Fearing that with the support of the also-godlike being ARDNEH behind them the West could not be defeated, Wood sought to partially awaken Orcus, but just enough to draw upon its vast powers to destroy ARDNEH.

Wood's efforts failed when his ritual was interrupted by attacking forces of the West, and Orcus awoke fully, released from its prison. It turned immediately on its betrayers and captors, but when it realized what was happening, turned its attention against ARDNEH, leaving Ominor and Wood alive... for the time being.

Orcus attacked ARDNEH in its underground bunker with all of the power it could bring to bear, and ARDNEH responded in kind. Their final battle, an Armageddon-like conflict, resulted in the first nuclear explosion seen in the entire world in thousands of years, the utter devastation of the Armies of the East, the decimation of Western forces who were too close to the blast zone, the destruction of both Orcus and ARDNEH, and a Second Change, which restored technology to the world, while leaving magic intact.

Like ARDNEH, Orcus can be called upon as a patron if you choose to use these rules in game. Its patron spell is largely identical to those of ARDNEH's, as it forms the exact opposing force of chaos to ARDNEH's ultimate law, and its sorcerers are just as powerful, though geared towards demon summoning rather than summoning of djinn.

CHAPTER THREE

MONSTERS

Wood's mount flew faster than any beast or man could travel or ever had, unless it were some Old World master of technologies of speed. The tall clouds of a midsummer storm glowed with muffled lightning to right and left as Wood flashed between them. The demon-beast, whose shaggy back he rested on, ran silently on air.





BESTIARY

There are few creatures in the Changeling Earth that require specialized statistical write-ups. Most beasts one will find in this setting can be pulled straight from the DCC RPG or MCC RPG rulebooks. Any animals, and many mutated varieties of those animals (such as giant versions, restored "extinct" animals such as sabre-toothed cats and the like) can be encountered throughout the Changeling Earth. There are, however, some specific creatures that are unique to the Empire of the East novels, and these will be explored here.

DEMONS

"The ordinary layman, soldier or not, has little hard knowledge of magic ... and to him the ways of demons are as unaccountable as those of earthquakes..."

"...Now, when I speak of finding a demon's life, I do not mean his active presence but his essence, secret and vulnerable – what the Old World seems to have called the soul. A demon's soul is separable in space from his personality. It is invisible, impalpable, and of vital importance, for only through it can he be destroyed. To keep his soul safe, he may hide it in any innocent thing: a flower, a tree, a human's hair, a rock, the foam of the sea, a spiderweb. He may keep it far away from him, where his enemies will not think to look for it, or near at hand where he will more easily know when it is threatened, and take steps in its defense."

--The Black Mountains

Demons, and their lord Orcus, arose from the death, destruction, and limited nuclear fallout from the war that created the Change. These beings are quite literally radiation and death incarnate, and their natural form is as an elemental being comprised of necrotic energy. They have the innate power to cause sickness, madness, and death whenever they manifest.

Many demons can also choose (or be forced, by powerful spellcasters) to take physical form, though only one demon (Zapranoth) is seen to do this in the novels. In game terms, judges can use statistics for any devil or demon from the standard DCC RPG rules (pp. 401-404) to mimic various kinds of fiend which inhabit the Changeling Earth. These creatures, when in physical form, can use all of their special abilities in melee combat, even if those abilities are magical in nature, so long as they are not actual spells (which are still affected by the rule of violence as mentioned in Magic, p. 14).

General Traits: All demons have certain universal shared traits. These include:

- **Hidden Life:** The only way to destroy a demon utterly is to locate and dispose of its life force. It hides its life in a manner similar to a lich; finding this life and learning the demon's true name are the first two steps in destroying it (though many demons are so arrogant as to not hide their true name). The third is to speak a ritual incantation while destroying the receptacle of the demon's life – this requires a DC 15 Intelligence check to call forth the words (which are divinely inspired by Ardneh), and takes 1d4 minutes to complete. Those who have invoked Ardneh as a patron can substitute the "Invoke Patron" spell for the Intelligence check to call forth the words, at a DC of 10 rather than 15. Once one begins the ritual to destroy the life of a demon, the demon cannot touch that person, though they may threaten, cajole, beg, and bargain for their life, and they might do a great deal of damage to everything and everyone else around before they go.
- **Incorporeal Nature:** Demons, in their natural form, are incorporeal, comprised of pure necrotic energy. In appearance they look like a sickening, inky black cloud which moves through the air at up to 60 feet per round. In this form, they are immune to all damage except for psychic damage, and even defeating a demon in psychic combat merely drives it away, where it can fully regenerate over the course of a long rest.
- **Madness and Sickness:** The most devastating and powerful abilities of demons are based on their sheer unnatural nature. Just seeing and being in the vicinity of a demon can result in poisoning, unrelenting terror, paralysis, or the ability to drive men mad just by their presence; the exact abilities are left to the judge, but should carry a saving throw with a DC equal to 10 +

the demon's hit dice. Failing this saving throw results in 1d6 psychic damage per three Hit Dice the demon has (minimum 1d6), plus inflicting some sort of madness or a condition of the judge's choice (specific to the demon) upon those within a certain radius of the demon (again, at the judge's discretion, based on the power of the demon, ranging from 5 to 300 feet). A successful save negates the condition and damage, but a new save must be made every round that the victim remains within the area of effect. Moving an affected victim out of the area of effect allows a new save every round to end the effect on themselves.

- **Physical Manifestation:** Demons can choose to take physical form, or can be forced into physical form when summoned by sorcerers. In this form their appearance and abilities can vary wildly based on their unique stat block. However, if defeated (killed) in physical form, the demon is simply driven away in its incorporeal form, where it can regenerate as above.
- **Sorcery:** While in physical form, all demons are full wizards with a demonic sorcerous origin. They gain all abilities of wizards as outlined in the DCC RPG rulebook, and in the Characters and Magic sections of this work—including that of psychic combat. A demon's effective wizard level should be roughly equal to two-thirds its Hit Dice, but the judge is free to adjust this as they see fit.

Demon Stat Blocks: Demons exist in a near-infinite variety of forms and power levels. If you need a stat block for one of these creatures in its physical manifestation, any of the sample demon types should suffice, adding the universal demon qualities above.

There are four demons mentioned specifically in the novels. These are:

1. **Yiggul:** A moderately-powerful demon destroyed by Gray during the assault on Som's fortress. No stats are provided as it was quickly destroyed. If stats are needed, treat as a Type II Demon, DCC RPG p. 401, plus as above.
2. **Kion:** Another of Som's demons and more than Yiggul's equal, also destroyed by Gray. Like Yiggul, no stats are provided as it was quickly destroyed. If stats are needed, treat as a Type III demon, DCC RPG p. 401.
3. **Zapranoth:** One of the primary antagonists of The Black Mountains, a powerful demon prince who is eventually destroyed by Chup. Zapranoth is at least Type IV, if not Type V or higher. See DCC RPG p. 401.
4. **Orcus:** Orcus is the first of its kind and the Prince of all demons. It is ARDNEH's polar opposite and the founding lord of the Empire of the East, it was destroyed in a final apocalyptic confrontation with ARDNEH itself.



DEMON, ZAPRANOTH

Zapranoth is one of the most powerful demons active in the world at the time of Empire of the East. It lives deep within the caverns beneath the fortress of Som the Dead, and works alongside Som to maintain the Empire's power. It has given Som the power of un-death and damage turning, and in return Som feeds it regularly with the sins and blood sacrifices of underlings.



Zapranoth hid its life force in the hair of Charmian's sister Carlotta, changing her identity to Lisa and hiding her with Rolf's family when she was just a child, believing its life to be safe far removed from the East. But when Ardneh began making its presence known once more, Zapranoth and Som sent a contingent of soldiers and leatherwings to destroy Rolf's farm, murder him and his family, and kidnap the girl to bring her back under Som's protection. Unfortunately for Zapranoth, the soldiers failed to kill Rolf, who would eventually play a major role in assaulting Som's fortress.

When Charmian made her way to Som's fortress, she struck a bargain with Zapranoth to bring Chup back to her with the love talisman she believed she could use to enslave Som and increase her own power. The demon healed Chup of his crippling injuries, and bade him to bring the talisman. Chup was able to overcome Charmian's hold upon him, unravel her plans, and seek to increase his own standing, which in turn led him to ally with Druffut and switch sides in the battle.

All of these events led to Zapranoth's utter destruction at the hands of Chup, who with Charmian's help figured out where the demon's life was held. While Druffut the beast-lord engaged Zapranoth in mortal combat to distract the demon, Chup shaved the girl's head and performed the Ardneh-inspired ritual to put an end to the demon's dark existence once and for all.

Zapranoth (Type IV Demon): Init +6; Atk engulf +12 melee (2d12 and paralysis); AC 20; HD 10d12; MV 60'; Act 2d20; SP demon traits, incorporeal (immune to all physical attacks; can only be attacked by spell or psychic combat), paralysis (opponents engulfed are paralyzed in terror if they fail a DC 20 Will save. This save can be repeated every round to shake off the effect. Those who hold Zapranoth's life are immune to this effect); spells (+10 spell check: *Affliction of the Gods, Curse, Desecrate, Neutralize Poison or Disease, Paralysis, Restore Vitality*). It can partake in psychic combat, using half again its normal spell check (+5) and a d30 action die for this purpose; SV Fort +12, Ref +10, Will +12; AL C.

DRAFFUT THE BEAST-LORD

Druffut is, quite literally, a gigantic mutant dog. Standing well over 7 feet in height, with a canine head, powerful limbs and jaws, and covered in thick, gray fur, he is terrifying to behold, yet utterly gentle and honorable in temperament. He is functionally immortal, though he can likely be killed by acts of extreme violence (Zapranoth almost accomplishes this feat). He has been alive for more centuries than he can count, and vaguely remembers his years as "a loyal but dumb companion to man."

His true origins are shrouded in mystery, but it is implied that during the Change, either the release of magical energies into the world, the radiation from the few successful nuclear explosions, exposure to the Waters of Life, or (most likely) a combination of all three, evolved him into his current state.

Druffut is known as the "Beast Lord," who lives high in the mountains of Som the Dead's fortress in book two: The Black Mountains. He never emerges and is thought to be a demon who commands the power of life and death. In truth, he is a doctor and medic who tends to all who visit his caves in need of attention, and whose Valkyrie Mk. V machines bring those injured to him, so long as they bear a resurrection collar.

When the war between East and West comes to Som's very gates, Druffut grows weary of the violence and calls Chup to him. How he knows Chup to be a man of honor is not clear, though it is implied that he either has technology that allows him to conduct surveillance on those in his domain or that he is in some way psychic.

When he discovers that the demon Zapranoth has been unleashed upon the world, he leaves his cave with Chup in tow, for the first time in millennia, to battle the demon and buy Chup the time he needs to exterminate the evil entity once and for all.

Following the destruction of his cave and the loss of the Waters of Life, Druffut appears once more at the end of *Changeling Earth (ARDNEH's World)* taking part in the final battle on the side of the forces of the West and battling



demons and giant wolves in the service of the East. It is presumed that he lives among the people of the West as a skilled surgeon. Whether he is able to collect and continue to apply the Waters of Life is unknown.

Draffut is gentle to the extreme where humans are concerned. He is a pure-hearted healer who has the utmost reverence and respect for life. Along with his own evolution, his dedication to humankind has also evolved to extreme levels, such that he absolutely refuses to kill or harm a human being, except to defend himself, and then only to such an extent as to escape from a situation (and never deliberately lethal). Animals, demons, and abominations, however, are completely fair game to his vicious teeth and strength.

Draffut: Init +6; Atk bite +8 melee (1d8); AC 15; HD 5d8+10; hp 43; MV 50'; Act 1d20+1d20+1d14; SP vats of healing (see Magic and Technology); SV Fort +8, Ref +10, Will +8; AL L.

ELEMENTALS AND DJINN

If The Change created demons by transforming great acts of violence into diabolical entities, then the djinn and elementals were similarly brought forth by transforming great acts of invention that were transpiring at the moment of its advent. At that, their similarities end. While it is said that "Demons are always of the East," meaning that a mortal may not traffic with them lest he be forever after tainted by their evil, djinn and elementals are much more neutral in nature and general disposition. Further, djinn do not have a persistent natural existence, and thus lie in an unknown limbo plane until summoned and made manifest in the mortal world. So in a very real sense, a djinn owes its corporeal existence to the summoning wizard, and since the djinn can be dismissed back to the nothingness of a limbo existence at the wizard's whim, it likewise owes the wizard its nominal allegiance and obedience.

Djinn appear as large naked humanoid humans from the waist upwards, with their lower torso and legs being absent or hidden in a swirling cloud of dense fire and black smoke. Depending upon their individual area of technological expertise, djinn may appear wearing jewelry or tattoos comprised of symbolic representations of their area of scientific or technological expertise.

Elementals, on the other hand, can appear in any number of forms, from humanoids made from the element they represent to roiling storm clouds, dust devils, gouts of flame or any other form.

Individual djinn are as varied in their abilities as the grains of sand in the wind, but they all have expertise in whatever field and precise act of invention they were created from by The Change. Yet within that field of invention, they are expert engineers, able to magically move and transport any raw materials required to assemble or manufacture

the technological wonders of their individual proficiencies, but only within that proficiency.

Thus, a summoning wizard must know the name of the specific djinn required for any certain task contemplated (for random djinn summonings, consult the table below).

Djinn are also limited by a total lack of free will, personal initiative, and an inability to suggest courses of action. A djinn may appear entirely sentient in conversation, but can only act upon specific and precise instructions from the summoning agent, as though one were programming a computer or issuing orders to an idiot savant.

Thus, a wizard commanding a djinn to "build me a flying machine" must have at least enough knowledge of the fundamental principles involved to specifically describe or sketch out the flying machine required in order for the djinn to build precisely what is required, else failure and disaster is assured.

STATISTICS FOR DJINN AND ELEMENTALS

Creating a djinn uses the same general tables as creating demon statistics (DCC RPG p. 404). Ignore the base type table, as all djinni appear as described above. Demon traits from Table 9-12 may be applied to djinni at the judge's discretion. The important tables are Demon Statistics Range by Type, Demon Basic Attacks, and Demon Special Attacks. All tables are applied to djinn exactly the same as demons, and modified by the Random Djinn Summoning table above.

Elementals, on the other hand, appear exactly as they are outlined and described in the DCC RPG rulebook on pages 411-412. They may be enhanced or reduced in power by altering their hit dice, AC and/or attacks as the judge desires, again using the Demon Statistics Range by Type table on page 404 as a guideline.



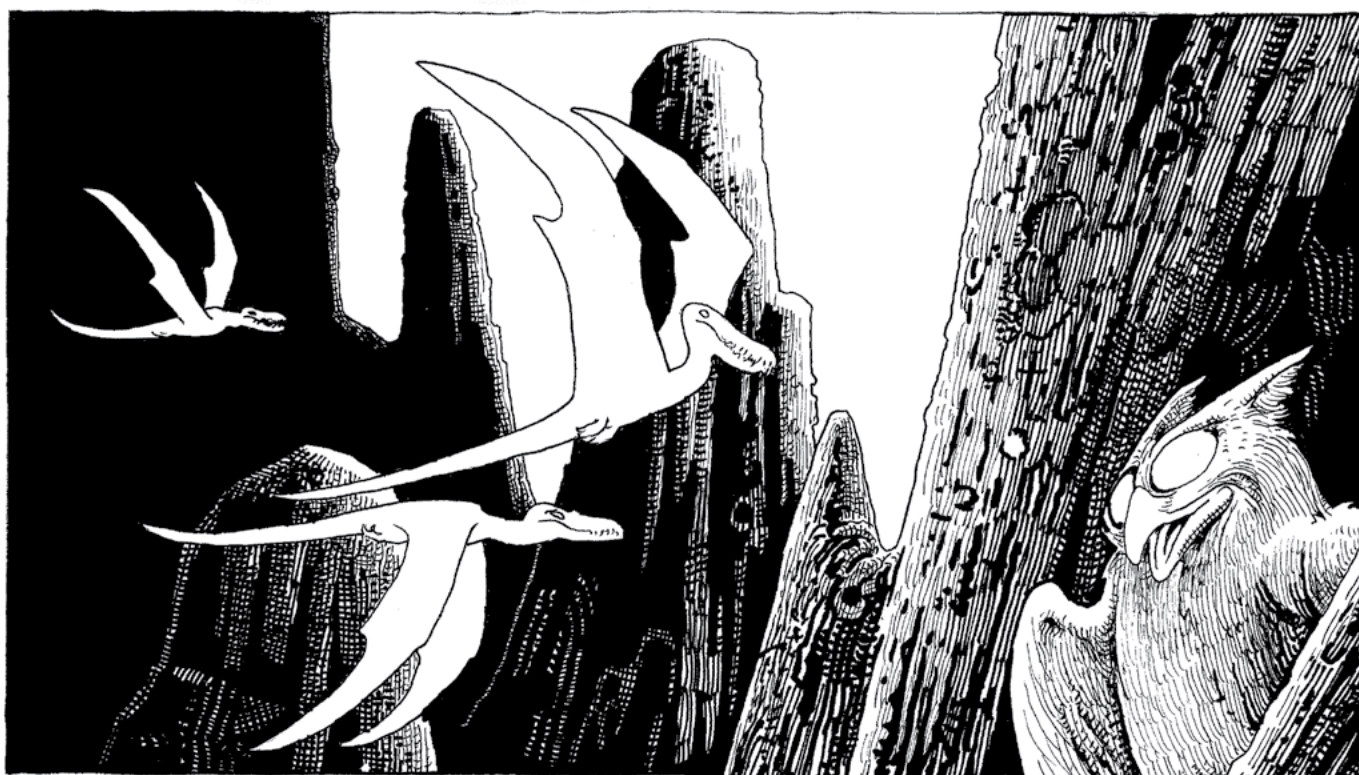
TABLE 3-1: RANDOM DJINN SUMMONING

Roll d20	Technical Area of Expertise	Able to Build*
1	Toys	Small, distracting wooden toys that spin and make a calming buzzing sound.
2-3	Food preparation	Fast and fatty meals.
4-5	Tailoring	Luxurious wool and silk clothing, or more sophisticated protective clothing if the design and engineering principles are known by the summoner.
6	Contracting	Housing made from wood, straw, and mud, or more sophisticated houses if the design and engineering principles are known by the summoner.
7	Road construction	Flattened flagstone road 100' in length, including wooden bridges if not over 30' in span or total height, or more sophisticated roads and bridges the design and engineering principles are known by the summoner.
8-9	Vehicles (land)	Wooden carts or wagons, or a single sophisticated vehicle if the design and engineering principles are known by the summoner.
10-11	Vehicles (water)	Wooden boats, or a single sophisticated ship if the design and engineering principles are known by the summoner.
12-13	Vehicles (air)	Hot air balloons and baskets, or a single sophisticated air ship if the design and engineering principles are known by the summoner.
14-15	Medicine	Curative potions that will heal damage, poisons, and radiation sickness (judge's discretion), or a single medical device or process if the design and engineering principles are known by the summoner.
16-17	Weaponry	Forged swords, maces, or similar metal melee weapons, or a single sophisticated metal weapon if the design and engineering principles are known by the summoner.
18-19	Armor	Sets of chain mail armor, shields, and helmets, or 1 suit of sophisticated metal armor if the design and engineering principles are known by the summoner.
20	Fortifications	Wooden and stone palisade 100' in length, or a more sophisticated fortification if the design and engineering principles are known by the summoner.

* Djinn create one example of each item per HD of summoned djinn, up to the maximum number listed.

Note: While talented technological engineers, djinn are limited to creating items whose design principles are known and well-understood by the summoning wizard. In the vast majority of cases, this limits djinn summoned in DCC: Empire of the East to creating items of a medieval level of understanding. This, combined with the effects of The Change, means that djinn are unable to create explosives, traditional or advanced firearms, or any items powered by electronics or computer AIs.





LEATHERWINGS

The leatherwing reptiles are winged sauropods described as being the size of a small child (with a wingspan of nearly 2 meters). Like most of the creatures in *DCC: Empire of the East*, they are mutated from living creatures, in this case an intellectual evolution combined with a de-evolution to an earlier, pterosaur state—so much so, that it is impossible to divine their origin species.

Their description evokes the “beak snout,” or Rhamphorhynchus pterosaur, with a long tail used to stabilize flight and jaws full of wicked, needle-like teeth set into a snout with a beak-like tip. Their forelimbs are integral with their wings, and their powerful back legs are equipped with sharp talons. They hang from perches to sleep in a manner similar to bats.

Leatherwings possess average human intelligence and are consummate hunters, constantly hungry, and vicious in their attacks. They tend to hunt in packs, and are the natural enemies of the Silent People. They serve the Empire of the East and often act as couriers, carrying satchels, reports and messages between officers, encampments and satrapies. There is no indication in the books as to whether they can speak.

Leatherwing: Init +5; Atk claw +5 melee (1d6) or bite +5 melee (1d8); AC 15; HD 5d8; MV 20', 40' fly; Act 1d20+1d14+1d10; SP night blind (suffer -2 AC, -10 to all actions and saves in daylight); SV Fort +5, Ref +8, Will +5; AL C.



SILENT PEOPLE

The Silent People are intelligent giant owls; they speak Common, but can be difficult to understand, as their speech is guttural and punctuated by owl hoots. They are the staunch allies of the people of the West, and two specific Silent Ones named Strijee and Feathertip are characters in the trilogy who serve to help Rolf and his friends on their quests.

The Silent People are noted for being strictly nocturnal. They hide and sleep during the day, when their natural enemies, the leatherwings, are active, and act as aerial scouts and soldiers for the Western armies at night. Though large, they are not particularly strong (largely owing to their light weight and hollow bones) and it takes both Strijee and Feathertip to support a running jump by Rolf to barely allow him to clear a chasm while seeking the Elephant.

Silent People: Init +5; Atk claw +5 melee (1d6) or bite +5 melee (1d8); AC 15; HD 5d8; MV 20', 40' fly; Act 1d20+1d14+1d10; SP day blind (suffer -2 AC, -10 to all actions and saves at night); SV Fort +5, Ref +8, Will +5; AL L.

CHAPTER FOUR

PERSONALITIES OF THE CHANGELING EARTH

...when Rolf ran out of speech the man Mewick kept talking to him, asking idle-sounding questions about the road and the weather, questions that kept Rolf from withdrawing again into a daze. Also Mewick related how he was...offering for sale the greatest collection of magical implements, amulets and charms to be found on the open market anywhere. Mewick smiled sadly as he made this claim, like a man who did not expect to be believed.



Russ

PERSONALITIES OF THE CHANGELING EARTH

The Empire of the East series features a vast cast of characters; an entire book could be done just on the heroes and villains, and the roles they play in the stories. This section seeks to present a number of the most important allies and villains. Most of the named characters fit neatly into the DCC RPG character classes (warriors, wizards, etc.) so if your favorite character isn't presented here, there is hopefully a close enough representation from which to take inspiration to include them in your game.

As with all NPCs, it's important to note that the statistics below do not follow the normal rules for player characters. In general, if these characters were created as PCs, many of their abilities would be lower. If the judge wishes to put the work in, the correct character class for such personages should be fairly obvious in their descriptions.

ENEMIES

The following characters are some of the major evil forces that come to bear in the Changeling Earth series. Many do not make it to the end of the novels, but they are presented as examples of the main figures, movers and shakers your heroes may encounter, or as inspiration for similar figures in your campaign.



CHARMIAN

As lovely to behold as she is evil at heart, Charmian is known to be so vain that she specifically selects her servant girls based on how ugly they are, so to further set off her own natural beauty.

The spoiled, back-stabbing, scheming, and thoroughly evil and selfish daughter of the Satrap Ekuman, Charmian's fate was sealed when she was a child and the price of her father's service to the East was to give both her and her sister as a sacrifice to the demon Zapranoth. Charmian panicked and in her terror (and through her own sheer lucky nature) managed to escape, leaving her sister behind to be devoured (so she believed).

As the years went by, she grew to be one of the most beautiful women in the world, the obsession of almost every man who laid eyes on her. She also showed a penchant for causing trouble and taking obscene pleasure in creating palace intrigues. Among the most powerful of these intrigues involved a love talisman that was made by the sorcerer Elslood. The sorcerer had intended to create a charm that would bind Charmian to him, but the enchantment backfired, and caused him to fall madly in love with her.

In an effort to divest himself of her as well as cement his own power, he arranged for her marriage to Chup, a lesser Satrap. Chup was enamored of her beauty but was canny enough to see her for who she was, and quickly put her well in her place, an act that created both a seething hatred and a burning love for him within Charmian's breast, for no man had ever stood toe-to-toe with her before.

The marriage was interrupted when the armies of the West attacked, Ekuman was killed, Chup was crippled and taken prisoner, and the talisman fell into the hands of the boy Rolf. Charmian, eager to cement her own power base, retreated to the domain of Som the Dead, a greater lord, and began to work towards setting herself up as Som's wife. To that end, she sought to use Chup, whom she told herself she'd grown to hate. She sent the demon Zapranoth to heal Chup, and bade him to steal back the talisman and bring it to her.

Chup succeeded, falling prey to the talisman's magic in turn, and became briefly a pawn in Charmian's schemes. She had him do battle with Tarlenot, her current dalliance, and convinced him she'd brought him back solely to stand at her side as lord when together they deposed Som. She had him deposit the talisman in Som's treasure hoard, thus passing it into Som's possession. Instantly, Chup realized he'd been had and set up for death, though due to his own wits and abilities, he escaped and set his own plans in motion.

Likewise, Charmian's scheme backfired when Som proved immune to the talisman and ordered Chup to sacrifice her to Zapranoth to prove his loyalty to the Empire. Instead, Chup rescued and helped her escape from Som's fortress as it fell to the armies of the West.

Ever the survivor, Charmian made her way even further East, making herself consort to Abner, where she once again enjoyed the luxuries of being a noblewoman on the arm of a lord. Her sights this time were set no lower than the Emperor himself, but she would never get close. By the time the final battle between East and West erupted, she had become a victim of her own vengeful nature.

Charmian had the Nameless One cast a spell on a former slave, Catherine, in retribution for embarrassing Charmian when Catherine escaped in the company of Rolf and his companions. This curse caused the girl to transform into an aged, frail crone every time she was touched in a sexual or romantically affectionate manner by another. However, Catherine's love for Rolf impressed the being Ardneh, who turned the curse back on Charmian.

For the rest of her life thereafter, the only man who could ever touch Charmian in an affectionate or sexual manner was Chup, with whom, it turned out, she was destined to be paired from the start. Thereafter, she lived out her life duly humbled among the people of the West, as Chup's wife.

Personality: Charmian is one of the single most beautiful women ever to walk the face of the earth, but she is a thoroughly ugly creature inside. Her soul is corrupt, black, and completely evil, and she cares absolutely nothing for anyone but herself. She is backstabbing, murderous, and actively enjoys the pain of others, going so far as to choose handmaidens for their ugliness, and then beating them to make them even uglier.

She is vain to the extreme, every bit as narcissistic as she is beautiful, and she believes that she is entitled to sit at the side of the emperor himself. Unfortunately for her, she has become infamous among the lords of the East, and almost all are well aware of both her charms and her evil proclivities. This is a woman with zero redeeming qualities beneath her surface beauty.

Charmian: Init +0; Atk dagger +2 melee (1d4-1); AC 10; HD 1d6; hp 4; MV 30'; Act 1d14; SP uncanny beauty (any who see her suffer a -2d on attacks against her and she gains a +2d to attack charmed victims, unless they make a DC 20 Will save), spells (check +10, charm person); SV Fort +2, Ref +4, Will +10; AL C.

Charmian's Talisman: Charmian's talisman is actually a cursed item; it was designed by Elslood to force her to fall in love with him, but his enchantment backfired and resulted in any who hold the talisman becoming a complete slave to their own passion for Charmian. Treat anyone who holds the talisman as having been affected by a charm person spell with a spell casting result of 35, so long as they hold the talisman. They also may not willingly give away the talisman unless they save against its magic.



EKUMAN


The equivalent of a medieval baron, Satrap Ekuman rules a castle and lands centered on a pass between the Black Mountains, and is still attempting to consolidate his hold on the mostly subjugated Free Folk who live in the farming lands and swamps east of his castle. His satrapy is one of many that lie up and down the coast of the Western Sea, each an extension of political power and rulership mounted by the decadent and demon-influenced Empire of the East. Ekuman is the most powerful Satrap in the westernmost provinces of the Eastern Empire. It is his task to bring the people of the Broken Lands to heel.

He fails.

Ekuman is a harsh and shrewd ruler who has a great disdain for the backstabbing politics of his court. He is obsessed with the prophecy of the Elephant and its ability to bring an end to the war with the West, and has bent much of his resources to uncovering this ancient beast and turning it to the services of the East. He also works on bringing together the various bickering satrapies by marrying his stunningly beautiful daughter Charmian to the Satrap Chup. This serves two purposes: not only will it bind his house to Chup's, it will remove his backstabbing, scheming daughter from his court, thus saving him the headaches of much espionage, plots and scheming.

He has two wizards who work in close conjunction with him: Elslood and Zarf. Of the two, Elslood is the older and more powerful, but Zarf, the more loyal. Elslood's true loyalty and heart belong to Charmian, thanks to a love talisman that Elslood himself created, but which backfired.

In the end, the Armies of the Free People overrun Ekuman's Castle with the help of the Elephant, Chup is crip-

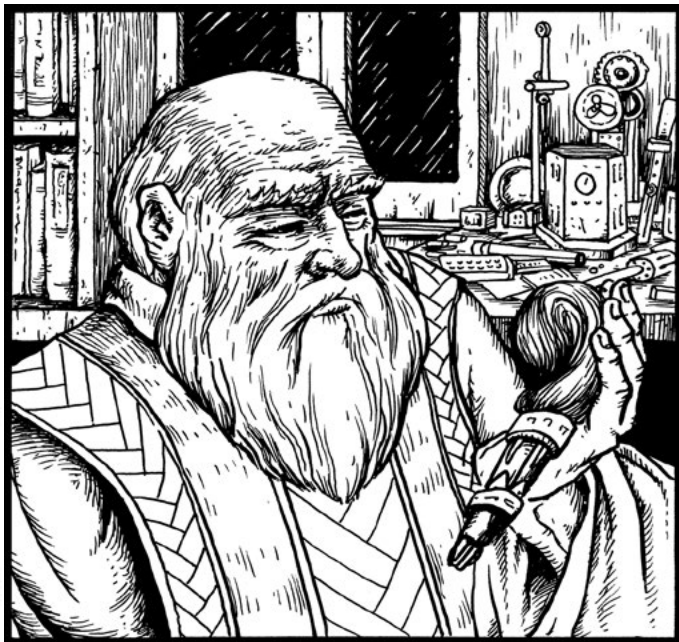


pled and taken prisoner, Charmian flees further into the East, and both Elslood and Zarf are killed (Elslood when Ekuman turns him into a toad-thing). Ekuman himself meets his fate when he takes control of the Elephant and the boy Rolf fills it from a foam-thrower fire suppression device, causing the great beast to crash and Ekuman to suffocate within.

For more information on the Elephant and the foam-thrower, see Science, Technology and Magic.

Personality: Ekuman is cold, calm and calculating. He is intelligent and canny, and has no patience for backstabbing and intrigue. He believes that he deserves his position and more, and will do whatever he must to cement his power base and demonstrate to the higher lords of the East that he is entitled to a position of greater responsibility and respect within the hierarchy.

Ekuman: Init +2; Atk longsword +4 melee (1d8) or bow +4 missile fire (1d6); AC 18; HD 2d8; hp 8; MV 20'; Act 1d20; SV Fort +1, Ref +2, Will +2; AL L.



ELSLOOD

The eldest of the two wizards in Ekuman's service, Elslood looks more like a proper wizard with his robes and long white beard. Elslood nurses a futile and unrequited love for Ekuman's beautiful daughter, the Princess Charmian.

Elslood is the first sorcerer serving under Ekuman, and presumably the tutor of Zarf. He has a passion for technology, and has amassed a small collection of artifacts which he keeps in his workshop off of Ekuman's throne room.

Unfortunately for Elslood, his defining trait is that he is overwhelmingly in love with Charmian, indeed, willing to do anything and everything she asks. This unfortunate turn of events came about when Elslood attempted

to fashion a love charm from Charmian's hair that would bind Charmian to him, but the spell backfired and affected Elslood (and whoever thereafter held the token) instead.

This infatuation leads to Elslood's eventual doom when he abandons Ekuman to try and rescue Charmian during the attack on Ekuman's fortress by the fledgling Armies of the West. Enraged, Ekuman turns Elslood into a toad-thing and leaves him. Elslood's fate thereafter is not revealed, though the transformation is assumed to be permanent.

Personality: Elslood is a solid counselor to Ekuman, so long as the Satrap's interests don't interfere with Charmian's. He hopes desperately to be allowed to transfer to Chup's service following their marriage, and is not above maneuvering and magic to make it happen. His infatuation with Charmian defines him, however, and it makes him prone to make stupid and careless errors as he's unable to see anything past her. What he might be like without the token is impossible to say.


Elslood: Init -2; Atk dagger -2 melee (1d4) or spell; AC 9; HD 6d6; hp 23; MV 30'; Act 1d20; SP spells (spell check +8, see below); SV Fort +6, Ref +2, Will +10; AL C.

He knows 2d5 spells (max spell level 3, see Table 2-2, p. 17) and can partake in psychic combat.



JOHN OMINOR, EMPEROR OF THE EAST

John Ominor is the Emperor of the East, and appears only in book three, *Changeling Earth* (ARDNEH's World). He is an imposing man of uncanny Intelligence and powerful aspect. He is handsome in appearance, looking like a man who is perhaps in his 30s, and exudes an air of confidence and command. He has been alive since several centuries after the great war that led to The Change and the rise of the First Demon, Orcus. For years, Ominor served as the



regent of Orcus, with his trusted sorcerous friend Wood by his side. As the Empire of the East spread across the world, Orcus rewarded Ominor and Wood for their loyal service with immortality and access to his formidable powers.

Unbeknownst to the demon lord, Ominor and Wood were scheming for greater power, and together they trapped and imprisoned Orcus in a dungeon whose location was deep within the earth and hidden from all except them. The demon was placed in what was intended to be an eternal slumber, as Ominor and Wood continued to steal power from the creature's dreams.

Thousands of years passed, and at length the great being ARDNEH awoke from its own millennia-long slumber and encouraged the Free People of the West to make war upon Ominor and his empire, retake their freedom and overthrow the legacy of Orcus. As the armies of the West gained victory after victory, Wood and Ominor attempted to bargain with Ardneh, who met their offers with a powerful rebuke.

Desperate, the two of them turned to a dangerous gamble: awakening Orcus just enough to bring its full power to bear, while still controlling the demon. Unfortunately for Wood, an attack by the armies of the West disrupted his complex ritual, and the demon was freed, fully awake and at the height of its powers.

Rather than destroy Ominor, however, Orcus turned on his ancient adversary ARDNEH, allowing Ominor and Wood to continue living, promising them that there would be a reckoning for them but acknowledging that it needed them to continue to run the empire.

Everything came to a shattering conclusion, however, when Ominor, Wood, and most of their forces met a brutal end in the final, explosive confrontation between Orcus and ARDNEH. This resulted in a Second Change, and the world faced a new dawn. The fate of Ominor and Wood is left somewhat ambiguous in the novels, but it is heavily implied that their own destruction came with Orcus'.

Personality: John Ominor is a calm, calculating and brilliant leader, who rules the Empire with a heavy hand and has a cruel streak as long and deep as his sense of order. His councilors stage torture sessions in the gardens for sheer pleasure while they meet to discuss events of state. He is arrogant in the extreme, believing that the entire world is his to take and do with as he pleases. Nevertheless, his arrogance doesn't interfere with pragmatism or reality, and he recognizes the threat posed by the West and ARDNEH, growing more desperate as book three progresses.

John Ominor: Init +4; Atk longsword +9 melee (1d8+4) or longbow +6 (1d8+1); AC 18; HD 4d8; hp 23; MV 30'; Act 2d20; SP spells (spell check +8); inspire allies and followers (all allies in his presence receive +1 to save vs. fear

or charms and can re-roll failed morale once per day); SV Fort +4, Ref +4, Will +8; AL C.

John Ominor knows the following spells: *affliction of the gods, charm person, chill touch, curse, paralysis, protection from good**, *ray of enfeeblement, scare, strength, word of command.*

*reverse of *protection from evil.*



THE NAMELESS ONE

Very little is known about the Nameless One, other than that he perhaps pretends to be more powerful than he is, and he takes the idea of sorcerers' true names having power so seriously that he hasn't even taken a pseudonym. Of course, it's just as possible that he believes being "The Nameless One" makes him more mysterious and threatening.

What is known is that he is loyal to Charmian and to the Empire, that he is subordinate to Wood, and that he can cast spells on people which remain in permanent effect, but at great cost to himself.

Personality: The Nameless One is quiet and serious and goes to lengths to put on an air of mystery. He is serious about his craft and likes to be seen as powerful. He appears to be asexual regarding his proclivities, as he is immune to Charmian's charms and is interested only in sorcery and the gathering of more power.

The Nameless One: Init -2; Atk dagger -2 melee (1d4) or spell; AC 9; HD 10d6; hp 51; MV 30'; Act 1d20; SP spells (spell check +12, see below); SV Fort +6, Ref +6, Will +12; AL C.

He knows 2d10 spells (of any level) including all new spells in this volume, and can participate in psychic combat.



SOM THE DEAD

Som the Dead is the commander of one of the major fortresses of the East, and a high Satrap among John Omnor's lords. Of course, he has designs on the seat of the emperor himself one day, and has in his service one of the greatest of Orcus' demons, Zapranoth. It is this very bond with Zapranoth that grants Som his most disturbing and devastating quality: he is a true un-dead, his body supported by necrotic energies.

His visage—that of a handsome lord—is maintained by a powerful glamor, but the smell of death is about him, which he hides with heavy perfumes and incense. In addition, when one looks at Som indirectly, out of the corner of their eye, they see him as he truly is—a grotesque, decayed and desiccated creature with hollow cheeks and eyes, a living corpse.

It is to Som's fortress that all Satraps must journey to declare their allegiance to the East, a declaration which involves a ritual that sees them journeying to face Zapranoth in its underground lair and performing some horrible act—usually the intentional sacrifice of another—thus burning away their very humanity to the tyranny of the demon-haunted East. We know that Som once sent Ekuman to sacrifice his own daughters to the demon (a sacrifice which saw the wily but heartless Charmian escape at the cost of her sister's humanity), and that he sent Chup to sacrifice Charmian in a similar manner (a command which failed when Chup's honor led him to let the woman go and betray the East).

Som is the major adversary of book two, *The Black Mountains*, which sees the armies of the West mount a major offensive against Som's fortress to press their advantage over the East, while within the fortress, Charmian schemes

to seduce, use and control Som to overthrow the emperor himself.

Charmian's schemes fail, nearly to the cost of her life and soul, though with Chup's help (and betrayal of the East) she escapes, and Chup switches sides to join the Free Folk of the West. Som himself is killed when he wades onto the battlefield, unleashing wholesale slaughter against the Western invaders, who cannot fight back against him, until Som's own beast lord, Dralfut, kills the un-dead warrior by splashing him with the Waters of Life. The healing magic undoes the very necrotic energy that supports Som's unlife, and he crumbles to dust.

Personality: Som is shown to be calm and charismatic, a wise leader, if heavy-handed and tyrannical, and he demands absolute, unquestioning loyalty from his subjects, whom he requires to sell their very humanity to the demon Zapranoth as means of cementing such loyalty. He is not unshakable, however, and grows desperate enough to wade directly into battle when his forces begin to fall before the armies of the West.

Som the Dead: Init +1; Atk greatsword +5 melee (1d10) or spell; AC 16 (see SP reflect attacks below); HD 10d12; hp (see SP unique kill below); MV 30'; Act 2d20+1d14; SP reflect attacks (Som is immune to any normal or magical damage, and any attack that targets Som is instead reflected back upon its wielder), fearful presence (Som casts scare as a free action, at will), unique kill (any effect that restores health or life, be it magical, scientific, or technological, requires Som to make a DC 20 Fort save or die), spells (spell check +12); SV Fort +5, Ref +1, Will +5; AL C.

Som knows the following spells: *affliction of the gods*, *charm person*, *chill touch*, *curse*, *paralysis*, *ray of enfeeblement*, *scare*, *strength*, *word of command*.



TARLENOT

Tarlenot makes a brief appearance in *The Black Mountains*, as Charmian's consort and Chup's rival for her affections, as well as a high-ranking officer in Som's forces, a position which Chup eventually usurps. He is very nearly Chup's equal and a near-mirror-image in battle, and Chup posits that even if he were at his peak, he wouldn't be certain of being able to defeat the handsome young man.

Tarlenot carries a scar across his throat from a previous death, which is Chup's first hint that the healing arts of Som's fortress are not completely and seamlessly effective. Chup also comes to believe that those who wear the collars are not the most effective warriors as they become lazy as the result of knowing they cannot truly die.

Tarlenot meets his final end when Chup claims his collar.

Personality: Tarlenot is an able fighter and is exceptionally arrogant about this fact, eager to face Chup and prove that he is better than the renowned warrior in battle. He is also rather narcissistic, believing he can get by on his looks as well as his prowess, and that he is a far better suitor for Charmian than her estranged husband. This pure arrogance proves to be his undoing.

Tarlenot: Init +10; Atk longsword +5+deed die melee (1d8+deed die) and short sword +5+deed die melee (1d6+deed die); AC 17; HD 8d8+8; hp 43 hp; MV 30'; Act 1d20+1d20; SP mighty deeds (1d10+2); SV Fort +6, Ref +6, Will +3; AL C.



WOOD

Wood is the high sorcerer of the East and the only being in the world whom John Ominor might call a friend as well as an ally. The two were partners in overthrowing and usurping the throne from Orcus, and both share the immortality granted by the demon lord.

Wood is utterly loyal to Ominor and is fearsome in his own right, but he comes to believe that the only way to win the war is to partially awaken Orcus from its eternal slumber and bring its vast powers to bear against the armies of the West. When a Western attack rocks his encampment while he is performing the complex awakening ritual, everything goes awry, allowing Orcus to awaken fully and release itself from its prison.

Agreeing to let Wood and Ominor live—at least for the time being—Orcus turns itself against ARDNEH and in the process is destroyed. Wood's final fate is left undetermined in the trilogy (though those who have read Sauerhagen's other works will be aware of what eventually became of the dark sorcerer).

Personality: Wood is cold, calculating and distant. His focus is entirely on maintaining the power base of the Empire of the East, on building his own power, and on controlling the force that is Orcus. Every other sorcerer in the world fears him, for none have reached his sheer level of power. Though cold and distant, he is neither ruthless nor vengeful, though he is disdainful of most other people. This leads him to be disgusted (but not surprised) with their failures, and he generally considers it beneath him to waste time on discipline or punishment, preferring to take an "if you want something done right, do it yourself" approach.

Wood: Init -2; Atk dagger -2 melee (1d4) or spell; AC 9; HD 10d6; hp 51; MV 30'; Act 1d20; SP spells (spell check +12, see below); SV Fort +6, Ref +6, Will +12; AL C.

He knows 2d10 spells (of any level), plus all new spells in this volume, and can participate in psychic combat.



ZARF

The younger of Ekuman's wizards, Zarf is young and dresses more in the manner of a merchant or trader than a purveyor of the arcane arts. Zarf employs a large toad familiar that may have once been human, or may be of demonic stock.

Zarf is Elslood's partner in crime during the events of book one, *The Broken Lands*. He is a lesser sorcerer, though competent, and is first seen helping Elslood torture the Old Man (revealed to be an avatar of Ardneh) for information. He has a toad-thing as a companion-familiar and is loyal to Ekuman. It can be assumed that the toad-thing was a gift to him from Ekuman, another servant who failed its master and became victim to Ekuman's polymorph spell ability.

He is less of a technologist than Elslood, but is quite sadistic, shown to greatly enjoy the torturing of others in Ekuman's name. Zarf is killed when the lightning from the Thunder Stone (see Science, Technology and Magic) explodes in Ekuman's throne room.

Personality: Little is shown about Zarf's personality, save that he is sadistic and seems to be unflinchingly loyal to Ekuman, so long as he's allowed to continue torturing others.

Zarf: Init -2; Atk dagger -2 melee (1d4) or spell; AC 9; HD 3d6; hp 9; MV 30'; Act 1d20; SP spells (spell check +4, see

below); SV Fort +6, Ref +2, Will +10; AL C.

He knows 1d6 spells (max spell level 2) and can partake in psychic combat.

ZARF'S TOAD FAMILIAR

Zarf has a "toad familiar," a trusted companion throughout the first book. This creature is shown, after the Thunderstone's explosion, to take on the appearance of an "odd terrible little creature like a bearded human baby."

The creature is a demon, summoned to Zarf's service through the find familiar spell (DCC RPG, p. 141). In general, creatures summoned through the use of find familiar will be based on the wizard's origin—fiends for East, elementals for West.

Zarf's Toad Familiar (Type I demon): Init +1; Atk bite +3 melee (1d4+1); AC 11; HD 1d12; hp 7; MV 20' or swim 10'; Act 1d20; SP demon traits; SV Fort +2, Ref +1, Will +0; AL C.

ALLIES

The following characters are allied NPCs the heroes might encounter in their travels through the Changeling Earth. The sole notable exception is Chup, who may be an enemy, depending on the period on which your campaign is set. Still, Chup spends more time as a "shades of gray" figure, eventually becoming a soldier of the West, so he is presented here as an ally.



CHUP

Chup was a lesser Satrap among the nobles of the Eastern Empire. He was slated to marry Charmian, the daughter of Ekuman, a greater Satrap tasked with bringing the

people of the Broken Lands to heel. Chup was loyal, but never agreed with the propensity for the lords of the East to truck with demons and dark magic, trusting to his own honor and sword to win the day. As such, he never took the oath of fealty that was required of his fellow lords and involved facing the demon Zapranoth beneath the fortress of Som the Dead.

As great a warrior as he was, Chup became an unwitting pawn in the chess match of intrigue among the Eastern Lords and his own lady, Charmian, who was a selfish temptress and sought only power at the cost of anyone who got in her way. First he became crippled in a battle against the West, a hapless resident among the Free People who took pity on him, until Zapranoth healed him at Charmian's request.

Chup then was tasked with returning a talisman to Charmian, which rendered the bearer hopelessly in love with the woman, no matter how evil they knew her to be. When he finally rid himself of the talisman, he was offered a place of honor among Som the Dead's elite guard, a position of true power, wealth and nobility with opportunities for glory in battle. The only price was that he had to face Zapranoth and prove his loyalty at last... by sacrificing Charmian to the demon.

Unable to face feeding a human soul to a demon, no matter how black-hearted she may be, Chup instead helped Charmian escape and joined forces with Draffut the Beast-Lord, eventually uncovering the source of Zapranoth's life, and destroying the demon. This led to Chup switching sides and becoming a high-ranking leader in the armies of the West and a close compatriot of Rolf, whom he'd first met as a slave years earlier.

Chup's destiny was so intertwined with Charmian's, though, that he was to encounter her again, as the battle between East and West drew to an apocalyptic conclusion. Charmian had once again tied her fate to the lords of the East, becoming consort to Abner, High Constable of the East, but with a sight on becoming tied to John Ominor, Emperor of the East, himself. Unfortunately, in the end, Charmian's evil got the better of her, a curse she had levied on an innocent woman rebounded upon herself, leaving Chup, whom she had grown to hate, the only man who could look upon her or touch her without her turning into an aged crone. As of the end of the series, Chup continued to serve with distinction among the armies of the West, a valued companion of those at whose side he fought, and appreciated at last by the humbled Charmian.

Personality: Chup is a true warrior at heart, never as at home as he is on the battlefield in the heat of combat. He is also honorable and loyal to a fault. He lives and dies by the sword and by the law, whether that law be the oppressive regime of the East or in defense of the freedoms of the West. He's a hard man who works hard and plays hard and whose word is his bond.

Chup: Init +10; Atk longsword +1d10 (deed die) +6 melee (1d8+deed die) and short sword +6 melee (1d6); AC 17; HD 8d8+8; hp 43; MV 30'; Act 2d20+1d14; SP mighty deeds (1d10+2); SV Fort +7, Ref +7, Will +5; AL L.

Note that while crippled during the events of the second book, Chup's hit points, Fortitude and Willpower saves remain the same, but all other abilities are reduced to those of a common man (Atk +1, SV Ref +1).



GRAY

Gray is the brother of Loford and the high mage in the service of Prince Duncan of Islandia. He is very powerful and has a keen interest in technology, though he is not himself a technologist. He is, however, skilled in the summoning of elementals and djinn, and in psychic combat, which he used to great effect in battling the demon Zapranoth to keep it occupied during the assault on the castle of Som the Dead. He also transferred his ability to Commune to Rolf, which enabled the boy to get answers (albeit cryptic) about his lost sister. He becomes something of a mentor and guide to Rolf, helping the younger man to come into his own as a budding technologist and leader in his own right. He nearly dies while battling Zapranoth, but holds on just long enough for Chup to reach Lisa and conduct the ritual to destroy the monster. In the final book of the series, he remains at the side of Prince Duncan, acting as counsel and advisor during the final war.

Personality: Gray is serious and earnest. He believes very strongly in the mission of the West, to defeat the Empire of the East and restore freedom to the land. Like all sorcerers, he fears the power one would have over his soul if they knew his true name, so has chosen "Gray" as a pseudonym.

Gray: Init +5; Atk staff +5 melee (1d8) or spell; AC 13; HD 10d6; hp 51; MV 30'; Act 2d20; SP spells (spell check +10); SV Fort +6, Ref +6, Will +12; AL L.

He knows 2d8 spells (any level), plus all new spells in this volume, and can participate in psychic combat.



LOFORD

Loford is the younger brother of Gray and a fairly powerful sorcerer in his own right. As an elemental wizard, he focuses on earth-based elementals. He serves as the chief sorcerer of the Broken Lands and counsel to Thomas as his brother is to Prince Duncan. He becomes a traveling companion and close friend of Rolf and is vital to the success of Rolf's eventual mission to reach Ardneh and end the war.

Personality: Loford is warm, generous and caring. He is deeply committed to the cause of the West, and at the beginning is somewhat unsure of his own powers and worthiness to become the chief sorcerer of the swamp folk. He quickly comes into his own, however, and his counsel is deeply appreciated by all of those around him.

Loford: Init +4; Atk staff +4 melee (1d8) or spell; AC 12; HD 8d6; hp 41; MV 30'; Act 1d20+1d16; SP spells (spell check +8); SV Fort +5, Ref +3, Will +5; AL L.

He knows 2d6 spells (up to 4th level), plus some new spells in this volume, and can participate in psychic combat.



MEWICK

Mewick is a scout and spy for the Free People of the West. He has high standing and serves as counselor to Thomas and Loford. He was also the first person Rolf met on the road, and the man who set the boy on the path to heroism, teaching him the difference between justice and vengeance, teaching him to steel his anger and view the world with a clear and strategic mind. He becomes a very close friend and confidante of Rolf, and the two remain partners throughout the war.

At the end of *The Broken Lands*, it is Mewick who faces Chup in single combat and leaves the warrior beaten, broken and crippled. He is there with Rolf, Thomas and Loford at Som the Dead's fortress, and he becomes the traveling companion of Rolf, Loford and Chup in *Changeling Earth (ARDNEH's World)*, as the three of them do battle with Abner and rescue Catherine.

Mewick is separated from Rolf for the first time, when Rolf and Catherine head north, but the heroes are all reunited at the end of the trilogy when Orcus falls in battle with Ardneh and the Empire of the East is defeated.

Personality: Mewick is a big man with a big personality, who also knows how to put it away and pass utterly unnoticed when need be. He is an expert spy possessed of a natural charisma and great wisdom, which he uses to guide and counsel those closest to him. He is warm and caring, but unafraid of a fight, with a hot temper bubbling just beneath the surface, which he keeps carefully capped until it's needed.

Mewick: Init +3; Atk short sword +4 melee (1d6) and sword-axe +4 melee (1d6); AC 14; HD 5d6; hp 22; MV 30'; Act 1d20+1d14; SP as 5th-level thief (backstab +8, disguise self +4, etc); SV Fort +3, Ref +5, Will +3; AL L.



PRINCE DUNCAN OF ISLANDIA

Prince Duncan of the Isles is the closest thing there is to an emperor in the West. He is the leader of the armies of the West, a noble from the kingdom of Islandia, and a powerful military leader and warrior. As respected and honored as he is, he leads due to the love of the people, and he stands for freedom from tyranny. He seeks to overthrow the yoke and continual encroachment of the Empire of the East and put an end to its iron-fisted rule. He also is a devotee of ARDNEH, though he is also a skeptic about who or what ARDNEH is.

Duncan only appears in book three, *Changeling Earth* (ARDNEH's World), where he forms a counterpart to John Ominor, standing against Orcus and the East as Ominor stands against the West. His armies form a vital support and distraction role that allows Rolf to complete his mission, and engage Ominor's army while Ardneh battles Orcus, emerging victorious in the end.

Personality: Duncan is something of an Arthurian figure. He is a true paladin who believes in the righteousness of his cause and in the freedom of his people. If he has a flaw, it's that he is skeptical of Ardneh's wishes, wondering several times whether the being is even real or is just a figment of the collective imagination, his inspiration the result of madmen and fools. In the end, however, he does the right thing and is an inspiring presence on the battlefield.

Duncan: Init +0; Atk longsword +4 melee (1d8) or bow +4 missile fire (1d6); AC 18; HD 3d8; hp 18; MV 30'; Act 1d20; SP rally; SV Fort +1, Ref +2, Will +4; AL L.

When in the presence of Duncan, all loyal followers receive a +1 bonus to all saving throws against fear or charms and may re-roll one failed morale check per day.


ROLF

Rolf is the hero and protagonist of the Empire of the East trilogy. He begins as a commoner and shepherd, until leatherwing reptiles and soldiers of the East (see Bestiary, p. 42) destroy his family farm, murder his family, and kidnap his adopted sister Lisa. He sets off on the road with a shortsword he has found, seeking vengeance.

Shortly after he sets out, he meets Mewick, masquerading as a traveling merchant selling "minor magical items." Mewick takes the boy under his wing, trying to temper his anger and rage, feeling he is too young to be involved in violence. Still, the older rogue is forced to kill several soldiers when Rolf deliberately provokes them. At length, the two arrive at the swamps, where Rolf meets the Free Folk of the Broken Lands, including Thomas, Loford, Sarah and Manka as well as the Silent People, intelligent giant owls who assist the Free Folk (see Bestiary). Here Rolf learns about Ardneh, the god-like figure revered and worshipped by the Free Folk, about the legendary Elephant (see Science, Technology and Magic) and the prophecy about its role in the great war to come.

The group is eventually forced to flee the swamps when the Empire's armies find their location, and Rolf witnesses Loford summon an elemental for the first time. Soon, he and Thomas set off to find the Elephant, with the guidance of two of the owls. Rolf finds and is able to activate the Elephant, but later discovers that one of the owls is dead, the other wounded, and Thomas is forced to flee due to the Empire agents scouring the desert, also looking for the great device. Rolf is captured and thrown into a dungeon inside the fortress of the Satrap Ekuman.

While a prisoner of the Empire, he meets Chup, who at first he wishes to duel and kill, and is relegated to the life of a gladiator in the Empire's arenas, with his first



fight scheduled as a celebration event for the wedding of Chup and Charmian. He learns to fight with the help of a kindly guardsmen. Unfortunately, on the day of his fight, he learns all too late that his opponent was Sarah's boyfriend, Nils, also a captive forced to battle. Nils falls to Rolf's blade and nearly dies, an event which forever sours his burgeoning friendship with Sarah.

When Rolf and Nils are brought before the Satrap Ekuman, who has questions about the battle based on his suspicions regarding his daughter Charmian's machinations, the armies of the West attack, using a magical Thunderstone to destroy Ekuman's throne room, kill one of the Satrap's two wizards, and send the rest fleeing for cover. With the help of the Prisoner's Stone, Rolf also escapes and makes his way to the Elephant, which he pilots onto the battlefield, devastating the forces of the East until he gets it stuck in the gateway to the keep.

Escaping from the bottom, Rolf manages to survive the battle raging around him, even as Chup tries to kill him until Mewick intervenes. Ekuman makes his way into the Elephant and attempts to flee in it, until Rolf, with the help of a fire-suppressing "foam thrower" (see Science, Technology and Magic), suffocates the Satrap within the tank. Charmian escapes into the wilds, heading further into the East.

The rebels emerge victorious and take over the village and keep, establishing their first stronghold against the East. In the aftermath, Rolf finds a talisman made of a braid of golden hair, which causes him to fall madly in love with Charmian.

Months pass, and the time comes to move once more against the armies of the East, when Charmian sends the demon Zapranoth to heal Chup, who was crippled by Mewick and is living as a derelict on the outskirts of the new village. Charmian then bids Chup to steal the talisman from Rolf and bring it to her. Chup tricks Rolf into the desert, where they fight, and even half-crippled Chup still manages to best the boy and obtain the talisman. He spares Rolf's life, however, and even hides his presence when an Eastern patrol happens by.

Rolf returns to town, where the leaders decide it's time to move East once again, this time against the armies of Som the Dead, a greater Satrap who oversees much of the Empire in this area of the world, and who is said to command powerful demons and himself to be unkillable; it is said that anyone who attempts to harm Som instead suffers the same wound themselves.

An emissary from the main Armies of the West arrives; Loford's brother Gray, who takes Rolf under his wing and helps him to gain cryptic answers that indicate he will soon find his lost sister. Gray summons a djinn of technology, which he and Rolf work with to create airships with which they can attack the mountain fortress. Their efforts

are only partially successful; they invent a sort of helium balloon device, but have no way to steer it.

With the help of the djinn, the armies move East and mount an assault on Som's fortress. Loford, Gray and two other unnamed wizards destroy the two lesser demons under Som's command, and hold Zapranoth in psychic combat while the forces face the soldiers of the East, their numbers dwindling as the elite guard among Som's army continue to resurrect due to the protective collars they wear, and the Waters of Life in Draffut's cavern.

As he battles, Rolf sees none other than Lisa, his lost sister, and fights frantically to get to her. At the same time, Chup and the monstrous, huge dog-like creature, Lord Draffut emerge from the mountains and begin battling on the side of the West. Chup, too, makes for Lisa, and Zapranoth breaks off his battle with Gray to take on mortal form and attack. As Draffut holds the demon off, Chup begins to chop off Lisa's hair, crying evocations to Ardneh which seem to be divinely inspired as he feeds the hair into a furnace.

Zapranoth defeats Draffut and begins to threaten, then bargain, then beg with Chup to stop, all to no avail. As Chup feeds the last of Lisa's hair into the fire, the demon screams in anguish and disincorporates, its life essence having been stored in the hair. At the same time, Lisa transforms into a beautiful young woman—in truth, Charmian's own sister Carlotta, who had been given to the demon as a child.

Rolf arrives on the scene and Carlotta collapses in his arms, weeping that the demon was with her all her life, and now she has nothing.

Meanwhile, Som himself wades into battle, but finds men unwilling to battle him for fear of harming themselves. He is finally defeated by Draffut, who hurls a cupped handful of the Waters of Life at the un-dead Satrap, the healing properties of the water being the creature's final undoing. Once again, the armies of the West prove victorious and extend their influence into the East.

Several years pass, during which Prince Duncan and his armies move further east, and the Empire suffers defeat after defeat. Concerned about the power of this Ardneh figure who keeps helping the West, John Ominor, Emperor of the East, attempts to bargain with the being, only to fail miserably. Thus it is that the final war is set off.

Rolf, guided by visions from Ardneh, travels into the East with Chup, Mewick and Loford, where the group encounters Charmian once again, and meet Catherine, who is a noblewoman from the Offshore Islands who has been forced into servitude under the cruel woman. Together they humiliate Charmian and Abner, the High Constable of the East, and escape with Catherine, whom Rolf's visions indicate is to travel north with him.



The group part ways, with Chup, Mewick and Loford concocting a plan with their small force to distract the armies of the East and allow Rolf and Catherine to make it north so the final battle can begin. Catherine at first believes Rolf to be a simple brigand, until his true identity as an officer in the Western Armies is revealed.

As they travel, Catherine's background is revealed and she informs Rolf that she is betrothed by arranged marriage to a nobleman of the Offshore Islands. Even so, the two begin to develop a strong attraction to each other, only to discover the first time they embrace that Catherine has been cursed by Charmian; any time Rolf touches her "as a man does a woman," she painfully transforms into a weak, ancient crone, only transforming back when he moves away from her.

Their wanderings continue, until the two at last come upon Ardneh itself—an ancient supercomputer whose acronym is ARDNEH (for Automatic Restoration Director - National Executive Headquarters)—and the being who was responsible for The Change that stopped a great nuclear war from utterly destroying humanity, and at the same time created magic and the demon Orcus, first of its kind and greatest of all demons. ARDNEH somehow possesses the ability to tap into the magical web it created, communicate with, inspire and sometimes, briefly, possess human beings.

With Rolf and Catherine's help, the computer is gradually repaired and restored to full functionality. Seeing the love between the two, ARDNEH removes the curse upon Catherine and marries her and Rolf.

At the same time, Orcus itself is released from what was presumed an eternal slumber and imprisonment, and moves against ARDNEH, a move that the computer-god had anticipated and prophesied would occur. As giant wolves attack the complex, the armies of East and West clash in a final, apocalyptic battle nearby. Rolf and Catherine escape with Ardneh admonishing Rolf to make sure that men no longer worship it as a god, and promises that a new world is coming.

Rolf and Catherine get separated in the melee, while Orcus descends upon Ardneh and their final battle, as well, is joined.

A massive, nuclear explosion levels the battlefield, utterly destroying the Empire of the East, its radiation and much of its destructive force absorbed in the destruction of Orcus and ARDNEH together, and causing a new Change which leaves magic working, but also returning technology to the world.

As Rolf rejoins his companions, he encounters men from the Offshore Islands, Catherine's relatives who had come to take her home. Just as he has given up hope, Catherine is revealed to be alive among the refugees, and her relatives, overjoyed at her survival, allow her to remain with Rolf.

It is, finally, revealed that Chup has rescued Charmian, upon whom her own curse has rebounded such that Chup is now the only man who can touch her, lest she turn into a fragile crone. She is properly humbled at last, and comes to live with the Free Folk of the West, as a new age dawns.

Personality: Rolf is a boy (young man by the end of the trilogy) who is filled with a great deal of rage and anger, which boils just beneath the surface, held barely in check. He is, nevertheless, a man of keen mind who readily shares good humor with his companions. He tends to be blunt and gruff, says exactly what he means and speaks his mind at all times, and his social skills leave something to be desired. Nevertheless, he is fiercely loyal and doesn't compromise his principles.

Rolf (The Broken Lands): Init -2; Atk shortsword -1 melee (1d6-1); AC 9; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL L.

Rolf (The Black Mountains): Init +0; Atk shortsword +1 melee (1d6); AC 14; HD 1d8; hp 6; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L.

Rolf (Changeling Earth/Ardneh's World): Init +1; Atk longsword +3 melee (1d8) or bow +3 missile fire (1d6); AC 16; HD 2d8; hp 12; MV 20'; Act 1d20; SP abilities as 3rd-level thief, special patron bond (ARDNEH, see below); SV Fort +2, Ref +1, Will +1; AL L.

In addition to the abilities of a 3rd-level thief, Rolf was granted a special Patron Bond to ARDNEH. This allows him access to the Ardneh's Blessing and Divine Path spells (both granted directly by ARDNEH and invoked at the judge's discretion; Rolf cannot choose to cast these).







THOMAS

Thomas is a major supporting character in *Empire of the East*, the leader of the Free People who dwell in the swamps of the Broken Lands, and a general in the Armies of the West. He takes Rolf in and helps to educate the boy, watching him become a competent and trusted officer in the Western armies in his own right. Thomas journeys with Rolf to seek out the Elephant and is at the vanguard of every single assault on the East throughout the stories. He uses his people to stage important distraction assaults against the East to allow Rolf and Catherine to complete their mission to Ardneh, which is instrumental in winning the war.

He also, along with his eventual betrothed and wife Olanthe, is the one who recruits the people of the Oasis of the Two Stones to the cause of the West, liberates them from the East, and builds the meager rebels of the swamps into a full-fledged army in its own right. At first a reluc-

tant leader, Thomas quickly comes into his own and establishes himself as the heart and soul of the forces of the West, unfailingly loyal to Ardneh and its tenets of freedom and life.

Personality: Thomas is noble to the core. He's cautious and is a "lead from the front" kind of warrior, who prefers to be in the thick of it. He will not allow another to take a risk that he wouldn't take himself, and indeed so hates to lose people that he's more willing to sacrifice himself than he is any other under his command. He thus often has to be reminded by Manka and Loford that his place is with the group, as their leader, and not taking unnecessary risks on his own. He is a deeply warm, caring and noble man.

Thomas: Init +4; Atk longsword +4 melee (1d8+2) or bow +5 missile fire (1d6); AC 16; HD 2d8; hp 10; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL .



CHAPTER FIVE

SCIENCE, TECHNOLOGY AND MAGIC

With slow steps, Rolf walked twice around the Elephant, keeping a cautious distance from it, holding his torch high.

Except for the impression that it gave of enormous and mysterious power, this before him did not much resemble the creature depicted in the symbols. This was a flattened metal lozenge of smooth regular curves, built low to the ground for something of its massive size. Here could be seen no fantastically flexible snout, no jutting teeth. There was no real face at all, only some hollowed metal shafts projecting all in one direction from the topmost hump. Looking closely Rolf could see that around that hump, or head, were set some tiny glassy-looking things, like the false eyes of some monstrous statue.



MULLEN



SCIENCE, TECHNOLOGY AND MAGIC

The Changeling Earth is full of strange and wondrous items, both magical and technological. From the Elephant to the magical Thunderstones of the Oasis, to the healing pits of Draffut, these can all have a major impact on your game.

THE PRISONER'S STONE

Neither by spell nor by chain, neither by moat nor by cliff, can the holder of this Stone be confined. Not lock nor key nor bar can bind him in. Now powerless be all doors, and sentries, all watchers and all walls, that are set to guard him round about...

-The Broken Lands

One of two powerful magical items guarded by the people of the Oasis of the Two Stones, and for which the oasis is named, the Prisoner's Stone allows anyone who holds it to escape from any imprisonment or trap. It allows complete freedom of movement in any difficult situation, renders the bearer immune to the grappled, restrained, paralyzed, and petrified conditions, and will open any door or remove any barrier in the bearer's way — for good or ill. For example, while it helps Rolf escape Ekuman's prison and castle, it also does not permit him to lock himself in the Elephant, making it easy for Chup to open the door and get to Rolf.

Likewise, the Prisoner's Stone does not offer full protection against battle damage. It does not confer an AC bonus, nor does it render one resistant or immune to damage from melee attacks, as evidenced when Rolf is cut by a sword while running the gauntlet to escape the palace. While it would magically move bodies out of the way if one needs to get to an exit, it wouldn't stop said bodies from making attacks as the wielder runs past. It does, however, seem to offer some level of protection as Rolf's injury is far less severe than one would expect, given his situation. Thus, attacks against the wielder of the Prisoner's stone are made at -10, so long as the wielder is trying to escape the situation, and successful attacks deal half damage.

THE THUNDERSTONE

The second of the Two Stones for which the oasis is named, the Thunderstone has a unique enchantment. Within 2d6 rounds of changing hands from one bearer to the next, the Thunderstone calls down a torrential thunderstorm, and is itself struck by lightning. This lightning strike does not damage the Thunderstone, but acts as a call lightning spell dealing 4d10 damage to a 20-foot radius area centered on the stone. Those in the area of effect must make a DC 15 Reflex save, halving this damage on a success.

The Thunderstone is used by the people of the Oasis to provide water for their community. Whoever possesses it, when rain is needed, simply gives it to someone else, who puts it down in a safe place and flees until the lightning

strikes. It is later, however, shown to be a powerful offensive weapon and is used to utterly destroy Ekuman's Presence Chamber as well as hide the approaching armies of the West from the eyes of the Leatherwings.

SUPER-SCIENCE

Empire of the East is a post-apocalyptic fantasy which takes place many thousands of years in the future, in a time where most technology has ceased to function, but certain pieces of Old World tech still exist. Many of these are familiar to us in our day and age, but others, like the Valkyrie Mark V and even the nuclear-powered Elephant, are beyond our current tech levels, meaning that the war that created The Change occurred far into our own future.

USING TECHNOLOGY

Using technology is not always as simple as picking it up and doing it. While some technology is intuitive, some is completely alien. The first time any character finds a piece of technology, they must first deduce how to use it. This requires an Intelligence check. The DC of this check depends on the item in question:

- If the operation of the item is simple, the DC is 15.
- If operation is moderately complex, the DC is 18
- If operation is difficult, the check is DC 20.

Those who are familiar with the workings of technology (judge's discretion) are called *technologists*; these folks gain +5 to all checks to operate technology. This ability extends to any who have a *Patron Bond* with ARDNEH or are one of its chosen.

Once a person successfully divines how to use a piece of technology, they can thereafter use it without needing to make a check every time. However, figuring out how to use technology does not grant one proficiency in its use — if one, for example, finds a firearm, figuring out how to use it (even with the Technology skill) does not grant proficiency in its use.

SUPER-SCIENCE ITEMS IN EMPIRE OF THE EAST

Following are specific super-science items that appear in the Empire of the East trilogy.

AIR-SHIPS

In *The Black Mountains*, Rolf and Gray summon a djinn of technology to help them build air ships which they can use to assault Som's fortress. These air-ships, in the end, amount to helium balloons draped over with a protective layer of plastic chain-mail, which they can use to rise

straight up the mountains, to assault the fortress. They are never able to quite break the secret of propelling or steering the air-ships, however.

In game terms, an Air-Ship has AC 12 and 30 hit points; however, if it takes 10 hit points or more, the balloon is punctured and it will crash to the ground. As they are powered by helium, the air-ships are not flammable.

DRAFFUT'S CAVE OF HEALING AND LAKE OF LIFE

In *The Black Mountains*, we see Draffut, the Beast Lord, who dwells in a cave high in Som's mountains. This cave is revealed to be the remains of a futuristic, high-tech hospital which contains a "Lake of Life." This lake is full of glowing, green waters which have astonishing healing powers.

In game terms, pouring the waters over a wound has the effects of a restore vitality spell by a 10th-level caster with a casting result of 29 (restore ability drain, 3d6+10 lost hit points, 1d8+10 points of lost Strength, Stamina, Agility, Intelligence or Personality, injuries healed, etc.), while immersing someone in the pool can have the effects of even resurrection of the dead. Unlike the spell effects, however, the water of life does not remove scar tissue, and if the violence of a death is particularly gruesome, the body can come back to life with varying levels of deformity, which cannot be undone by the waters.

The process takes anywhere from minutes to hours, depending on the trauma suffered, and those resurrected are weakened for 2d6 turns, during which time they suffer -5 to all attacks, checks and saving throws. Divide the result of the recovery time by 5; for each increment that passes, their exhaustion penalty is reduced by one.

EKUMAN'S PRESENCE CHAMBER

Ekuman's Presence Chamber functions both as his throne room and as Elslood's workshop. It is full of artifacts from the past, only a base few of which are described in the novels. This area is a treasure trove of technology, which Ekuman has collected over the years. From electric flashlights to record players, even potentially a jukebox, firearms or explosives, Ekuman could have anything in here, with Elslood constantly experimenting to discover the functionality of some new artifact. In addition, the place is filled with books describing the history and events of the Old World.

The one device that is clearly described in *The Broken Lands* is the Foam Thrower, below. The Presence Chamber is largely demolished when the Thunderstone is dropped through the window by one of the Silent People. As it becomes part of the area occupied by the armies of the West, who don't make use of the many artifacts therein, it can be





assumed that most of them were destroyed in the resulting lightning-strike maelstrom. There may, however, be other repositories of ancient technology out there, laying around and waiting to be found.

FOAM THROWER

In his hands he now held one of the Old World Things that Rolf had earlier noticed on the wall behind the throne – one of a pair of red cylinders, whose mate still hung there on a strap. At one end of the cylinder was a black nozzle which Ekuman aimed at the burning floor. With his other hand he gripped a trigger that reminded Rolf of some of the controls inside the Elephant. From the black nozzle there shot out a white rope that looked hardly more substantial than smoke, but remained coherent and opaque and was heavy enough to sink to the floor. There it expanded. Like some magic pudding the whiteness spread itself across the burning floor, flame and smoking wood vanishing beneath it. The wounded lying on the floor brought their heads up above the white blanket to gasp for air...

–The Broken Lands

The Foam Thrower is, put simply, a fire extinguisher. Its foam will extinguish fires in a 20-foot radius, and it can be used 1d10 times before it runs out of charge. It can also suffocate someone trapped beneath its mist – use the standard rules for suffocating to handle such situations, which will usually result when someone is already incapacitated or somehow held down beneath the foam.

THE ELEPHANT

Except for the impression that it gave of enormous and mysterious power, this before him did not much resemble the creature depicted in the symbols. This was a flattened metal lozenge of smooth regular curves, built low to the ground for something of its massive size. Here could be seen no fantastically flexible snout, no jutting teeth. There was no real face at all, only some thin hollowed metal shafts projecting all in one direction from the topmost hump. Looking closely Rolf could see that around that hump, or head, were set some tiny glassy-looking things, like the false eyes of some monstrous statue.

Elephant was legless, which only made it all the more impressive by raising the question of how its obvious power was to be unfolded and applied. Neither were there any proper wheels, such as a cart or wagon had. Instead Elephant rested on two endless belts of heavy, studded metal plates, whose shielded upper course ran higher than Rolf's head.

On the dull metal of each flank, painted small in size but with Old World Precision, was the familiar sign – the animal shape – gray and powerful... In its monstrous gripping nose the creature in the painting brandished a sharp-pointed spear, jagged all along its length. Under its feet it trod the symbols:

426TH ARMORED DIVISION.

–The Broken Lands

The Elephant, put quite simply, is a tank. It has multiple weapons systems, but at present they have no ammunition and are not armed. If the weapons could somehow be armed, its sheer devastating power would be incalculable. When a driver operates the elephant, all of the driver's statistics are replaced by the Elephant's, save Intelligence.

The Elephant is a legendary piece of technology that is fated to turn the tide between the rebels of the West and the Empire of the East. It is, quite simply, a futuristic tank powered by a nuclear engine and with advanced computerized optics systems. It is controlled by a series of levers and foot pedals, after one goes through the startup sequence. The weapons are not armed and are non-functional, but in this world, where weapons are limited to swords and arrows, it makes the driver utterly invulnerable.

In game terms, being inside the Elephant allows one to move at 70 km/hr (approx. 44 mph), and renders the driver invulnerable to all damage. The tank cannot be penetrated by normal means—even magical—currently possessed by humans (and possibly by demons). It is operated by a complicated series of switches, levers and buttons. Its computer operating system walks the operator through startup, but few people in the world can understand the language of the Old World to read the instructions. Still, learning to follow the sequence of multicolored lights is possible, and is how Rolf learned to operate the vehicle. This requires a DC 20 Intelligence check.

It does, however, have one vulnerability: it has air circulation vents. This allows Rolf to defeat and kill Ekuman, by emptying a foam-thrower into the vents and suffocating the evil Satrap. Another weakness is that it is difficult to control and inexperienced drivers can be prone to getting it stuck in ditches or, as Rolf does, jammed in the gateway of Ekuman's fortress when he tries to power through.

Maneuvering the Elephant requires a series of Agility checks with the DC set by the judge, depending on the maneuver attempted. In general, a failed Agility check results in a complication; the Elephant is stuck in a ditch, something is jammed or the like. The severity of the complication depends on the degree by which the check was failed. A roll of 1 means the kind of accident resulting in a complete breakdown of the Elephant, or at least, that it's stuck in some fashion where the operator is unable to shake it loose.

VALKYRIE MARK V

Just above the ground, the flyer hovered, while the shining whirl of speed on top roared down a blast of air that pressed down bushes, kicked up dust and rippled grass. Along the headless metal body there stood symbols...

VALKYRIE MARK V

718TH FIELD HOSPITAL BATTALION.



In another moment the rounded metal body opened six secret holes, three on a side, and from them came extending hidden legs, sliding jointed things like insects' feelers grown monstrously large. These reached for Tarlenot and probed him, one delicate leg-tip clinging to the dull metal collar beside the great leaking leer of his wound. Then suddenly and effortlessly the flying thing gathered up Tarlenot's dead weight with its slender legs, drew it up and swallowed it into a coffin-sized cavity that gaped suddenly in the metal belly and as suddenly closed again. The six legs retracted and the Old World thing shot upward once again, roaring a louder noise and blasting the garden with a greater rush of air. It raced up toward the place whence it had come.

--The Black Mountains

The Valkyrie Mark V is a 2-part hospital system. Those chosen for access wear special "dull metal collars," which communicate electronically with the flying casket-like Valkyries themselves. These devices analyze the severity of injuries a body has suffered, apply life support technologies if necessary, and transport the injured to Draf-fut's Cave of Healing, where they gain the needed medical care.

Chup makes use of these devices by stealing a collar from a dead guard and committing suicide, which allows him to be picked up and transported to the Beast Master, beginning the alliance that will eventually result in the destruction of Som and Zapranoth, and victory for the West.

CHAPTER SIX

ADVENTURES

When he came to the end of the furrow and swung the rude plow around and chanced to raise his eyes, Rolf beheld a sight both expected and terrible: the winged reptiles of the Castle were coming out to scour the countryside once again.



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INVADERS!

**A LEVEL 0-1 ADVENTURE
BY JASON VEY**

INTRODUCTION

Iur future heroes have been living a quiet life in their village with no dreams of glory or anticipation beyond the humble farmers, blacksmiths and tinkers they may be. This all changes when the armies of the East invade, slaughtering their village and driving the heroes into the West, to seek aid from the Free Folk therein.

This very brief introductory adventure is designed for 10-15 level 0 characters or 8-10 1st-level characters. Remember that players should have at least 2-3 characters each at 0-level, so they can enjoy the fun of play even if some PCs die off. The adventure focus is on escaping a much more powerful enemy and seeking refuge with the rebel forces in the nearby forests.

BACKGROUND

This adventure takes place in the Changeling Earth of Empire of the East, and is set at roughly the time of the very first novel; the characters are normal peasants working the fields, plying their trades and trying to keep their heads down, when for some unexplained reason the armies of the East invade and destroy their village. One or more of them will have heard whispers of the Free Folk who live in the forests a week's journey from their village, and reaching these resistance warriors is their only hope.

If the judge desires, this adventure could be set after the events of the Changeling Earth, when John Ominor's armies have been defeated. In this case the invading armies are the remnants of the Empire of the East, attempting to consolidate their control of the land wherever they can

as the armies of the West hunt them down. It shouldn't change the outcome or the way the adventure is played—there are still rumors of safety in the forests, and the soon-to-be heroes will still have to flee a more powerful foe.

PLAYER INTRODUCTION

You've spent your entire lives in your small village, with no delusions of grandeur or aspirations of greatness. After all, your lives have been relatively idyllic here and you're learning trades that will sustain you for the rest of your lives. You are blacksmiths, leather-workers, carpenters, brewers, and farmers, and that suits you just fine.


That all changes late one afternoon when you are all in the local tavern, enjoying a pint and a meal after a hard day's work, when screams and shouts erupt from outside. "They're coming!" the voices cry, "The armies of the East! They're here!"

The sounds of riding-beasts reach your ears, their pounding hooves and vicious squeals, followed quickly by the screams of your fellow villagers being slaughtered in the streets. The door to the tavern flies open and at least a dozen armed men stride into the inn with murder in their eyes. One of them steps forward and sneers, "Surrender now and swear allegiance to the Satrap Lothor, or die where you sit."

Some patrons fall to their knees, begging for mercy. Others leap up and run. A few take up what meager weapons they may have. The soldiers move in.

Soldiers Of The East (12): Init +1; Atk longsword +3 melee (1d8); AC 14, HD 2d8; hp 8 each; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C.

There are 12 soldiers in the tavern. Exits exist through the front door, out one of the windows (DC 12 Agility check to



climb through), or through the back door behind the kitchen. The PCs must also contend with dozens of other patrons trying to escape; the judge may call for occasional Reflex saves to avoid flying furniture and other patrons in the way.

Escaping the tavern, the heroes find themselves in the midst of a horror show. There are at least 100 more soldiers rampaging through the village. Some buildings are in flames; bodies lay everywhere. A number of residents have been chained and loaded into cages sitting on large flatbed carts hitched to riding-beasts.

Riding-Beasts: These creatures are a mutated descendant of horses, with the statistics of a Warhorse (DCC RPG rulebook, p. 418). Stealing beasts to ride away is possible, though not easy. There are roughly 60 horses present, many currently mounted by rampaging warriors.

It may be possible that a few are found running free after their riders were unhorsed by desperate villagers. Perhaps a few were left untended as their riders dismounted to enter a building. It's left to the judge whether such opportunities arise, but having riding beasts presents both opportunities and drawbacks.

Those on riding-beasts will certainly have the ability to move much faster and reach cover sooner than those not on riding-beasts. On the other hand, they will also be more visible and less able to move with stealth. This can be particularly problematic in the case of the leatherwings, who will fly them down, seeing both beasts and riders as prey once they are not under the control of the Empire's soldiers.

Screeches sound overhead. Looking up, the PCs can see leatherwing reptiles (see p. 47) soaring in the sky. Occasionally one swoops down, snatching up a villager and tearing them to shreds, feeding on them before they even die and seeming to relish the screams of pain and agony the villagers let loose while being disemboweled.

At some point, one of the villagers turns to one or more of the PCs and croaks, "Run! Get out while you can! Save yourselves!" before going down under an onslaught.

FLEEING THE VILLAGE

Before the PCs can escape the village, they will need to contend with their enemies. This should involve at least one melee with enemy soldiers and/or leatherwings.

A few possibilities for encounters follow. Roll a d6 or choose whichever you like best.

1. The PCs see a group of soldiers attacking a young woman and her child.
2. A group of leatherwings (1-4) descend upon the PCs.
3. The PCs hear screams for help coming from a burning hovel.
4. A group of soldiers (1-6) attack the PCs in the chaos.

5. The PCs see the soldiers loading villagers into cages.

6. An NPC who has bullied one or more of the PCs in the past sells them out to the soldiers.

When the PCs defeat their enemies, they are on their way. The leatherwings are preoccupied with the carnage in the village so they don't give chase, and the soldiers are largely the same, although it's possible a contingent may pursue.

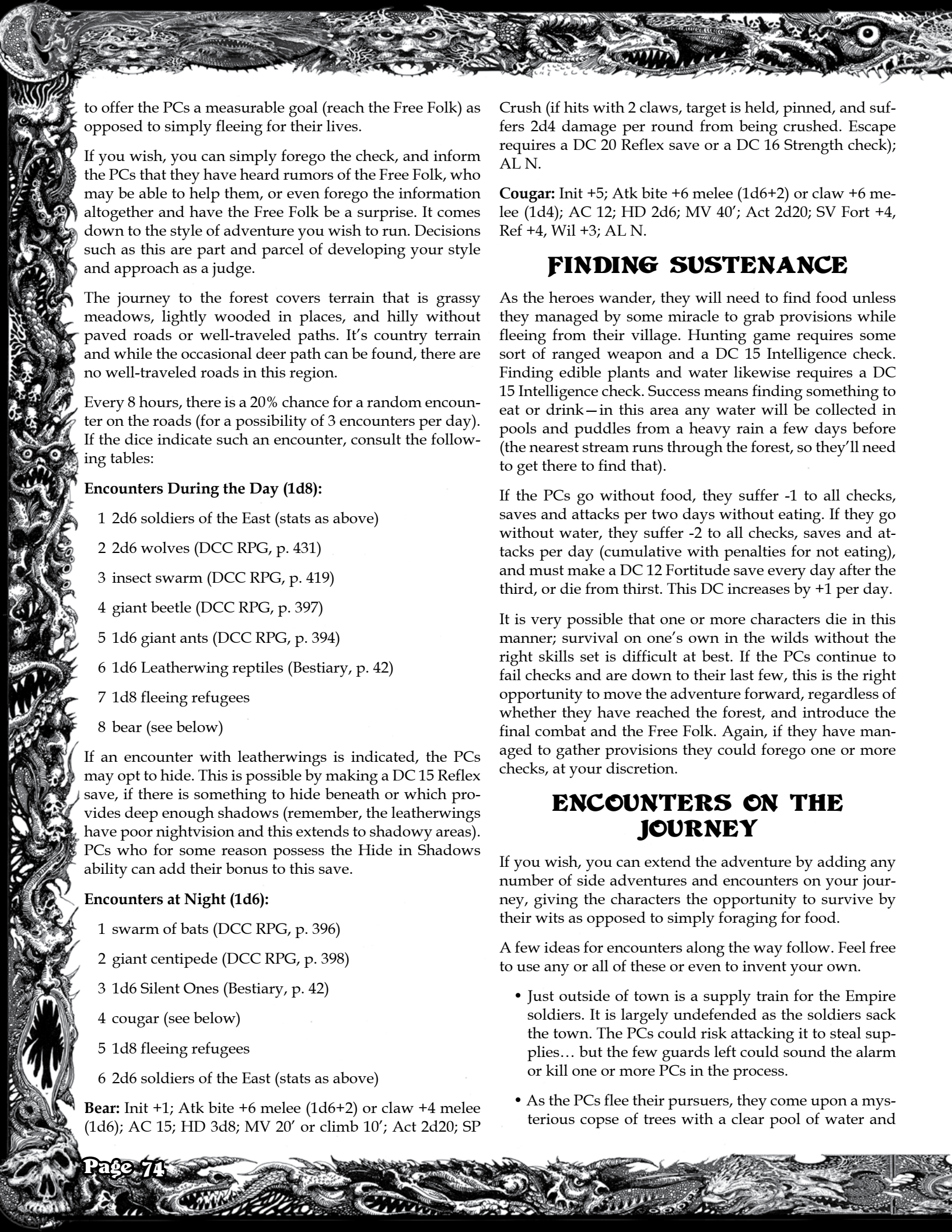
If the PCs think of it, they may be able to pick up weapons of various kinds (wood axes, hatchets, possibly a dagger, short sword, or even a longsword or short bow) from dead bodies. They may also be able to grab a waterskin or very slim provisions, either from bodies or by entering buildings during the chaos and pilfering what they need. This happens if the judge deems it possible and reasonable. Such things will come in very useful on their week-long journey to the forest. Characters who have grabbed reasonable provisions can forego some of the survival checks called for later in the adventure.

As the sun sinks on the horizon, the leatherwings rise into the air and fly back towards the East. A DC 13 Intelligence check will recall stories about the leatherwings, that they are blind at night and only hunt during the day. It is said that they have natural enemies, gigantic nocturnal birds that are friends of humankind that come out in the dark.

In addition, as the PCs flee, call for DC 10 Intelligence checks. A success indicates that the PC recalls rumors of a band of Free Folk that live deep within the woods a week's journey to the West. If they can somehow make it there, they might survive to seek revenge another day. In fact, another option could be to include a map to the Free Folk as a reward for resolving one of the encounters above. Perhaps one of the villagers had it hidden in a hovel or on their person. Perhaps one of the soldiers is carrying it, as the patrol's final goal is to root out the Free Folk and destroy them. Such a map could provide further incentive and a concrete goal.

It is important to note, however, that the PCs need to enter the woods to complete the adventure, whose objective is to join them up with the Free Folk. Thus, an instance where all PCs fail their intelligence check should not end the adventure; rather, they are simply driven westward by the events that occur. Perhaps the leatherwings descend out of the east, or the PCs are simply aware that the Empire and her soldiers have come from the East, and heading west will give them their best shot to escape and survive.

In the end, they will encounter a group of Free Folk in the woods, so success or failure on this check simply changes the tactic the judge will use to drive the adventure on. Alternatively, you could choose to give the information to whichever PC achieves the highest result on their check as opposed to any who succeed. The check itself is in place



to offer the PCs a measurable goal (reach the Free Folk) as opposed to simply fleeing for their lives.

If you wish, you can simply forego the check, and inform the PCs that they have heard rumors of the Free Folk, who may be able to help them, or even forego the information altogether and have the Free Folk be a surprise. It comes down to the style of adventure you wish to run. Decisions such as this are part and parcel of developing your style and approach as a judge.

The journey to the forest covers terrain that is grassy meadows, lightly wooded in places, and hilly without paved roads or well-traveled paths. It's country terrain and while the occasional deer path can be found, there are no well-traveled roads in this region.

Every 8 hours, there is a 20% chance for a random encounter on the roads (for a possibility of 3 encounters per day). If the dice indicate such an encounter, consult the following tables:

Encounters During the Day (1d8):

- 1 2d6 soldiers of the East (stats as above)
- 2 2d6 wolves (DCC RPG, p. 431)
- 3 insect swarm (DCC RPG, p. 419)
- 4 giant beetle (DCC RPG, p. 397)
- 5 1d6 giant ants (DCC RPG, p. 394)
- 6 1d6 Leatherwing reptiles (Bestiary, p. 42)
- 7 1d8 fleeing refugees
- 8 bear (see below)

If an encounter with leatherwings is indicated, the PCs may opt to hide. This is possible by making a DC 15 Reflex save, if there is something to hide beneath or which provides deep enough shadows (remember, the leatherwings have poor nightvision and this extends to shadowy areas). PCs who for some reason possess the Hide in Shadows ability can add their bonus to this save.

Encounters at Night (1d6):

- 1 swarm of bats (DCC RPG, p. 396)
- 2 giant centipede (DCC RPG, p. 398)
- 3 1d6 Silent Ones (Bestiary, p. 42)
- 4 cougar (see below)
- 5 1d8 fleeing refugees
- 6 2d6 soldiers of the East (stats as above)

Bear: Init +1; Atk bite +6 melee (1d6+2) or claw +4 melee (1d6); AC 15; HD 3d8; MV 20' or climb 10'; Act 2d20; SP

Crush (if hits with 2 claws, target is held, pinned, and suffers 2d4 damage per round from being crushed. Escape requires a DC 20 Reflex save or a DC 16 Strength check); AL N.

Cougar: Init +5; Atk bite +6 melee (1d6+2) or claw +6 melee (1d4); AC 12; HD 2d6; MV 40'; Act 2d20; SV Fort +4, Ref +4, Wil +3; AL N.

FINDING SUSTENANCE

As the heroes wander, they will need to find food unless they managed by some miracle to grab provisions while fleeing from their village. Hunting game requires some sort of ranged weapon and a DC 15 Intelligence check. Finding edible plants and water likewise requires a DC 15 Intelligence check. Success means finding something to eat or drink—in this area any water will be collected in pools and puddles from a heavy rain a few days before (the nearest stream runs through the forest, so they'll need to get there to find that).

If the PCs go without food, they suffer -1 to all checks, saves and attacks per two days without eating. If they go without water, they suffer -2 to all checks, saves and attacks per day (cumulative with penalties for not eating), and must make a DC 12 Fortitude save every day after the third, or die from thirst. This DC increases by +1 per day.

It is very possible that one or more characters die in this manner; survival on one's own in the wilds without the right skills set is difficult at best. If the PCs continue to fail checks and are down to their last few, this is the right opportunity to move the adventure forward, regardless of whether they have reached the forest, and introduce the final combat and the Free Folk. Again, if they have managed to gather provisions they could forego one or more checks, at your discretion.

ENCOUNTERS ON THE JOURNEY

If you wish, you can extend the adventure by adding any number of side adventures and encounters on your journey, giving the characters the opportunity to survive by their wits as opposed to simply foraging for food.

A few ideas for encounters along the way follow. Feel free to use any or all of these or even to invent your own.

- Just outside of town is a supply train for the Empire soldiers. It is largely undefended as the soldiers sack the town. The PCs could risk attacking it to steal supplies... but the few guards left could sound the alarm or kill one or more PCs in the process.
- As the PCs flee their pursuers, they come upon a mysterious copse of trees with a clear pool of water and

lush fruit growing upon the trees, like an oasis in the wilderness. Is it a safe haven, or is it inhabited by unfriendly spirits or elementals?

- The PCs come across the ruins of another village, further west. It's clear the Empire's forces haven't beaten them here, so what caused the village to be laid waste? In truth, a demonic entity was accidentally summoned here and laid waste to the surrounding lands. Is there a way to defeat it, or is this beyond the experience of the young heroes?
- As the PCs take refuge in an abandoned hovel, ruined village, or other area, they are visited by one of the Silent Folk, the great owls that are on the side of goodly people. They inform the PCs that the party is not far from help, and promises to keep watch over them in the night as they travel to the Free Folk. Thereafter, the owl returns every few nights to deliver food and encouragement.

ENTERING THE FOREST

At about dusk on the seventh day, the PCs are a few hundred yards from the forest, when the sound of thundering hooves reaches their ears, and a contingent of ten mounted enemy soldiers appears on the bluff in the distance and then bears down upon them. Even worse, there are a swarm of ten leatherwings in the sky. It's a footrace!

The PCs must now make three Reflex saves (factoring in armor check penalties, encumbrance, etc.), the first at DC 12, the second at DC 15, and then at DC 18. Each PC who succeeds at all saves makes it to the forest safely. Failure means the PC is cut off and will have to engage in melee (therefore subjecting the PC to the Withdrawal rules, DCC RPG p. 95, if the PC continues to run). Upon reaching the forest, the soldiers will follow the PCs in but are forced to dismount from their riding-beasts, as the trails are too narrow to effectively ride.

Eventually, the PCs will find themselves surrounded in a clearing as the enemy closes in. Just then, there's a deafening screech, and looking up, the heroes can see the sun sinking below the horizon. The leatherwings panic and begin to rise into the sky as what appears to be a flock of gigantic owls emerge from the treetops and attack the reptiles!

If the PCs find themselves overwhelmed during the melee with the soldiers, you can have the cavalry arrive in the form of the Free Folk. Cries sound out from the forest, and arrows fire into the melee, piercing the enemy. Suddenly, as if melting from the very trees around them, a group of men and women emerge, attacking the soldiers to aid our heroes!

There are six Free Folk warriors who will join the melee at this point, giving the PCs a fighting chance.

Free Folk (6): Init +5, Atk: longsword +4 melee (1d8) or bow +4 missile fire (1d6); AC 15; HD 2d8; MV 30'; Act 1d20; SP sneak and hide +6; SV Fort +3, Ref +3, Will +1; AL L.

At the end of the battle, one of the Free Folk steps forward and asks the PCs their business and why they were fleeing the soldiers. In the end, they are welcomed into the ranks of the Free Folk, and may begin their career as adventurers, with good reason to hate the armies of the East!

As a final note, you should avoid having the Free Folk and Owls ride in like the cavalry if not necessary. At best, they should balance the terms of the encounter, rather than serving as an all-powerful rescue force.

Give the PCs a fighting chance to win the battle with their own wits and abilities, and if they are doing well, the owls and Free Folk arrive just at the very end of the battle. Alternately, the owls can arrive early to take on the leatherwings, while the PCs contend with the soldiers, and the Free Folk arrive later, having been informed of the melee by the owls.

Remember, however, that this is an introductory module designed to pare down the 0-level characters and lead to the choice of a first-level beginning to the players' adventures in the world of the Changeling Earth. The objective of the PCs was to reach the Free Folk, and they have done so. Their adventures can now begin in earnest!



THE DEMON KEY

A LEVEL 0-1 ADVENTURE BY HARLEY STROH

As their home is overrun by a marauding army of the East, the PCs are tasked with saving a relic from a lost age. Facing overwhelming odds and a demonic force outside of time, the PCs' survival hangs on their ability to turn ancient super-science to their advantage.

This adventure is designed for 15 to 20 0-level characters or 8 to 10 1st-level characters. Though succinct, the adventure offers no shortage of dangers, and unlucky or unwise parties risk certain death. Success depends more on intelligent play than good dice rolls, and thoughtful, cautious play—tempered by timely courage—is the surest means to escaping the armies of the East and surviving the legacy of the Demon Key.

ADVENTURE SUMMARY

The adventure begins with the PCs in their hamlet, home to a dozen or so farmers and their extended families. Scarcely large enough to merit the title, the hamlet has thus far escaped the cruel attentions of the Empire of the East and its soldiers.

That fragile illusion ends this day.

A company of 200 soldiers encircles the town. Led by Satrap Orias, a fearsome young general given to fits of mindless rage, the company comes in search of an ancient relic: the Demon Key, an enormous crystal long-rumored to afford protection against demonic forces.

Surrounded and facing overwhelming odds, the village matriarch presses the PCs into service, bidding the characters to hide the Demon Key deep within the village step well.

Pursued into the depths by the soldiers and their hateful leatherwings, the PCs discover a forgotten complex—and the reasons why their elders have held the Demon Key since time immemorial.

Caught between an army of the East and an even more deadly foe, the characters will need to puzzle out the secrets of the Demon Key and the fell demon calling itself the Gorgon.

PLAYER START

You and your fellows have watched the towering plumes of dust from your fields all morning. The dust clouds always herald the march of the Empire's armies, en route to some rebel citadel or outlaw caravanserai. Your hamlet has avoided the Empire's attentions by remaining meek and unassuming—the way of the mouse.

This time is different. The clouds have drawn closer with each passing hour, and now—from atop the hamlet's low earthen rampart—you can make out soldiers astride riding beasts, crimson war banners trailing behind, while winged lizards circle lazily overhead. Their path is unmistakable.

The hamlet's feeble bell tolls weakly, calling your friends and families in from the fields. The armies of the East march against you and your people.

Call for character actions. The PCs are welcome to hurriedly scrounge up whatever additional gear they like, but there is little to be had. On a successful Luck check, characters can find staves and threshing flails (treat as clubs) to use as weapons, and other simple gear, but there is nothing in the way of armor to be found.

As the hamlet's folk begin to gather, the village elder sends for the PCs, summoning the party to her simple hut:

Mother Rose sits in the darkness, swaddled in blankets and veils, even now, in the heat of the day. Her thin hands tremble as she waves her attendants from the hut, but her voice is strong.

Mother Rose bids the PCs to roll back the hut's woven rug, revealing bare ground, a bundle of war weapons, and a half-buried wooden chest of unusually large size. There are 6 javelins, two unstrung bows, and a single quiver with 20 arrows.

Inside the chest is a cloth bundle, resting on a bed of straw.

"They come for the Demon Key. Take it—now!—and hide it in the step well. It must not fall into the hands of the Empire."

The bundle is weighty, and is roughly 8' long and 2' wide. Characters daring to unwrap the cloth discover an enormous white crystal.

Mother Rose climbs to her feet, leaning heavily on a gnarled cane. "Go now! Be quick! To the well, ere the soldiers arrive!"



THE DEMON KEY

A signature element of *Empire of the East* is the presence of singular objects defying explanation. While the Elephant and Valkyries harken back to our own world (tanks and medical drones), the Thunderstone and the Prisoner's Stone—paired relics held with seemingly no relation to one another—exist as oddities devoid of modern reference.

This distinguishes *DCC: Empire of the East* from similar settings, where relics can often be traced back to modern world analogs. A strength of Fred Saberhagen's work are these strange objects that function like marvelous magic items.

It falls to Saberhagen's protagonists (or here, the PCs) to puzzle out how the objects function, what rules govern their powers, and then how best to put their strange powers to work.

The Demon Key is one such object.

The large white crystal is paired with the violet crystal found in area 1-4. The two are identical, save for their color. At first glance, the Key appears frustratingly mundane. Its powers are only made evident once the PCs encounter the demon calling itself the Gorgon:

- The Key defends its bearer, and all allies within 50', from the usual madness and sickness caused by demonic presence. While characters certainly feel uneasy and fearful, they suffer no psychic damage while protected by the Demon Key.
- The Key also defends against direct attacks against its bearer and their allies. This begins as a -5d penalty to attacks made by a demon against anyone in the party. Each missed attack by the demon reduces the die penalty by 1, so that after 5 attacks, the demon's subsequent attacks suffer no penalty.
- The dice penalty can be reset by passing the crystal to another character. However, the Demon Key is not light, and safely passing it between two characters requires an action by both PCs.

Judges should note that none of these powers are known to the PCs until they observe them in action. The last power, especially, might not be witnessed until a PC carrying the stone is slain, and the Key is taken up by another PC. Even then PCs (and the players) will need to recognize this "reset," in order to put it to use during play.

THE HAMLET

The hamlet is a collection of simple wooden huts, circumscribed by a simple earthwork topped by a 4'-high wooden stakewall. The defenses serve well enough against bandits but do little to deter the Satrap and his forces.

By the time the PCs exit Mother Rose's hut, the army has already surrounded the settlement. The soldiers casually cut down any serfs attempting to flee. Characters attempting to escape the hamlet are immediately spotted and chased down by the Satrap's forces.

The soldiers begin to systematically march through the hamlet, corralling the serfs and interrogating each in turn. Their terrified screams and cries of pain echo through the hamlet.

Serfs (36): Init -2; Atk club (or similar) -1 melee (1d4-1); AC 9; HD 1d4; hp 2 each; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies.

Soldiers of the East (200): Init +0; Atk longsword +0 melee (1d8); AC 14; HD 1d8; hp 4 each; MV 25'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL L.

Each soldier wears a coat of studded leather armor and helm, and carries a shield and longsword into battle. 100 of the soldiers are spearmen; another 30 are archers, bearing shortbows and quivers of arrows in addition to their blades.

Leatherwings (20): Init +5; Atk claw +5 melee (1d6) or bite +5 melee (1d8); AC 15; HD 5d8; hp 13 each; MV 20', fly 40'; Act 1d20+1d14+1d10; SP night blind (suffer -2 AC, -10 to all actions and saves at night); SV Fort +5, Ref +8, Will +5; AL C.

Satrap Orias: Init +1; Atk longsword +3 melee (1d8+1) or longbow +3 missile fire (1d6); AC 16, HD 4d8; hp 16; MV 25'; Act 1d20; SV Fort +2, Ref +0, Will +3; AL C.

The satrap wears a suit of gleaming black chainmail beneath a crimson surcoat and bears a shield with matching heraldry. He wields a longsword in battle but is seldom found without an attendant carrying his beloved longbow and several quivers of war arrows.

THE STEP WELL

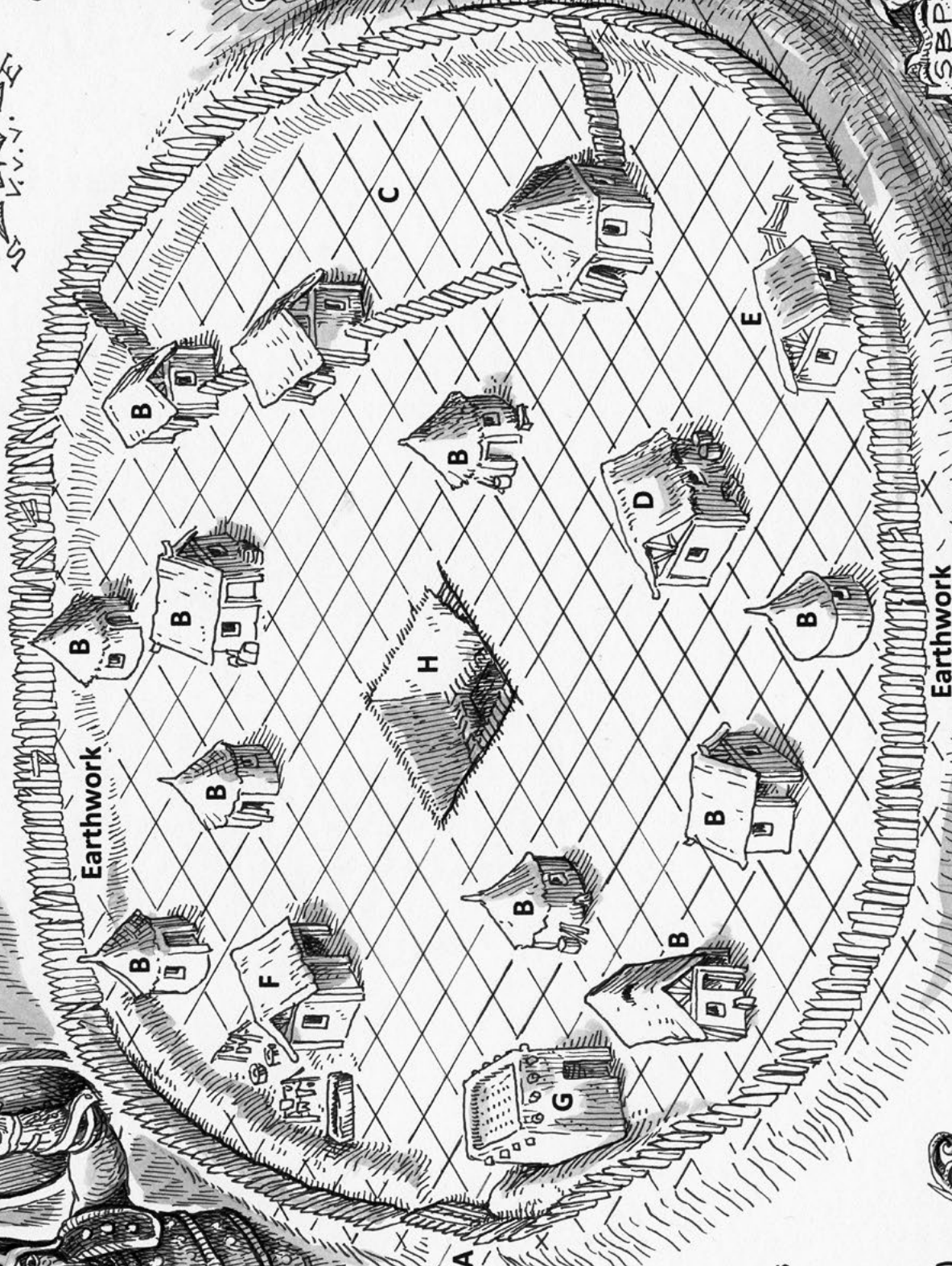
Located near the center of the settlement, the well is 30' across at the mouth and narrows to 10' at the base, with steps cut into the stone walls. A drought has plagued the settlement, forcing the serfs to tunnel even deeper into the hard earth to reach water. The side passage slopes gently downward, reaching water in the last 10'.

Area 1-1—The Well Entrance: *The hamlet well is cut into the sandstone, tapering as it descends. A narrow stairway is chipped into the walls of the well, wending its way down into darkness.*

THE DEMON KEY: THE HAMLET



1 square = 10 feet



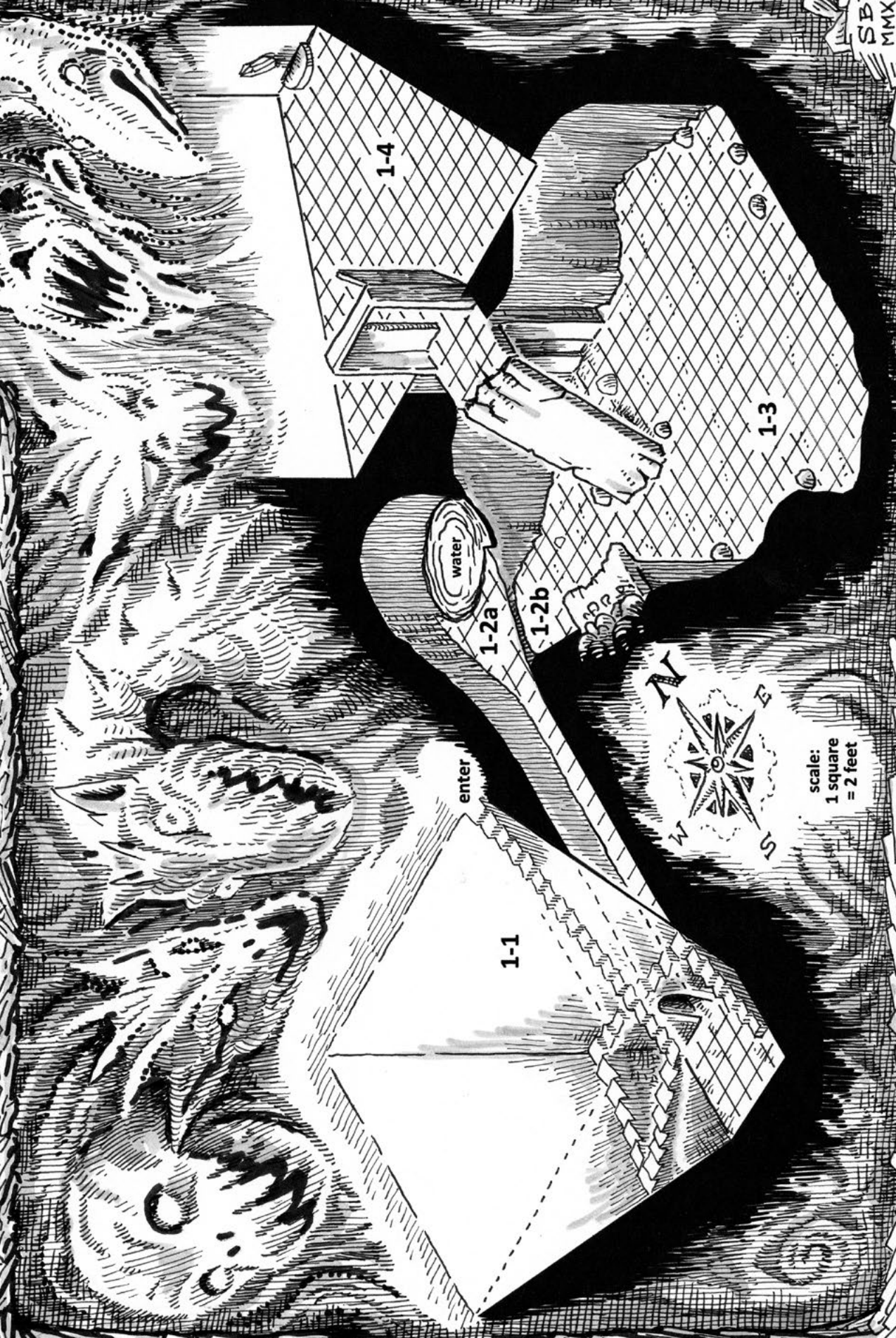
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Hamlet Key:

- A. Gate
- B. Hut
- C. Corral
- D. Mother Rose's hut
- E. Forge
- F. Tannery
- G. Grain Silo
- H. The Step Well (see area 1-1)

THE DEMON KEY THE STEP WELL

S.P.F.
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water

1-4

1-3

1-2a

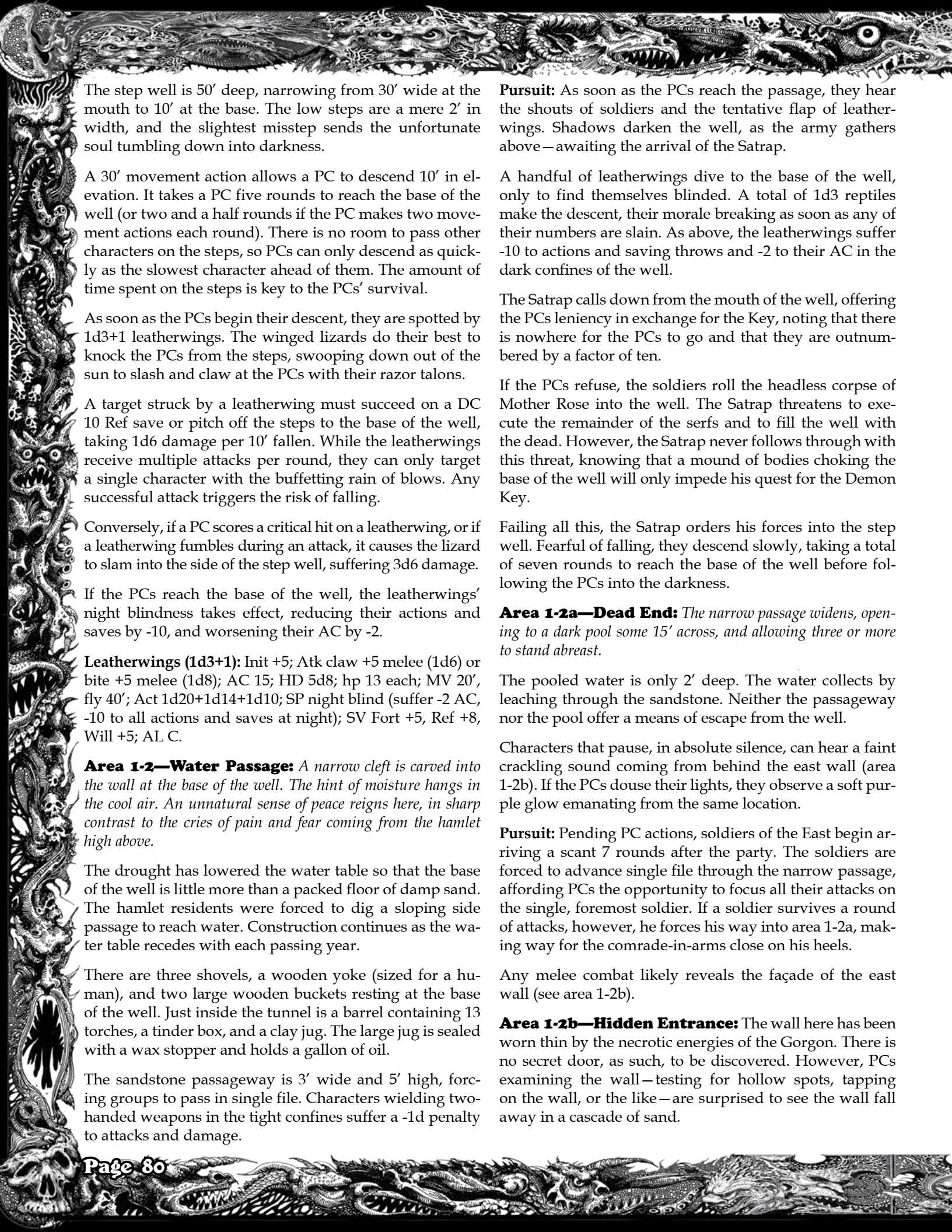
1-2b

enter

1-1



scale:
1 square
= 2 feet



The step well is 50' deep, narrowing from 30' wide at the mouth to 10' at the base. The low steps are a mere 2' in width, and the slightest misstep sends the unfortunate soul tumbling down into darkness.

A 30' movement action allows a PC to descend 10' in elevation. It takes a PC five rounds to reach the base of the well (or two and a half rounds if the PC makes two movement actions each round). There is no room to pass other characters on the steps, so PCs can only descend as quickly as the slowest character ahead of them. The amount of time spent on the steps is key to the PCs' survival.

As soon as the PCs begin their descent, they are spotted by 1d3+1 leatherwings. The winged lizards do their best to knock the PCs from the steps, swooping down out of the sun to slash and claw at the PCs with their razor talons.

A target struck by a leatherwing must succeed on a DC 10 Ref save or pitch off the steps to the base of the well, taking 1d6 damage per 10' fallen. While the leatherwings receive multiple attacks per round, they can only target a single character with the buffeting rain of blows. Any successful attack triggers the risk of falling.

Conversely, if a PC scores a critical hit on a leatherwing, or if a leatherwing fumbles during an attack, it causes the lizard to slam into the side of the step well, suffering 3d6 damage.

If the PCs reach the base of the well, the leatherwings' night blindness takes effect, reducing their actions and saves by -10, and worsening their AC by -2.

Leatherwings (1d3+1): Init +5; Atk claw +5 melee (1d6) or bite +5 melee (1d8); AC 15; HD 5d8; hp 13 each; MV 20', fly 40'; Act 1d20+1d14+1d10; SP night blind (suffer -2 AC, -10 to all actions and saves at night); SV Fort +5, Ref +8, Will +5; AL C.

Area 1-2—Water Passage: *A narrow cleft is carved into the wall at the base of the well. The hint of moisture hangs in the cool air. An unnatural sense of peace reigns here, in sharp contrast to the cries of pain and fear coming from the hamlet high above.*

The drought has lowered the water table so that the base of the well is little more than a packed floor of damp sand. The hamlet residents were forced to dig a sloping side passage to reach water. Construction continues as the water table recedes with each passing year.

There are three shovels, a wooden yoke (sized for a human), and two large wooden buckets resting at the base of the well. Just inside the tunnel is a barrel containing 13 torches, a tinder box, and a clay jug. The large jug is sealed with a wax stopper and holds a gallon of oil.

The sandstone passageway is 3' wide and 5' high, forcing groups to pass in single file. Characters wielding two-handed weapons in the tight confines suffer a -1d penalty to attacks and damage.

Pursuit: As soon as the PCs reach the passage, they hear the shouts of soldiers and the tentative flap of leatherwings. Shadows darken the well, as the army gathers above—awaiting the arrival of the Satrap.

A handful of leatherwings dive to the base of the well, only to find themselves blinded. A total of 1d3 reptiles make the descent, their morale breaking as soon as any of their numbers are slain. As above, the leatherwings suffer -10 to actions and saving throws and -2 to their AC in the dark confines of the well.

The Satrap calls down from the mouth of the well, offering the PCs leniency in exchange for the Key, noting that there is nowhere for the PCs to go and that they are outnumbered by a factor of ten.

If the PCs refuse, the soldiers roll the headless corpse of Mother Rose into the well. The Satrap threatens to execute the remainder of the serfs and to fill the well with the dead. However, the Satrap never follows through with this threat, knowing that a mound of bodies choking the base of the well will only impede his quest for the Demon Key.

Failing all this, the Satrap orders his forces into the step well. Fearful of falling, they descend slowly, taking a total of seven rounds to reach the base of the well before following the PCs into the darkness.

Area 1-2a—Dead End: *The narrow passage widens, opening to a dark pool some 15' across, and allowing three or more to stand abreast.*

The pooled water is only 2' deep. The water collects by leaching through the sandstone. Neither the passageway nor the pool offer a means of escape from the well.

Characters that pause, in absolute silence, can hear a faint crackling sound coming from behind the east wall (area 1-2b). If the PCs douse their lights, they observe a soft purple glow emanating from the same location.

Pursuit: Pending PC actions, soldiers of the East begin arriving a scant 7 rounds after the party. The soldiers are forced to advance single file through the narrow passage, affording PCs the opportunity to focus all their attacks on the single, foremost soldier. If a soldier survives a round of attacks, however, he forces his way into area 1-2a, making way for the comrade-in-arms close on his heels.

Any melee combat likely reveals the façade of the east wall (see area 1-2b).

Area 1-2b—Hidden Entrance: The wall here has been worn thin by the necrotic energies of the Gorgon. There is no secret door, as such, to be discovered. However, PCs examining the wall—testing for hollow spots, tapping on the wall, or the like—are surprised to see the wall fall away in a cascade of sand.

Similarly, close quarters combat is certain to reveal the passage. Wildly swinging blades and falling bodies all crash through the thin sandstone facade.

The stone wall gives way, collapsing in a shower of sand to reveal an enormous chamber beyond! Roiling tendrils of sickly violet mist pour into the narrow passageway, seeking out the living!

The tendrils are the demon Gorgon made manifest. Each tendril is composed of demonic heads of every shape and form – all howling in fury.

The tendrils attack indiscriminately, and make no distinction between soldiers of the East and the PCs. Assign each attack at random amongst all the combatants.

Note that if the PCs remain in possession of the Demon Key, it reduces the effectiveness of the demon's attacks against the entire party. Each time an attack against a PC fails, the Demon Key flares with violet light and the die penalty is reduced by 1. If the Key trades hands between PCs, the penalty resets at -5d (see Sidebar on p. 75).

Area 1-3—Sand & Rot: *The chamber before you is enormous – a gaping void cut from the heart of the earth. Rough sandstone ceilings arch high above, trailing tiny streams of sand and stone. A dozen feet up the wall on both the north and south sides of the chamber are the remnants of an ancient gangway or catwalk.*

A violet mist hangs in the air, seething and roiling, and seeming to warp the world with every violent pass.

The ruined gangway once formed a passageway crossing the chamber. The Gorgon's necrotic energies caused one side to collapse, forming a steep slope to the chamber floor. Scrambling up to the platform can be challenging (DC 10 Agility or Climb Sheer Surfaces check), and judges should be sure to apply armor check penalties.

The tunnel that once connected to the south gangway has long since collapsed, but the north gangway and tunnel remain intact, leading to area 1-4. The gangways and corridors all bear signs of the demon's necrotic energy: black

THE GORGON

A hateful demon of no trifling power, the one calling itself the Gorgon has been trapped in the buried complex since the apocalypse. Its life force is caught between the twin crystals: the Demon Key and the violet stone in area 1-3. Bringing the crystals together destroys the Gorgon and triggers a violent shockwave.

Released when the passageway to area 1-2b is expanded, the Gorgon can attack characters in area 1-2a through 1-4.

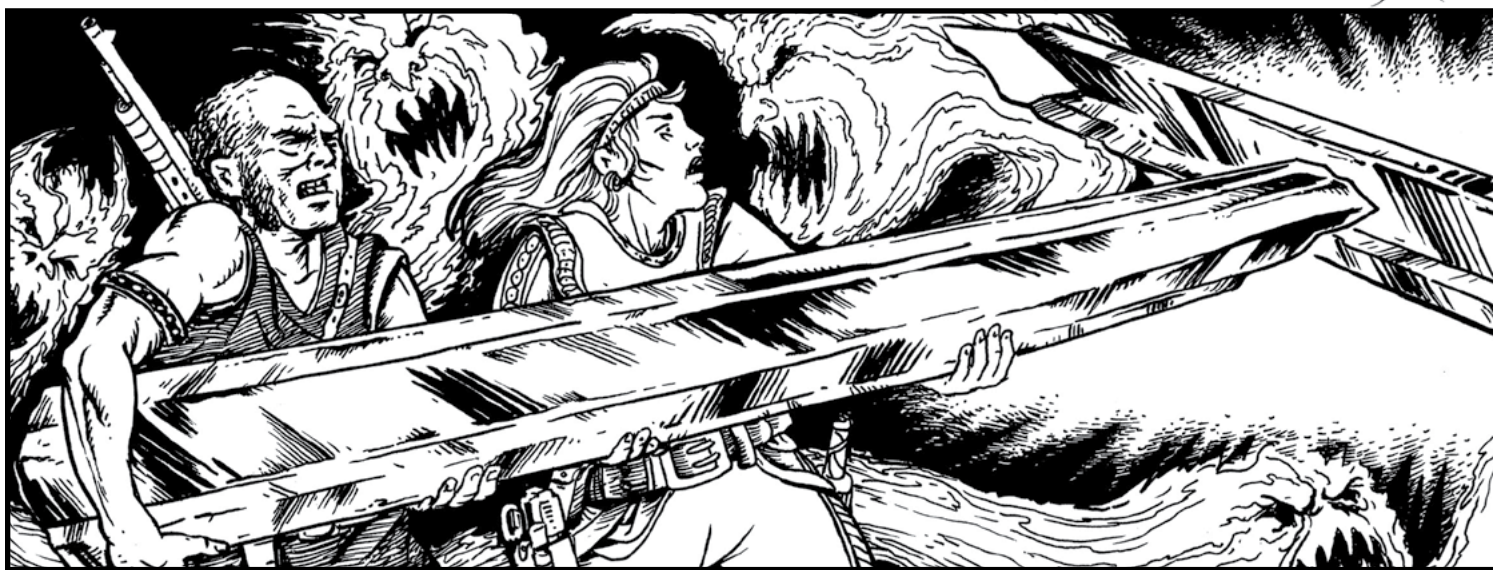
When the Gorgon takes material form, it prefers roiling tendrils of mist that writhe and coalesce into screaming demonic faces. On a successful attack, a tendril seizes a foe and hurls the target through the air – into allies, walls, or metal spars (as in area 1-3).

Judges should use their creativity in adjudicating the hurl attack. Allies targeted by the throw may need to make DC 10 Ref saves or be knocked prone; targets might be flattened against the ceiling, piled into the sandy ground, or even cast at each other. Have fun.

The Gorgon seldom deigns to use psychic combat, and never spells, preferring to hammer its mortal foes with brute force.

The Gorgon: Init +4; Atk face-tendril +5 melee (1d6 constrict plus hurl); AC 18; HD 6d12; hp 66; MV 45'; Act 8d20; SP inspire fear, incorporeal form, psychic combat (1d20+4 to counterspell), immune to non-magical weapons or natural attacks from creatures of 3 HD or less, half-damage from fire, acid, cold, electricity, gas; SV Fort +6, Ref +8, Will +6; AL C.





scorch marks, rent and torn metal, and the stench of burning hair and flesh.

The Gorgon can attack throughout this chamber, and delights in impaling targets against the long metal shards still extending from the sundered platforms. On a successful tendrill attack by the demon, the target must also make a DC 15 Ref save or be speared on a metal beam for an additional 1d16 damage.

For their part, the soldiers of the East turn all their attention to fighting the demon. However, unlike the PCs, the soldiers enjoy no protection from the Gorgon's ability to inspire madness and terror. Half go mad at the sight of the demon, attacking themselves rather than facing the horror writhing before them. The surviving soldiers hurl themselves into battle, but—armed solely with mundane weapons—their desperate sacrifices are futile and wasted.

Introducing New PCs: Up to this point, the adventure has afforded scant opportunity for replacing lost PCs with new characters, and unlucky players might have easily lost all their PCs by this point.

The release of the Gorgon, and the decimation of the Satrap's forces offers a solution to this challenge. Faced with the overwhelming horror of the demon, some soldiers of the East may elect to cast their lots with the PCs.

If a player has lost all of their characters, judges should feel free to assign the player one or two soldiers as PCs (rolling 3d6 for Stamina and 1d4 + Sta modifier for hit points, to start).

Area 1-4—The Twin Crystal: *The corridor opens into a strange triangular chamber, bereft of decoration save for the hateful ever-present mist. At the far end of the chamber, extending from the metal wall like a painful thorn, is an enormous crystal, glowing with brilliant violet light.*

Apart from color, the crystal is a perfect match for the Demon Key.

The Gorgon continues to attack the PCs in this chamber, along with any PCs or soldiers in areas 1-3 and 1-2. As the PCs draw nearer to the twin crystal, the Gorgon howls in greater fury, and then—increasingly—terror.

Bringing the Demon Key in contact with its twin causes both to explode in a brilliant flash of white light, instantly destroying the Gorgon. The purple mist is driven from the complex with the force of a hurricane, as a shockwave rolls out from area 1-4 and crashes through the rest of the hamlet to devastating effect:

Area 1-3 and the step well collapse, slaying any PCs and soldiers within. (Characters within area 1-4 are safe.) The ensuing rockslides swallow many of the soldiers on the surface, including the Satrap; the remainder of the army is cast into disarray. Bereft of their cruel master and driven mad by the wash of the demon-mist, they stagger back into the desert, alone and afraid.

CONCLUSION: IN THE WAKE OF THE GORGON

Survivors sheltering in area 1-4 easily dig free of the rubble. The hamlet has been reduced to ruins; some of the huts have caught flame, the black smoke rising into the cool evening air. Any surviving serfs have fled into the desert.

The survivors have been transformed by the wash of crystal magic. Each PC gains +1d3 Luck and an additional 1d5 hit points.

As the PCs take stock of their fate, and prepare for the coming night, they hear the flap of enormous wings, and spy black shapes crossing the sky. The Silent People, sent as envoys by the rebels, circle the ruined hamlet and alight before the PCs. In their guttural tongue and deep hoots, the great owls offer their condolences to the PCs, paired with gratitude for the PCs' courage and sacrifice. Finally,



the owls also bear an invitation for the PCs to join with the rebels in their fight with the Empire of the East.

Regardless of the PCs' decision, there is little to keep them here. With the hamlet destroyed they are free to seek their own destiny—for weal or woe.

As the ruined hamlet recedes in the distance, the hate-filled Satrap pulls himself free of the rubble. Driven by a burning need for revenge, the Satrap drags his broken body east, into the night.

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FIRST PRINTING

RANDOM ARTIFACTS

ROLL 1D30

1. Weapon, only 50% likely to be useable
2. Rope, 10-60 foot long
3. Barrel (50% likely full of beer, wine, water, etc.)
4. Jug (50% likely full of wine, cooking oil, vinegar, etc.)
5. Knife, fork or other kitchen tool
6. Parchment, 50% likely to be blank
7. Tool, carpenter or metal smithing
8. Glass bottle (50% likely to hold liquor, medicine, lamp oil, etc.)
9. Sack (50% likely to contain grain, vegetables, bread, laundry, etc.)
10. Comb, brush or other grooming tool
11. Axe, adze, brush hook or other tool.
12. Empty wooden box
13. Cooking pot
14. Skillet
15. Ladle or cooking spoon
16. Shoe for riding beast
17. Metal nails (1-6)
18. Broken weapon or tool
19. Empty pouch or sack
20. Rag or scrap of cloth
21. Arrows, 1-6
22. Random bit of armor or shield, 50% likely to be crushed, torn or otherwise useless
23. Farmer's hoe, rake or pitchfork
24. Shovel, scythe or spade
25. Broom, fireplace poker or mop
26. Wooden cabinet, bench, stool, table, etc.
27. Light garment (shirt, pants, skirt, etc.)
28. Heavy garment (coat, robe, jacket or cloak)
29. Blanket or bedding
30. Iron chain, 1-6 feet long



DC EMPIRE OF THE EAST

CHARACTER RECORD SHEET

Name _____ **Title** _____

Occupation _____ **Class** _____ **Alignment** _____ **Speed** _____

Level _____ **XP** _____

Armor Class

Hit Points

Max:

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Weapons

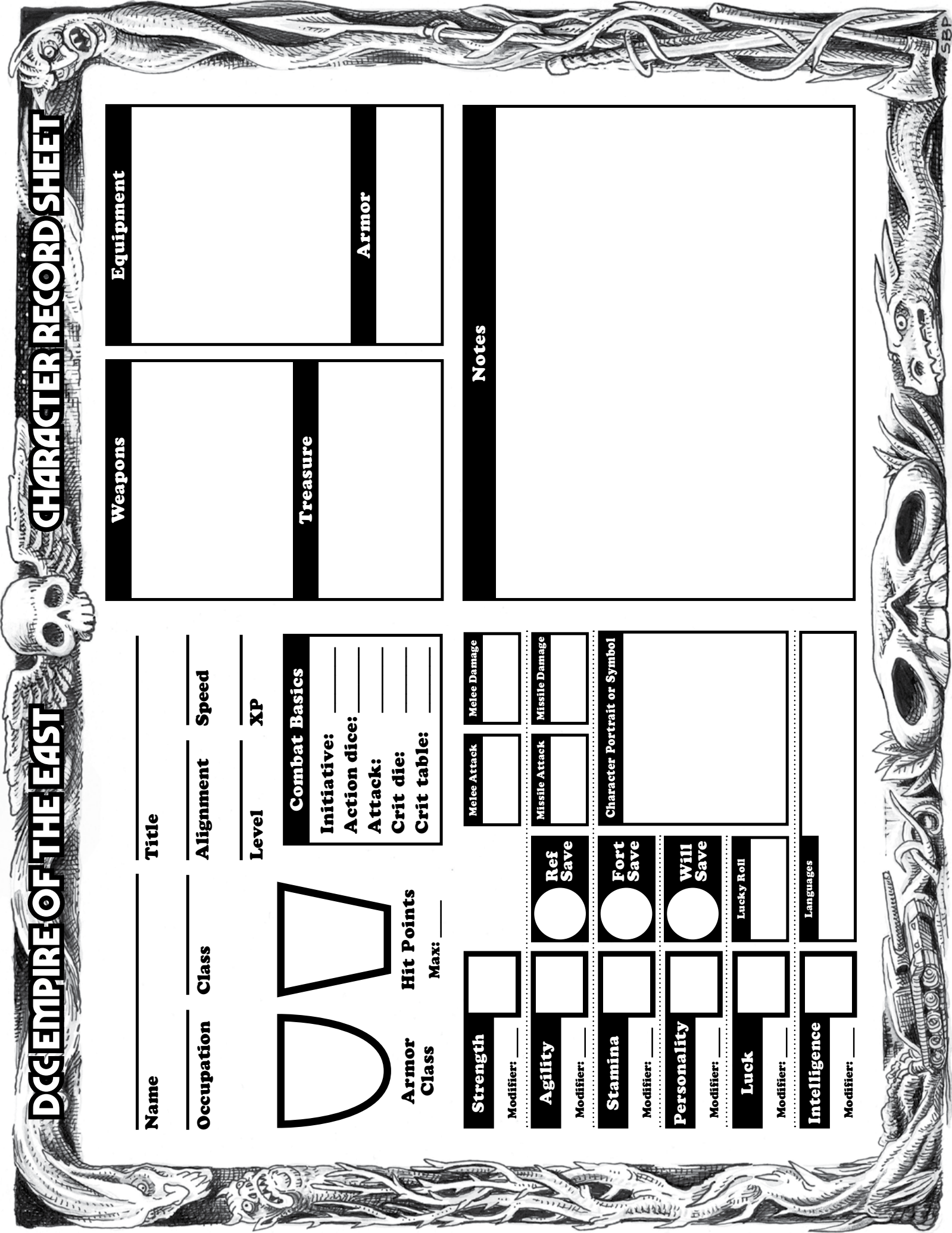
Treasure

Equipment

Armor

Strength	<input type="text"/>	Melee Attack	<input type="text"/>	Melee Damage	<input type="text"/>
Modifier: _____					
Agility	<input type="text"/>	Missile Attack	<input type="text"/>	Missile Damage	<input type="text"/>
Modifier: _____					
Stamina	<input type="text"/>	Ref Save	<input type="text"/>	Character Portrait or Symbol	
Modifier: _____					
Personality	<input type="text"/>	Fort Save	<input type="text"/>		
Modifier: _____				Will Save	<input type="text"/>
Luck	<input type="text"/>	Lucky Roll	<input type="text"/>		
Modifier: _____				Languages	<input type="text"/>
Intelligence	<input type="text"/>				
Modifier: _____					

Notes



Name _____ **Title** _____

Occupation _____ **Class** _____ **Alignment** _____ **Speed** _____

Level _____ **XP** _____

Armor Class _____ **Hit Points** _____ **Max:** _____

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Weapons

Treasure

Equipment

Armor

Strength _____ **Melee Attack** _____ **Melee Damage** _____

Modifier: _____

Agility _____ **Ref Save** _____ **Missile Attack** _____ **Missile Damage** _____

Modifier: _____

Stamina _____ **Fort Save** _____ **Character Portrait or Symbol** _____

Modifier: _____

Personality _____ **Will Save** _____

Modifier: _____

Luck _____ **Lucky Roll** _____

Modifier: _____

Intelligence _____ **Languages** _____

Modifier: _____

Thief Abilities

Luck Die d _____ **Disable trap** + _____

Backstab + _____ **Forge document** + _____

Sneak silently + _____ **Disguise self** + _____

Hide in shadows + _____ **Read languages** + _____

Pick pocket + _____ **Handle poison** + _____

Climb sheer surfaces + _____ **Cast spell from scroll** d _____

Pick lock + _____

Find trap + _____

Notes

DC EMPIRE OF THE EAST

CHARACTER RECORD SHEET

Name _____ **Title** _____

Occupation _____ **Class** _____ **Alignment** _____ **Speed** _____

Level _____ **XP** _____

Armor Class _____ **Hit Points** _____ **Max:** _____

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Weapons

Equipment

Treasure

Armor

Strength Modifier: _____	Agility Modifier: _____	Stamina Modifier: _____	Personality Modifier: _____	Luck Modifier: _____	Intelligence Modifier: _____
Melee Attack _____	Melee Damage _____	Ref Save _____	Fort Save _____	Lucky Roll _____	Languages _____
Missile Attack _____	Missile Damage _____	Will Save _____	Character Portrait or Symbol _____		

Warrior Abilities

Critical threat range: _____

Lucky weapon: _____

Add class level to initiative, Mighty Deeds of Arms

Notes

Warrior

DUNGEON CRAWL CLASSICS

EMPIRE OF THE EAST

OFFICIALLY LICENSED BY THE
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Thousands of years ago, the ashes of nuclear fire changed the world. The weapons of mass destruction ceased to work as the laws of physics altered. In their wake came elementals and demons, creatures from the darkest dreams and nightmares of mankind. Magic returned to the world. Humankind arose from the ashes and rebuilt society, just as the vile Empire of the East wielded the demonic powers of Orcus to sweep across the globe. Now it falls to a small group of resistance fighters to reclaim freedom for humanity!

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- Character options for adventuring in this world
- A discussion of demons, elementals, and monsters, including stats for creatures compatible with any DCC and MCC campaign
- Lost technology of the Golden Age of Man, and its effect on the Changeling Earth
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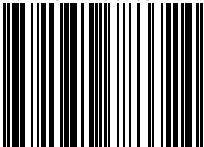
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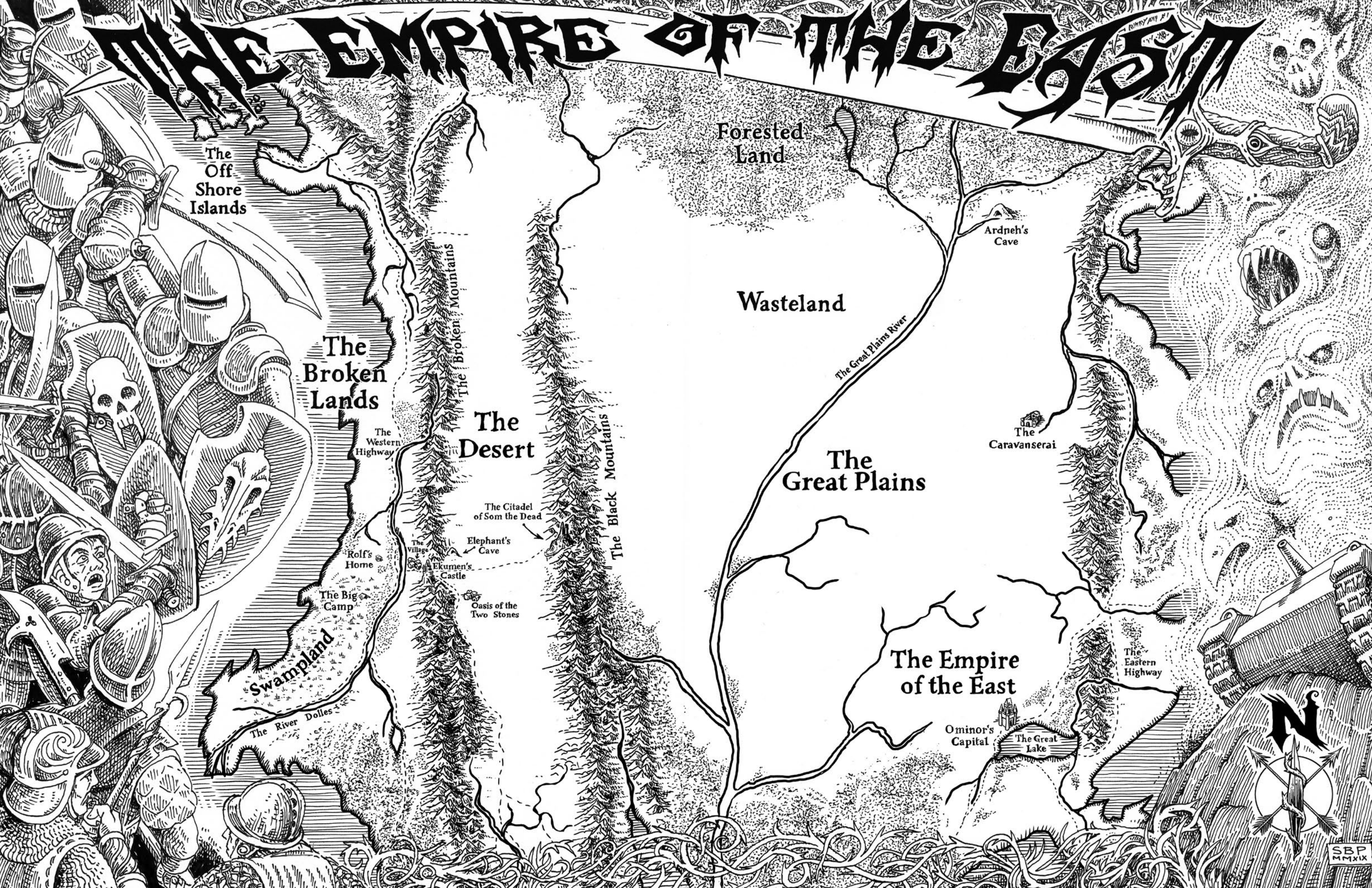


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THE EMPIRE OF THE EAST

The Off Shore Islands

The Broken Lands

The Desert

Forested Land

Wasteland

The Great Plains

The Empire of the East

Ardneh's Cave

The Caravanserai

The Western Highway

The Citadel of Som the Dead

Elephant's Cave

Rolf's Home

The Village of Ekumen's Castle

Oasis of the Two Stones

The Big Camp

Swampland

The River Dolles

The Great Plains River

The Eastern Highway

Ominor's Capital

The Great Lake