

THE RAVAGED WASTELAND OF
CRIFOTH

WE SURVIVED, BUT AT WHAT COST



Dice on Ice
Original



Compatible



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FOREWORD

It all started with a sentence: “I wish tieflings were cooler.” And so that’s what Crifoth came from, our own take on tieflings.

The two of us would always go for long walks down the river valley of our city (or to the nearest fast food chain), talking about our worlds and adventures. Not long after, we found ourselves going on walks far less often, instead spending many hours typing away on our laptops.

We busied ourselves with the fledgeling idea of Crifoth, and ran a game in it with a close group of friends. It was an instant hit, and we knew we were on to something. From there, we had a drive to make something of it—the thing you now hold in your hands (or on your screen).

As Crifoth grew, so did we. We developed as writers, as worldbuilders, as creators. We met many amazing people on this journey that helped us when we needed it. And boy, did we need it.

We couldn’t have done this without the Absolute Tabletop Facebook group. Its members provided limitless support. We give special thanks to Marquis Hartis and Runehammer as well. They did more than just editing or art; they weren’t afraid to point out the bad or the weak while at the same time inspired us to keep going. They provided their own takes on the world to give it a depth we couldn’t imagine possible.

As our very first official project, we are without words at how amazed we are to see it done. It was daunting and stressful at times, but this labour of love made it to see the light of day. Our thanks have no bounds.

From one group of nerds to another,

Megan Hambrock and Connor Davies

Dice on Ice





INTRODUCTION

“Crifofoth.

“Once home to the most wondrous kingdom the world had ever known, blasted to nothing in just a fortnight.

“It is here that the fiends of Hell walk among us.

“It is here where all things die.”

INTRODUCTION

Crifofo was once home to the great kingdom of Ossland—a kingdom of splendor, great magic, and vast metropolises. Archmages unraveled the secrets of the world atop their lofty towers, and marketplaces bustled with wealthy commerce. But now, centuries since its fall, little remains to hint at Ossland’s glory. Pastures turned to badlands, cities to rubble—the eruption of Mount Kest extinguished the vast majority of life and buried Ossland beneath molten earth. This eruption was not spontaneous—it was the result of something more sinister.

A foolish mistake made by King Alain Lothaire of Ossland brought a fiendish evil into the world. King Alain, desperate to win his war against the dwarves, was manipulated, and invited an Archfiend into the mortal world. This Archfiend, Burpoross, wrought destruction on the land. His vile presence snuffed out all life and corrupted everything it touched. Tidal waves, earthquakes, and the eruption of Mount Kest sealed Ossland’s fate. This was the fall of humanity.

Centuries of torment, carnage, and bleakness passed. Burpoross and his fiendish minions established Strongholds of obsidian as they carved their way across the landscape. For most, the only refuge was to flee to the sands just beyond the Archfiend’s grasp. For others, it was submission to his rule, in hopes that he would spare their lives. But in the end, none in Crifofo can escape the grasp of Burpoross.

In Crifofo, it is courage just to survive.



FOUR TRUTHS OF CRIFOTH

Familiar aspects of traditional fantasy are absent. No shining knights walk Crifoth's sands; no peaceful villages dot the landscape. Newcomers to Crifoth have much to learn about its denizens, its tyrants, and its monsters, but the following four characteristics capture the main pillars of the setting.

Demons Conquered All

Archfiends of eldritch, unknowable power spawn hordes of demons from their monolithic Strongholds. Sadistic demons prowl the blood-soaked sands in search of mortal souls to feed their hellish appetites. Ranks of slaves, each one a human, wail and weep in dark quarters waiting for orders. Devil-horned tieflings march along obsidian alleyways built on top of crumbled metropoli, each bearing the flag of their commanding demon. Drove of cackling, vulture-like fiends eclipse the two suns of Crifoth in a maddening dirge of wingbeats.

Little opposes the hellish invaders that now call Crifoth home. The world is forever twisted, blighted, and changed by their arrival. The few who survive and call themselves free cower in dark pits or shifting sands away from crimson eyes.

An organization of freed slaves, each member

a tiefling, stand firm against the tide of darkness. These Blood Knights harness their corrupted blood to bring the fight to tyranny. Outnumbered a thousand to one, Blood Knights use cunning, stealth, and subterfuge to claim victories against these invaders.

The World is Ravaged, and Wrathful

Wildfires dance across the withered remains of forests. Rivers of black oil run where streams once flowed. Two suns, each fiery and angry, scorch the jagged land below. Sands spread to the horizon, accompanied only by more badlands and canyons. Lakes of lava sit in basins of cracked earth, and violent storms of hellfire and searing sands course throughout the wastes. Where once were sprawling cities, now only ruins stand, infested with demons.

Water is the currency of life in Crifoth. The Affliction turns water to oil, and life to death, and the Killing of the two suns leaves behind only seas of salt and flats of baked clay. Every drop of water is precious.

In the wake of this world-death, ancient powers—once slumbering—awaken. Primordials, driven by fury, rise to combat demons. Each manifests some aspect of the natural world, whether that be tangible or abstract, such as: rain, sun, wind, plague, hunger, or vengeance. Some wastelanders call upon these primordials to gain their aid against the Archfiends' rule. With their power, they are vengeful.



The Old World Lies Buried with its Gods and Secrets

Dozens of weathered galleons lie half-entombed in the sand. Cracked pillars support a dusty temple plundered long ago. A silent guardian stands, inactive, in a vault of arcane secrets hundreds of feet below the surface. No gods answer the prayers of a wastelander clutching at his rent gut as a beast goes for the killing blow.

In the times before, a pantheon of creator gods, collectively called the Five Sisters, was openly praised and worshipped. When the demons invaded in a storm of hellfire and carnage, civilians ran to their temples—to pray, to beg forgiveness for whatever folly caused such destruction. The gods refused to answer, and remain silent to this day. Now forgotten, the only remnants of these gods are crumbling remains of temples and shrines.

The world of old has other remnants too—magical secrets of innovation and wonder. Now entombed under hundreds of feet of basalt and sand, these too

are left forgotten. Few risk death to delve into these ruins, to seek out these lost secrets. They hope to find a way to bring back the lost gods, recover the wealth of before, or to even banish the demons back to Hell.

Survivors, Not Heroes

Raiders plunder a survivor camp hidden in a valley. A woman carrying her child walks on blistered feet, persistent to find water. A man herds goats back to his tribe, each covered in oily boils and black sores.

Gone is the age of quests and heroes; heroes become pickings for carrion birds, while survivors live to see the next sunrise. Tribes form as the desperate few band together. Lone wanderers are met with aversion and hostility. Water is fought over with blood and steel.

Characters in Crifoath are such survivors. Little heroism stirs their hearts, but they all share one thing: the will to survive, at any cost.



OVERVIEW

Crifothis is a setting of bloodshed, desolation, and desperation. Sun-bleached sands bury centuries-old ruins of a kingdom fallen from vice and greed. Hellish terrors from beyond stalk mortalkind under red skies. Scavengers and wastelanders struggle and feud over skins of water. The world is in pain, and it screams with its dying breaths.

To help you bring this world to life in your games, we've assembled rules which highlight the themes found in Crifothis. The following chapters tailor and add on to 5E, bringing a whole new feel to suit the wasteland of Crifothis.

The Ravaged Wasteland of Crifothis has three sections: options for creating characters, new and modified game mechanics, and an in-depth digest of the setting and its various aspects.

Character Creation

Adventurers are often ordinary folk who face exceptional circumstance. Fired in the kiln of hardship, these exceptional few leave behind their former lives—whether by force or choice—to set out in a hostile world. No legend will come of these brave souls, for there are few to tell their tale. From humble beginnings to perilous presents, these are the characters created for *The Ravaged Wasteland of Crifothis*.

The following chapters will help you build a wastelander of Crifothis.

People of Crifothis (page 13)

Chapter One presents an overarching view of daily life for the hardy folk of Crifothis. It offers a **Tribe Generator** to create a survivor tribe with their own customs, beliefs, and quirks, and a summary of the Blood Knight rebellion.

Races (page 23)

Desperate cultures grip on to life in the face of adversity and hardship. Each of these races offer unique traits, talents, and features. The races of Crifothis replace the choices of race found in 5E, rather than supplement them.

The races of Crifothis are described in Chapter Two.

Classes (page 45)

The player characters of Crifothis use the same classes as those found in 5E, although some class narratives fit better than others with the themes of this setting. For some of the classes lacking options that fit the setting, we've gone ahead and created options for them.

These class options, as well as the role of all classes, are described in Chapter Three.

Backgrounds (page 65)

The backgrounds in *The Ravaged Wasteland of Crifothis* define your character just as in 5E with skill proficiencies, a feature, bonus starting equipment, and personality traits.

These backgrounds provide novel options that better suit wastelanders and their daily trials. It's nigh impossible to see a noble or a sailor in the setting, while slaves and nomads are commonplace. As such, these backgrounds replace the choices found in 5E.

Backgrounds are described in Chapter Four.

Skills and Feats (page 76)

The Ravaged Wasteland of Crifothis has made some departures from baseline fantasy, and the skills available to player characters have been tweaked to reflect this. Players will see a familiar list of skills, but their uses have been slightly altered to fit the setting.

Characters have the option of **Literacy** when selecting their skill proficiencies—choosing to be literate costs one skill proficiency.

In addition, within this chapter is a collection of feats, options available to characters in lieu of increasing ability scores when they reach 4th level or higher. These feats have prerequisites, being available only to certain races or classes.

Equipment (page 80)

The art of metallurgy and smithing is lost to the ravages of the world, and durable materials are hard to come by. Chapter Six contains lists of common materials used in Crifothis, as well as a table for **trinkets** gained at character creation. This chapter also contains rules for wealth options, for gear breakage, and for **fragments**: magic items

deteriorated and degraded from time, their function no longer intact. However, some magic clings to them, and they can be activated to produce strange, one-time effects before losing their magic. Fragments are volatile but commonplace in Crifoth, and can be a great boon for adventurers.

Magic (page 90)

While Crifoth is a world rife with magic of all kinds, certain magics are unfitting for the setting. In this chapter is a summary of the nature of magic in Crifoth, notes on spells that should be altered or unavailable to players, as well as new spell options for spellcasting classes.

Game Mechanics

Hardship awaits the brave few who dare face Crifoth's peril. In a hostile world filled with lethal foes and harsh elements, *The Ravaged Wasteland of Crifoth* presents new rules and mechanics to emulate this.

The following chapters add to the familiar framework of 5E.

Blood and Grit (page 98)

The Ravaged Wasteland of Crifoth does not use the hit point system. Instead, it uses a variant of it that separates a character's hit points into two distinct pools: **Blood** and **Grit**. A character's Blood determines their injuries in combat, and a character's Grit represents their stamina and resolve.

Damage is done to a character's Grit until it runs out, after which damage is dealt to Blood. When a character's Blood goes to 0, they begin dying as

normal.

Blood and Grit are discussed further in Chapter Eight. This new system is designed to heighten the lethality and tension of combat in your games, as well as to offer direction for narrating wounds as either visceral or superficial.

Exhaustion (page 101)

Chapter Nine contains changed rules for recovery and exhaustion. In Crifoth, rests and downtime are not trivial things, and the toils of the world demand a heavy price.

Adventurers will need to balance their own fatigue and their current goals in order to survive. In this chapter is an overhauled **Exhaustion** system that replaces the one in 5E, as well as new rest options catered to this change in gameplay.



Survival (page 104)

Most games in *The Ravaged Wasteland of Crifoth* involve journeys, travel, or scavenging for food and water—the **Survival Phase**. During this phase, characters can scout, follow tracks, search for water, keep guard, and so on. The Survival Phase rules are found in Chapter Ten, and are designed to add structure and flow to an otherwise overlooked phase of the game. It also provides **Events**, which are encounters during the Survival Phase catered to the various regions of Crifoth; and **Hazards**—dangerous environmental conditions

The World

The setting of Crifoth has elements which distinguish it from traditional fantasy. The following chapters explore these elements. Within these chapters are roll tables, miscellaneous mechanics, and advice for Game Masters, as well as summaries of the key aspects of the world.

Demons (page 113)

Crifoth is home to vile demon invaders that have shaped the world irreparably. This chapter provides information on demons as a whole, as well as the six Archfiends that rule this blasted hellscape: Burpuross, Jae-Muran, Vytuizar, Buexhon, Volcrath, and the mysterious Sixth.

Regions (page 132)

From blasted badlands to dry dunes, Chapter Twelve provides a snapshot of Crifoth's scorched wastelands. Within this chapter is a **Region Generator** that converts your die rolls into a swath of land with interesting locales, a **Ruin Generator**, as well as a variety of trinkets thematically linked to the old world.

The Affliction (page 143)

The world-plague of the Affliction curses those it infects with the doom of death. It warps their bodies, kills plant life, and turns water to oil. Chapter Thirteen contains rules and information about the Affliction and its ailments, effects, and cures.

Primordials (page 147)

In the wake of Crifoth's destruction, dormant spirits of the world called primordials have awoken. Primordials are powerful, elemental beings hellbent on scouring Crifoth of its hellish invaders. This chapter contains examples of primordials and how to adapt beings from other sources to the world of Crifoth.





PART 1: CHARACTERS



CHAPTER ONE: PEOPLE OF CRIFOTH

“Look around you. See the lashed backs of thousands of slaves. See their brothers and sisters in stewpots. See the cursed blood running through your veins.

“Tell me if you still have hope.

“See the free people of Vashrun. See their misery, their squalor, their festering death. See us, the Blood Knights. See our numbers dwindle every passing day at the hands of the Legion.

“Tell me if you still have hope.

“See the two Suns of Crifoth. See them dance in the sky, burning all below. See the anger ignited from within this dead world. See the Affliction growing from every spot of blood, every shadow hidden away.

“See Crifoth.

“Now tell me if you still have hope.”

BEFORE THE FALL

Once, Crifoath was prosperous. Towers touched the heavens and children laughed and played. The power of magic lifted the poor and the wealthy alike. Grand temples overlooked sprawling markets. The land was green and plentiful. Little hinted at Crifoath's ravaged future.

Elves lived in Sur'Telynth, a mystical land of natural wonder and elegance. Borders were kept tight, allowing no outsiders to enter. Little did they leave Sur'Teynth.

Dwarves were a hearty people who built their kingdoms stone by stone in the mountains to the north. Their capital, Marn Galor, was built into the contours of the tallest mountain, Mount Kest. The dwarves mined these mountains and were responsible for much of the smithing and production of iron and ore goods.

Orcs lived in tribes in the vast, lush forests to the east, scavenging and hunting what they needed to survive. Warring tribes were common, and great guerilla wars were had within their jungles. Orcs were barred from civilization and treated as a menace. They raided and pillaged small towns outside of city walls for anything they could not make themselves. Unlike the other races, orcs never cared for peace, alliances, or truces, further separating their culture with the cultures of the others.

Humans were the most abundant race and their cities and castles grew far across the expanse of Crifoath. Their buildings rivaled the dwarves, their mastery of the arcane rivaled the elves, and their energy rivaled that of the orcs. Humans felt the guiding hands of the Five Sisters in every aspect of their lives, conquering the known world one century at a time.

THE PRESENT

Now, life is centered around the constant search for food, water, and safety. Surviving the day has taken importance over finding the solution to end the terror. Very few still search, delve through ruins, or explore the far reaches of the sands for any answers.

For slaves, survival is also paramount but it instead consists of avoiding the wrath of their masters. Though they have just enough food for survival, they know their days are numbered until their demon masters require souls. Those who do escape find life in the sands just as harsh as the Strongholds in which they toil.

It is advantageous to have the companionship of a tribe and there are hundreds of such tribes scattered throughout the sands. Some are small, consisting of a few family members. Others are made up of multiple families across several generations. Tribes offer some security, where the burden of finding food, water, and shelter doesn't land solely on one. Tribes in Crifoath vary differently in their makeup, beliefs, and dispositions.

Long, Hot Days and Short Nights

When Burpoross and his forces laid waste to the world, the suns grew angry. The heat of the world intensified, desiccating plant life and reducing rivers and streams to steam. Having two suns gives Crifoath lengthened days. There is a sweltering 18 hours of sunlight and only 6-hour nights. During the nightly reprieve, Crifoath cools somewhat, but remains warm. Just as Crifoath becomes a comfortable temperature, the suns rise once more, heating the land once again.

The Grey and The Red

There are two suns in the sky of Crifoath. One is larger, hotter, and is a bright ruby in color. This sun is named the Red. The other is smaller, cooler, and shines a dim grey. This sun is named the Grey. The Grey and The Red suns rise and set in opposite directions, staggered so that as one sets the other rises.

The Kilning

The Kilning happens once a day when the two suns of Crifoath—the Red and the Grey—share the sky. The heat they emit together is so intense that it bakes mud to clay, giving it its name. This intense heat lasts for about an hour each day before the Red sets and the world returns to normal. Very few creatures can survive the Kilning and must find shade,

whether that be by burrowing into the sand or seeking out a dark cave or dilapidated ruin. However, the heat is not the only danger during this time. It is important to be wary of the shade one finds because you never know who or what you're sharing the refuge with.

The Kilning lasts for 1 hour, and is considered a Challenge 4 Hazard (see page 110).

Conflict

Crifoth is full of conflict. The main conflict is between the Archfiends and wastelanders, but there are constant quarrels between races and tribes that result in bloodshed. Territory is a point of contention between the tribes. The fight over a piece of land with food and water is considered worth dying for.

There is an abundance of mistrust among the different races. Each suspects that the other is just as murderous as they are, breeding generation-spanning suspicion.

Trade

Trade does exist in Crifoth. There are few caravans that travel throughout the wastes to exchange different necessities. However, with the number of bandits and scavengers roaming the sands, there are very few of these caravans and all have protection accompanying them.

The only universally accepted form of currency in Crifoth is water, but trades are based on a

barter system. No coins pass between the hands of wastelanders, but if they do, they're treated as shiny baubles at best.

Languages

In Crifoth, the rich languages which existed in the world before have been lost. Different dialects and tongues have all melted into a just few languages. However, with the emergence of new races, there are new languages specialized to the wastes.

Literacy

Literacy is one of the large aspects lost over centuries of demonic rule. The majority of wastelanders are illiterate—the only exception to this are ash elves and the few individuals who have taught themselves through ancient texts.

Rules about literacy can be found on page 77.

Languages

Languages of Crifoth	Typical Speakers	Script
Common	Most wastelanders can speak Common. Originated from a common human tongue that survived the fall.	Common
Ssuri	Ssuri and very few others. Consists of clicks and growls.	–
Elvish	Ash Elves.	Elvish
Devilspeak	Archfiends, demons, tieflings.	Sigils
Orc	Orcs.	–
Druidic	Druids only.	Druidic
Primordial	Primordials, incarnum, and other elemental beings. Primordial sounds like the elements whether that be a fire crackling, a crash of lightning, flowing water, etc.	–
Truespeak	Wizards, others who have studied old text.	Sigils
Chalkmarks	Blood Knights, no spoken form.	Chalkmarks

TRIBES

As survivors fled to the wasteland beyond the reaches of demons, they banded together, forming pocket tribes in Crifoth's remote places. As time went on, tribes fell to disease and violence, and new tribes emerged to take their place. These tribes grew to have their own customs and beliefs, becoming further distanced from their origins which each generation.

Tribes in Crifoth are constantly warring over the scarce resources in the wastes. If a tribe finds an oasis or kills a large animal for food they must be constantly on watch for others who may try and steal these precious commodities.

Each tribe is wholly unique in numerous ways. Below are tables to create such a Crifoth tribe.

Tribe Generator

Racial Majority

d6 Majority

- | | |
|---|-----------|
| 1 | Incarni |
| 2 | Orcs |
| 3 | Ssuri |
| 4 | Ash Elves |
| 5 | Humans |
| 6 | Tieflings |

Name

Roll 3d10 to get the full name of the tribe.

d10 Name

- | | |
|----|--------------|
| 1 | The Poison |
| 2 | The Ancient |
| 3 | The Misty |
| 4 | The Hidden |
| 5 | The Raging |
| 6 | The Lost |
| 7 | The Silent |
| 8 | The Molten |
| 9 | The Swift |
| 10 | The Obsidian |

d10 Name

- | | |
|----|---------|
| 1 | Watcher |
| 2 | Demon |
| 3 | Sand |
| 4 | Arrow |
| 5 | Blood |
| 6 | Skull |
| 7 | Sun |
| 8 | Bone |
| 9 | Fist |
| 10 | Blade |

d10 Name

- | | |
|----|-----------|
| 1 | Progeny |
| 2 | Clan |
| 3 | Tribe |
| 4 | Warriors |
| 5 | Kin |
| 6 | Horde |
| 7 | Brood |
| 8 | Pack |
| 9 | Children |
| 10 | Followers |

Identifying Feature

d10 Feature

- 1 They brand their skin with symbols that signify their tribe and rank.
- 2 They paint their entire bodies with red pigment made from crushed red stone.
- 3 They adorn themselves with extravagant bone jewelry. Every bone represents someone they've conquered.
- 4 They never cut their hair and instead twist it into intricate plaits on top and around their face.
- 5 When a member of the tribe is defeated in battle a part of their body is cut off. A warrior's caliber is determined by the number of body parts they still have.
- 6 Each member wears the same bone mask with red markings around the eyes and blue smears across the mouth.
- 7 They collect the scalps of their conquests and sew them together to create large, ornate wigs which they wear in battle.
- 8 They imbue themselves with magic that manifests as tattoos that grow as they age until their skin is covered.
- 9 Members of the tribe attach dismembered limbs to themselves to appear larger and more intimidating in battle.
- 10 They cover themselves with the black blood of demons. They never wash this blood off but keep adding it to any visible patches of skin.

Disposition

d10 Disposition

- 1 They will attack and kill any tiefling they see.
- 2 They move from ruin to ruin, clearing them out and moving on.
- 3 They are more than willing to trade but expect the traveler to leave their territory once the deal is done.
- 4 They will often live in another tribe's territory and secretly steal resources for as long as they can.
- 5 Their thirst for blood is strong. They spend their time travelling and hunting down anything they come across.
- 6 They will only attack members of another tribe.
- 7 They will only attack demons on site.
- 8 They have found a place with enough resources to settle down.
- 9 They are usually peaceful and will even offer temporary solace to travelers with food, water, and a safe night's rest.
- 10 They seek to kidnap wanderers in the wastes and make them their slaves.

Renowned Commodity

d10 Commodity

- 1 They are known for making jewelry imbued with protective magic.
- 2 They create the most potent hallucinogenic salves. These salves give those who place it on their eyelids an escape from the horrors of daily survival.
- 3 They are known for their rare skill in metallurgy. They are able to create weapons and armor and are sought out by wanderers to fix broken metal items.

d10 Commodity

- 4 They are best known for creating hide waterskins that never leak.
- 5 They make beautifully knitted and dyed garments including shirts, shawls, and cloaks. Tribes use these as ceremonial garbs or for their shamans.
- 6 They have successfully been able to cultivate a small section of land and have grown a few crops. They will trade this food once everyone in their tribe has been provided for.
- 7 They will take water that has been affected by Affliction and through a Sigil make it clean and drinkable.
- 8 They mix concoctions of plants that create potent healing salves and potions.
- 9 They are known for ruin exploration and the collection of old relics. If someone is looking for an ancient artifact, this tribe most likely has it.
- 10 They are known for their skilled warriors and their willingness to do jobs for payment.

Leader

d10 Leader

- 1 Tooth-taker, a toothless shaman who collects the teeth of his tribe members when they die, and sports them on a withered cane of petrified wood.
- 2 The largest of the warriors who has fought their way to the top and remains uncontested.
- 3 An elderly member of the tribe. No one knows how old they really are.
- 4 A tiefling who has proven themselves as a fierce warrior and a proficient leader. They used to be a member of the Legion.
- 5 A crow that the tribe has followed for decades, granting them fortune.
- 6 A demon disguised as the leader of the tribe. The demon killed the actual leader months ago.
- 7 A young child who is said to have the ability to see into the future.
- 8 The child of the old leader of the tribe who had recently died.
- 9 A skull decorated with ornate jewels and paints who whispers to a “chosen” member of the tribe.
- 10 Identical twins who speak at the same time with connected plaited hair.

Belief

d10 Belief

- 1 They will pluck out the eyes of anyone they meet in case they are agents of the Archfiends.
- 2 A being's soul is contained in their mouth. Is it a great honor, after death, to have your tongue cut out and worn by loved ones. The ultimate damnation is to rip out the tongue and bury it in the sands.
- 3 They will always fight until one dies. It is seen as shameful to yield in battle.
- 4 They believe that dreams are an entryway to a world of paradise. It is seen as a break from the harshness of Crifoth. If one is lucky they may be able to escape from Crifoth.
- 5 They are careful not to disturb anything in nature, or leave a visible trace. If they do they believe they will incur the rage of the primordials.
- 6 This tribe found a bunch of acorns in an old ruin. They believe that by constantly carrying an acorn with them they will live forever.

d10 Belief

- 7 They believe it is immoral to kill any living thing. They do not consider demons or tieflings as living things.
- 8 They believe that the old gods have hidden a door in Crifoth that will lead to paradise. Crifoth is merely a trial to prove their worth. They are constantly searching for this door.
- 9 They believe that bounders hold the soul of their ancestors and wish to protect their offspring in the afterlife.
- 10 The tribe refuses to speak, believing that if they do the Archfiends will know their location and hunt them down.

Rite of Passage

d10 Rite

- 1 Children who are coming of age are tied up, blindfolded, and taken one thousand steps away from the tribe into the desert. They are given a hallucinogenic seed and left to find their way back. These seeds are meant to force any memories of being a child out of the mind so they can successfully transition into adulthood.
- 2 A young member of the tribe must successfully catch a bounder or other riding animal. If they are able to catch and bring it back to the tribe, that is their new companion and they are able to become warriors of the tribe.
- 3 Before a child reaches adulthood, they cover themselves with white ash to resemble a mythic monster called a boneflayer. They are paired with another member of the tribe and they go on a pilgrimage into the wastes for 24 weeks. During this time the member imparts the important secrets of the tribe.
- 4 If two members of the tribe wish to be married, they are placed on either side of a bed of hot coals and must run towards each other to meet in the center. If one fails to do this then the marriage is seen as cursed.
- 5 When two members of the tribe are coming of age, they will fight each other in the body of a demon. Surrounding the corpse is a ring of fire. Until a member wins by tossing the other into the fire they are not seen as mature. The loser doesn't die but is badly burnt and must fight again.
- 6 Children are presented with four toys. Depending on what toy they choose will determine the role they serve in the tribe.
- 7 A member must go through three trials to become a warrior. The first is being beaten by other warriors of the tribe. The second is seeking out a demon that secretes a poison from its skin. The final trial is to meditate for seven days and seven nights, letting the demon's poison soak into their wounds.
- 8 Young tribe members are expected to walk out into the wastes and survive for six months all by themselves. When they return they are regarded as full members of the tribe.
- 9 Those who wish to make the transition into adulthood must get their whole body tattooed with various animal symbols.
- 10 A young warrior must kill slaves of the tribe using the tactics they have been taught in their training. They must successfully kill twelve slaves before being considered a true warrior.

Death Rite

d10 Rite

- 1 The body of the deceased is burned to ashes. The ashes are placed into small containers that are strung with leather cord and worn as a necklace by loved ones.
- 2 After a member of a tribe dies, they are consumed in a large feast by other members.
- 3 The bodies are dipped in Affliction. They are then burned to get rid of the Affliction.
- 4 Bells are attached to bodies which are attached to poles outside of the tribe. They are meant to ward off any evil that may affect the tribe and to act as signals.
- 5 A face of each of the deceased members is painted onto a large wall. Directly below the painting is where they are buried.
- 6 A younger member of the tribe carries the recently deceased to the top of a mountain and leaves them on the summit. This is so they are as far away from the pain and suffering of the world as possible.
- 7 The body is cut up and fed to various animals around the tribe.
- 8 The organs of the deceased are removed and soaked in demon blood and then lit on fire. The rest of the body is left to be consumed by scarbirds.
- 9 Bodies of the dying are left on an altar for a nearby demon to consume.
- 10 The deceased is considered an honored guest for a three-day long celebration that is filled with games, food, and gift-giving.

Object of Reverence

d10 Object

- 1 A Sigil drawn onto a turquoise rock. The Sigil is said to protect the tribe against demons.
- 2 A weathered statue of a woman wearing a high-collared dress that the royalty of ancient Crifoth wore. She is holding a pitcher, presenting it up to the sky. Every full moon her eyes bleed.
- 3 The skull of a demon killed by the first leader of the tribe.
- 4 The head of a staff that is rumored to have belonged to Sul Sun-Kissed. The figure is a long bone cylinder with suns, moons and stars carved through the bone. When you put a source of light in the cylinder, large projections of the shapes are produced.
- 5 An intricately woven shawl that is said to focus and heighten the power of the shaman of the tribe.
- 6 A scroll from the old world that hints at a hidden paradise call Sur'Telynth in the north.
- 7 A flute made from black obsidian that is said to cause fear in anyone who listens to it.
- 8 A goblet that is always filled with black demon blood.
- 9 A ceremonial pipe where members of the tribe smoke a hallucinogenic leaf every full moon.
- 10 A basic wooden mask that makes the wearer appear to be a horrific monster.

BLOOD KNIGHTS

Fierce Unforgiving Warriors

Outnumbered a hundred to one, the Blood Knights stand to oppose the tyranny of the Archfiends and their Legions. They are rebels, and freedom fighters however most survivors regard them as heartless, willing to do anything to carry out their ideals.

Each member a tiefling, Blood Knights fight fire with fire in the bowels of Strongholds, using their hellish power against these tyrants.

Origin

The Blood Knights were formed by the first tiefling, Duncan Eimer, the second hand to King Lothaire. During the fall, the king's army marched against the demons, but their strength and power proved greater than the human army. It became clear that the humans were being decimated and Duncan was forced to retreat with the surviving soldiers. By this time, most of the soldiers had gone through the change into tieflings. They retreated into the depths of the city and there the Blood Knights were created.

Over the years they have grown in size and complexity. There is a chain of command with Elders at the top. Their intent has remained the same as its inception: to attack the Archfiends' resources and destroy as much as they can in small groups.

Many wastelanders despise the Blood Knights because they are exclusively tieflings. Blood Knights are just as bad as the Legion in their lack of empathy and willingness to sacrifice anything for the greater mission.

Blood Knight missions consist of infiltrating Strongholds and destroying anything they can. They have spies in the stronghold acting as legionaries who feed them information about vulnerabilities to exploit. They kill wandering demons in the street, release slaves, and destroy buildings. A unit of Blood Knights is called a Cruor.

Blood Knights are known for being cold, calculating, and ruthless. They care not for the lives of others. They are willing to do anything, to sacrifice anything in order to get to the Archfiends. Any appearance of weakness is not tolerated and any Blood Knight who goes against the strict set of rules is met with harsh punishment.

BLOOD KNIGHT OATH

"We are Liberation. We are Destruction.
"We are Deliverance. We are Vengeance.
"We are Salvation. We are Retribution."
"We are One. We are the Blood Knights."

Blood Knight Ranks

Rank	Summary	Requirement
Initiate	Initiates are the lowest ranked Blood Knights. They have just been inducted but have a long way to go to prove their worth and become full Blood Knights. Initiates are paired with a Blood Knight who teach them the tricks of travelling through Strongholds.	Be recruited by the Blood Knights.
Senior Initiate	Having been on many missions, senior initiates no longer shadow a Blood Knight but are instead added to a team.	Successfully complete ten missions.
Aspirant	An aspirant is very close to becoming a Knight. Aspirants are closely watched at this point to see if they are ready to become fully inducted into the Blood Knights.	Successfully complete another ten missions.

Rank	Summary	Requirement
Knight	An official Blood Knight, who has been taught most of what there is to know and has numerous successful missions under their belt. They are required to get the Blood Knight brand somewhere on their body and make the blood oath of the Blood Knights. They are now more respected in the Blood Knights and may be put in another Cruor that consist of higher ranking Blood Knights and take part in more important missions.	To raise in rank to Knight, an Aspirant must single handedly kill a demon of considerable size. Their mentors must be present, observe the fight, and approve the rise in rank.
Reclaimer	A Reclaimer is a Blood Knight that has acquired a proficiency with a combat skill. Whether that be melee, ranged, or stealth, one Reclaimer always comes along on a mission. Reclaimers will jump from Cruor to Cruor as their skills are needed.	Prove to their Cruor Captain that they are proficient at a combat skill.
Cruor Captain	Cruor Captains lead Cruors on missions. A Cruor is a group of Blood Knights who number on average three to ten in size. They give direct orders during the mission and ensures everything runs smoothly.	Conduct an act of heroism that is seen as brave in the Elder's eyes.
Senior Knights	Senior Knights are exemplary Blood Knights who have suffered an injury in the line of duty and can no longer lead. They usually act as mentors to newly promoted Cruor Captains.	Become injured and no longer able to be directly involved in missions.
Exemplar	Exemplars are in charge of five to ten Cruors, ensuring that the missions are conducted effectively and efficiently as decreed by the Elders. Exemplars act as the mouthpiece between the Elders and the Blood Knights. They and High Exemplars are the only Blood Knights who have direct contact with the Elders.	When an Exemplar dies and the Elders pick a Senior Knight to become a new exemplar.
High Exemplar	Blood Knights view the rank of High Exemplar as a needless rank. They have the same duties as an Exemplar but have been in this rank for a couple of years. High Exemplars train new Exemplars.	After being an Exemplar for two years.
Elder	These Blood Knights have sacrificed their entire identity to the cause. Many Blood Knights have never seen the elders but all missions are approved through them.	No one knows how to rise to the rank of Elder.



CHAPTER TWO: RACES

“Look past our different flesh, our tribes, and our wars. Each one of us is a desperate soul clinging to life in a world that would see us dead.”

ASH ELF

“Do not despair, my sons and daughters. See beyond the horizon. There is a land for us. There is a place to call home. May neither despondancy nor dread ever reach it.”

–Sul Sun-Kissed, Herald of Grey and Gold

Ash elves are a lost people. They are cursed to forever search for a land of their own. They are the only elves left in Crifoth, and their ashen skin reflects their lost regality.

Followers of Sul Sun-Kissed

When their kin fled to their elder glades of Sur’Telynth, one elven prince stayed in Crifoth to face the incoming tide of demons: Sul. With an army at his back, Sul marched on to the crucible of Hell’s Gate. As his warriors fell, Sul looked to the twin suns above and prayed. He prayed for a week, with no food or water, staring endlessly into their divine fire.

The war was forever changed when his prayers were answered. One of the suns, once golden, turned grey, and inversely did Sul turn from grey to gold. He was a pyroclasm of radiance, and his hands cast swaths of sunfire that reduced demons by the hundreds to ash. On did he go, burning demon upon demon, until Sul was no more. In his wake, his people found sanctity. In his sacrifice, his people found life.

Sul Sun-Kissed remains to this day as a martyr-hero for ash elves. They pray to him, and they pray to the two suns above, the Red and the Grey. With their blessing, ash elves walk unhindered beneath the fierce suns of Crifoth.

Severed From Grace

As a lost people abandoned by their kin, the great forest of Sur’Telynth is no longer their home. They are no longer immortal from its tree sap, and they can no longer hear the whispers and musings of the leaves on the wind.

The great forest still exists, but its borders are impenetrable, even for an ash elf. They care not about their former ancestral home, but instead seek out a new one. Ash elf tribes are pilgrims seeking a



promised land beyond the influence of demons.

In their search for a new home, ash elves have found an unexpected ally: a kind of desert beast, resembling a cross between a lion and a hare, known as bounders. Their connection is sacred and intimate—partner beings connected in spirit. Ash elves train bounders to be mounts, scouts, hunting partners, and guards.

Keepers of the Lost

Ash elves value their own history above all else, and strive to recover their former culture. Great honour is had by those few ash elves who know and can recite elven poems, draw elven symbols, and sing elven songs. Elven art and magic are intimately connected and are essentially one and the same—an elf casts spells by singing or reciting stanzas of poetry in their esoteric language.

Ash elves place great value on literacy, and are one of the few people of Crifoth that can read and write. They collect every object of elven make they come across. The Trinket of the Past table serves as inspiration for what your ash elf might have recovered in their travels.

Trinket of the Past

d8 Trinket

- 1 A locket of golden hair wrapped around a silver pin.
- 2 A ripped leaf with delicate inkings covering it—a page of elven poetry.
- 3 A sweet-smelling seed made of gold.
- 4 An amulet that, when placed to the ear, sings softly in Elvish.
- 5 A jeweled brooch that is cold to the touch.
- 6 A perfectly smooth arrow grown, not carved, from wood.
- 7 A candle with a silver flame that never burns out or extinguishes.
- 8 A lyre with frescoes and engravings covering its stock.

Ash Elf Names

Ash elves take names which are known to be Elvish names from the old world. In this way, they seek to preserve their old culture before the Fall. Whenever a seeker of lore comes back from an ancient ruin with more knowledge of the old Elvish language, more names are added to the pool of available names an ash elf can name their child.

Male Birth Names: Athrim, Khossad, Makul, Qinlen, Talli, Urlemros, Uvin, Varhelion.

Female Birth Names: Azhi, Azima, Eshmera, Liaphine, Marthenya, Ravalee, Yeshana.

PLAY AN ASH ELF IF YOU WANT...

- to piece together your people's history through relics of the past.
- to be tranquil and graceful.
- to be the descendant of a great, suns-blessed hero.

Ash Elf Traits

Ash elves of Crifoth have the following traits:

Ability Score Increase: Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age: Like humans, ash elves reach maturity at 18 years, but their minds and bodies decay rapidly afterwards due to their severed connection to the

magic of Sur'Telynth. They can only live to about 30 or 40 years old.

Alignment: Ash elves relish freedom from the forces of evil and the tyranny of Archfiends, and are stalwart in maintaining their independence. They have strong familial bonds while distrusting outsiders fervently. Most ash elves lean towards chaotic good.

Size: Ash elves range from 5 to 6 feet tall and have slender frames. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Sul's light shines within each ash elf and drives back darkness, granting you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Dream's Journey: Whenever you finish a short or long rest, you can choose one skill. You have advantage on the next ability check you make using that skill. You can only have one skill gain the benefit of this feature at a time.

Sunsblessed: Your Exhaustion Threshold is increased by 1, and you have resistance to radiant damage. In addition, you are immune to the Kilning (see The Kilning, page 14).

Literate: You are literate. You do not need to lose a skill proficiency to become literate.

Keen Senses: You have proficiency with the Perception skill.

Extra Cantrip: You know one cantrip of your choice from the bard, druid, or wizard spell list. Intelligence is your spellcasting ability for it.

Elven Poetry: The poems and songs of your ancestors contain magic that only your people's tongue can unlock. These are considered spell scrolls to you (the level and spell determined by the GM), and you can cast the spell on it even if it isn't on your class's spell list, or if it is of a spell level higher than you can normally cast.

Languages: You can speak Common and Elvish. However, the art of Elvish literature and writing is extinct. Ash elves cling to their old culture with their dying breaths and avidly recover and preserve remnants of their past. Through their preservation of old culture, ash elves retain the ability to read and write.

HUMAN

“We have ruined what was given to us by the gods, and in their wrath they have abandoned us. No prayers will be answered, no retribution against the horrors that bring our doom will be given. We must suffer for our sins and burn in this new hell we have created.”

–Malla Atrucia, High Priestess of the Temple of Xatia

A fallen race of an empire turned to rubble, humans live in a world that is no longer theirs. Orcs stampede through the sands uncontested, the Archfiends and their Legion slaughter and enslave their people, and the very forces of nature stir from an ancient slumber to combat the corrupting Affliction that warps the land. Humans, as it stands, are no longer fit to survive in this blasted hellscape.

Shards of Old Gods

Humans are the only beings that were created with a piece of the Five Sisters, and thus they are special among the other mortal races. This shard imbues each individual with higher reasoning and ingenuity. For generations, this was a blessing and lead to amazing advancements in human society, including the discovery of Sigils and the harnessing of magic. Humans, at their height, felt as though they were invincible.

After the fall of humanity, these shards made them a clear target for the Archfiends, since a human shard provides unprecedented power and sustenance for the demonic.

On the Verge of Extinction

Humans have not been able to adapt to this savage world they've caused. Hunted and enslaved by demons, humans live in pockets of relative safety. Their last vestige of population lies within the bowels of the Strongholds, toiling as slaves and as cattle. They lack the ferocity of the orcs, the wisdom of the ash elves, the acclimation of the ssuri, and the raw power of the incarnari and tieflings.

Vagrant Outcasts

Humans no longer have a place to call home. They have been forced out of their grand cities through



cataclysm, and their tribes pale in comparison to those of the orcs and ash elves. They are scattered, a broken people who cannot find a footing in the wastes. They wander aimlessly, lost sheep without a shepherd. In desperation, some humans try to integrate themselves into the tribes and communities of the other races.

Humans are considered weak, and because of their appeal to demons, they are such a target that to offer them refuge spells demise for their would-be aiders.. Occasionally, a sympathetic group will accept a human into their group, providing for them but never fully accepting them as one of their own. A human who is taken in will often do anything to stay within this group, going so far as taking on risks for the group in order show their value and worth.

In a shattered world, humans are forced to find haven in the most remote or dangerous of places. As such, they can have some very unconventional homes. The Human Birthplace table serves as inspiration for determining where your human was born and raised in the wastes of Crifoth.

Human Birthplace

d8 Birthplace

- 1 Onboard a derelict, land bound galleon of an ancient past in the middle of a dried sea.
- 2 In the bowels of a cave, nestled in a remote canyon.
- 3 Born to a slave in one of the Strongholds.
- 4 An ash elf tribe's camp.
- 5 In a glade of petrified trees.
- 6 An abandoned house in the decrepit ruins of a town of the past.
- 7 A ruined temple with stained glass windows illuminated by the suns of Crifoth.
- 8 An orc tribe's camp.

Human Names

Humans will often times take on the names appropriate to the culture in which they were raised. For example a human who wants to fit in among ash elf tribes will trade a traditional human name for an ash elf name. Those who have scoured old ruins or if their ancestors have carried down traditional human naming conventions may choose to carry on their human name.

Male Names: Akvir, Andis, Beirum, Caeldon, Erkses, Lothair, Takvid, Vidran, Xandar.

Female Names: Aelova, Arlah, Eirna, Izora, Kalera, Satine, Secandra, Tanre, Zirni.

PLAY A HUMAN IF YOU WANT...

- to be a member of a dying race.
- to have within you the shard of gods.
- to have a wide potential.

Human Traits

Humans of Crifoth have the following traits:

Ability Score Increase: One ability score of your choice increases by 2, and a different ability score of your choice increases by 1.

Age: Humans reach adulthood at age 19, but the brutality of Crifoth makes it hard for them to see their fourth decade.

Alignment: Humans survive through whatever means are necessary. They tend towards no particular alignment.

Size: Humans are between 5 and 6 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Skilled: You gain proficiency in one skill or tool of your choice.

Mettle of the Extinct: Whenever you make an ability check, attack roll, or saving throw, you may choose to gain advantage on the roll. Once you use this feature, you can't use it again until after you finish a long rest.

Gods-Given Prowess: Humans at their creation were blessed by the Old Gods with resourcefulness and skill. Choose one of the following options:

- **Gift of Aptitude:** You gain proficiency with two more skills or tools of your choice.
- **Gift of Resolve:** Your Grit point maximum increases by 2, and it increases by 2 every time you gain a level.
- **Gift of the Touch:** You know one cantrip from a spell list of your choice. Choose either Intelligence, Wisdom, or Charisma. That ability is your spellcasting ability for that spell.
- **Gift of Victory:** You gain proficiency in a single weapon of your choice. You gain a +1 bonus to attack rolls and damage rolls with that weapon.

Languages: You can speak Common and one extra language of your choice. The ability to read and write, however, is quite rare.

TIEFLING TRANSFORMATION

As a human, you have the capability to take on the power contained within demon blood. However, the process of this transformation is perilous. For some, it passes quick, and for others, it is debilitating.

When you consume fiend blood for the first time, you may roll on the Tiedfling Blood Feeding table (page 42) as per the Blood Addiction feature, but do not gain an addiction.

At the end of each 24 hour period after the feeding, you must make a DC 12 Constitution saving throw. Keep track of each success and failure for this transformation.

After 3 successes, the demon blood takes hold and you successfully transform into a tiedfling. To do so, replace your race benefits, excluding the ability score increase, with those of a tiedfling.

After 3 failures, your body rejects the fiend blood, failing to turn you into a tiedfling. In addition, your Blood point maximum is permanently reduced by 2.

In addition, each day the transformation lasts further taxes and debilitates your body. At the end of each 24 hour period, whether the saving throw was a success or not, you suffer a penalty found in the Transformation Debilitation table.

Transformation Debilitation

Day	Effect
1	You take 1 point of Blood damage.
2	You gain 1d4 points of Exhaustion.
3	You are poisoned until your next successful saving throw from this transformation.
4	One ability score of your choice is permanently decreased by 2.
5	You are incapacitated for 4d6 hours.





INCARNUM

“I can feel the weight of my body on my soul. The brambles that once held me together snap off, piece by piece, returning to the earth. My time is soon and I am alone. And yet, though the creator has not made themselves known to me, I can still feel their rage, their fury towards the fiends. This is what keeps me alive.”

—Slate, Warden of the Lost Stones

Creations of the ancient and incomprehensible entities known as primordials, incarnum are elemental power given form. They can possess the fury of a storm, the destruction of an inferno, and the unflinching strength of solid stone.

Elemental Beings

Wielders of great, raw elemental power, incarnum are formidable warriors. An incarnum is a

manifestation of primordial rage—the spittle of a frothing mouth of an ancient power, the teardrop of a lamenting primeval spirit. They feel the Affliction around them as others would feel wounds or aches. They see the ravaged and torn landscape and feel pain from each demon’s footfall.

Innocent but Lost

Plunged into an unfamiliar world, incarnum have the mindset of a child exploring a cruel, destitute world. They wander the wastes aimlessly, disoriented and alone, until they come across a group of travellers. They seek out immediate companionship, eager to please their newfound family. This often means that many will take advantage of the incarnum for some foul purpose or another. It isn’t until much later, when the incarnum has learned about the nature of the world, that they develop their own ideals and values.

Incarni are extremely rare and meeting another is rarer still. Their time in the wastes is often lonely, never truly having a home with similar kin to call their own. If, by chance, an incarnum comes across another incarnum, they will often form an unbreakable bond and will stay together until they pass on and return to the world from which they were born.

Searching for Purpose

With a deep calling in their souls, incarni seek a greater purpose. Some incarni pray for weeks on end, hoping for contact with the primordial that spawned them. Others scour the wastes, searching for enlightenment and reason. Others still take it upon themselves to find their own purpose, to right the wrongs they see firsthand. There are some incarni that do none of these, forever lost in the wastes.

Creator Primordial

An incarnum has a dormant link to their creator primordial. This link can manifest with the incarnum's creator primordial sending it prophetic dreams and giving the incarnum purpose. As part of fleshing out an incarnum character, consider the nature of that character's creator primordial. The Creator Primordial tables offer names and natures that you can use to flesh out your character's creator primordial.

Creator Primordial

d6 Name	d6 Nature
1 Esula	1 Fierce and vengeful
2 Mymmeirroth	2 Thoughtful and wise
3 Mystis	3 Whispering and discreet
4 Arkaron	4 Thundering and abrasive
5 Darnolam	5 Forgetful and whimsical
6 Vylis	6 Ambitious and sincere

Incarnum Names

When an incarnum appears into the world of Crifoth, it is nameless. They will accept the name of whoever grants them one and will often keep it until their death. Most times others will name Incarnum based on their physical appearance. There is no distinction in names given between male and female.

Given names: Dune, Flash, Gale, Grime, Molten, Scorch, Shear, Spark, Tinder.

PLAY AN INCARNUM IF YOU WANT...

- to be an elemental being and a force of nature.
- to be a stalwart defender of Crifoth against the demon invasion.
- to have a greater purpose.

Incarnum Traits

Incarni of Crifoth have the following traits:

Ability Score Increase: Your Wisdom score increases by 2.

Age: An incarnum manifests as a fully-formed adult but suffers from rapid entropy, which causes them to deteriorate and weaken over time. As such, an incarnum can expect to live for a decade at most before reverting to their raw element once again.

Alignment: Incarni embody the frustration of primordials, and can range anywhere from wrathful to protective. As such, most incarni lean towards chaotic and good alignments. Some incarni, however, have rejected their primordial roots and have struck out on their own with their own goals.

Size: An incarnum stands about 7 feet tall and have dense bodies composed almost entirely of their embodied element. Your size is Medium. **Speed:** Your base walking speed is 30 feet.

Alternate Sustenance: As beings of raw elemental power, an incarnum does not subsist on food and water, but instead requires an equivalent amount of a substance that is dependent on their subrace (see below). Incarni do not have their Exhaustion points reduced by consuming food and water. Instead, consuming their alternate sustenance reduces their Exhaustion points by 1.

Languages: You can speak Common and Primordial. Primordial is a language consisting of guttural words that sound, to the human ear, like natural events; thunder, the crackling of fire, the shifting of sand, the grating of stone, or the trickle of rain.

Subrace: Three kinds of incarnum can manifest in Crifoth: stormborn incarnum, cinderborn incarnum, and dustborn incarnum. Choose one of these subraces.

Stormborn

A stormborn incarnum embodies the terrible force of the monsoons that ravage Crifoth. Their forms crackle with electricity, drip with moisture, are bolstered by strong winds, and have a voice that booms.

Ability Score Increase: Your Strength score increases by 1.

Elemental Resistance: You have resistance to lightning damage.

Storm's Ascension: You can use your action to cause the wind around you to swirl and lift you off the ground. This wind lasts for 1 minute and gives you a flying speed of 20 feet. Once you use this trait, you can't use it again until you finish a short or long rest.



Tempest's Fury: Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d4 lightning damage to the target.

Alternate Sustenance: Stormborn incarnum require only air from a strong wind to sustain themselves.

Cinderborn

A cinderborn incarnum embodies the blazes and scorching heat of the deserts of Crifoth. Their forms are charcoal black, and radiate a searing heat.

Ability Score Increase: Your Dexterity score increases by 1.

Elemental Resistance: You have resistance to fire damage.

Inner Light: Your body sheds light like a torch. You can suppress or reactivate this light as a bonus action.

Feed the Flames: As a reaction whenever you take fire damage, you may instead draw the flames in to fuel your own spirit. If you do so, you gain a number of temporary Grit points equal to the damage taken, instead of taking the damage.

For the next minute, you can release the stored flames as an action. To do so, you can spend any number of temporary Grit points gained from this feature, and choose a target within 30 feet. The target must succeed on a Dexterity saving throw or take fire damage equal to the number of temporary Grit points spent. The DC for this saving throw equals 8 + your proficiency bonus + your Wisdom modifier. Once you use this feature you can't use it again until after you finish a short or long rest.

Alternate Sustenance: Cinderborn incarnari require only charcoal and ashes to sustain themselves.

Dustborn

A dustborn incarnum embodies the cracked earth, shifting sands, and dying vegetation dotting Crifoth. Their forms are rugged and strong, made of stone and sand, held together by brambles and roots.

Ability Score Increase: Your Constitution score increases by 1.

Stone Armour: Due to your resilient, yet encumbering form, you are ill-suited to wearing armour. Your natural composition provides ample protection; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armour, but if you are using a shield, you can apply the shield's bonus as normal.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Massive Form: If an effect would forcefully move you, it only moves you half the distance instead.

Alternate Sustenance: Dustborn incarnari require only plant matter, dead or alive, to sustain themselves.



ORC

“We will make them tremble and we will bring them to their knees! Run with us, dowada, and see the might of the orcs unleashed!”

—Demon-Drinker Ha’Nad of Mother Camp

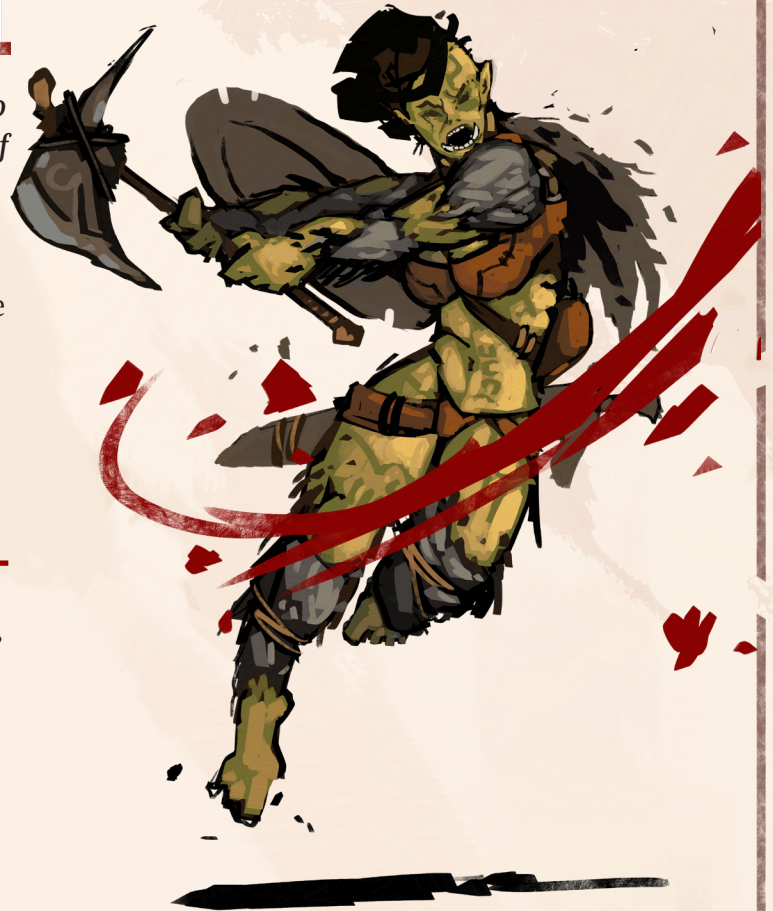
Proud warriors with indomitable spirits, orcs thrive in the blasted hellscape of Crifoth. They leap from crag to crag, run through the wastes in great tribes, boast mighty weapons of bone and stone, and conquer all that cross their path.

Ritualistic Hunters

To an orc, the hunt is sacred. The meat of their prey becomes their food; the tendons, bones, hides, organs, and other entrails are used to build their homes and their weapons; and their spirits are revered in their passing. They record their prey as paintings on rock walls, as tattoos on their flesh, and carvings on their tusks. An orc’s measure of pride is the number and mightiness of their quarries—and there is but one prey that brings the greatest pride: demons.

If a tribe catches wind of a nearby Legion centuria or demon, they will immediately sound their warhorns, gather their warriors, and hunt them down. Sometimes a whole tribe will track the demon for weeks through the sands until they finally slay it. Afterwards, the tribe holds a grand celebration as they burn their dead and their prey with the black fire of burning demon blood.

One rite of passage for a young orc to prove their might is to begin an Everhunt, a ritualistic hunt involving venturing into the wastes and slaying



a powerful demon. Once they return with proof of their victory, they are welcomed back into the tribe as “towa” (“champion” in Orcish), an elite group of warriors in an orc tribe, and the only rank of orcs allowed to mate. Those who set out to undertake this quest may not return to the tribe until they have completed it, else they are branded as “ikta” (“coward” in Orcish), a fate worse than death for most orcs. Given how dangerous an Everhunt is, numerous orcs do not survive this test. The Slain Demon table serves as inspiration for determining what demon your orc defeated on their Everhunt, if any.

Slain Demon

d8	Appearance	d8	Supernatural Ability
1	A writhing mass of tentacles.	1	Warped light and shadow around itself.
2	An abomination with rotating faces that show the faces of each attackers’ loved ones.	2	Whispered words of the dead in a haunting choir.
3	A long, serpentine body with flowing scales of molten obsidian.	3	Blended in with its surroundings, becoming invisible.
4	A hulking form with long, scythe-like claws.	4	Replicated itself during the battle.

d8 Appearance

- 5 A conglomerate of a thousand corpses, each one wailing and screaming.
- 6 A small, hovering eyeball with seven irises.
- 7 A colossal, skeletal figure with melting skin.
- 8 An impossibly thin parasite that used the corpse of a fellow orc like a puppet.

d8 Supernatural Ability

- 5 Sprouted dozens of bat-like wings, taking to the sky.
- 6 Extended tendrils fifty feet in every direction.
- 7 Turned your hunting companions inside out.
- 8 Had a gaze that turned mortals to ash.

Booming and Thunderous

Orcs strike fear into the hearts of wastelanders before they are seen. With stomping feet, loud war cries, and the pounding of drums, they announce their presence across the sands. They are said to have a voice that shakes the earth and even cause injury to those who listen.

There are many occasions to hear the cry of the orcs: before battle, after a successful hunt, celebrations based on the cycle of the moon. Those who have the loudest cry are the most respected, and orcs love competitions that are ritual, cacophonous eruptions of cries, hand claps, foot stomps, and drums.

Each tribe has their own unique call, some preferring to use only their voices, while others, like the Thunderdrums, accompany their shouts with hide drums and various warhorns fashioned from demon bone.

Mighty Clans

Orcs have a strong sense of kinship among their kind, and their tribes reflect this. They are well organized, hierarchical, and each member of the tribe relies on the others. Despite this, squabbles and fights within a tribe are common and encouraged, allowing the tribe to get stronger.

An orc's identity is solely based on the tribe they hail from and their rank within that tribe. In the tribe, there is a hierarchy based on strength and skill. Elite orcs, known as Towa, have proved themselves as the strongest fighters and benefit by being able to eat and drink first, the right to mate, and the privilege of being at the front lines in battle.

There is no room for weakness in an orc tribe. Orcs of lower ranking status will often fight an orc of a higher status to the death to hopefully take

their place in the pecking order. There are many orc tribes scattered across the wastes of Crifoath, some consisting of just a few members, while others are gatherings of multiple families that can reach a population of a hundred or more.

Orc Names

Orcs will take their family name and put it in front of their given name, split by an apostrophe. Family names are shared to all their close kin, bestowed upon them after completing their Everhunt. Their given name is usually something short and guttural. Female names usually end with a hard consonant and male names usually end in a vowel or soft consonant sound.

Prefix Family Names: Du', Ha', Mir', Ser', Tam', Za'.

Male Given Names: Bral, Gran, Grith, La, Mi, Naz, Ra, Shar.

Female Given Names: Brovok, Drok, Hab, Keth, Lar, Rog, Zak.

PLAY AN ORC IF YOU WANT...

- to be a member of a race that prizes strength, conquest, and the hunt.
- to be as loud as thunder.
- to dominate the battlefield as a powerful warrior.

Orc Traits

Orcs of Crifoth have the following traits:

Ability Score Increase: Your Strength score increases by 2 and your Constitution score increases by 1.

Age: Orcs mature faster than humans, reaching adulthood around the age of 12. Their violent and ruthless lifestyle means that orcs tend to not live beyond 30.

Alignment: Orcs have a bloodlust for battle and violence, valuing strength and victory over all else. Their tribes squabble and fight constantly, as conflicts and disagreements almost always end in battle. Orcs tend to be neutral evil.

Size: Orcs are larger and bulkier than humans, often standing over 7 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet. Your speed is not reduced by wearing heavy armour.

Brawny: Your Grit point and Blood point maximum both increase by 1, and they both

increase by 1 every time you gain a level.

Powerful Jump: You have advantage on Strength (Athletics) checks made to jump, and you treat your Strength score as if it were doubled for the purpose of calculating jump height and length.

Unleash the Thunder: You can let out a mighty bellow, beat your chest, and stomp the ground to shake the earth and your foes. You can cast *thunderwave* with this trait as a 1st-level spell without requiring somatic components, using Strength as your spellcasting ability. Once you cast this spell, you can't cast it again with this trait until you finish a short or long rest.

Orcish Resistances: You have resistance to thunder damage, and are immune to being deafened.

Languages: You can speak Orcish. It is a harsh, guttural language, and orcish culture and tradition is passed orally from one generation to the next. It has no written form.



Greyfist Tribe



Flametouch Tribe



Thunderdrum Tribe



Painted Skull Tribe



Molten Brand Tribe



Bloodhand Tribe



SSURI

“Ssssss r’awksss!”

–greeting in the Ssuri tongue

The ssuri of Crifoath are a reptilian people accustomed to life in the sands, emerging after the Fall of Humanity from life underground. Their reptilian traits make life in the hot, blasted wastes of Crifoath much easier, requiring less food and water than the warm-blooded.

Subterranean Origins

Decades ago, after the fall of humanity, the race of ssuri crawled out of their fissures and caves, squinting in the harsh sunlight. They were different from anything else ever seen, with dark scales and reptilian forms, their language full of hissing and guttural growls, but nonetheless they showed a higher level of cunning and intelligence than other beasts. At first there were few, but word quickly spread of these lizard creatures climbing out into the surface, and they quickly became a menace to the survivors of Crifoath. They integrated quickly into this new world, proving dominance in their ability to survive, becoming known ubiquitously as

the ssuri-invaders from beneath.

They learned the common language and developed their own dialect which mixes common words with the guttural hissing and grunting associated with their native language.

Close Clutches

Once a female ssuri lays her eggs in a secure underground spot, she abandons them. When the first of the eggs hatch, the ssuri finds itself alone in the dark. They wait for their siblings to hatch and help those who are struggling to break free of the thick eggshell. Once all the hatchlings are free, they eat the remaining unhatched eggs. From there, they will rely on each other in order to get out of their hatching place and onto the surface. This required reliance to survive creates a closeness - an unbreakable bond between a ssuri and their clutchmates.

For the rest of their lives, ssuri will usually travel with their clutchmates. The strongest ssuri will usually lead until challenged by another in the clutch. Since there are so few, in spite of their primal behaviour, there isn't much infighting within the clutch. Ssuri clutches are feared because

of their unparalleled coordination, seemingly fighting as one. They are known to be willing to do anything to live another day, and take anything by force that they see fit.

Indiscriminate Predators

Not only are ssuri strict carnivores, they also have no qualms about eating the flesh of their own kind; however, ssuri will not kill a clutchmate, due to their inseparable bonds. This protection does not extend to other ssuri.

A ssuri clutch is a band of voracious, deadly hunters, setting upon camps of survivors not only for their gear but for the flesh of the survivor itself. They take no captives, except perhaps to keep their prey as food for a later day.

Reptilian Minds

Ssuri not only appear reptilian but also have minds extremely different from those of the other humanoid races. Their emotions are not expressive, instead limited to basic, primal instincts. They see any complex emotion as useless, as it doesn't add to one's survival. Ssuri are more calculating than other races—they don't let their emotions get the better of them or even feel the most basic physiological triggers brought on by emotions such as fear, anger, sadness, and so on. They perceive threats as things to avoid or fight without the added disadvantages of that primal fear that others would experience.

Ssuri do not feel a closeness to others they have been travelling with. They regard them as companions as long as they remain useful for survival. Neither do they mourn death, instead seeing the dead as yet another source of food. Through prolonged contact with other races ssuri can learn to respect complex emotions but only ever from an outside perspective.

You can use the Ssuri Quirks table to determine a personality quirk for a ssuri character or to inspire a unique mannerism.

d6 Quirk

- 1 You think in terms of predators and prey, and you are the perfect predator.
- 2 You have difficulty finding words to express your thoughts, so you often use an incorrect word when talking.
- 3 You cannot use or understand metaphors. Your speech is always literal.
- 4 You are calm, detached, and have no qualms with sitting in one spot without moving.
- 5 Your companions are tools to you—a means to an end.
- 6 You see your companions as clutchmates, and would do anything for them.

Ssuri Names

Ssuri names in their mother tongue are extremely difficult for other races to pronounce with the amount of hisses and clicks they contain. They use these names when conversing with other ssuri. For the other races, a ssuri will adopt a name pronounceable with the common tongue. For such a name, a ssuri finds two common words that they find particularly pleasing to hear and easy for them to say, and will combine those two words and create their name. Both with native names and their adopted names, there is no separation between male and female names.

Native Names: Chuk'zasz, Ki'skr'r, Lusk'k, R'ak, Roxl'ik, Sa'ra'ka, Sark, Sx'lisl.

Adopted Names: Bonewhisperer, Burnmeat, Corpseslice, Cruelspite, Hurthunt, Rankshank, Seizetribes, Snarlthroat, Strikespine.

PLAY A SSURI IF YOU WANT...

- to be a ruthless survivalist who knows how to thrive in a hell-scorched world.
- to roleplay a race with an alien mind.
- be better suited to the harsh climate because of your reptilian biology.

Ssuri Traits

The ssuri of Crifoth have the following traits:

Ability Score Increase: Your Constitution score increases by 1.

Age: Ssuri age quickly, reaching adulthood by the age of 2. They rarely live beyond the age of 10.

Alignment: You have no qualms with eating the flesh of other sentient beings for sustenance, and your mind and values are alien to the warmblooded. Ssuri have strong ties to other members of their clutch, yet have no parental instincts, going so far as to eat their young. Ssuri that do survive their hatching often carve a new path alongside their clutchmates, forming a tight group.

Speed: Your base walking speed is 30 feet.

Darkvision: The nocturnal and subterranean lifestyle of your ancestors gifted you with superior vision in dark and dim conditions. You can see in dim light within 60 feet of as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Reptilian Metabolism: Your Exhaustion Threshold is increased by 2.

Languages: You can speak Ssuri. It is an alien language nigh impossible to replicate with the human tongue, involving lots of hisses guttural sounds. Ssuri are too short-lived and lack a proper family structure to effectively pass on history and culture.

Subrace: Two subraces of ssuri are found in Crifoth: Hardscales and Quickfoots. Choose one of these subraces.

Quickfoot

As a Quickfoot ssuri, you are small and nimble, using cunning instead of brawn to survive. You rely on swift movements and vicious strikes to defeat your foes.

Ability Score Increase: Your Dexterity score increases by 2.

Size: Quickfoot ssuri are small in stature, standing between 3 and 4 feet tall and weighing about 50 pounds. Your size is Small.

Scurrier: You can move through the space of any creature that is of a size larger than yours. In addition, your base walking speed is increased to 40 feet.

Vicious Critical: Whenever you score a critical hit, you can choose to deal maximum damage, instead of rolling. Once you use this feature you can't use it again until after you finish a short or long rest.



Hardscale

As a Hardscale ssuri, you are tough and resilient, possessing formidable natural weapons and armour. They are crocodilian in shape, possessing a massive form that towers over most others.

Ability Score Increase: Your Strength score increases by 2.

Size: Hardscales are much bulkier and taller than humans, easily reaching 7 feet in height, and their thick spikes, plates, and spines make them appear even larger. Your size is Medium.

Bite: Your fanged maw is a natural weapon, which

you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.

Natural Armour: You have tough, scaly skin. Your AC is 14 + your Dexterity modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.



TIEFLING

“As soon as the black blood passed my lips, I could feel the demon’s evil coursing through my body. The next four days were hell. I didn’t know what was happening. My whole body felt like it was being ripped apart, reassembled, and pulled apart again. Then came the headaches, and when I beat at my skull to make it stop, I cut my finger on bloodied horns. My skin turned crimson, and my teeth changed to sharp points. When I emerged on the other side of this torture, I knew I could no longer call myself human.”

–Field Marshal Duncan Eimer, the First Tiefling

Their minds, bodies, and souls twisted by infernal blood they consume, tieflings use their demonic power to thrive in Crifoth.

Former Humans

As Mount Kest erupted and demons clawed their way out of Hell, it became clear in the coming slaughter that humans were inferior to the power of the Archfiends. Humans fell in droves before they were enslaved.

With raw desperation pushing them, a band of human survivors consumed the blood of the demons that they managed to slay. They took on the power and forms of their slavers, but at a cost. Tieflings forever hunger for demon blood, suffering horrible consequences if they neglect to feed.

Tieflings wish to forget their human heritage, accepting the change brought to their bodies and minds with open arms. They have embraced their role as the next step in the evolution of the human race, regarding humans as weaker and less developed.

The following tables serve as inspiration for how and when your tiefling transformed from a human.



Tiefling Origin

d6 Origin

- 1 One or both of your parents was a tiefling, and you carry on their curse.
- 2 You were a human slave and forced to drink demon blood by your master.
- 3 You were a human who managed to kill a demon and consume its blood.
- 4 As you were dying of Affliction, a tiefling wanderer took pity on you and offered you demon blood to purge the curse from your body.
- 5 The water or food you consumed as a human was tainted with demonic blood and forced you to go through the change.
- 6 Blood Knights saw potential in you, so they took you captive and forced the transformation.

If you were not born as a tiefling, the Transformation Age table can provide you with the age you were when you went through the change.

Transformation Age

d100 Age

01-15	Under a year
16-30	1 to 8 years
31-60	9 to 16 years
61-85	17 to 24 years
86-95	25 to 40 years
96-00	40 years or older

Blood Addiction

Since the first sip taken, a curse was laid upon the race. Tieflings must drink demon blood not only to reap the benefits of consuming such a powerful substance, but also to live. If they abstain from the consumption of blood they go through a horrible withdrawal that many do not survive.

The life of a tiefling often revolves around the finding, killing, and consuming of demons. Demons, on the other hand, use this addiction as a means of recruiting servants who will carry out the fiends every whim in return for consuming their blood. Some tieflings perform atrocious deeds in the name of their Praetor as a legionary, while other tieflings hunt their own kind on the suspicion that they carry demon blood. This is a battle all tieflings face at their core, and it is faced alone.

Some choose to reject the practices of consuming fiend blood, voluntarily going through crippling withdrawal. Those who survive go through a process known as the “Bleaching,” where their skin is drained of colour to near a translucent white. Some Bleached consider this as cleansing themselves of their demonic corruption, believing that this sacrifice of power is worth being free from this addiction. The Bleached are viewed as either transmitters of their curse, or as fools to reject such a powerful boon.

Mistrusted by All

Demons and their visage have become the new symbol of evil and tyranny. Tieflings share demonic traits and are often associated with serving the

Archfiends as Legionaries, whose ranks vastly outnumber any free tieflings, such as the Blood Knights. As such, most of the other races will treat any tiefling they come across with caution, apprehension, or even downright hostility. Even the Blood Knights, who rebel against the demons, are still subject to this prejudice and can call upon no allies. Because of this, tieflings approach other races with extreme caution as well.

Values Versus Blood

The blood addiction that affects all tieflings makes them crave their next fix. The powerful demons of Crifoth use this against tieflings, and are more than willing to sacrifice their own blood for a price: fealty. Many tieflings prefer to take this route to ensure a steady source of blood, and thus the vast majority are part of the Legion. But, there are some tieflings who swear loyalty to no master, and yet, these tieflings still serve their own addiction. Their hunger can make a tiefling lose sight of what is right and what is wrong.

Tiefling Names

Tieflings name themselves a noun that most represents their past, or their current goal. Tiefling parents will often name their children words that are significant to the child’s birthplace or the circumstances surrounding it. As tieflings grow older, they may change their names several times if their situation or goals change.

Because of this naming convention there are no gender specific naming conventions.

Male and Female Names: Beacon, Betrayal, Burn, Forgiveness, Freak, Pandorum, Redemption, Retribution, Scar, Vigilance, Wraith.

PLAY A TIEFLING IF YOU WANT...

- to fight an inner battle with your own demon blood addiction.
- to wield the profane power of demons, and use it against them.
- to be the next step in the evolution of humankind.

Tiefling Traits

Tieflings of Crifoth have the following traits:

Ability Score Increase: One ability score of your choice increases by 2, and another different ability score of your choice increases by 1.

Age: Tieflings mature at the same rate as humans but live a few years longer as their lifespans extended through demonic blood.

Alignment: Tieflings are constantly torn between the evil that pumps through their veins and their desire to be free and independent from Archfiend rule. Whether good, evil, or something in between, tieflings are often of chaotic alignments.

Size: Tieflings are about the same size and build as humans. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Thanks to your fiendish power, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Hellish Resistances: You have resistance to fire and necrotic damage. In addition, you are immune to the Affliction.

Blood Feeding

d20 Effect (Ends After 48 Hours)

- 1-4 Nothing happens. Withdrawal effects are still suppressed.
- 5 You feel hale. Your Grit point maximum is increased by 1d6.
- 6 You gain a new supernatural power. Choose a cantrip on the warlock spell list. You may cast that spell once per short rest, using Charisma as your spellcasting ability.
- 7 You tap into your inner bloodlust. You deal an extra 1d4 damage on all weapon and spell damage rolls.
- 8 You are tireless. Your Exhaustion Threshold increases by 1.
- 9 Your instincts and reflexes are honed to a razor's edge. You have advantage on initiative rolls.
- 10 You gain a heightened sense of your foe's weaknesses. Whenever you score a critical hit, you deal extra damage equal to half your level.
- 11 You gain a new supernatural power. Choose a 1st-level spell on the warlock spell list. You may cast that spell as a 1st-level spell once per short rest, using Charisma as your spellcasting ability.
- 12 You are rejuvenated. Your Grit point maximum is increased by 2d6.
- 13 The hellfire within hardens your soul. You are immune to fire and necrotic damage.
- 14 You no longer feel pain. You have resistance to all damage done to your Grit.
- 15 An ability score of your choice increases by 1. As normal, you can't increase an ability score above 20 with this benefit.

Blood Addiction: Tieflings are sustained by feeding on the blood of fiends, to the point where it has become a necessity to survive. Feeding on fiend blood is dangerous to non-tieflings, but tieflings suffer no ill effects from feeding. When you consume blood from a freshly slain (or still-living) fiend, roll a d20 and add a bonus equal to the Challenge Rating of the fiend, and consult the Blood Feeding table. Effects gained this way last for 48 hours, but once you have gained a Feeding Effect you cannot benefit from another for the duration.

After your first feeding, you become addicted. Addicted tieflings are prone to suffering from debilitating withdrawal symptoms if they neglect to feed. Whenever you end a 72-hour period without feeding on fiend blood, roll on the Blood Withdrawal table. Each Withdrawal effect is cumulative and permanent, but can be removed by spells like *lesser restoration*. Withdrawal effects are also removed when you next feed on fiend blood.

Languages: You can speak Common and Devilspeak. The tieflings of Freeport have a small collection of old world texts and books, so the ability to read and write is uncommon, but not unheard of.

d20 Effect (Ends After 48 Hours)

- 16 Your body regenerates. At the end of every short rest, you regain 2 Blood points and you lose all Injuries you may have suffered.
- 17 You have endless reserves of stamina. At the beginning of your turn, if you are below half your Grit point maximum, you regain 5 Grit points.
- 18 You gain a new supernatural power. Choose a 2nd-level spell on the warlock spell list. You may cast that spell as a 2nd-level spell once per short rest, using Charisma as your spellcasting ability.
- 19 Your defenses are bolstered. Choose an ability score. Saving throws using that ability score are made with advantage.
- 20 Batlike wings sprout from your back. You gain a fly speed of 60 feet.
- 21 You relish in the suffering of others. Treat all damage die rolls as if they rolled their maximum. For example, a spell that does 3d6 damage would do 18 damage.
- 22 You are completely revitalized. Your Exhaustion points are reduced to 0, and your Exhaustion Threshold increases by 2.
- 23 Your skin becomes impervious and barbed with thorns. Your AC becomes 20, and your unarmed strikes deal 1d6 piercing damage.
- 24 Your form makes lesser beings quiver in fear. Any hostile creature that starts its turn within 20 feet of you must make a Wisdom saving throw against a DC equal to 10 + your character level, unless you are incapacitated. On a failed save, the creature is frightened of you until the start of its next turn. If the creature's saving throw is successful, the creature is immune to this effect for the next 24 hours.
- 25 An ability score of your choice increases by 2. As normal, you can't increase an ability score above 20 with this benefit.
- 26 You become one with the shadows. You can cast *invisibility* on yourself at-will as a 2nd-level spell, without using a spell slot or material components. In addition, while invisible using this ability, you can move through other creatures and objects as if they were difficult terrain. You take 1d6 force damage dealt directly to your Blood points if you end your turn inside an object.
- 27 You gain a new supernatural power. Choose a 3rd-level spell on the warlock spell list. You may cast that spell as a 3rd-level spell once per short rest, using Charisma as your spellcasting ability.
- 28 Your viciousness knows no bounds. Your attacks score a critical hit on a roll of 15 or higher.
- 29 You can cross spaces in a blink of an eye. As a bonus action, you can magically teleport, along with any equipment you are wearing or carrying, up to 60 feet to an unoccupied space you can see.
- 30 Injuries cannot fell you. You are immune to all damage done to your Grit.
- 31+ You take on the aspects of the great demon you fed upon. Each of your ability scores becomes 20. This has no effect on ability scores 20 or higher. All damage you deal does damage to the target's Blood points, rather than their Grit points. In addition, you have advantage on all saving throws.

Blood Withdrawal

d12 Effect (Cumulative and Permanent, Cured by Feeding)

- 1 You are on death's door as your body grows weak. If you fail a single death saving throw, you instantly die.
- 2 You are plagued by fever dreams when you sleep. You gain 1d4 points of Exhaustion.
- 3 Your mind twists and corrupts. Roll on the Desert Madness table (see page 111). Unlike other effects, this effect is not permanent.
- 4 Your body eats at itself from withdrawal. You are now poisoned.
- 5 You lose your force of will and strength of body. Treat all of your damage die rolls as if they rolled a 1. For example, a spell that does 3d6 damage would only do 3 damage.
- 6 Your thirst for demon blood hones your senses to an edge. You gain the supernatural ability to sense any corporeal demons within 100 feet.
- 7 Your mind and body disconnects. Choose an ability score at random with a d6. Ability checks, saving throws, and attack rolls using that ability score are made with disadvantage.
- 8 Terror grips your soul as your will weakens. At the beginning of each combat, you are paralyzed until your second turn.
- 9 Your mind finally snaps. Roll twice on the Desert Madness table (see page 111). Unlike other effects, this effect is not permanent.
- 10 Your body continues to become feeble and wither. You gain 2 points of Exhaustion.
- 11 You can no longer bear the pain. Your Grit point maximum becomes a number equal to your total character level.
- 12 Somehow, you have survived the Bleaching. Remove all Withdrawal effects, and you are no longer addicted to demon blood. However, if you consume demon blood again, your Bleaching is undone and you are prone to addiction and withdrawal once again.





CHAPTER THREE: CLASSES

“They saved my life that day. One, tall as a mountain with a jagged sword taller still. Another, with swift feet and long, curving horns. The third shook the ground with thunder and conjured flames hotter than the suns.”

“They devoured it in front of me, the demon they slew. They revelled in their feast, their victory, their triumph.”

“The Blood Knights are real, I assure you.”

BARBARIAN

She stands on a rocky crag overlooking the vast sands of the wastes beyond. In the distance, she sees a huge cloud full of sand, fire, and death. It twists and turns like a writhing beast, destroying everything in its path. The orc knows what lies in the center of this storm and the threat it poses. She takes a quick glance behind her at the countless tents and orcs nestled in amongst the rocks. With a shard of obsidian, she carves into her flesh, opening bloody scars across arm and torso. She knows these carvings will give her the strength needed to defeat this abomination—to save her family.

No Fear of Violence

Fueled by emotion and anguish, the barbarians of Crifoth harness their seething hatred of the world they find themselves in. They are commonplace amongst the orcs and hardscale ssuri, and even among tieflings charged by demon blood.

Barbarians fit seamlessly into the world of Crifoth: their brute tactics and hardiness make for resilient and competent survivors in the wastes.

Some barbarians of tribal origin have totem animals which they emulate in battle, or have their ancestors aid them in times of need. Others are pinnacles of physique who exhaust themselves in combat to ensure their own survival. Some even call upon the aid of elemental spirits to harass the foes.

Regardless of how the barbarian rages, each barbarian possesses an inner hatred for something, event or person that wronged them. Think about how this might affect your barbarian's actions.

Seething Hatred

d6 Hatred

- 1 Your family was murdered by a clutch of ssuri.
- 2 You were captured by Legionaries.
- 3 A primordial dragon butchered your loved one.
- 4 Blood Knights slew your child.
- 5 Bandits left you with only rags and bleeding out under the suns.
- 6 Your family sold you to raiders as a bribe.



Primal Path

At 3rd level, a barbarian gains the Primal Path feature. Barbarians in Crifoth have the following Primal Path option, in addition to those presented in 5E: the Path of the Sigilscarred. Orc barbarians often follow the Path of the Sigilscarred.

Path of the Sigilscarred

A Sigilscarred etches into their flesh crude symbols of power that enhance their abilities or unlock new ones. Barbarians who carve arcane Sigils into their flesh can influence a battle in ways a blade cannot. They can wreath themselves in flames, cloud the minds of their foes with nightmares, or even glimpse a few moments in the future to land a timely strike. However, their powers are limited to the symbols on their flesh. They must seek out new symbols to attain greater abilities.

Barbarian Level	Feature	Sigilscars Known
3rd	Sigilscars	1
6th	Sigil-Imbued Warrior	2
10th	Arcane Sensitivity	3
14th	Sigil Projection	4

Sigilscars

Starting at 3rd level, you can harness the arcane power of your magical scars and tattoos while you rage. When you gain this feature, you gain one sigilscar option of your choice (see “Sigilscar Options” below).

As an action during your rage, you can activate one of your Sigilscars. Once you activate a Sigilscar, you cannot activate that Sigilscar again for the duration of the rage.

You gain an additional Sigilscar of your choice at 6th, 10th, and 14th level. Each time you gain a Sigilscar, you can also replace one Sigilscar you have with another.

Sigil-Imbued Warrior

At 6th level, the magic of your Sigils imbues your body when you rage. While raging, your melee weapon attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Arcane Sensitivity

At 10th level, your use of Sigils has made you sensitive to hidden magic. You can cast *detect magic*, but only as a ritual.

Sigil Projection

At 14th level, you have learned how to focus your Sigilscars on your allies rather than on yourself. Whenever you activate a Sigilscar, you may have an ally within 30 feet gain the benefit of that Sigilscar instead of you. The benefit of that Sigilscar lasts until the end of your current rage.

Sigilscar Options

The Sigilscar feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects.

If an option requires a saving throw, your Sigilscar

save DC equals 8 + your proficiency bonus + your Constitution modifier.

Fear: Your Sigilscar clouds the minds of nearby foes with images of their greatest fears. Each creature of your choice within 30 feet must make a Wisdom saving throw. On a failed save, a creature is frightened until the end of your rage. The creature repeats the saving throw at the end of each of its turns. On a success, it is no longer frightened and can act normally. Until the end of your rage, each creature who is frightened by this runescar also takes 1d4 psychic damage at the beginning of its turn.

Flame: Your Sigilscar conjures spectral flame that wreaths your form. Until the end of your rage, at the end of your turn, each creature within 5 feet of you takes fire damage equal to half your barbarian level (rounded up).

Force: Your Sigilscar sends a shock wave of pure force that ripples outwards and staggers your foes. Each creature in a 15-foot cone must make a Strength saving throw. On a failed save, a creature is pushed 15 feet, and is knocked prone. Until the end of your rage, whenever you hit a creature with a melee weapon attack, you can also push the target 5 feet.

Life: Your Sigilscar sends waves of healing magic throughout your body. You gain a number of temporary Grit points equal to 1d12 + your barbarian level. Until the end of your rage, you also regain 1 Blood point at the beginning of your turn.

Sight: Your Sigilscar causes you to see glimpses of the future, moments before it happens. Roll a d4. Until the end of your rage, you add the number rolled to your AC, and to any attack roll, ability check, or saving throw you make.

BARD

He sees the pain in his companion's face, the exhaustion, the unwillingness to go on. None of them know when they will die, be it three years, three days, or three minutes from now. He can hear their question: why go on when your life is forfeit? Starting quiet, like a whisper in the wind, he hums a song of the ancient days that speaks of hope for tomorrow. He sings until the cry of his soul leaves his lips. Each of his companions hum along to the tune, their spirits lifting. They continue to sing into the night, an anthem for the weary traveller.

Bastions of Hope

Bards of Crifoath are beacons. Their presence casts aside the bleakness of the desolate world and the doubt in the hearts of their companions. They can rally an army against an unbeatable foe, press on through horrors no mortal can stomach, and can find a solution when others would give up hope. A bard brings life in a world of death.

Bards of Crifoath are no mere troubadours, musicians, or minstrels. They are wanderers, jacks-of-all-trades, hearts and minds filled with hope, whose very presence is an act of defiance against the forces that would see them dead. They are skilled with both blade and magic. Bards are true optimists, and it is their optimism and courage which gives them the strength others lack. Their numbers are few and far between, and as such they cannot attend or form true colleges like in other settings. Instead, their techniques are self-taught or passed on from a mentor. Some bards hail from tribal origins, but their calling for a greater purpose would spur them to action.

Some bards cling to the songs and stories of their own people to inspire others. Some seek long lost knowledge in derelict remnants of the world before. Some take it upon themselves to inspire firsthand by being warriors of great prowess.

There was an event in your life that revived your hope of a world where survival is not violent. This event led you down the path of supporting others. Consider how this event might influence how you inspire others to keep moving on despite the bleakness of their lives.

Moment of Restored Hope

d6 Moment

- 1 You witnessed a youngling give an elder some of their remaining water.
- 2 Your life was saved by a timely stranger.
- 3 You were moved by the song and wisdom of another travelling bard.
- 4 You know the pages of an ancient text that spoke about the resilience and greatness of humankind and you believe that this can be achieved again.
- 5 You witnessed a group of different races coming together and defeating a demon effectively with no casualties.
- 6 You were part of a battle where a group regained territory of an old world town from a group of legionaries.



CLERIC

Arms raised upward and eyes focused on the sands beyond, the dustborn pleads with his brethren, the desert spirits, to give him the power to heal his dying comrade. As he ushers his prayers and pleas, the sand around him churns and burns an iridescent white. The sand floats over his companion's wounds. As it rapidly fills them, the man cries out in pain. Then, just as quick, he lets out a sigh of relief as the sand morphs, becoming false skin. The dustborn murmurs a quick word of gratitude to the spirits and helps his friend to his feet.

Conduits of Elemental Spirits

Channelers of great power, clerics of Crifoth are mystics and sages. They can bring about miracles, divine the future, and invoke the wrath of great beings. Some clerics arm themselves with potent healing abilities and others are fierce warriors who fortify themselves with primordial power. Clerics are common among ash elves and the incarnii.

With the gods long dead and their temples abandoned, clerics of Crifoth revere a different power: primordials. Clerics call upon the aid of elemental spirits to invoke their magic and perform their miracles.

These elemental spirits can encompass numerous domains, not just those attributed with the classical elements: fire, earth, air, water. Some clerics call upon the aid of a spirit of war and battle, of tempests and storms, or even of subterfuge and lies.

As servants of primordials, clerics of Crifoth often receive a vision—a quest—that gives them a purpose to strive towards. Do you actively try to fulfill this vocation to maintain the good graces of the spirits, or do you neglect it in lieu of your own personal goals?

Primordial Vocation

d6 Vocation

- 1 Establish a haven far from the influence of the Affliction and the Archfiends.
- 2 Slay a demon and pulverize its head with a heart stone in 27 strikes.
- 3 Stand atop Crifoth's highest peak and witness the slaughter of six tribes.

d6 Vocation

- 4 Stand in the epicentre of a sandstorm, a rainstorm, the Kilning, and an eruption, and survive all four.
- 5 Collect a skull from each of the five mortal races of Crifoth (ash elf, human, ssuri, tiefling, orc).
- 6 Drown 99 tieflings or demons in pools of Affliction.

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. Clerics in Crifoth have the following Divine Domain option, in addition to those presented in 5E: the Flesh Domain. Orc and ssuri clerics often follow the Flesh Domain.

Flesh Domain

Some seek the power of flesh, unlocking it by ritualistically eating their victims. Practitioners of these carnal rituals find themselves bolstered as lethal hunters, masters of shapechange, and even dominators of others' bodies.

Flesh Domain Features

Cleric Level	Feature
1st	Domain Spells, Cannibal's Feast
2nd	Channel Divinity: Eat the Heart
6th	Channel Divinity: Master of Flesh
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Corpse Puppet

Domain Spells

You gain domain spells at the cleric levels listed in the Flesh Domain Spells table. See the Divine Domain class feature for how domain spells work.

Flesh Domain Spells

Cleric

Level Spells

1st	<i>false life, hunter's mark</i>
3rd	<i>enhance ability, hold person</i>
5th	<i>fear, speak with dead</i>
7th	<i>compulsion, flay flesh*</i>
9th	<i>contagion, dominate person</i>

*new spell, see page 95.

Cannibal's Feast

Beginning at 1st level when you choose this domain, whenever you reduce a hostile humanoid creature within 5 feet of you to 0 Blood points, you can use your reaction to feast on the target's body as it draws its last breath. When you do, you gain a number of temporary Grit points equal to your cleric level.

Channel Divinity: Eat the Heart

Starting at 2nd level, you can use your Channel Divinity to rip out and consume the hearts of the fallen to absorb their power as your own.



As an action, you cut out the heart of a humanoid corpse within 5 feet and eat it. You lose 1 Exhaustion point. In addition, for 1 hour, you gain a bonus to the damage rolls of weapon attacks you make equal to your Wisdom modifier, and you gain resistance to all damage dealt to your Grit points.

Channel Divinity: Master of Flesh

At 6th level, you can use your Channel Divinity to take on the forms of those you've consumed. As an action, you can cast *alter self* without expending a spell slot. When using this feature to cast this spell, you can only transform your appearance to match the appearance of humanoids whose flesh you have already consumed. In addition, while transformed in this way, you have advantage on Charisma (Deception) checks to act convincingly like them.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Corpse Puppet

At 17th level, you can rip out the hearts of your foes and control their bodies. Whenever you reduce a humanoid creature within 5 feet of you to 0 Blood points, you can rip out its beating heart and hold it in your hands. As a bonus action on each of your turns while you hold that creature's heart, you can squeeze and pull on the heart to reanimate and control that creature. Instead of dying, the creature is under your control, and regains all of its lost Grit points and Blood points. You choose how the creature acts on each of its turns. The heart stops beating after 1 minute, until you stop using your bonus action to squeeze the heart, or until either you or the creature become incapacitated, whichever happens first, at which point your control of the creature is severed and it then dies once again.

Once you use this feature, you can't use it again until you finish a long rest.

DRUID

An ash elf falls to his knees. His body is covered in lacerations and oozing boils. He weeps oil onto the sand below. He feels the Affliction taking hold of his insides, twisting them and changing him into an abomination. He continues to weep in anger, filled with rage against this hellish, blighted world. As he screams, the sand shifts and shakes around him, and a great figure formed of cascading sand erupts. The figure reaches towards the elf with a tendril of flowing sand and touches his forehead. Immediately in his mind's eye he sees the immense amount of power this creature has and its hatred for all the pain the demons of Crifoth have wrought. He sees the Strongholds burning in righteous fire and demons reduced to ash. He sees storms of lightning and thunder crashing and incinerating ranks of Legionaries. He sees himself, standing on a cliff overlooking it all, the source of such mighty power. The vision ends in a question and as the man returns to reality he slowly nods, offering himself to this elemental being.

Wardens of the Primordials

Druids have a strong connection to the elements of nature. They work to protect the world against the forces who would wish it broken. This protection can range from the physical, natural environment, including what vegetation is left, to the health and wellbeing of the survivors of Crifoth. They seek to restore the world to how it was before the demons came, a healthy world where nature and its inhabitants lived in peace and harmony. They are fiercely protective over their domain and will do anything to keep it intact.

They do not speak directly with primordials, but through both of their aligned focuses, the druid indirectly gains power from the primordials they protect.

Druids can manifest this protective magic in different ways, creating mirages to provide asylum for their allies. Others commune with the animals of Crifoth and seek to protect them, and some can even take on the form of their protected animals.

There is a place that you found in Crifoth that is unlike any other environment. This place has not yet been tainted by the corruption and Affliction



brought by the demons. You hold this place sacred and believe it is where the primordials are closest to this world. Think about what you would be willing to do to protect this place and what would happen if it was tainted.

Sacred Place

d6 Place

- 1 An unspoiled birch surrounded by lush tall grasses hidden in a canyon.
- 2 A small oasis with a crystal clear spring and lush plant life in the middle of the sands.
- 3 A garden in a destroyed house in one of the Strongholds with five plants that bear fruit at all times.
- 4 An underground waterfall deep in a crevice hidden far underground.
- 5 A meadow of purple flowers.
- 6 A cave filled with large iridescent crystals reflecting blue, red, and green hues.

FIGHTER

The human closes his eyes and listens to the cacophony of screams and growls just beyond the threshold of the obsidian portcullis in front of him. He thumps his fist against his chest, forcing his fear back down into the depths of his mind. Beads of sweat drip down his brow as the death screams of the previous gladiator are followed by the screams and growls of the demon onlookers. Suddenly, the portcullis raises, casting a blinding light into the tunnel. The pit fighter squints against the sunlight and brandishes his sword, stained with the blood of its previous victims. The human walks into the light to the uproar of the crowd to meet his fate.

Warriors of the Wastes

Fighters in Crifoth are survivors, warriors who have never lost a fight. They've faced down countless adversaries, bested many trials, and seen bloodshed far more than any other.

Fighters in Crifoth hone their skills not through academies nor guilds, but through first-hand, life-or-death scenarios. They are practiced in arms, and know how to use them with lethal efficiency.

There are different techniques fighters use to battle their adversaries. Some rely on the raw development of brute strength while others take a more academic approach, learning to hone in their skills. Some are even born with the Touch and pair that with their martial skills to become more effective warriors, or imbue their arrows with arcane Sigils.

Somewhere in the wastes, there is someone or something that deserved to die because of a wrong they've done. They have destroyed something in your life and haven't been punished for their misdeeds. Is this rival's demise your focus in life?

Unslain Foe

d6 Foe

- 1 A fellow gladiator that betrayed you in the arena.
- 2 An orc chieftain who plundered your home.
- 3 A demon who consumed your loved ones.
- 4 A Blood Knight who denied you entry into their fold.
- 5 A legionary who kidnapped your loved ones for slavery.
- 6 A ssuri who set fire to your home.



MONK

She stands firm, staring down the gigantic demon standing before her, eclipsing the deep red sun. She tugs on the piece of fabric tied around her head and stands like a cat ready to spring. The demon's large fist crashes down on the sand below, shattering the hard stone in a spray of shards and dust. From the cloud, a figure breaks through, running up the demon's arm at an inhuman speed. She dodges the demon's attempt to throw her off, and with a powerful kick crackling with crimson energy, shatters the left side of the demon's face. Thick, black demon blood drips to the sand below as she lands gracefully yards away as the demon roars in pain, clutching at the ruin of its face. A rueful smile plays across her mouth as she readies herself for her next attack.

Magically Gifted and Disciplined

Like sorcerers, monks are born with an innate ability to manipulate and harness the latent magical power saturating Crifoath. However, instead of using the Touch to evoke fireballs, they empower their physical capabilities, exceeding anything that is mundanely possible. Through discipline and innate abilities, they are able to sense the flow of this energy in a more refined way than sorcerers. They are even able to manipulate the energy flowing through others to have the advantage in a fight.

Most monks will spend decades years seeking out a teacher in the wastes. Sometimes that comes in the form of a member of another race, a wise one in a tribe, the whisperings of a Primordial, or sometimes something more sinister—like an Archfiend. Once they are well trained, they leave their masters in search for their own meaning in this savage world.

Monks have a strong tie with the power that surrounds them, and they often revere it as sacred. Like sorcerers, there were no monks with this level of ability before the Arcanists of old saturated Crifoath with arcane energy with their Ultimate Sigil. Some monks in Crifoath believe that they wield a power different to that granted to a sorcerer or studied by a wizard, but in fact, they are simply using the same source given to them by humans centuries ago.



Some monks focus on their physique, training themselves to become living weapons or seek mastery of a certain weapon. Others use the Touch to conjure flames, winds, shadows to obscure their movements, or even harness the blinding radiance of the suns to smite their foes.

In their journey to enlightenment, a monk makes a pilgrimage to a sacred place. Has your monk completed this pilgrimage, or are they still searching?

Pilgrimage Destination

d6 Destination

- 1 An unspoiled birch in a hidden canyon.
- 2 A small oasis with crystal clear water.
- 3 The garden of a destroyed home.
- 4 A statue of a raven-headed man surrounded by landlocked warships.
- 5 The smoke-filled caldera of a volcano.
- 6 The towering, blood obsidian gates of a Stronghold.

PALADIN

A tiefling stands, weapons drawn and eyes closed. His sword glows a bright white light, casting shadows on the blood-soaked sand at his feet. With his weapon wreathed in white flame, the tiefling walks with determination towards the massive gate to the Archfiend's Stronghold.

Power from Within

With the absence of gods, paladins do not gain their power through external divine means. They instead turn to an internal source to gain their god-like power. Like gods, they must be so resolute in their morals and values that their sheer will for a cause is able to give them the power they need to perform their epic feats of strength and healing. Because of this, paladins often have a one-track mind and are stubborn to the fullest extent. They are not likely to change their view of a situation or the world in general. This often leads to actions that others may consider brash and impulsive. Paladins are not concerned about death if it means dying for their cause.

Some paladins are resolute in their ideals of justice, virtue, and order. Others are driven by their need for revenge against someone who wronged them. Some take on the tenants of protection and restoration, and ask for the aid of the ancient powers in Crifoth. Others still are driven by their need to dominate and subjugate their enemies, conquering all adversity.

In the pursuit of your cause, you had to leave something behind. Did you make a choice, or was no option given to you? Think about how this sacrifice affects your paladin's actions.

Oathbound Sacrifice

d6 Sacrifice

- 1 The trust of your comrades.
- 2 The acceptance of your people.
- 3 Your family.
- 4 Freedom.
- 5 Your worldly possessions.
- 6 A lover.



RANGER

High up on the crest of the dune stands a silhouette stark against the sunlight. The scavengers below barely have time to register the dark figure when one, two, three feathered arrows lodge themselves in each of the scavengers' skull. The silhouette lets out a low whistle and their four legged companion, a bounder, appears beside them on the dune. The ash elf mounts the bounder and they race down towards the scavenger camp. The elf picks up what was stolen from their tribe, along with other rations the scavengers might have had, and is back on the bounder galloping across the sands before the crow have even landed to pick at the flesh of the dead scavengers.

Survivalists

Rangers are the apex predators of the wastes. They have seen and killed most of the types of things that lurk in the sands—demons, giant insects, Legionaries, and other horrible beasts. They have learned to track in the sands as well as to ensure that no others can follow them. They are hunters tracking, spotting, and killing something before it even has time to react. What they lack in pure strength they make up for in agility, cunning, and expertise. Rangers of Crifothis know how to call upon the fervent spirits of Crifothis to lend them aid.

Some rangers train beasts to join them in their wanderings. Others devote their lives to the hunt,

dedicating their lethality against the demons and other monsters that haunt the world. Some rangers prowl deep within the Strongholds as ghosts in the deep tunnels of old cities and obsidian palaces. Others harness mirages to step impossibly between places.

You have spent your life learning, tracking and hunting one type of creature that roams Crifothis. You are extremely knowledgeable in the movements, habits, and weaknesses of this creature and have made it your life to hunt them, trap them and kill them. Why do these creatures deserve to be hunted?

Quarry Speciality

d6 Speciality

- | | |
|---|--------------|
| 1 | Demons |
| 2 | Primordials |
| 3 | Giant beasts |
| 4 | Legionaries |
| 5 | Humans |
| 6 | Undead |



ROGUE

The hunched ssuri whistles into the night. He overlooks a crackling fire with six survivors huddled around it under a starless sky. A whistle returns, distant in the darkness. Springing out from his hiding place, the ssuri and four other of his clutchmates descend upon the unsuspecting campers. With sharpened spears pointed at their necks, the ssuri hiss but one word: "Water." With bated breaths, one of the grizzled survivors extends a plump skin of water, immediately snatched by the clawed hand of the ssuri. With their prize in tow, the ssuri clutch descend into the shroud of night.

Bandits

Rogues in Crifoth employ skullduggery and underhandedness in spades. To a rogue, there is little sense in being fair, honest, or noble. Take from the weak to live another day. Rogues thrive in this dog-eat-dog world—there is no law to outlaw them, no mobs to lynch them for their misdeeds.

Rogues use their conniving skills in different facets when travelling the wastes. Some murder and take from corpses, while others find enjoyment in challenging others for their supplies.

Some rogues survive simply by stealing unnoticed. A select few have the Touch and can incorporate their magic into their banditry.

You cannot resist the prized possessions of others. In your banditry, you have secured some noteworthy object. How did you obtain such an object? Is the owner hunting you down for your thievery?

Bandit's Prize

d6 Prize

- 1 The greataxe from a leader of an orc tribe.
- 2 The ceremonial scroll filled with elven stories from an ash elf tribe.
- 3 The bone armour collected by a quickfoot ssuri.
- 4 A stone engraved with a Sigil, taken from a Stronghold.
- 5 The slave collar from a gladiator.
- 6 A small vial of clouds and lightning taken from an incarnum.



SORCERER

A human walks through the wastes, legs weak from exhaustion and his mouth dry as the sand he walks upon. Then, as if the spirits were watching over him, he stumbles across a freshly slain corpse of a boulder. A smile slowly appears across his cracked lips. With a quick motion, he opens up his empty waterskin and his free hand makes motions almost as if it were acting on its own. From the body of the boulder small droplets form on its skin. The droplets float up into the air, coalescing into a small ball of water that floats towards the human and immediately disappears into his open water skin. The boulder desiccates, becoming nothing but bone and dust.

Prodigies of the Touch

Imbued in their blood, sorcerers carry forward an innate power gifted to them by their ancestors. While many have the Touch, sorcerers are unique in that they have dedicated their lives to further improve their Touch. Because of this power they are often feared and respected for their talent whose origin is unknown to the denizens of Crifoth. Sorcerers are sought out by all the major factions to fight, they are known as shamans by the tribes and they can make survival in the wastes a bit easier.

The Touch can manifest itself in different forms; some centered around healing and restoration, while others around destruction and offense. Some sorcerers have no control over the Touch and are utterly unpredictable yet intensely powerful, while others channel the powers of primordials of elemental power or of dark, sinister power. Others still may show off their power as the magnificent force of a storm, crackling lightning and thunder.

A sorcerer's power often awakens during an untimely moment of tension or emotion. Consider how your sorcerer discovered their power. Did that event change your life, or was it just a stepping stone?

Arcane Event

d6 Event

- 1 You were protecting your family from being kidnapped by legionaries.
- 2 A wandering demon threatened your tribe.
- 3 You were thrown into the gladiatorial pits.
- 4 The Legion tortured you and your family until your arcane magic appeared.
- 5 You accidentally fell into an old ruin and injured yourself.
- 6 You drowned in quicksand only to wake up completely unharmed.



Sorcerous Origin

At 1st level, a sorcerer gains the Sorcerous Origin feature. Sorcerers in Crifoth have access to the following Sorcerous Origin option, in addition to those presented in 5E: Profane Soul. Tiefling sorcerers often find their power within the fiend blood pumping through their veins.

Profane Soul

By drinking the blood of demons, you have forever tainted your very soul with the corrupted power of Hell itself. You've realized that your blood contains awesome power, and is the source of your innate magic. As a Profane Soul sorcerer, you're able to tap into this seemingly endless reservoir of arcane power to fuel and augment the Touch you possess.

Profane Soul sorcerers have their Touch corrupted by the vile power of demons contained within their blood, and are much deadlier than other wielders of the Touch.

Restriction: Tieflings Only

Only tieflings can have the Profane Soul Sorcerous Origin. In the world of Crifoth, demon blood is lethal to all beings but humans and tieflings.

Your GM can lift this restriction to better suit the campaign. The restriction reflects the story of tieflings and demons in Crifoth, but it might not apply to your GM's setting or your GM's version of Crifoth.

Profane Soul Features

Sorcerer Level	Feature
1st	Blood Conduit
6th	Blood Affinity
14th	Purging Hellfire
18th	Soul-Eater

Blood Conduit

Starting at 1st level, whenever you cast a spell of 1st level or higher, you may spend 1 Blood point. If you do, that spell is considered to be cast with a spell slot one level higher than normal, even if you do not normally have access to that slot level. You may only do this once per spellcast.

In addition, starting at 1st level, your Blood point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Furthermore, you can use fresh droplets of your own blood as a spellcasting focus for your sorcerer spells.

Form of the Fiend

Starting at 6th level, you can further harness the power contained within the demonic blood coursing through your veins, taking on a corrupted form. As a bonus action, you can spend 3 sorcery points to take on the Form of the Fiend. While taking on the Form of the Fiend, you gain the following benefits:

- You regain a number of Grit points equal to your sorcerer level at the end of each of your turns.
- Whenever you cast a sorcerer spell of 1st level or higher, you can make an unarmed strike as a bonus action which deals an additional 1d6 slashing damage.
- You have advantage on Charisma (Intimidation) checks.
- This Form lasts for 1 minute. It ends early if you are knocked unconscious. You can also end it on your turn as a bonus action.

Purging Hellfire

Beginning at 14th level, the magic you conjure burns with the corruption of Hell itself. Your spells ignore fire and necrotic resistance.

In addition, you can add your Charisma modifier to one damage roll of any fire or necrotic spell you cast.

Soul-Eater

At 18th level, the line between demons and you becomes further blurred. Whenever you reduce a hostile humanoid to 0 Blood points with a sorcerer spell, you can spend 2 sorcery points to eat their soul as it leaves their body. If you do, you gain temporary Grit points equal to your sorcerer level.

WARLOCK

Scorned and spurned, the crippled orc shambles from the palisades of his former tribe. He seethes with hatred and malice at his kin. Ikta, they called him. Runt. Whelp. Worthless. A being of smoke and brimstone appeared, sitting on a rock. The orc heard this smoke-demon's whispers, and he grinned. They would all burn. Every last one of them.

Bargainers of Power

Any way one can get the upper hand in Crifothis is an avenue worth exploring. For warlocks, it is a promise made to a powerful entity in return for something they hold dear. Powerful beings wage war in the blasted battlefield that is Crifothis—Primordials crash with fury against obsidian Strongholds, and Archfiends vie for power in a cannibalistic free-for-all. These beings need agents to enact their will—warlocks.

Warlocks have many sources of power they can pull from. Some find power in sentient weapons found deep within the vaults of the Old World, while others make pacts with powerful primordials, be them wrathful or musing. Some warlocks, especially Legionaries in service, offer themselves to a powerful demon in Crifothis in return for power.

Your power came at a price. Is your power temporary, receding once a certain deed is done, and your payment will return? Was your bargain more of a transaction, and the thing you gave up forever gone?

Otherworldly Debt

d6	Debt
1	Your voice.
2	Your loved one.
3	Your privacy.
4	A future favour.
5	Your life, which ends in a year and a day.
6	Your sense of touch.



Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. Warlocks in Crifothis have access to the following Otherworldly Patron options, in addition to those presented to those in 5E: the Primordial, and the World-Plague. Those cursed few with strong enough will, surviving the Affliction, often have the World-Plague patron.

The World-Plague

Your patron is the black oil that seeps through the cracks of the earth, the darkened husks of once-living trees, the corpses of demons themselves: the Affliction. Where some would fall dead, bleeding black oil from their eyes and ears, you have lived.

World-Plague Features

Warlock Level	Feature
1st	Expanded Spell List, Cursed Form, Bonus Cantrip
6th	Mutating Touch
10th	Afflicted Mastery
14th	Liquefy

Expanded Spell List

The World-Plague lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

World-Plague Expanded Spells

Spell Level	Spells
1st	<i>grease, ray of sickness</i>
2nd	<i>blindness/deafness, web</i>
3rd	<i>bestow curse, stinking cloud</i>
4th	<i>black tentacles, blight</i>
5th	<i>cloudkill, contagion</i>

Cursed Form

At 1st level, your patron has cursed you with the Affliction. If you are not already suffering from the Affliction, you become infected with Affliction (Stage 1). You cannot be cured. Details on the Affliction can be found in Chapter 13: The Affliction.

In addition, you have advantage on Constitution saving throws caused by the Affliction.

Bonus Cantrip

At 1st level, you learn the *fester* cantrip (new spell, page 95). It counts as a warlock cantrip for you, but it doesn't count against the number of cantrips known.

Mutating Touch

Starting at 6th level, you can use the Affliction within you to infect others, warping and twisting their bodies. As an action, you touch a creature within 5 feet of you, forcing them to make a Constitution saving throw against your warlock

spell save DC. On a failed save, black oil seeps into their body and twists it from the inside, and they suffer an effect rolled on the Mutation table below. Creatures that lack significant organs or are immune to the Affliction automatically succeed on this saving throw.

Once you use this feature, you can't use it again until you finish a short or long rest.

Mutation

d8	Effect
1	The target's eyes bleed and seal over with black tar. They are blinded until the end of your next turn.
2	The target's flesh bloats and inflates, impairing movement. For the next minute, the target's speed becomes 5, and it has disadvantage on attack rolls.
3	The target's lungs rot away, causing them to suffocate. At the end of their next turn, they fall unconscious for 1d4 rounds.
4	The target's limbs twist and spasm in horrifying, uncontrollable ways. They are knocked prone and are paralyzed until the end of their next turn from the spasms.
5	The target's skin cracks and separates revealing the raw, red flesh beneath. For the next minute, the target takes 1d4 slashing damage if the target moves or takes an action as their skin continues to rip. In addition, they become vulnerable to acid damage for the duration.
6	The target's stomach lining erodes. At the end of each of the target's turns, they take 1 acid damage dealt directly to their Blood points.
7	The target's brainstem is taken over by the Affliction. You can choose how the target acts during its next turn.
8	The target's skin bubbles and boils. At the end of their next turn, the skin erupts, dealing 2d6 necrotic damage to the target and each creature within 5 feet of the target.

Afflicted Mastery

At 10th level, the Affliction within you no longer fights against you. You no longer suffer any penalties from the Affliction, and you no longer advance Stages in the disease. You still retain any benefits the Affliction has bestowed upon you.

Liquefy

Starting at 14th level, you can let the Affliction dissolve your physical form with no ill consequence. As an action, you liquefy into a pool of oil. While in this form, you gain the following benefits:

- Your speed becomes 50 feet.
- You can pass through narrow openings

unimpeded.

- You can enter and occupy the space of another creature. If you end your turn in another creature's space, that creature must succeed on a Dexterity saving throw against your warlock spell save DC or take 4d8 necrotic damage.
- You have resistance to nonmagical damage, and have advantage on Strength, Dexterity, and Constitution saving throws.

You cannot talk, attack, or cast spells while in this form. You return to your normal form after 1 hour or as a bonus action on your turn.

You must finish a long rest before you can use this feature again.



WIZARD

The figure dusts off the old tome resting in this forgotten vault of the time before, her horns and red skin betraying her race. She traces a symbol in the air above her, which then glows a pale blue light that casts this chamber in eerie shadows. She thumbs the book in front of her on a pedestal, its pages cracking and crumbling at her touch. Each of these pages is filled with esoteric drawings of geometric patterns, runes, and shapes, drawn in glistening ink. She scans each of these pages, committing each Sigil to memory, before dust falls from the ceiling from thunderous steps of whatever eternal sentinels guard this vault. With a swift motion, the light extinguishes as the tiefling disappears into the darkness once again.

Scholars of Sigils

There is an elusive, hidden magic in Crifoth in the form of Sigils—strange, ancient runes and symbols left behind by the arcanists of Old Crifoth. To students of these symbols, they contain the power, the key, to a pure kind of magic—that of the gods themselves. But, in practical terms, Sigils are focused, concrete, and require both translation and comprehension by the user. This is the magic that wizards of Crifoth use.

Wizards of Crifoth do not study the arcane in lofty towers or in academies. They instead peruse ruins of the old world, delving into lost crypts and vaults filled with unknown horrors in the darkness. Wizards are forced to learn from practice rather than from study, as there is no formalized school or education in the hellscape that is Crifoth.

Some wizards find they have an affinity with certain kinds of Sigils, whether that be Sigils of necromancy, evocation, among others. Some use their knowledge of Sigils to act as a weapon against the forces of evil, devoting their study to that of war. Those who research old Elven practices become skilled with both blade and spell.

Consider how you obtained your arcane knowledge. Are you satisfied with the knowledge you've uncovered, or do you hunt for more? Will you use your knowledge to better the world, or to prey upon it?



Arcane Discovery

d6 Discovery

- 1 You were possessed by an Old World ghost while camping in a sandy ruin. Ever since, you've had a knack for understanding Sigils.
- 2 Whether by your hand or another's, a slain wizard's spellbook became your own.
- 3 You gazed into a shard of a magical mirror deep within a ruin to glimpse Crifoth's past.
- 4 You were taught the script of Sigils by your demon masters.
- 5 You searched for, and found, the meaning of a strange birthmark on your skin.
- 6 Passed down from one generation to the next, the knowledge of a Sigil was taught to you by one of your parents.

WIZARD FEATURE: LITERATE

Wizards in Crifoth have the following feature, in addition to the features normally gained:

Literate: Beginning at 1st level, you are automatically literate. You do not need to lose a skill proficiency to become literate.

Arcane Tradition

At 2nd level, a wizard gains the Arcane Tradition feature. Wizards in Crifoth have the following Arcane Tradition option, in addition to those presented in 5E: School of Sigilcrafting. Tiefling, human, and ash elf wizards often delve into the ruins of the past to learn more about Sigils and how to create their own.

School of Sigilcrafting

As a sigilcrafter, you understand that the forms of Sigils are mutable, and that subtle changes and tweaks can manipulate their effects. You can invent your own Sigils in times of need to create random, yet impactful effects, as well as store spells in the

Improvised Sigil

d20 Effect

- | | |
|-----|---|
| 1-4 | Nothing happens. You regain your expended spell slot. |
| 5 | You have a moment of insight, and gain a bonus on your next attack roll equal to the level of the expended spell slot. |
| 6 | Until the end of your next turn, you have resistance against nonmagical weapon damage. |
| 7 | The target takes 4d4 necrotic damage. |
| 8 | The target sheds light like a torch and takes 2 radiant damage at the beginning of each of their turns for the next minute. |
| 9 | A spray of colored light explodes from your hand, and each creature within 10 feet of you is blinded until the start of its next turn. |
| 10 | For the next minute, any creature which hits you with a melee attack takes 10 lightning damage. |
| 11 | An invisible force suddenly pushes the target into the air 30 feet in a random direction, and they take 3d6 force damage. |
| 12 | You and each other creature within 5 feet of you gains 10 temporary Grit points. |
| 13 | A strange tree appears in an unoccupied space within 5 feet of the target and produces 10 units of food 1 minute later. It vanishes after an hour, leaving no trace of its existence. |
| 14 | An illusion of the target's deepest fears appears in front of the target, and they take 3d10 points of psychic damage and are frightened until the end of your next turn. |
| 15 | Each creature within 10 feet of you is compelled to drop whatever it is holding. |
| 16 | The target is petrified until the end of your next turn. |

form of invisible Sigils to surprise your foes.

School of Sigilcrafting Features

Wizard Level	Feature
2nd	Improvised Sigil
6th	Sigil of Spell Storing
10th	Expert of Innovation
14th	Writ of Power

Improvised Sigil

Beginning at 2nd level, your passing knowledge of Sigils allows you to attempt to invent new ones. As an action, you can spend a spell slot of 5th-level or lower and improvise a Sigil, creating a random effect. Choose a creature within 30 feet. That creature becomes the target of the effect, if applicable.

Roll a d10 and add a bonus equal to twice the level of the expended spell slot, then consult the Improvised Sigil table.

d20 Effect

- 17 The target becomes invisible for the next minute, or until they make an attack or cast a spell.
- 18 For a moment, you know the surface thoughts of the target.
- 19 You regain your highest-level expended spell slot and regain 1d12 Grit points.
- 20 You call lightning down upon the target, dealing 5d10 lightning damage.

Sigil of Spell Storing

At 6th level, you can store spell effects into Sigils that take effect at a later time. Whenever you cast a spell that has a casting time of 1 action that does not have a range of self, you can trace a Sigil on the ground, in the air, or somewhere else as part of the casting of that spell. The Sigil then becomes invisible to every creature except you after being drawn. The spell being stored has no immediate effect when cast this way.

As a reaction, you can activate your Sigil. You must be able to see your Sigil to activate it. When the Sigil is activated, the spell is cast. If the spell has a target, it targets a creature that you can see within 5 feet of the Sigil. If the spell affects an area, the area is centred on the Sigil.

You cannot have more two spells stored by a Sigil this way at a time.

Once you use this feature you can't use it again until after you finish a short or long rest.

Expert of Innovation

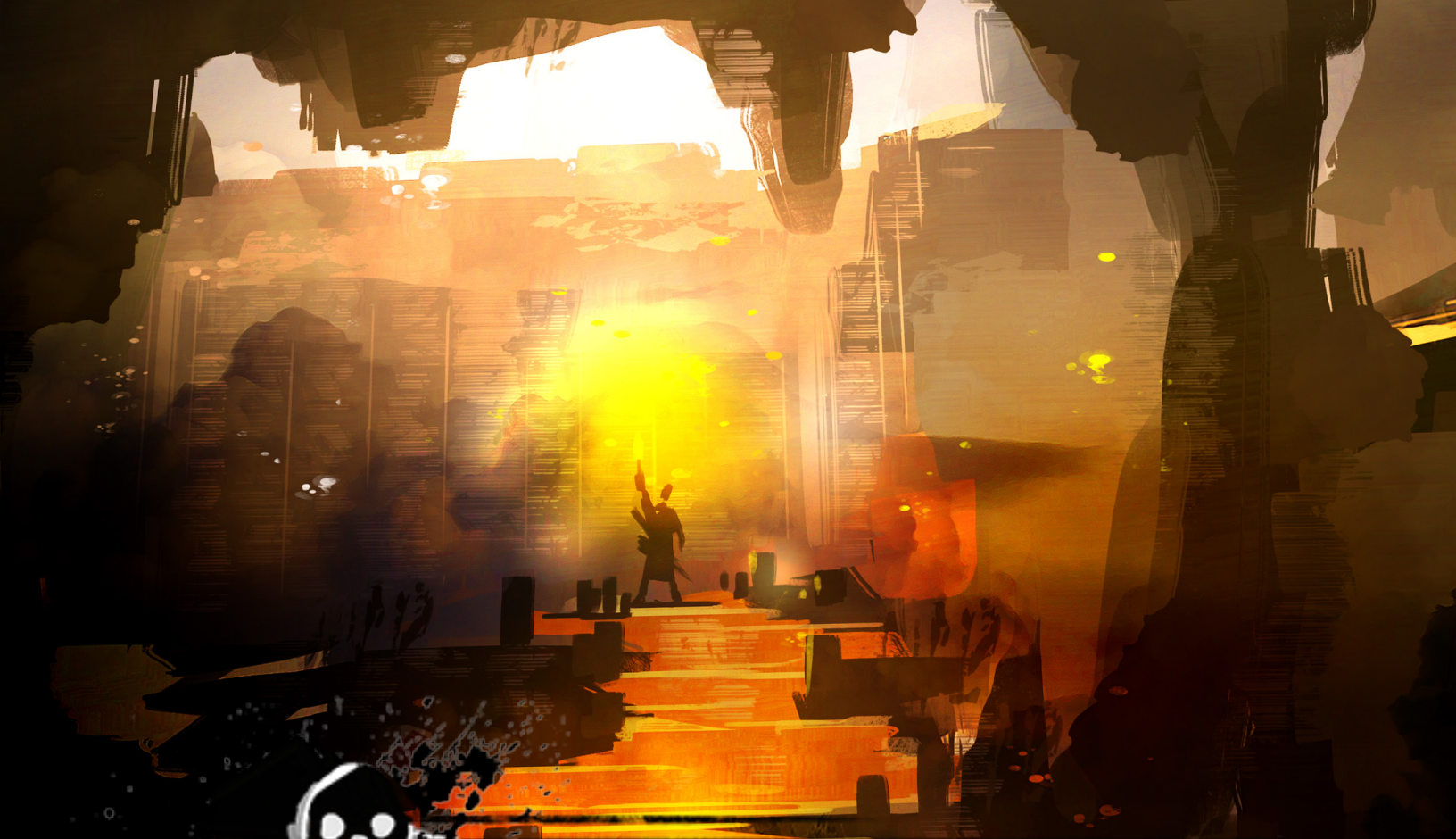
Starting at 10th level, whenever you use your Improved Sigil feature, you can roll two additional dice and choose which result takes effect.

Writ of Power

At 14th level, you add the *symbol* spell to your spellbook if it is not there already. You can cast *symbol* without expending a spell slot. When you do so, the glyph vanishes after one week.

Once you cast *symbol* this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.





CHAPTER FOUR: **BACKGROUNDS**

“No matter where the sands may take you, never forget where you started your journey. Let it guide you, let it flow through you and always know when everything falls to darkness and you take one last look at the Red, you will return home.”

Your character's class determines their skill set and talents, and your race determines which people you hail from. Your background is the beginning of your character's story, determining where you find the courage to stand against the brutality of Crifoth, or why you might succumb to it.

In addition to the benefits offered by backgrounds of 5E, each background has a **Wealth Modifier**, either a bonus or penalty when determining the character's starting wealth (see page 81). This modifier is added to or subtracted from a d6 to determine a character's starting wealth tier. This tier can not go below 1 or go higher than 6.

When using backgrounds not found in *The Ravaged Wasteland of Crifoth*, assign them a Wealth Modifier between +2 and -2, and use the ones below for comparison. When in doubt, assign a +0 modifier to the background.

DELVER

You believe that salvation exists. Not on the surface, but in the depths beneath the wastes. Deep underground, you have seen forgotten and submerged temples and tomb-cities. In these places, secrets that demons want kept have revealed themselves to you. The deeps of the world are safe; only fools would live under the hateful suns for long. Exploring ruins could mean danger or certain death, but you are an expert on treading carefully, squeezing through the tiniest of openings and climbing vertical cliff faces.

Wealth Modifier: +0

Skill Proficiencies: History, Investigation

Tool Proficiencies: Thieves' tools

Languages: You can read and write Truespeak.

Equipment: 50 feet of rope made from the hardened silk of a desert spider, 10 rusty pitons, 2 moth-eaten cloth bags to hold treasures, 10 sticks of charcoal, a leather-bound journal with vellum pages, one oddity (rolled on page 140).

Ancient Discovery

In your delvings, you uncovered some secret of the past. You can work with your Game Master to determine the exact nature of this discovery, or you can choose one or roll on the next table.

d6 Discovery

- 1 An antechamber filled with frescoes and paintings of the world before.
- 2 The journal of a farmer who lived centuries ago.
- 3 The pearl necklace of a wealthy countess named Sophia.
- 4 A mural of King Lothaire painted entirely out of dwarven blood.
- 5 A library filled with shelves upon shelves of old, dusty tomes.
- 6 A strange red crystal found in a dwarven ruin.

Feature: Spelunker

You have an unshakable sense of direction. You cannot get lost in caves, ruins, or any other underground complex, and you always know how far you are from the surface.

Suggested Characteristics

d8 Personality Trait

- 1 I prefer being underground more than on the surface.
- 2 I know everything there is to know about the old world - or at least I think I do.
- 3 I believe that knowing history is the key to making changes for the future.
- 4 I will uncover the world's most hidden treasures or die trying.
- 5 I am convinced that everyone is trying to steal my discoveries.
- 6 There is nothing I like more than holding old trinkets.
- 7 I believe that there's a secret of the ancients that will save the world.
- 8 I want to share my discoveries to help rebuild a ruined world.

DEMON SLAVE

d6 Ideal

- 1 **Aspiration.** I pride myself in knowing forgotten secrets. (Neutral)
- 2 **Knowledge.** The knowledge of the ancient world will teach us how to once more reach those heights. (Good)
- 3 **No Limits.** There is no cavern or ruin too dangerous to explore. (Chaotic)
- 4 **Power.** Only through knowledge can you gain true power and domination (Evil)
- 5 **Exploration.** I will always want to explore any cavern or ruin I come across. (Neutral)
- 6 **Shared Wisdom.** It is important to share knowledge with each other. (Good)

d6 Bond

- 1 I would die to recover the ancient artifacts of the old world.
- 2 I believe the depths hold the secret to defeating the Archfiends.
- 3 I will ensure that the old world's ruins stand undisturbed.
- 4 I sold myself for knowledge. It was worth it.
- 5 I have an ancient text that holds terrible secrets that must not fall into the hands of the Legion.
- 6 Bandits stole some of my treasure from my latest delve. I am hunting them down to get it back.

d6 Flaw

- 1 Dangle rumors or information on a stick and I'll do whatever you ask.
- 2 Unlocking the information of an ancient world is more important than any current civilization.
- 3 I will pocket anything and everything I come across that looks old.
- 4 I have little respect for those who use their brawn instead of their brain.
- 5 I get nervous easily and stumble over my words when I'm in a social situation.
- 6 I'm obsessed with the underworld and often get lost in my own musings.

You have seen more carnage and have been subjected to more demonic torture than any other poor bastard. Each scar tells a story, and none of them are pleasant. Maybe you've finally escaped, a free person, but what you see beyond the walls of the Strongholds is nothing like you've imagined. There is only more pain, dread, and fear of the unknown. Everyday is a continued struggle to fight for your right to survive.

Wealth Modifier: -2

Skill Proficiencies: Athletics, Performance

Languages: Devilspeak

Equipment: Tattered rags, a small stone dagger hidden in the folds of your clothes, and an obsidian collar around your neck with infernal script carved into it.

Hellish Alteration

You've endured terrible alterations that left scars on both your body and your mind. Choose one or roll on the table below.

d6 Alteration

- 1 Your back is carved from an uncountable number of lashes.
- 2 Your skin was harvested to use as a graft for another.
- 3 Your fingernails and toenails have been removed and in their place are obsidian spikes.
- 4 Your tongue is a severed stump.
- 5 One of your limbs is not your own. Grafted from another unfortunate slave to replace your own after an accident. Strangely enough, it is completely functional.
- 6 Your innards have been removed and replaced with strange black stones that hum and clatter together.

Feature: Untouchable

Your low status makes you almost invisible. You can easily blend in when it seems like you belong.

Suggested Characteristics

d8 Personality Trait

- 1 I am haunted by my mistreatment at the hands of the demons.
- 2 One day, when I have enough resources, I will get my revenge on my slavers.
- 3 I want to leave my life of servitude behind me as I make my own path.
- 4 I am slow to trust new people, but I would die for my friends.
- 5 I always have a plan for when things inevitably go wrong.
- 6 I have no knowledge of the outside world.
- 7 I often call people master without thinking.
- 8 I have an innate mistrust of tieflings.

d6 Ideal

- 1 **Honour.** No matter what was or will be done to me, I will not lose my dignity or pride. (Any)
- 2 **Aspiration.** I will prove that I am not just a slave, but worthy of living my own life. (Any)
- 3 **Independance.** I believe that everyone deserves to be free and make their own decisions. (Good)
- 4 **Retribution.** I want slavers to feel what it was like to live under a cruel master. (Evil)
- 5 **Freedom.** The wastes are freedom—the freedom to go anywhere and do anything. (Chaotic)
- 6 **Sincerity.** I don't hide the fact I was a slave—it shaped me into who I am. (Neutral)

d6 Bond

- 1 My family is still enslaved. I will free them.
- 2 I owe my life to those who freed me.
- 3 I will one day get revenge on those who held me as a slave.
- 4 I escaped by killing. Now I'm on the run.
- 5 I will protect anyone being attacked.
- 6 I owe a debt to another who taught me how to survive in the wastes.

d6 Flaw

- 1 If I know I'm outmatched in a fight, I will run.
- 2 I'll never truly trust anyone and will always believe they have ulterior motives.
- 3 I am willing to kill someone in their sleep if it means I can get ahead.
- 4 I can't steal anything because the punishment I suffered while I was a slave.
- 5 I have difficulty making decisions since they have always been made for me.
- 6 I am too submissive for my own good and often get taken advantage of.



LEGIONARY

The stomping of blood obsidian boots chills the hearts of those who hear it, and those boots are yours. You are forced to slay innocents under the flag of your master no matter how brutal. You too are a slave, forced to carry out the demands of demons lest they take from you your parents, or your lover, or your children, or something more precious still. Beneath the armour and the crest of your dark lord is someone who made a life changing decision.

Restriction: Tiedling Only

Only tiedlings can be found in the ranks of the Legion. Humans who have potential are turned into tiedlings by the Legion's Praetor, and members of other races are consumed and reborn into some hellish horror instead.

Your GM can lift this restriction to better suit the campaign. The restriction reflects the story of tiedlings and demons in Crifoath, but it might not apply to your GM's setting or your GM's version of Crifoath.

Wealth Modifier: +2

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Siege weapons

Equipment: A single weapon and suit of armor of your choosing is made of blood obsidian rather than its normal starting material (see page 82). You also receive a badge of rank, a set of bone dice, and a vial of the blood of your Praetor (1 unit).

Legion Duty

In your time in service to the Legion, you were tasked with a duty to carry out in the name of your Praetor. Choose one or roll on the table below.

d6 Duty

- 1 Bearing banners
- 2 Quenching dissidents
- 3 Operating hell-engines
- 4 Patrolling Strongholds
- 5 Scouring the wastes
- 6 Guarding slaves

Feature: Rank And File

You are a legionary, with all the perks and consequences it brings. You can leverage your status to get others to submit to you; likewise, others may see you as a traitor and attack you unprovoked.

Suggested Characteristics

d8 Personality Trait

- 1 One day I will command thousands.
- 2 I am quick to anger if anyone questions my abilities.
- 3 I have no respect for those who have not proved their power.
- 4 I am extremely pragmatic. If you can't beat them, join them.
- 5 I will always survive, even at the cost of other lives.
- 6 I am in constant competition with those around me.
- 7 I lie awake at night haunted by all the innocent lives I've taken.
- 8 If I thought I could get away with it, I would leave the Legion to make a new life away from the Strongholds.

d6 Ideal

- 1 **Power.** The Legion is the most dominant entity and will conquer the sands. (Evil)
- 2 **Redemption.** Everyone has an opportunity to redeem themselves for past sins. (Good)
- 3 **Might.** The strongest are meant to rule. (Evil)
- 4 **Master.** I am a predator and everyone else is my prey. (Evil)
- 5 **Logic.** Letting your emotions control your reactions is weak. (Lawful)
- 6 **Self-preservation.** I will do and say anything to keep myself alive. (Neutral)

d6 Bond

- 1 I hope one day I can redeem myself for all the innocents I've killed.
- 2 I let some people free and I'll do anything to keep that secret safe.
- 3 The most important person to me is me.
- 4 I will never forget the crushing defeat that I, solely, was punished for.
- 5 Out there is a child that doesn't know I'm their parent. I fear they'll be disgusted knowing what I really am.
- 6 I want to be the most infamous legionary as that's the only way I can ensure my survival.

d6 Flaw

- 1 I follow orders even if I think they're wrong.
- 2 My impatience often gets my group into tight situations.
- 3 I'm inflexible in my thinking and values.
- 4 I cannot control my urge to drink the blood of my enemies.
- 5 I believe at any moment one of my "allies" will turn on me.
- 6 I can kill a beast but I can't stomach killing my own kind.

NOMAD

You have seen more of the wastes than any other and thrive on the knowledge and freedom that travelling brings. Nomads have seen another side of Crifoth that most others don't; it is a place rife with magic, culture, and exploration.

Wastelanders heed your wisdom of survival, often seeking you out in order to better themselves. Most people respect you and do not wish any ill will while there are others who would destroy you for your knowledge and possessions.

You are in tune with the nature of the world and seek to reveal all of its mysteries, as your footsteps are some of the many in the sands.

Wealth Modifier: +0

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Herbalism kit

Equipment: Extra waterskin, loose fitting cloth outfit, walking stick, an herbalism kit, and the pit of a rare, sweet fruit you found in your wanderings.

Mystical Sight

You've seen things that no other eyes have witnessed. Choose one or roll on the table below.

d6 Mystical Sight

- 1 An oasis whose water floated as an orb in the air rather than rested.
- 2 A dryad singing, lamenting the world.
- 3 You've seen a single flower in bloom growing in a graveyard of bodies, stripped by crows.



d6 Mystical Sight

- 4 The border of Sur'Telynth—a wall of greenery and verdence against the white sands.
- 5 The endless empty twilit halls of the long-dead dwarves.
- 6 Four riders standing on a dune silhouetted against the sands. One of them lifted a sword into the air.

Feature: Guided by the Stars

You are able to use the constellations in the sky to guide your path. You cannot get lost at night while outdoors and the stars are visible.

Suggested Characteristics

d8 Personality Trait

- 1 I get uncomfortable if I stay in one place for too long.
- 2 Though I am most comfortable alone, I yearn for a companion to share stories with.
- 3 I trust a deathwing more than I trust people because of a terrible deed done to my family.
- 4 I'm always using my hands to create something useful. I can never be idle.
- 5 I can build a fire using a piece of wet parchment.
- 6 I have no respect for people who need others to survive.
- 7 I can find the small wonders even in the bleakest of places.
- 8 I love a good travelling story and a stiff drink by the fire.

d6 Ideal

- 1 **Independence.** When people follow others blindly they are no better than a legionary. (Chaotic)
- 2 **Change.** It is best to change your values as the world around you changes. (Chaotic)
- 3 **Nature.** Nature will protect us from the tyranny that the demons have brought. (Neutral)

d6 Ideal

- 4 **Beauty.** It is important for one's sanity to take time and find the hidden beauty in this world. (Good)
- 5 **Live and Let Be.** It is not for me to meddle in the problems of others. (Neutral)
- 6 **People.** I think it is important to share resources with others. It's the only way to bring people closer together. (Good)

d6 Bond

- 1 I am seeking enlightenment from the stars, but every night they seem further and further away.
- 2 I will bring vengeance on those who destroyed the land where I lived.
- 3 My isolation in the wastes has given me the knowledge needed to destroy a powerful evil.
- 4 I am forever searching for a place to call home. I'm beginning to think it doesn't exist.
- 5 All I want is another person to care for and for them to care for me.
- 6 I am hunting for a rare animal that is said to cure any ailment or injury while illuminated by Crifoth's moon.

d6 Flaw

- 1 I'd rather eat sand than admit when I'm wrong.
- 2 I'm always blunt and honest, no matter what the consequences are.
- 3 I get irritated easily when I think someone is being incompetent.
- 4 I believe I am above everyone else—that is why I have survived so long by myself.
- 5 I am extremely superstitious and have a bunch of ridiculous rituals in order to prevent bad luck on myself or my companions.
- 6 I am extremely pessimistic, and will always expect the worst possible outcome in any situation.

REBEL

You have given your life to fight against the Archfiends' tyranny. Whether born into this life, began your own faction or recruited into a group like the Blood Knights, you all share a hatred of the demonic authority. You are trained to fight demons and Legionaries alike using subterfuge and guerilla tactics.

Wealth Modifier: +2

Skill Proficiencies: Perception, Stealth

Languages: Devilspeak

Equipment: A vial of demon blood (1 unit), one fragment (see page 86), 10 pieces of white chalk, an insignia of your rebel faction.

Rebel Role

During your time as a rebel, you had a specific role in your organization. Choose one or roll on the table below.

d6 Role

- 1 Scout
- 2 Spy
- 3 Tactician
- 4 Leader
- 5 Shock trooper
- 6 Researcher

Feature: Brothers and Sisters in Arms

Your connections to specific rebel groups give you access to lodging, supplies, and aid from those in the same faction as yourself.

Suggested Characteristics

d8 Personality Trait

- 1 I am haunted by the death of loved ones at the hands of demons.
- 2 I am prejudiced against humans. They are the weaker race and are not adapted to survive in this new world.
- 3 I am blood hungry and will feed every chance I get, no matter the cost.
- 4 I have a more optimistic outlook. I really believe that we are making a difference in Crifoth.

d8 Personality Trait

- 5 I can stare down a fiend without batting an eye.
- 6 I often use humor to offset the grim tasks we are forced to face.
- 7 I do not make friends. They'll just end up dead anyway.
- 8 I will avenge those who have fallen prey to the ruling evil.

d6 Ideal

- 1 **Greater Good.** It is the duty of a rebel to lay down their lives if it means others will live. (Good)
- 2 **Glory.** I must earn glory in battle for myself and others. (Neutral)
- 3 **Respect.** Any race is deserving of respect and protection. (Lawful)
- 4 **Might.** The only way to win is to sacrifice. (Evil)
- 5 **Black and White.** Those who are evil can never redeem themselves. (Good)
- 6 **Self-Improvement.** The way to survive this life is to become the best fighter you can be. (Any)

d6 Bond

- 1 I would lay down my life for my brothers and sisters in arms.
- 2 As long as there are demons to be fought, I will serve.
- 3 I fight to free those who are captured by demons.
- 4 I am loyal only to my leader.
- 5 Everything I do is to help those under demonic tyranny.
- 6 Someone I loved died because of a mistake I made. I will redeem myself.

d6 Flaw

- 1 I am scarred by the demons I've faced and don't know if I could take on another.
- 2 I have little respect for anyone who has not proven themselves.
- 3 I could never admit when I've made a mistake, even if that mistake cost lives.
- 4 My hatred for demons leaves me impulsive and reckless.
- 5 I am constantly drinking alcohol to stave off nightmares.
- 6 I have no respect for my superiors, and I will do what I must.

Variant Rebel: Exiled Blood Knight

For some reason you have been stripped of your title as a Blood Knight and sentenced to die alone in the grueling wastes. Whether that reason be cowardice, going against orders, or speaking back to your commanding Cruor Captain, the Blood Knights do not accept any form of insubordination. A mark brands your neck, and other Blood Knights will know to leave you to your fate once they see it.

Variant Feature: Despised by All

Your disgrace branded upon your neck will deter any Blood Knights from giving you or your party any form of aid, lodging or supplies. However, you know the whereabouts of Blood Knight hideouts, and can readily seek refuge in unattended ones.

SCROUNGER

The clever often realize there's no need to hunt food and search for water when you can just steal someone else's. You are smart and cunning, picking your victims carefully, always ensuring that you come out as the victor. You have no qualms about stealing from shallow graves or even right off the freshly lifeless bodies littering Crifoth. What you find, you use, no matter how obscure or random it is.

Wealth Modifier: +3

Skill Proficiencies: Investigation, Sleight of Hand

Equipment: Three trinkets (rolled on page 84),

one fragment (rolled on page 86), a sturdy hand sown backpack with multiple pockets, an empty waterskin

Feature: Hoards

You have a wealth hoards somewhere out in the wastes, acting as a cache of your findings. Only you know where they are, and they contain valuable resources such as food, water, and other trinkets.

Suggested Characteristics

d8 Personality Trait

- 1 I pocket anything that might have value.
- 2 It's hard for me to let go of things because they always might have a future use.
- 3 I would rather spend my day tinkering with odds and ends than getting supplies for survival.
- 4 I believe that intelligence alone will not get you far. You also need the tools to survive.
- 5 If there's a simpler way to do things, I will exploit it.
- 6 If I think there's something that would be better used in my hands, I take it.
- 7 I have a plan and an item for every situation.
- 8 I would let anyone use my creations, for the right trade.

d6 Ideal

- 1 **Greed.** I never know what tomorrow will bring, so I hoard every resource to myself. (Chaotic)
- 2 **Honour.** I only steal from the dead, not the living who need what they have. (Good)
- 3 **People.** I only help people to help me. It's the only way to survive. (Neutral)
- 4 **Hoard.** The more material I can collect, the more respected I will be. (Neutral)
- 5 **Knowledge.** It is important to know everything about the things I collect. Only then can I appreciate them. (Any)
- 6 **Ingenuity.** Everything can be reused again and again to serve different purposes. (Any)

d6 Bond

- 1 I'll always remember the first trinket I found.
- 2 I stole an odd trinket from someone and I want to find out what it is.
- 3 I wish to learn the art of metallurgy and smithing.
- 4 Others are hunting me down for something I traded months ago.
- 5 I have something that is so precious to me that I wouldn't trade it for fifty gallons of water.
- 6 Someone I cared for died during a raid, I won't let that happen again.

d6 Flaw

- 1 I can't resist hoarding resources even if I already have them. Don't even ask me to share them.
- 2 I can't resist a good trade.
- 3 I am an unreliable partner.
- 4 I will run and hide if the odds are not in my favour.
- 5 When I see something I like, my first thought is how I'm going to steal it.
- 6 It's easy for me to justify taking things because I usually need it more.

TRIBAL

You are what's left of the old world. Vagabonds, wanderers, and other doomed souls have formed a tribe that you have descended from. Everything you do is for the betterment of the tribe. The only other option is exile and certain death. You have found friendship and perhaps even love in your tribe, which is something, you realize, more precious than even water.

You can determine which tribe you hail from by using the **Tribe Generator** on page 16.

Wealth Modifier: +1

Skill Proficiencies: Animal Handling, Medicine

Tool Proficiencies: One musical instrument of your choice

Equipment: One trinket (rolled on page 84) that you inherited from your mother, a musical

instrument of your choice, a wooden shield with your tribe's symbol painted on it, the mummified head of the demon killed by your tribe's first chieftain.

Feature: Strength in Community

You are a member of a certain tribe, with all the perks and consequences that brings. You can expect hospitality from them, and seek aid and supplies from them.

Suggested Characteristics

d8 Personality Trait

- 1 I feel lost if I'm not with other members of my tribe.
- 2 I don't really fit in with my tribe but they tolerate me.
- 3 I heed every wise word the elders speak.
- 4 I once almost died trying to find water and food for my tribe, and I would do it again in a heartbeat.
- 5 The tribe looks to me alone for leadership.
- 6 I do not trust outsiders—if you're not of my tribe, you're not worth my time.
- 7 I am always eager to help those in my tribe who are in need.
- 8 I idolize a particular hero in my tribe and constantly refer to their successes.

d6 Ideal

- 1 **Tradition.** We must keep our ancient traditions intact. (Lawful)
- 2 **Glory.** It is important that I am recognised as great among my fellow tribe members. (Any)
- 3 **People.** I am loyal to those in my tribe, not to any ideal. (Neutral)
- 4 **Community.** We must dedicate ourselves to the tribe. (Lawful)
- 5 **Union.** Ideals are not worth fighting over when we all have a common enemy (Neutral)
- 6 **Supremacy.** If anyone stands in the way of the prosperity of the tribe they will be destroyed. (Evil)

d6 Bond

- 1 I will protect our land at any cost.
- 2 I despise my tribe, but I'm too afraid to leave.
- 3 I will exact my revenge on those who killed members of my tribe.
- 4 I idolize a member of my tribe and measure my deeds against theirs.
- 5 It is my duty to bear children to ensure the longevity of my tribe.
- 6 I am in love with someone from an enemy tribe.

d6 Flaw

- 1 I am suspicious of strangers, especially those who look different.
- 2 I have a quick tongue that often lands me in trouble.
- 3 I get nervous when separated from my kin.
- 4 Once someone questions my courage, I will never back down, no matter how dangerous the situation is.
- 5 I place more value on superstition than practicality.
- 6 I fear that I am the weakest member of my tribe.





CHAPTER FIVE: SKILLS & FEATS

“The sun shone at her back, her silhouette bathed in flame. With her waraxe held high, she let out a bellowing cry and charged towards the behemoth. With no fear on her face or quiver in her step, she stared certain death in the eyes and challenged it to blink first.”

A character's skills and abilities are often their defining features. *The Ravaged Wasteland of Crifoth* uses the same skill list as 5E.

SKILLS

The following skills have new uses in Crifoth:

Arcana: Knowledge of Sigils, demons, the planes, and other supernatural things.

History: Knowledge of the old world.

Religion: Knowledge of the Five Sisters and other old gods. This skill is rare among most Crifoth survivors.

Nature: Knowledge of the natural world and of primordials.

Literacy

When making a character, consider if they would have had the chance to become literate. The default for characters in Crifoth is that they are illiterate.

You can choose to have your character be literate at the expense of one skill proficiency. You lose proficiency in that skill, but instead gain the Literate feature:

Literate: You have the ability to read and write all languages you know.

FEATS

As part of character advancement, your GM might allow you to take feats instead of Ability Score Increases. This section provides a collection of feats for characters in Crifoth. The feats are presented below in alphabetical order.

Become Inert

Prerequisite: Incarnum

Over the course of 10 minutes of concentration, you can become a motionless, unassuming version of your element, such as a small flame, a cloud of vapour, or a stone. You can revert to your normal form at any time as an action. While in this form, you have the following benefits:

- At the start of your turn, if your Grit point total is below half your Grit point maximum, regain 1 Grit point.
- You have resistance to all damage.

- Your movement becomes 0.
- You have limited awareness of your surroundings; you can only see and hear up to 20 feet in any direction.
- Your true nature can be discerned with a DC 15 Intelligence (Investigation) check.

Bounder Affinity

Prerequisite: Ash elf

Your time with the graceful bounders has given you a mutual understanding of them. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the Wisdom (Animal Handling) skill.
- You have advantage on Wisdom (Animal Handling) checks involving bounders.
- You can effectively communicate sentences of no more than one word to bounders, and likewise you can understand similarly simple concepts from them.

Blood Affinity

Prerequisite: Tiefling

You have become an efficient conduit of the hellish magic coursing through your veins. Whenever you roll on the Blood Feeding table (page 42), you can roll twice and use either number.

Desert Walker

Prerequisite: Ranger

Your time surviving in the wastes has given you the following benefits:

- Survival tasks during the survival phase (see page 105) cost one less Exhaustion point for you, with a minimum of 0.
- You can perform up to two survival tasks during the survival phase, rather than one.

Dirty Tricks

Prerequisite: Rogue

Your time as a ruffian allows you to use your Cunning Action feature to do dirty tricks. You learn one dirty trick from among the list below. If a dirty trick you use requires your target to make a saving

throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You can select this feat multiple times. Each time you do so, you must choose a different dirty trick.

- **Feint:** You make a swift and deceiving motion to create an opening in your foe. Choose a creature within 5 feet, and make a Dexterity (Deception) check contested by the target's Wisdom (Insight) check. If you succeed, the next weapon attack you or an ally makes against that creature is made with advantage.
- **Go for the Eyes:** You attempt to blind your opponent by kicking sand in their eyes, tossing liquid in their face, or simply jabbing with fingers. Choose a creature within 5 feet. That creature must make a Dexterity saving throw. On a failed save, the creature is blinded until the end of your turn.
- **Headlock:** You can make a Grapple attack.
- **Heelslicer:** You strike at your foe's ankles. If you hit with your next weapon attack, the target also has disadvantage on Dexterity saving throws and its speed is halved until the start of your next turn.
- **Knock the Wind Out:** Your blow strikes your foe in such a way to wind them. If you hit with your next weapon attack, the target also has disadvantage on attack rolls until the start of your next turn.
- **The Harder They Fall:** You knock your foe off balance, then send them staggering with your strike. If you hit with your next weapon attack, the target must also make a Strength saving throw. On a failed save, they are knocked prone.

Divine Ascension

Prerequisite: Human

You have awoken the inner divinity within your soul. You gain one fate point, which recovers after a long rest. You can spend your fate point on at any time during your turn to gain one of the following benefits:

- Remove one condition you're suffering from.
- Reroll any die roll you make, using the new roll as the final result.
- Recover a number of Grit points equal to half your Grit point maximum.
- A major effect that influences the story: such

as a chance encounter with a stray merchant, finding shelter from a storm, or finding a weapon buried in the sand. Work with your Game Master to determine the extent of this influence.

Elemental Companion

Prerequisite: Druid

In your time as a warden of spirits, you have gained an elemental companion to accompany you in your adventures. This elemental companion takes a form you choose, such as: a being of hard stone, a formless figure of ashy smoke, a mobile pool of clear water, a being wreathed in roaring flames, or anything between. Regardless of its form, the stat block of this elemental is shown below.

The elemental companion gains a bonus to its AC, attack rolls, damage rolls, and saving throws equal to your proficiency bonus, its Grit point maximum equals four times your level, and its Blood point maximum equals your level. The damage type of its attacks can be chosen from the following list: acid, bludgeoning, cold, fire, lightning, piercing, radiant, slashing, or thunder.

Your elemental companion acts independently of you, but obeys your commands. In combat, it rolls its own initiative and acts on its own turn.

When the elemental companion drops to 0 Blood points, it disappears, leaving behind no physical form. It reappears with an hour-long process that consumes 50 gp worth of materials.

Elemental Companion

Medium elemental, unaligned

Armor Class 12

Grit Points (Level x 4) **Blood Points** (Level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	14 (+2)	12 (+1)	5 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages Primordial

Actions

Slam: Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) damage of the chosen type (see above).

Hardened Scales

Prerequisite: Ssuri

Your scales are thick and can turn aside fatal blows. You gain the following benefits:

- Increase your Constitution score by 1, with a maximum of 20.
- Once per short rest when a creature scores a critical hit against you, you can cause that attack to miss instead.

Line in the Sand

Prerequisite: Fighter

You know that it is sometimes best to not charge first. While wielding a weapon, other creatures provoke an opportunity attack from you when they enter your reach.

Meditation of Renewal

Prerequisite: Monk

You can enter a meditation to renew your body from the toils and stresses of the wastes. This meditation lasts for an hour and can be done during a rest. If you do so, you recover all your lost Grit points and 1d4 Exhaustion points at the end of the meditation. Once you use this feature you can't use it again until after you finish a long rest.

Pinnacle of Inspiration

Prerequisite: Bard

Whenever a friendly creature within 20 feet of you starts their turn with below half their maximum Grit points, they regain Grit points equal to your Charisma modifier (minimum 1). Both you and the creature must not be incapacitated to gain this benefit.

Turned From the Light

Prerequisite: Paladin

When you take this feat, your paladin abilities are forever changed. Your Smite feature does necrotic damage rather than radiant, and your Lay on Hands feature can be used to harm as well as to heal. To do so, make a melee spell attack against the target. On a successful attack, you may spend points up to twice your level from your Lay on Hands pool to deal that many points of necrotic damage.

Vicious Strikes

Prerequisite: Orc

Whenever you damage a creature with a weapon attack, you may have some of that damage deal damage directly to the target's Blood points. You can deal as much damage this way equal to half your proficiency bonus.





CHAPTER SIX: EQUIPMENT

“There he was, in an ever-growing pool of blood, his hand clutching at his chest wound. There was no one around him—no one to wipe dry his clammy face or to hold his hand as he stared into the abyss. I approached him, to give him some mortal comfort in his last breaths. He stared at me, eye glazed over, and began to speak. He was a Blood Knight. I could tell by the symbol upon his armour. Sworn, he was, to spend every breath in opposition of demonic tyranny. With his remaining strength, he held up his sword to me and whispered with laboured breaths. He told me this sword did not belong to him, nor the person before him, and nor will it belong to me. But still it is a burden I must carry, a responsibility to wield it against evil. This sword has killed a hundred demons, and it will kill a hundred more.”

A survivor is only as good as the gear they carry. Water battles back the looming threat of dehydration, and a sturdy weapon fights off those who wish to take that water from you. For an adventurer, this is universally true, and their gear will decide their fate.

Characters in Crifothis will need different kinds of gear than adventurers of other worlds, and things like water or steel have greater importance. While gear, weapon, and armour lists are the same as those found in 5E, the differences are outlined in this chapter.

CURRENCY

Crifothis has no official currency outside of water itself, and gold pieces (or other coins), while precious, have little to no practical value. Barter and trade are the main means of obtaining and selling equipment. As such, the value of an item is its gold piece value, and is traded for other such things of similar value. Any disparity in price results in one of the traders adding something smaller to the deal, so that it becomes an even exchange.

As a baseline, one unit of water (one gallon) has a value of 20 gp.

Wealth

A character's wealth is a rough indication of how much access the character has had in the past to resources. In Crifothis, a character can be of one of six different starting wealth tiers, determined

by a die roll on the Starting Wealth table below, modified by the **Wealth Modifier** of the character's background (see page 66). After penalties or bonuses, this number cannot exceed 6 or go below 1.

A character's starting wealth tier determines bonus equipment a character starts with, in addition to what is gained through background or class.

A character's wealth can change throughout the course of a game, as the spoils of adventuring reward them or the toils of survival make their toll.



Starting Wealth

d6	Tier	Gear
1	Destitute	Nothing but rags
2	Poor	1 unit each of food and water
3	Low	2 units each of food and water, one trinket
4	Sufficient	3 units each of food and water, one trinket
5	Prepared	4 units each of food and water, one weapon you're proficient with, two trinkets
6	Well-Supplied	6 units each of food and water, a home or sanctuary, one weapon you're proficient with, one fragment (page 86), two trinkets

MATERIALS

The materials used to forge your weapons can oftentimes decide your fate in battle. Resources are scarce in Crifoth, and weapons are often hastily assembled with whatever's on hand. The differing quality of weapon materials is represented by two categories: **Mundane** and **High-Tier**. High-Tier items are worth roughly ten times the value of Mundane items. While for the most part item material has no mechanical significance, weapons of High-Tier materials have at least a +1 bonus to attack and damage rolls, and are more resistant to sundering (see Breakage, below).

When outfitting a character or furnishing a location, consider using the following Materials table to determine the material of starting equipment or acquired loot during an adventure.

Materials

d12 Material

- | | |
|----|-----------------|
| 1 | Wood |
| 2 | Bone |
| 3 | Chitin |
| 4 | Scale |
| 5 | Obsidian |
| 6 | Stone |
| 7 | Demon bone |
| 8 | Bronze |
| 9 | Iron |
| 10 | Steel* |
| 11 | Silver* |
| 12 | Blood obsidian* |

* Denotes a material that is considered High-Tier.

ARMOUR

Armour in Crifoth offers protection at the cost of mobility. As a second skin, it can spare you an untimely death, but can also cause you to collapse under the strain of the harsh elements of Crifoth. Armour and shields reduce your Exhaustion Threshold (see page 102) by a number specified by their type, as shown on the Armour Effects table.

In addition, armour protects your vitals from stray attacks. Your armour has an Absorption value, which essentially is the number of critical hits the armour can absorb before breaking (see Breakage, below).

Armour Effects

Armour Type	Exhaustion Threshold Reduction	Absorption
Light	0	0
Medium	1	1
Heavy	2	2
Shield	0	1



BREAKAGE

Because of Crifoth's crude selection of materials, weapons and armour can prove to be less effective than their metal counterparts.

Armour or shields with the **Broken** condition provide no AC bonus, and weapons with the **Broken** condition can only be used as improvised weapons. This condition can be removed by using the **Gear Maintenance** action in the **survival phase** (see page 105).

Breaking Weapons

When you roll a natural 1 on an weapon attack roll, your weapon has a chance to break. You can either accept the result as a miss, or you can choose to reroll the attack roll. If you do so, the weapon gains

the **Broken** condition after the attack, regardless if the reroll was a hit or a miss. A High-Tier weapon only breaks if you roll a natural 5 or lower on the reroll.

Sundering Armour

When a creature scores a critical hit on you, your armour or shield has a chance to break. You can either accept the result as a critical hit, or you can force the attack to reroll the attack roll. If you do so, your choice of either armour or shield has its **Absorption** reduced by 1, regardless if the reroll was a hit or a miss. Once an item's Absorption reaches 0, it gains the **Broken** condition. Light armour is too meager to negate critical hits, medium armour and shields can negate one critical hit, and heavy armour can negate two critical hits before breaking.



TRINKETS

When you make your character, your Starting Wealth will determine how many trinkets you possess. The Game Master might also use this table when characters scavenge.

Trinkets

d100 Trinket

- 1 The large iridescent scale of a hardscale ssuri.
- 2 A leather pouch of orc teeth.
- 3 A trinket from the old world. Roll on the Oddity Table on page 140.
- 4 A vial of demon blood.
- 5 A jar of sand with a still-beating heart buried inside of it.
- 6 A bag full of lava. The outside of the cloth bag is slightly warm.
- 7 The desiccated black eye of a demon.
- 8 The leather bracer of a dead gladiator.
- 9 An empty leather flask that weighs more than it should.
- 10 A knot of golden hair.
- 11 A rare pendant of red blood obsidian with the symbol of Burpoross carved onto the face.
- 12 A bloodstained dagger of a lover.
- 13 A vial of black sand.
- 14 An ivory flute that produces various ssuri calls.
- 15 The hilt of the sword inscribed with the words: "We are all damned."
- 16 A shard of claw from a primordials that heats up when near the demonic.
- 17 A small petrified crow.
- 18 A single metal gauntlet that fits you perfectly.
- 19 A pair of leather boots that belonged to your father.
- 20 The horn of a white tiefling.
- 21 An orc's windpipe that when blown into sounds like a trumpet.
- 22 A necklace filled with finger bones.

d100 Trinket

- 23 A wooden mask shaped like a tiefling.
- 24 A scroll case etched with Elven symbols.
- 25 Half-burned map of an old temple.
- 26 A petrified black rose that loses petals whenever you're injured.
- 27 A wooden jar filled with writhing Affliction.
- 28 A bounder's skull with strange Sigils etched around the eye sockets.
- 29 The iridescent wing of a deathwing.
- 30 Ten crow feathers tied together with twine.
- 31 A scratched stone arrowhead.
- 32 A ceremonial human skull that has been used by shamans to perform rituals.
- 33 A whip made from a spine.
- 34 A ceremonial dagger used for sacrifices.
- 35 An ivory sculpture of a beetle.
- 36 A chest plate made from the scales of a hardscale ssuri.
- 37 Five desiccated purple berries.
- 38 A branch of an old tree infected with Affliction.
- 39 An eight foot long piece of green snakeskin.
- 40 A long piece of threaded intestine that never frays or rips.
- 41 A waterskin made from a sheep's stomach.
- 42 The skeleton of a small rodent.
- 43 A black idol of a demon that glows a strange red light.
- 44 A silver rock that when struck produces a green flame.
- 45 A small vial of blood rumored to be from Sul Sunkissed.
- 46 A piece of meteorite.
- 47 A hyena-skin fur cloak that occasionally emits a growl.
- 48 A piece of leather tattooed with constellations.
- 49 A set of bone dice.

d100 Trinket

- 50 A pinch of powder that can cleanse Affliction from water but makes it taste horrible.
- 51 A salve made from old roots that causes a temporary sneezing fit when ingested.
- 52 A bone spoon.
- 53 A piece of stone from a ruined home in Malice.
- 54 A large seashell found in a derelict ship.
- 55 A torn piece of clothing from an orc child.
- 56 An obsidian shiv wrapped in cloth.
- 57 Earring hoops strung with elven fingers.
- 58 Two sharp fangs of a large poisonous snake.
- 59 An old locket that has been melted shut.
- 60 A small cracked geode that shifts between different hues of blue.
- 61 A severed eyeball that when gazed into reveals some random event in the future.
- 62 A bronze oil lamp that is said to have once held Burpoross.
- 63 A ceremonial tribal pipe used for smoking dried herb.
- 64 The skull of a coyote that whispers scathing insults when no one's looking.
- 65 A small clay stone with strange runes etched on each side.
- 66 A shard of glass that gives a glimpse into the Chaos.
- 67 An arrowhead carved from seasalt.
- 68 A hempen anklet.
- 69 A dehydrated quickfoot's tail.
- 70 A piece of parchment with a few Blood Knight Chalkmarks and their translations.
- 71 A whistle made from bone that whispers the name's of your loved ones when blown.
- 72 A six sided die with the symbol of the archfiends on each side.
- 73 Vial with a single tear from an archfiend.
- 74 A chain link rumored to have restrained a primordial.

d100 Trinket

- 75 An elven saddle meant for a bounder.
- 76 Unmarred humanoid skull that fits in the palm of your hand.
- 77 Two wooden children's toys: one orc and one elf. Each equipped with tiny swords.
- 78 A ssuri-crafted bone dagger.
- 79 Gloves made from ssuri scales.
- 80 Jar of green seeds.
- 81 Pearl with a dancing silhouette inside of it.
- 82 A mace whose head depicts a snarling archfiend's head. Dried blood covers the demon's face.
- 83 A perfectly round sphere of sand that never breaks.
- 84 A compass that always points to a Stronghold.
- 85 An hourglass where the sand is falling slowly and is almost half empty.
- 86 A bound leather book filled with writing that only appears at night.
- 87 A lost elven scroll with stories about Sur'Telynth.
- 88 Bone gauntlets that fit you perfectly.
- 89 A golden statue of a crow that asks to be returned to it's master Beuxohn.
- 90 A clay pot that holds white ash.
- 91 A small wooden shield with a tribal symbol painted on the front.
- 92 An old key with a red sun on the handle.
- 93 A five foot piece of braided snakeskin.
- 94 A femur of a hardscale used as a staff.
- 95 The skeletal hand of an ash elf.
- 96 A brass lock that only unlocks when you touch it.
- 97 An odd red stone that is extremely flammable when ground into a powder.
- 98 An extremely smooth stone that gives you hope when you rub it.
- 99 A shard of glass that glows brightly at night.
- 00 A shawl made from countless bones.

FRAGMENTS

Fragments are pieces of magical items from Old Crifoth that have broken over time. Though they are no longer able to produce their full effect, they still have a bit of magic for a one time use. Below is a table of Fragments and their arcane effect.

d100 Fragment

- 1 A large fragment of an obsidian sphere containing a shifting cloud of blood. When held and activated, the fragment allows you to scry a creature known by name. However, you can only see their right foot.
- 2 A jagged piece of emerald attached to a leather cord. When impaled into someone's flesh they gain 3d6 temporary Grit points.
- 3-5 A shard of glass that when placed on your forehead, embeds itself into your skin and gives you advantage on Intelligence and Wisdom (Perception) checks for 24 hours. After 24 hours the glass dislodges itself and becomes regular glass.
- 6 A large 2-foot claw, forever frozen. When held and activated, the fragment conjures a trident of ice (2d8 cold damage) that lasts for one minute.
- 7 A pendant of a beetle with sapphire wings. When worn you are able to alter your appearance for 1d8 rounds or 1d12 minutes.
- 8 A femur bone smeared in gold ichor. When held and activated, the fragment conjures and hurls ten bone arrows (range 150/600 feet, 1d8 piercing damage).
- 9 A slender bone needle containing a drop of crimson blood. When impaled into flesh, the fragment dissolves and transforms you into a crow for one hour.
- 10 An oak branch pruned from a tree in Sur'Telynth. It can be used to *resurrect* a dead creature but requires a full day of concentration to do so and causes 6d6 psychic damage to the one resurrecting.
- 11-14 A slender ring of amethyst smeared with a black ichor. When worn on your left pinky finger it dissolves and gives you advantage on your next Dexterity check or saving throw.
- 15 A pair of rabbit skin boots etched by fire. When worn and activated, the fragment allows you to ignore difficult terrain until you take a short rest.
- 16 An iron gauntlet that is warm to the touch and glows with a green hue. When worn and activated, your Strength score increases by 2 until you finish a short rest.
- 17 A large, sharp piece of slate. When held and activated, the fragment allows you to teleport a small object you can see to your hand.
- 18 A perfectly spherical metal ball. When thrown at a target, the fragment automatically hits before bursting into flame and disintegrating (3d6 fire damage).
- 19 A mangled piece of chainmail warped over the years by magic. When worn the chainmail is absorbed into your skin. You gain the AC bonus from wearing the chainmail without any of the downsides (disadvantage on Stealth, decreased Exhaustion Threshold). This ends when you finish a short rest.
- 20 A battered cube of holographic metals, inscribed with Sigils and set in with gemstones. When held and activated, the fragment conjures an iron golem. The golem cannot be controlled and attacks any nearby creatures until destroyed or one minute passes. After this, it falls to pieces.

d100 Fragment

- 21 A moonstone shard engraved with moving Sigils. When thrown at a target the fragment explodes with spiderwebs. The target must make a Strength saving throw (DC 15) or be restrained.
- 22 A small metal pyramid that when squeezed produces 1d4 units of clean water from the base.
- 23 A broken sandstone idol damaged by roots. When cracked open, the idol casts *darkness* centered on itself.
- 24 A small single leather glove. When worn you gain advantage on Charisma checks and saving throws. At the end of a short rest the glove turns to ash.
- 25-27 A broken orichalcum ring on a metal chain. When thrown at a target the fragment causes a small earthquake 10 feet centered around itself. Anyone within the area has to make a Dexterity saving throw (DC 12) or be knocked prone.
- 28 A small iridescent shell. When blown into and activated, the fragment conjures and hurls a single arrow (ranged attack, 1d8 piercing damage). If the arrow strikes an ash elf they must make a Constitution saving throw (DC 17). On a fail they take an extra 6d6 points of piercing damage or half as much on a pass.
- 29 A piece of a stone shield with snake-like carvings etched on the front. When impaled into flesh this fragment dissolves and turns the creature into stone.
- 30 A short lock of golden hair tied to a leather cord. When consumed this fragment restores a dying creature to half its Grit point maximum.
- 31 A small piece of a metal cylinder. When held and activated, the fragment conjures a bolt of lightning (ranged attack, 5d6 lightning damage, DC 13 Dexterity saving throw).
- 32 A slender spindle of gold thread. When wrapped around the forearms and calves this fragment adds +2 to your AC until you finish a short rest.
- 33 A broken bronze pommel. When held and activated, the fragment conjures a nonmagical weapon of your choice.
- 34-35 A broken iron bracer. When thrown at a target, it must make a Constitution saving throw (DC 13). If the target fails they are polymorphed into a desert rat for 1d8 hours.
- 36 An ivory card marked with a star. When used, you gain a +2 bonus to any chosen ability score (max 20).
- 37 A dagger made from white crystal containing a drop of black ichor. When it is plunged into the ground a permanent 3 foot wall rises.
- 38 A ripped piece of scarlet silk. When placed on your shoulders you become invisible for 1 hour.
- 39 A slender blade made from obsidian. When impaled into flesh, the fragment dissolves and grants 3d8 temporary grit points.
- 40 A hairlike piece of glass that is filled with a crimson ichor. If you insert this into your forearm the fragment dissolves and grants you advantage on your next attack roll.
- 41 A broken piece of crown gilded in silver and set with jewels. If you place this on your head, ethereal wings sprout from you back and you can fly (fly speed 30 ft.) for 1 hour.
- 42 A malachite fragment engraved with unending labyrinths. When thrown at a target, the fragment explodes into a cloud of concealing smoke. This smoke lasts for 10 seconds.
- 43 An orichalcum fragment scorched by flame. When thrown at a target, the fragment explodes with fire in a 10-foot radius. Creatures caught in the area must make a DC 12 Dexterity saving throw or take 5d6 fire damage.

d100 Fragment

- 44 A medallion with an engraving of a boar. When you place this fragment on your stomach, this fragment is absorbed into you skin and your Strength score increases by 2 (max 20). This ends after you finish a short rest.
- 45-48 A ceremonial knife with a handle that appears as though it is made from clouds. When you use this knife to cut both your feet and hands the knife turns into a mass of clouds and dissipates. Your Dexterity score increases by 2 (max 20). This ends after you finish a short rest.
- 49 A bloodstained bandage made from papyrus. When placed across your chest it is absorbed and you gain advantage on Constitution saving throws. This ends after you finish a short rest.
- 50 A glass eye with a blue iris. When you place this eye on your forehead it is absorbed and your Intelligence score increases by 2 (max 20). This ends after you finish a short rest.
- 51 A golden mask of an owl with jewelled eye openings. When you look through this mask it adheres to your face and melts. As soon as it melts, you gain advantage on Wisdom checks and saving throws. This ends after you finish a short rest.
- 52 A golden tooth a circle engraved on it. When you rip out on your teeth and replace it with this tooth your Charisma score increases by 2 (max 20). This ends after you finish a short rest.
- 53 A syringe filled with blood. When you inject this blood into your body, your Blood point maximum permanently increases by 2.
- 54-56 A ring made from emeralds and encrusted with flecks of copper. When you wear this ring your Grit point maximum permanently increases by 1d12.
- 57 A black cloak with a large hood that covers your whole face. When you wear this cloak your Exhaustion Threshold increases by 2. This ends after you finish a short rest.
- 58 A cylinder with a plunger at one end and hollow sharpened tubes on the other. When you insert this into your arm and pull up on the plunger your Affliction Stage reduces by 1.
- 59 Half of a embroidered cloth with the letter H in calligraphy on the front. When thrown at a target this fragment explodes with a flash of darkness with a radius of 20 feet (6d6 necrotic damage, DC 14 Constitution saving throw for half damage).
- 60 A cracked spyglass. When you look through the cracked spyglass it casts a 30 foot sphere of daylight centered around itself for 1d6 rounds.
- 61 A cracked glass globe filled with a black powder. When you inhale this powder you gain immunity to poison damage. This ends after 2d6 rounds.
- 62-64 Half of a pendent of a moon attached to a leather cord. When you wear this fragment you gain Immunity to necrotic damage. This ends after 1d8 rounds.
- 65 The bottom portion of a broken metal mask. When you wear this mask your face feels hot and the metal burns into your face. You suffer a scar from the mask but you gain resistance to fire damage. The resistance ends after you finish a short rest.
- 66 A broken hair clip with half of a sapphire butterfly on the top. When you wear this clip you gain resistance to radiant damage. This ends after you finish a short rest.
- 67 A metal collar that appears as though it might have attached to a piece of armour. When you wear this metal collar your AC increases by 2. This ends after 2d6 rounds.
- 68 A broken pair of metal glasses that no longer have the glass lenses within them. When you wear these glasses you add 1d4 to your next Initiative check.

d100 Fragment

- 69-73 A jagged shard of diamond, inlaid with broken patterns of silver. When implanted into flesh, the fragment dissolves and emits a cloud of luminous smoke, which after a minute coalesces into a clone of you. Roll 1d10: 1-6 exact duplicate; 7 opposite gender, 8 four-year lifespan, 9 opposite alignment, 10 deformed monstrosity. The clone has no clothing or equipment. This clone lasts for 1d6 days, then turns back into a cloud of smoke and dissipates.
- 74 A small empty wooden music box. When this fragment is activated any creature that touches or enters within a 30 foot sphere of the fragment will release a sound of a bugle and smell of rotten eggs. This sound does not end until the fragment is destroyed.
- 75 A small blue cracked jewel and spikes on each side. When you place this fragment on the back of an intelligent creatures neck, it must make a Wisdom saving throw (DC 15) If it fails, it is charmed by the first creature it sees. This effect ends when the charmed creature is attacked or after they have taken a short rest. When this happens the fragment falls off and become inactive.
- 76 A thick string of braided spider web. When this string is wrapped around your legs you can use your bonus action on each of your turns to take the dash action. After 1d20 minutes these cords light on fire and disintegrate leaving scars on your leg.
- 77 A large ladle with a broken handle that always contains liquid. When activated, this fragment begins pouring out a crimson oil that covers a 10 foot square. This square acts as difficult terrain. After one minute this crimson oil dissipates into a blue smoke.
- 78-82 A metal hollow semi-circle. When you fill this fragment with sand and shake it, you find 1d4 units of bread in place of the sand. When you remove the bread the fragment turns to sand.
- 83 A small metal cube. When you put a drop of water on top of it, it expands into a 5x5 foot metal box with a roof and an archway. It is surprisingly cool to the touch and provides temporary shade. This box gradually becomes increasingly transparent and after an hour completely disappears.
- 84 If you speak into this broken cylinder, up to six creatures that can hear you begin bleeding from their ears. However, they feel no pain and regain 1d4+5 Grit points.
- 85-88 Iridescent gems that appear as every colour of the rainbow. Attach these gems to the bottom of your feet. These fragments are absorbed into your feet and your jump distance is tripled for 1d4 minutes.
- 89 Two short bamboo reeds that each have a broken jagged end. When impaled into your ankles, the fragment dissolves and doubles your speed for 1d4 hours.
- 90 A four foot obsidian rod. When you break this fragment into three pieces they glow and elongate and fly from your hand and hit a visible creature of your choice. These fragments each deal 1d4+1 force damage.
- 91-94 A iridescent metallic cube that crumbles easily in your hand and forms a dust. If you blow this dust into the face of a creature. They have to make a constitution saving throw (DC 12). On a fail, they fall unconscious for 12 seconds.
- 95 A mangled scrap of dragonscale smeared with crimson blood. When worn and activated, the fragment allows you to re-roll a failed saving throw.
- 96-97 A yellow jewel that appears to have a humanoid hole in the middle. When you attach this fragment to your weapon it adds an additional 2d6 to you damage rolls.
- 98-00 A gold coin with the head of an elk on one side and the figure of a lion on the other. When you place heads on your tongue your size doubles, and your weight is multiplied by six. When you place tails on your tongue your size is halved, and your weight is reduced to one-sixth.



CHAPTER SEVEN: **MAGIC**

*“He was our torch—our light. By his hand the darkness waned,
and by his flames the devil-folk screamed.*

“Only the suns know where our Beacon now wanders.”

Whether by spirits, Sigils, or other sources, characters can harness magic to aid their allies and harm their foes. This chapter discusses the nature of magic, and provides new and modified spells as options available to characters in Crifoth.

A Mundane Start

When humans were in their infancy they did not possess any form of arcane magic. Magic was seen as something wielded only by the gods, so powerful that no human would ever be able to grasp it. They accepted this truth and worked by their own physical merit to provide for themselves. They built tools to ease their work but progress was slow and gradual.

The Sisters saw their creation's toils and wished to ease their children's pain. The humans ingenuity marvelled them and they wanted to push them further. They came to one of the first human kings in a dream and showed him the language of the gods. A language consisting of Sigils that were used by the gods to create Crifoth and all living things. These Sigils would be able to create marvelous wonders for the humans and help ease their struggle to survive. They showed him a single Sigil to try and recreate its power. They warned the king to meditate and pray before drawing this Sigil before they left him.

The king brought this vision to his advisors. They tried to recreate the Sigil the King saw in the vision but they did not heed the Sisters warning of. The Sigil erupted in a massive fireball, killing two and severely burning the others including the King. Though an initial failure, this was the first time humans had produced magic.

Through years of learning, meditation, and focus, a few humans were able to master and successfully wield this Sigil. They became part of a special group called the Arcanists. The Sisters blessed them with more Sigils that produced different effects. Eventually the Arcanists began combining the given Sigils to create new Sigils with unique effects and powers. This was more than the Sisters could have hoped for, and they watched eagerly to see what their children would do next.

Arcane Revolution

Though humans now had magic, it was scarce

and could only be summoned by the Arcanists. There were no sorcerers or those who possessed innate magical prowess. Only through prayer and meditation could one wield something as powerful as a the language of the gods.

The human world changed drastically. Their lives became easier. However, with so few who could provide for the needs of the people, the Arcanists began to search for a way to remedy this.

Through trial and error they managed to craft a unique Sigil, completely different from any that the Sisters had given them. While others acted as a valve, letting in small amounts of energy to create a fantastical effect, this Sigil was a doorway saturating Crifoth with latent arcane magic permanently. Certain people seemed to have an affinity with this free-flowing energy and were able to manipulate it, producing arcane effects without the need to any physical components or meditation. These people were known as having the Touch.

The Touch

Those who have the innate ability to move the magic around themselves and create arcane effects are known to have the Touch. Survivors in Crifoth who wield magic have the Touch from the human made Sigil that is still active somewhere. Very few use the Sigils of old for their arcane magic.



Modified Spells

Adventures in Crifoth pose problems and challenges to characters that tax their exhaustion, supplies, and survivability. While most spells in 5E fit seamlessly with Crifoth, some spells trivialize a lot of challenges faced by characters. As such, we suggest the following changes or omissions to be made to spells below.

Goodberry (Modified)

You can instead use this spell to imbue what once was a plant with a small burst of life. The spell must be cast on a plant, dead or alive, which then bears fruit, tubers, or the like, and provides 2d4 units of food before the plant withers away once again. These units of food moulder and turn to dust 24 hours after the casting of this spell.

Removed Spells

Create or Destroy Water (Replaced)

This spell is replaced by *extract water* (see below).

Heroes' Feast (Removed)

This spell is removed from all class spell lists.

Create Food and Water (Removed)

This spell is removed from all class spell lists.

Planes of Existence

Spells in 5E mention other planes of existence that are not present in Crifoth's cosmos. When spells refer to any kind of plane, those spells instead refer to the Chaos, the realm beyond Crifoth that is home to demons and gods alike (see page 114). In general, planar travel from Crifoth is difficult.



NEW SPELLS

Spell Lists

The following spell lists show which spells can be cast by characters of each class.

Bard Spells

1st Level

False stamina (necromancy)

3rd Level

Great thirst (enchantment)

Cleric Spells

Cantrips

Fester (necromancy)

Transfer vitality (necromancy)

1st Level

Absorb vitae (necromancy)

Extract water (transmutation)

False stamina (necromancy)

Suns' blessing (abjuration)

Sands of Akvir (evocation)

2nd Level

Quicksand (transmutation)

3rd Level

Great thirst (enchantment)

Druid Spells

Cantrips

Fester (necromancy)

1st Level

Extract water (transmutation)

Suns' blessing (abjuration)

Sands of Akvir (evocation)

2nd Level

Firewreath (evocation)

Quicksand (transmutation)

3rd Level

Great thirst (enchantment)

Paladin Spells

3rd Level

Great thirst (enchantment)

Ranger Spells

1st Level

Extract water (transmutation)

Suns' blessing (abjuration)

2nd Level

Quicksand (transmutation)

Sorcerer Spells

Cantrips

Fester (necromancy)

Transfer vitality (necromancy)

1st Level

Absorb vitae (necromancy)

Extract water (transmutation)

False stamina (necromancy)

2nd Level

Firewreath (evocation)

Quicksand (transmutation)

3rd Level

Great thirst (enchantment)

4th Level

Flay flesh (transmutation)

Warlock Spells

1st Level

absorb vitae (necromancy)
false stamina (necromancy)

3rd Level

great thirst (enchantment)

4th Level

flay flesh (transmutation)

Wizard Spells

Cantrips

fester (necromancy)
transfer vitality (necromancy)

1st Level

absorb vitae (necromancy)
extract water (transmutation)
false stamina (necromancy)

2nd Level

firewreath (evocation)
quicksand (transmutation)

3rd Level

great thirst (enchantment)

4th Level

flay flesh (transmutation)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

Absorb Vitae

1st-level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You pull the life force from a creature within range. The target must make a Constitution saving throw. If it fails the saving throw, it takes 1d8 necrotic damage. In addition, you regain Grit points equal to the amount of damage the target takes. If this would put you above your Grit point maximum, any excess points become temporary Grit points instead.

At Higher Levels: When you cast this spell using a spell slot of 2nd or higher, the damage increases by 1d8 for each slot level above 1st.

Extract Water

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a living creature, or a recently deceased corpse)

Duration: Instantaneous

Drawing out the moisture from a creature, you create one of the following effects:

- Choose a creature that is neither undead or a construct within range. You extract water from that creature, and it must make a Constitution saving throw. Plants and water elementals make this saving throw with disadvantage. A creature takes 2d8 necrotic damage on a failed save, or half as much damage on a successful one. The moisture evaporates once it leaves the creature. A creature killed by this spell becomes a desiccated corpse.
- You extract the water from a recently deceased corpse within range. You extract 1d6 gallons of clean, potable water. This spell has no effect on corpses of Huge or larger size, and no significant amount of water can be extracted from corpses of Tiny or smaller size. You can then instantaneously transport it into an open container up to 5 feet away. Once water has been extracted this way, the corpse loses all moisture and becomes a desiccated corpse.

At Higher Levels: When you cast this spell using a spell slot of 2nd or higher, you can target one additional corpse or creature for each slot level above 1st. The targets must be within 30 feet of each other when you target them.

False Stamina

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of powdered horn)

Duration: 1 hour

You touch a creature and invigorate them with necromantic magic. For the duration, the target's Exhaustion Threshold is increased by 1d4.

At Higher Levels: When you cast this spell using a spell slot of 2nd or higher, the target's Exhaustion Threshold increases by an additional 1d4 for each slot level above 1st.

Fester

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of maggots)

Duration: Instantaneous

You cause the wounds of a creature that you can see within range to rot and fester. The target must succeed on a Constitution saving throw or take 1d8 necrotic damage. If the target is missing any of its Blood points, it also takes 1 point of necrotic damage directly to its Blood points on a failed save.

The spell's damage increases when you reach higher levels. At 5th level, 11th level, and 17th level, the regular necrotic damage increases by 1d8, and the damage dealt to Blood points increases by 2.

Firewreath

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a cloth soaked in oil or fat)

Duration: Concentration, up to 1 minute

Flames erupt from your body until the spell ends. These flames do not harm you, but if a creature moves within 10 feet of you or starts its turn there, it takes 2d6 fire damage.

Until the spell ends, you have resistance to cold and fire damage, and you shed bright light in a 10-foot radius and dim light for an additional 10 feet.

Flay Flesh

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small, hooked knife)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must make a Strength saving throw. On a successful save, the target takes 1 slashing damage to the target's Blood points and the spell ends. On a failed save, the target is lifted 10 feet in the air, is paralyzed for the duration, and takes 1d4 damage to the target's Blood points. Until the spell ends, you can use your action on each of your turns to automatically deal 1d4 slashing damage to the target's Blood points. The spell ends if you use your action to do anything else, if the target is ever outside of the spell's range, or if the target has total cover from you.

At the end of each of the target's turns, it can make another Strength saving throw. On a success, the spell ends.

Great Thirst

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (one unit of water, which the spell consumes)

Duration: Concentration, up to 1 minute

You overwhelm a creature you can see with unbearable thirst and it must make a Wisdom saving throw. Constructs and undead automatically succeed on the saving throw. On a failed save until the spell ends, the target must use its action on each of its turns to attempt to obtain water in some way, whether that is rummaging through its own supplies, stealing those of its allies or foes, or through other more unsavoury ways. The thirst persists even if the target tries to quench it.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Quicksand

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of moist clay)

Duration: Concentration, up to 1 minute

You cause the earth to soften beneath a creature within range and attempt to entomb it in sand.

The target must make a Dexterity saving throw. On a failed save, the creature sinks 1d4 feet into the earth and becomes restrained until the spell ends.

At the end of each of the target's turns, it can make a Strength (Athletics) check against your spell save DC. On a success, the target is no longer restrained and the spell ends.

Suns' Blessing

1st-level abjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a shard of stained glass)

Duration: 10 hours

Choose any number of creatures within range.

Those creatures have their Exhaustion Threshold increased by 1 for the duration.

Sands of Akvir

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 1 minute

Sands swirl around you in a 10-foot radius, obscuring the area. In addition, when a creature enters the area or begins its turn there, it takes 2d6 piercing damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

Transfer Vitality

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of obsidian)

Duration: Instantaneous

You give another creature your life force. Choose between Blood or Grit. You take 1 point of necrotic damage from your chosen pool, and the target regains 1 point to the same chosen pool. This damage cannot be reduced in any way.





PART 2: MECHANICS



CHAPTER EIGHT: BLOOD & GRIT

“Setting suns are a welcome sight, for darkness is a greater ally than their angry light. Night brings the dreamless slumber I know we all lust for. But when the suns rise in the morn, they do so as reminders. They show the great spans of blood-soaked sands and its unending carnage. This too is a reminder. The sands do not know the difference between the innocent and the evil. Thirsty they are, eager to drink up the blood of us all.”

Combat is deadly, and wounds are fatal. Narrating Crifoth's brutal combat requires gory and violent descriptions of damage, with slashes of blades and arrows loosing blood and life alike. In order to mechanically emulate more dangerous combat, as well as the skill it takes to survive, a new hit point system has been created for use in Crifoth. Instead of hit points, characters in Crifoth have two separate pools: a pool of Blood points, and a pool of Grit points.

BLOOD POINTS

A character's Blood points represent the integrity of their physical body, as well as their ability to stomach wounds and injuries. When a character takes damage to their Blood points, it is best described as lacerations, punctures, fractures, and other flesh wounds.

Characters have precious few Blood points. When damage reduces you to 0 Blood points, you fall unconscious and begin dying. If there is remaining damage that equals or exceeds your Blood point maximum, you instead outright die.

You have a number of Blood points equal to your **character level + your Constitution modifier + your Strength modifier**. Your Blood point total has a minimum of 1.

When damage reduces you to half your Blood point maximum (rounded down) or lower, you gain the **Injured condition** (see below). This condition is removed when your Blood points are restored by any means above half your Blood point maximum.

A character's Blood points require time, medicine, magic, or all three to recover (see Chapter Nine: Exhaustion).

NEW CONDITION: INJURED

- Your movement speed is halved.
- You can use an action or a bonus action on your turn to clutch your wounds and stymie your bleeding. If you don't, you lose 1 Blood point at the end of your turn.

A character loses the Injured condition when their Blood points exceed half their Blood point maximum.

GRIT POINTS

A character's Grit points act as a protective layer of hit points over their Blood points. Grit points represent a character's stamina, resolve, and combat training, as well as light blows and bruises received from combat. When a character takes damage to their Grit points, they receive no visible major injury. It is the character dodging, absorbing a blow with their shield, parrying, or other defensive maneuvers.

Characters have a large reserve of Grit points compared to their Blood points. In general, when you take damage, that damage is subtracted from your Grit points. If you have 0 Grit points, the damage carries over to your Blood points instead.

You have a number of Grit points equal to your **maximum Hit Dice value per character level**. For example, a 3rd-level fighter would have 30 Grit points.

When damage reduces you to 0 Grit points, you gain the **Gritless** condition (see below). In addition, you gain 1 point of Exhaustion (see Chapter Nine: Exhaustion).

You can spend Grit points to give yourself advantage on d20 rolls (see Effort, page 100).

A character only needs brief respite and rest to recover their Grit points (see Chapter Nine: Exhaustion).

NEW CONDITION: GRITLESS

- A Gritless creature has disadvantage on all attack rolls.
- Attacks against the creature are made with advantage.

A character loses the Gritless condition when their Grit points become higher than 0.

CRITICAL HITS

The fate of a battle is often decided by one timely blow. Critical hits are those moments in combat when an arrow tears through a throat, when a blade finds an opening in the beast's carapace, and when a wastelander is ripped in half by a hungry demon.

Whenever a creature scores a critical hit, the damage is rolled as normal for the attack. However, this damage is dealt straight to the target's Blood points, bypassing any Grit points they may have.

In this way, a critical hit from even a dagger can end the life of most low-level survivors, and a mighty blow of a greataxe can slay almost any mortal foe.

However, by sacrificing the integrity of your armour you can protect yourself from critical hits (see Sundering Armour, page 83). Having a second skin has saved wastelanders from an untimely demise.

EFFORT

As adrenaline surges and instinct takes hold, a desperate survivor can accomplish feats outside of their normal bounds. Your character can use Effort to succeed in these desperate moments.

Effort replaces 5E's Inspiration mechanic. It gives players control over their own fate, allowing them to sacrifice long-term stamina for a short-term advantage.

As part of any attack roll, ability check, or saving throw, you may spend 10 Grit points. If you do, you

gain advantage on the roll. You may only apply Effort once per turn. If you do not have enough Grit points to spend, you can still apply Effort. If you do, you instead gain 1 point of Exhaustion.

Some GMs may wish to keep 5E's Inspiration mechanic. If they do, think of Inspiration as being a "free" application of Effort that a character can use without paying any Grit points or Exhaustion.

HEALING

All effects which restore hit points restore Grit points instead. If the source of the healing effect wishes, they may spend an additional use of that ability or spell (be it in the form of an appropriate spell slot, ki points, charges, or uses per short/long rest) to instead restore Blood points. If an ability or spell can only be used once, it can only be used to restore Grit (such as the fighter's Second Wind feature).

Effects that grant temporary hit points instead grant temporary Grit points—they behave the same way.

In addition, characters can have their Blood points restored with the use of medicine and healers kit (see Survival Tasks, page 106).





CHAPTER NINE: EXHAUSTION

“The journey ahead is long. Few return. But failure is not an option and you must march on. When all around you lies endless stretches of sand, and when the suns beat down on your peeling back, you must not stay your advance. Focus on what lies just beyond the horizon. When your legs weaken, do not fall for you will never get up. Keep your thoughts on your love—dying under her small tarp. What you bring back will save her, your child, and the next of kin. So when you lie face down in the sand, your eyes heavy and the eternal sleep calling to you, you must stand and keep moving. You must do anything to see her breathe again.”

The world of Crifoth is dangerous but no foe is more lethal than the elements themselves. A pair of cruel suns swelter the world in unworldly heat, and water is a rare and prized resource fought over with blood and steel.

Adventures in Crifoth tax characters in all regards, be it in combat with monstrous foes, or all the time before, after, and in between that is spent trying to survive hell itself.

EXHAUSTION

Exhaustion is a combination of multiple effects: sun exposure, hunger, thirst, and fatigue. These compounding effects lead to deadly consequences if not quickly dealt with.

Exhaustion in Crifoth is a point-based system, with characters accumulating Exhaustion points as they attempt to survive. It replaces 5E's existing exhaustion mechanics. Your Exhaustion Threshold represents the number of Exhaustion points you can acquire before experiencing any ill effects. Once your Exhaustion points exceed your Exhaustion Threshold, you accrue debilitating conditions (see the Exhaustion Effects table).

The effects of excessive Exhaustion points are cumulative. For example, a character with 8 Exhaustion points and an Exhaustion Threshold of 2 has their Grit recovery halved on quick and short rests, and they have disadvantage on ability checks, attack rolls, and saving throws (6 points over their Threshold).

Your Exhaustion Threshold is **equal to your Constitution modifier (minimum 0)**. Some spells and abilities can increase your Exhaustion Threshold, whether temporarily or permanently. In addition, wearing armour reduces your Exhaustion Threshold, as you are more susceptible to exhaustion while wearing cumbersome armour in the harsh elements of Crifoth. See Chapter 6: Equipment for more details on armour and how it affects your Exhaustion Threshold.

Effects in 5E that would cause you to gain levels of Exhaustion instead increase your Exhaustion points by an equal number.

Exhaustion Effects

Points over Exhaustion Threshold	Effect
0 or less	No ill effects.
1 or more	Whenever you recover Grit points, whether from rests, magic, or other sources, you only recover half as much Grit points instead.
5 or more	You have disadvantage on all saving throws, ability checks, and attack rolls.
10 or more	You immediately die.

Reducing Exhaustion

To reduce your Exhaustion points, you must do one of the following:

- Eat one unit of food (roughly one pound).
- Drink one unit of water (roughly one gallon).
- Finish a short rest (see Rests, below).
- Finish a long rest to reduce your Exhaustion points to 0.

Performing any one of the above actions reduces your Exhaustion points by 1. Doing multiple of the same activity consecutively stacks. For example, drinking two units of water removes 2 Exhaustion points.

Shade, Shelter, and Security

While taking either a quick or short rest in some kind of shade, shelter, or other secure place, the rest reduces an additional point of Exhaustion. For example, a quick rest would restore 1 point (normally 0) and a short rest would restore 2 points (normally 1).

Using Exhaustion as a GM

Exhaustion is a vital resource that players in Crifoth will need to manage in order to survive in the harsh landscape. How often you give your players points of Exhaustion determines how frequently they will need to find shelter to rest and find water to quench their thirst. While at its core, natural gameplay gives characters points of Exhaustion—it is up to you as the Game Master to decide to what degree the characters become exhausted. If you wish to focus on the perils of the environment and have sessions where little action occurs, consider using Exhaustion as the main resource that taxes and limits your players. Conversely, Exhaustion sometimes detracts from epic moments or heroic deeds, and sometimes it's okay to ignore it for a bit.

Variant: Heroic Games

You can make games in Crifoth more heroic by reducing the amount of Exhaustion that is received by the players. Only give Exhaustion for big, dramatic moments, or leave it out altogether and let the Exhaustion gained by combat and magical effects suffice.

Reasons to give Exhaustion:

A creature gains 1 point of Exhaustion after a combat in which they had participated. Traveling in broad daylight results in 1 point of Exhaustion gained per day.

TRAVELING AT NIGHT

While traveling at night to avoid the harsh suns may seem an appealing option, darkness allows for Crifoth's greater terrors to emerge and prey upon the hapless. Traveling at night counts as shelter in regards to recuperating Exhaustion, but **Survival Tasks** performed at night are made at disadvantage (see page 105). Travel with caution!

RESTS

Resting and recovery take much longer in Crifoth than they do in other, more hospitable worlds.

Characters in Crifoth have access to the following rest options:

Quick Rest:

Duration: 1 hour.

Effect: You may spend any number of Hit Dice. If you do, roll them, add your Constitution modifier to each roll, and regain that many Grit points. If this rest is taken in a place of shade and security, you also lose 1 point of Exhaustion.

Note: Abilities recovering after short or long rests do not recover after quick rests.

Short Rest:

Duration: 8 hours.

Effect: Abilities that recover after a short rest recover. You lose 1 point of Exhaustion, or 2 points if this rest is taken in a place of shade and security. You may also spend 1 Hit Die. If you do, you do not roll that die but instead regain all your lost Grit points.

In addition, regardless if you spent a Hit Die or not, if you have the Spellcasting Class Feature, you may regain one spell slot of which you have the ability to cast. If your character level is 11 or higher, you regain two spell slots instead.

Long Rest:

Duration: 72 hours (3 days).

Effect: Character abilities and features that recover after a long rest recover. You regain all your lost Grit points, as well as 1 Blood point. In addition, others may tend to your wounds to recover additional Blood points (see page 106). You regain a number of Hit Dice equal to half your character level. Your Exhaustion points are reduced to 0.

Note: You must take this rest in a place of shade, security, and shelter from the elements.



CHAPTER TEN: SURVIVAL

“We wander the wastes searching, but for what? For some, it is the hope of something better beyond the horizon. For others, it is a place to call home. Others are looking for answers, searching for conquests, hunting for possessions. We sometimes find those who seek for the same thing. We use them as temporary solutions for our pursuits. We use them and they use us until one or both become useless. This is the way of the world, young one, and soon you will go out and find out what you’re searching for.”

In a world of survival, characters may have extended periods of time just caring for their day-to-day needs. Because of this, *The Ravaged Wasteland of Crifoth* has implemented meaningful wilderness mechanics in the form of the **survival phase**. The survival phase captures the time before and after a zoomed-in focus on an adventure site or action-packed combat.

The survival phase still involves turns, decisions, and ability checks, but these are made on a scale much larger than typical turns. The game can progress hours and days at a time without needing to focus on every small moment. Players can still experience all the facets of survival without bringing the pace of the game to a halt. The goal of the survival phase is to bring the focus of the game to the character's needs, the look and feel of the setting, while keeping the players on their toes and in the driving role of the game.

SURVIVAL PHASE

The **survival phase** refers to the period of gameplay that happens outside of combat and dialogue. During this phase, characters set up camp, journey from location to location, and forage for supplies among other things.

A survival phase usually begins once a high-action scene has ended and the characters have decided on some short-term goal, whether that is exploring the depths of a forgotten catacomb, travelling by night to an oasis village, or resting for the night in the company of the constellations above. This isn't a comprehensive list, nor is it always applicable—instead, the Survival phase gives structure to exploration and non-combat activity.

A survival phase ends when the GM interjects a high-action scene: a combat, a chase, a pursuit, a debate, or other scenes which care greatly about moment-to-moment detail.

A survival phase can overlap with a rest, and characters can perform **survival tasks** (see below) during a rest. Keep in mind that characters gain the benefit of a rest once that rest is finished.

The Survival Round

During the survival phase, the game goes around in turns from character to character, but unlike combat, no initiative roll is needed and the order can be arbitrary so long as each character gets a turn. On a character's turn, they can choose to perform a **survival task**. Performing a survival task gives a character a number of Exhaustion points, as determined by the task. After every character has taken a turn, the round ends, followed by an **event** as determined by the GM. Events can be stumbling across a landmark, encountering non-player characters, facing a Hazard, nothing happening, or whatever other events a GM may have planned. The GM can use the event tables on page 107 to decide or inspire an event.

At the beginning of a round, the GM sets a **Round DC** based on the conditions of the environment. The DC can change during an event, or because of a further complication or situational modifier.

A survival round consists of an arbitrary amount of time, usually 1 hour, but can range from anywhere between 15 minutes to 1 day. Great journeys between places may have survival rounds spanning a day or more. More tense scenes may have their survival rounds span just a few minutes, such as when giving chase to some creature, hustling to reach shelter before nightfall, or other stressful scenarios that do not warrant initiative rolls.

Survival Tasks

Characters can do one of the following survival tasks on their turn. Once they complete this task, players take exhaustion points listed with the task:

Pathfinding (2 points)

You scout ahead, finding alternate routes to your destination. Make a Wisdom (Survival), Strength (Athletics), or Wisdom (Perception) check against the Round DC. On a pass, you gain some insight on how to shorten your travel distance, reduce travel time, find a less arduous route, or prevent becoming lost on your way to your destination. If your group is travelling, the next survival task you and each of your allies makes costs 1 less point of Exhaustion.

Gear Maintenance (1 point)

You sharpen your swords and mend your gear. Make an appropriate tool check against the Round DC. On a pass, you can repair a piece of armour, weapon, shield, or another item with the Broken condition.

Tracking (1 point)

Whether giving chase or making sure to cross paths with another creature, you search for signs of its passing. Make a Wisdom (Survival) or an Intelligence (Investigation) check against the Round DC. On a pass, you gain insight on where your quarry headed.

Tending Wounds (1 point)

You bind broken limbs and bandage wounds. Make a Wisdom (Medicine) check or a Wisdom (Healer's Kit) check against the Round DC and expend one use of a healer's kit. On a pass, an ally of your choice regains 1 Blood point or recovers from the Injured condition (see page 99).

Keeping Vigilant (1 point)

You keep your guard, and watch out for dangers. Make a Wisdom (Perception) check against the Round DC. On a pass, you and your allies have advantage on initiative rolls, and cannot be surprised during the event at the end of this survival round.

Hunting and Foraging (2 points)

You search for food, water, and other supplies. Make a Wisdom (Survival) or Intelligence (Nature) check against the Round DC. On a pass, you find 4 units of food or water, whether in the form of trapped game, uncovered water, or foraged food. In most regions of Crifoath, these things are sparse, and the check is made with disadvantage.

Gathering Remedies (1 point)

You scrap rags for bandages and crush nearby flora and fauna to produce poultices. Make a Wisdom (Medicine), Wisdom (Survival), or Intelligence (Nature) check against the Round DC. On a pass, you gain 1 use of a healer's kit. In most regions of Crifoath, these things are sparse, and the check is made with disadvantage.

Doing Nothing (0 points)

You do nothing. In this respite, you recover 1 point of Exhaustion.



EVENTS

The following are lists of **events**, each catered to a different region of Crifoth (see Chapter Twelve: Regions).

The Sands

d20 Event

- 1-8 Nothing happens.
- 9-11 You encounter a sudden sandstorm that reduces visibility and smothers flames. The sandstorm is a Challenge 2 Hazard (see page 110). A sandstorm leaves 3d8 feet of sand in its wake. All creatures within a sandstorm have disadvantage on Wisdom (Perception) checks as well as disadvantage on attack rolls. A sandstorm is considered difficult terrain for the purposes of movement.
Roll a d4 to see the condition of the sandstorm:
1: **Normal Sandstorm:** No other effects
2: **Fire Sandstorm:** The periodic damage deals an additional 1d4 points of fire damage
3: **Affliction Sandstorm:** Those who take periodic damage 3 times during this Hazard will contract the Affliction (see page 145)
4: **Hidden Beast:** There is a beast or demon hidden at the center of this sandstorm that will attack anyone it comes across.
- 12 You come across a destroyed town from the old world. Most of the buildings have been decimated and only a few blackened support beams remain. The bones and scorched shadows are all that's left of the denizens of this town. Weary travellers may still find some shelter from the suns and some trinkets from the old world (roll four times on the Oddities Table on page 140).
- 13 You crest over a dune and are immediately assaulted with the smell of sulfur and ash. You see the fire and hear the tortured screams of the Stronghold beyond.
- 14 You see a large oasis with water and lush plants. Roll a Wisdom (Perception) check (DC 12). On a success you recognize that this oasis is nothing more than a mirage, a hallucination.
- 15 You come across a pack of ssuri scavengers. They immediately demand all of your belongings. If you comply they will leave you alive in the sands with nothing but the clothes on your back and a single waterskin. If you do not hand the things over they will immediately attack.
- 16 The thunderous boom of hundreds of stomping feet shake the ground beneath you. Just over the horizon you see the mass of orcs returning from a hunt. They are whooping and calling. They don't seem concerned with your presence and will not be violent unless you attack.
- 17 The sand beneath you shifts and shakes. Suddenly there's an explosion of blood as a massive demon rises from beneath a dune. Roll on the Demon Appearance Generator on page 115.
- 18 You come across the desiccated corpses of seven ash elves. They wear fine clothing and bone fetishes. One of the ash elves is holding a map revealing an old ruin buried directly beneath them.
- 19 Your foot hits against something hard buried just below the surface of the sand. Roll on the Fragment table on page 86 to see what is buried beneath the sands.
- 20 Suddenly a perfect circle of petrified trees appears out of nowhere. In the center of this petrified grove is a pool of Affliction. Slumbering in this pool is an Afflicted dryad. The dryad has oak skin and is leaking Affliction.

The Scar

d20 Events

- 1-4 Nothing Happens.
- 5 You hear the sound of rumbling coming from above. Suddenly you see falling rocks directly above you. The falling rocks are a Challenge 4 Hazard (see page 110) that lasts 1 minute, but deals its periodic damage every 10 seconds instead.
- 6 You come across chalk markings etched onto the stone. An investigation check (DC 12) reveals that the chalk mark points to a hidden entrance to a Blood Knight hideout. (Roll a d4. 1-2: Inhabited, 3-4: Empty).
- 7 You hear the distant sound of growling that echoes against the rocks. Out of the shadows appears a group of 1d8 hyenas hungry for their next meal.
- 8-11 You become lost in the endless maze of jagged rocks. Make an Intelligence (Investigation) check (DC 15). On a success you find your way. On a fail you become lost for another 1 hour and gain 3 points of Exhaustion.
- 12 The canyon's winding passage comes to an end. In this recess are 20 ash elves worshipping a figure carved into the stone of the canyon wall.
- 13 The narrow passage widens and in this area are 3 orcs. They are sitting around a campfire roasting a large scorpion. They do not seem to notice you.
- 14 In your peripheral vision you are certain you saw a rock formation move. The rocks form a humanoid shape. This thing makes the sounds of grinding rocks. Eventually words are able to be discerned. They are a primordial asking for your help to defeat a wandering demon.
- 15-16 The path ahead splits into two directions. Roll a d6. 1-2: You remain in the Scar, 3-4: You emerge into the blistering sands, 5-6: You find yourself facing a Stronghold.
- 17-18 You encounter a demon.
- 19 You emerge from a small tunnel and find you are on the edge of a cliff. 50 feet below you flows a river of lava. The next ledge is 15 feet away from you. However, with each passing minute rocks fall away into the lava below causing the gap to grow wider. The lava below is a Challenge 10 Hazard that lasts indefinitely.
- 20 You hear the sound of wagon wheels echoing throughout the canyon. You come across a rare sight in Crifoth: a travelling merchant looking to sell some armour, weapons, various trinkets, food, and water.

Strongholds

d20 Event

- 1-2 Nothing Happens.
- 3 You hear a low buzzing sound coming from the direction you're traveling. A swarm of thousands of giant flying beetles approaches you.
- 4 You hear the desperate cries of a woman calling for help. The sound is coming from an abandoned building to your right. Roll a d6. **1-2:** It is an escaped human slave seeking help, **3-4:** It is a demon setting a trap, **5-6:** It is an injured legionary.
- 5 A dilapidated building crumbles and falls in your direction. The falling stones are a Challenge 4 Hazard (see page 110) that lasts 1 minute, but deals its periodic damage every 10 seconds instead.
- 6-10 You see a group of tiefling legionaries approaching you. Roll a d12 to see how many of them there are.
- 11 You step onto loose rocks and fall 15 feet into a pit below. You have set off a legionary's trap. The walls are extremely smooth with little to no hand holds. You may make a Dexterity (Acrobatics) or Athletics check (DC 15) to see if you can climb out. If you cannot escape this pit in one hour 1d4 legionaries will come and attempt to bring you to the slave pits or gladiatorial arena.
- 12 The road you're travelling on leads you to a gate. This gate opens into the center of the Stronghold.
- 13-16 You see a demon roaming the streets. Roll a Dexterity (Stealth) check (DC 15). On a pass, the demon does not notice you right away.
- 17-18 You encounter a group of Blood Knights. They are currently on a mission to try and infiltrate the center of the Stronghold.
- 19 You see a storm cellar that appears to still be locked. The wooden doors appear to be rotting. You may either lockpick the deadlock (DC 15) or attempt to break the rotting wood (DC12). Inside this storm cellar is 1d4 units of food, 1d4 units of clean water, and 1d4 old world trinkets.
- 20 You see a young tiefling girl running through the streets, tears of fear streaming down her face. Behind her is a Hunter (see page 131) chasing her down.

PERILS

Crifothis is home to many dangers. This section details the many perils of adventuring in this hellscape.

Hazards

Hazards are encounters against the very forces of nature that ravage the world. Surviving these Hazards is a feat in and of itself, and reward characters with XP the same way monsters do.

A Hazard deals periodic damage to each creature caught in its area every 10 minutes it is active. Affected creatures can make a saving throw (determined by the Hazard) against the Hazard DC to avoid this damage. The Hazard DC and the periodic damage are all determined by the Challenge level of the Hazard. Characters that have shelter during a Hazard have either resistance to this damage or are completely immune, as decided by the Game Master.

In addition, some Hazards have additional effects that alter how they behave and can increase or decrease their Challenge level.

A Hazard usually lasts for 1d4 hours before dissipating.

Tainted Food and Drink

You are not safe, even when you have found viable food and an adequate water source. There are toxins, poison, and dangers haunting Crifothis's precious resources. Whenever you consume food or water, roll a d100 on this table to see if you suffer any adverse health effects.

Food/Drink Effects Roll Table

d100 Effect

1-59	Safe: The food or water is safe to eat and drink and there are no adverse health effects
60-69	Afflicted: You are now infected with the Affliction (see page 145).
70-79	Toxic: You are poisoned for 1d6 hours.
80-89	Hallucinations: Roll a d20 on the Desert Madness table
90-97	Draining: You gain 1d6 points of Exhaustion.
98-00	Deadly: Your current Blood points are reduced to 0 and you must begin making death saving throws.

Hazards

Challenge	XP	Periodic Damage	DC
2	450	1d8	12
4	1,110	1d12	13
6	2,300	2d10	14
8	3,900	2d12	15
10	5,900	3d10	15
12	8,400	3d12	16
14	11,500	4d10	17
16	15,000	4d12	17
18	20,000	6d10	18
20	25,000	6d12	18
22	41,000	8d10	19
24	62,000	10d10	20

Sample Hazard

The Kilning

Challenge 4 (1,110 XP)

Hazard DC 12

Periodic Damage Con save, 1d10 fire

Duration 1 hour

Additional Effects:

Exhausting: Affected creatures gain 1 point of Exhaustion each time they take the Kilning's periodic damage.

Desert Madness

The desert affects your physical health and your mental state too. This can happen through ingesting strange food or water, or succumbing to the effects of dehydration and the sun. These effects can last either 1d20 minutes or 1d8 hours, as per the Game Master's discretion.

Desert Madness

d20 Effect

- 1 You see clear water in the distance. You're sure you can reach it if you just run towards it.
- 2 There's a demon right in front of you! Why can't anyone else see it? You immediately go into flight or fight mode.
- 3 The world suddenly becomes either hilarious or hopeless. You can't seem to control your hysteria or emotional outbursts (anger, laughing, crying, etc.)
- 4 Everyone is out to get you. These people aren't your friends, and you need to kill them before they kill you. You become hostile towards every other living thing.
- 5 You become frightened of everything. What waits beneath that rock, ready to ambush?
- 6 Roll a 1d4, where 1 is your left arm, 2 is your right arm, 3 is your left leg, and 4 is your right leg. You suddenly lose all control of that appendage for 1d8 minutes.
- 7 You are suddenly surrounded by food. All this glorious food, everywhere you look. Go ahead... take a bite.
- 8 You can suddenly speak with ants. They've been kind enough to lead you to safety. You must follow them.
- 9 You have finally found the only person you can truly trust. You must not leave their side, ever. You heed every word they utter as long as you do not put yourself into extreme danger.
- 10 You know who you are, but you don't recognize any of the people you are with or anything before this pain in your head started.
- 11 You are almost catatonic and become paralyzed. During this time, you contemplate your existence.
- 12 You have suddenly gained the powers of a god. All will bow down before your might.
- 13 Both of your legs seemed to have disappeared. You cannot carry out any actions that involve your legs.
- 14 You fall unconscious and dream nightmares of fire and ash.
- 15 Both of your arms have disappeared. You cannot carry out any actions that involve your arms.
- 16 You become deaf and mute. Your passive Perception drops to 0.
- 17 You feel compelled to carry out the last mundane action you did over and over again.
- 18 You have developed a slight tremor in your hands. You suffer disadvantage on Strength and Dexterity ability checks
- 19 There seems to be a very loud and obnoxious ringing in your ears. You suffer disadvantage on Perception checks.
- 20 You seem to have forgotten something you were once talented in. Pick two skills that you lose proficiency in.



PART 3: THE WORLD



CHAPTER ELEVEN: DEMONS

“The war ended abruptly. No one questioned our victory. We all trusted in our king’s words and hailed him as the ultimate victor—the conqueror of the dwarves. I was there, in the city of Osland, during the moment of reckoning. I remember the banners, the cheers, the revelry. I remember the explosion of ash and fire. I remember the titan of brimstone that emerged. Thousands fled to the king’s palace. They trusted him. Lo, how they were wrong. They were all horribly wrong.”

The Nature of Demons

Archfiends are ancient and powerful beings that once resided in the Chaos, a powerful and incomprehensible realm surrounding Crifoth. So long have they existed that the history of their creation has been scattered across the stars, far out of reach. Very few of these beings are able to create life capable of higher reasoning and only one Archfiend can do this: Burpoross, the leader of the Archfiends. He created demons—perversions of the human and elven races created by the Five Sisters.

Each Archfiend has their own objectives and personal goals on Crifoth. Each having power and ambition means their aspirations don't always align. There is a constant power struggle to see who truly rules Crifoth.

From Hell They Entered

The end of the world began with a signature in blood from King Lothaire. He did not stop with a mere victory to keep the dwarves at bay—he wished to wipe them from existence. King Lothaire had his wish come true when whisperings came to him in a dream that promised to wipe out the dwarven race, but to do so required the drawing of an arcane Sigil with his own royal blood. Though his advisors objected to this madness the next morning, King Lothaire drew a sacrificial blade across his arm and drew this Sigil of genocide along the throne room floor.

As soon as the last line was drawn, there came a violent shaking from the earth that split the throne room floor in two. The silence that followed was deafening. There was no more cannon fire smashing into the capital's walls, nor dwarven war cries. The mysterious entity did what it had promised. The dwarves were no more. They were dead to a mysterious affliction that left their fallen bodies in pools of black oil.

The celebration of the victory over the dwarves did not last long, for this Sigil not only brought this strange affliction but was in fact a doorway to the Chaos beyond. The Archfiend Burpoross was this whisperer, and this deceiver burst into the world with a fury of fire and ash. They brought with them his army: five Archfiends, his elite warriors, and millions of demons.

That day marked the beginning of a new reign. There was no match for the ferocity and power of the demons. They easily slaughtered the thousands of soldiers who stood to fight against them. In moments they swarmed the streets, killing or capturing as they pleased.

The fate of King Lothaire is unknown. Some say his head is on a pike beside the throne of Burpoross. Others say that he is forever tortured in the bowels of the old city. Nonetheless, his name is said with spitting hatred by the scant few who survived.

The Power of Souls

Many in the old world believed that when the Five Sisters created humans they imbued a part of themselves into their creations. This imbue ment of power created a shard that allowed humans to have creativity that no other creatures were able to equal them. These shards are called souls and they make humans unique. Human souls enabled them to control the magic of the gods known as Sigils. When Burpoross attacked, he was meant to destroy the known world. However, when Burpoross consumed the first human he felt the power of the soul flow through his body, bolstering him. Other Archfiends followed suit and they too absorbed the divinity within these souls. The more humans the Archfiends consumed, the more powerful they became, and the further these Archfiends scoured for more humans to consume.

Burpoross had never experienced anything like this before. The power he absorbed from these souls became intoxicating, and the prospect of never running out of this pleasure led Burpoross to halt his destruction of Crifoth. Instead, Burpoross decided to farm these sources of power and made Crifoth his plaything.

When a demon consumes another demon, it absorbs every soul the other had consumed. Because of this, there is constant cannibalism.

Survivors of Crifoth believe if they consume humans then they too will absorb their divinity. This is not true; only demons are capable of it. However, those who believe this hunt down humans regardless and eat them with elaborate rituals.

Human Pens

In order to maintain their supply of human souls, the Archfiends built prisons inside their Strongholds. Within these prisons, human slaves number in the thousands. They are fed, clothed, and provided for in only the most basic of ways. A slurry of daily magical tonics keeps away disease and keeps them healthy enough to work. Tiefling legionaries patrol these pens day and night to make sure that there is no violence or talk of rebellion.

Humans are used as slaves to build eldritch structures with unknown purposes, as breeders to supply more souls, or as gladiators for the enjoyment of demons and Archfiends. Once a human is deemed to be no longer useful, whether they can no longer work or breed, they are sent to be consumed by an Archfiend.

These human pens are monolithic structures of pulsing flesh-obsidian, brimstone, and sulfur that are built on top of the old ruins.

Demon Appearance Generator

Roll 3d8 to determine the physical attributes of the demon.

d8	Physical Attribute	d8	Physical Attribute	d8	Physical Attribute
1	Two sets of ornate antlers that are eight feet high.	1	Fifty-foot serpentine body.	1	Bat-like wings that have a thirty foot span.
2	Thirteen horns run down its neck.	2	A jaw that can dislocate, extending three feet wide.	2	Conglomeration of heads and faces as its body.
3	A large mouth that surrounds its head, filled with rows of sharp fangs.	3	The body of three humanoid figures fused together.	3	Their limbs and their head are facing different directions.
4	Large gashes all over the body that ooze Affliction.	4	A large tail adorned with poisonous barbs.	4	Scorpion-like limbs.
5	Three gaping holes where there should be eyes.	5	Their body is concealed entirely in black smoke.	5	Exposed bones beneath thin, translucent skin.
6	Eyes that look hauntingly like your dead loved one's.	6	Five eyes that move independently of each other.	6	Hundreds of oozing tumours covering their body.
7	Has bony protrusions from the limbs that are as sharp as daggers.	7	A deep gash down its stomach with hands reaching out.	7	Speaks in the voice of a loved one and says "Help me."
8	Teeth growing in random places throughout the body.	8	Three sets of eyes. The top resembles a feline's eyes, the middle a goat, and the bottom are black.	8	Large serpents emerge from every orifice and slowly consume the demon's body.

Demons consider themselves the spawn of Burpoross—though Burpoross did not create them from scratch. When Burpoross destroys the creation of other gods, he takes a piece of it with him. After collecting these pieces from countless worlds, Burpoross fits and molds them together, creating his own monstrous amalgams. The demons of Crifoath are these amalgams—nightmarish creatures to mortals, of impossible geometry and horrifying physiology. Each has their own mind, but they all answer the call of Burpoross.

Demons vary in size, strength, and intelligence. Some may be the size of a gnat while other towers hundreds of feet high or hundreds of feet long. Demons are characterized by their gross amalgamation of body parts. Some may have multiple heads, others have vestigial limbs in odd places—no one demon is like another.

Below is a table of physical attributes to give inspiration of the appearance of a demon.

Strongholds of Hell's Heart

Sitting atop the old ruins of Crifothe are the Strongholds of demons. Large structures of magma, obsidian, and blood, these alien towers are where the demons and Archfiends make their home. In the Sands and the Scar, you will run into the odd rogue demon or group of legionaries carrying out missions for their masters, but in the Strongholds there are thousands of demons, thousands of legionaries. This is perhaps the most dangerous place in all of Crifothe and as such most wastelanders do not call this place home.

Strongholds consist of a central tower where their ruling Archfiend resides. Around this structure are the barracks for the Legion and the slave pens. This is all surrounded by large obsidian walls and hundreds of guards. Outside of this wall is the

ruined remains of an old city. Skeletons, rubble, and ash litter the streets. Buildings are dilapidated ruins, if not totally obliterated. There are various intact buildings that are constantly checked for runaways or Blood Knights by patrols.

Beneath the Strongholds and the ruined cities are networks of underground tunnels and passageways. This is used by Blood Knight Curors to navigate the Stronghold unnoticed. Though there are less patrols underground, there are powerful demons who have made the undercity their home.

The Strongholds are where the Blood Knights have made their base and carry out most of their missions.

Below is a table of the Strongholds, which Archfiend rules it, and a brief summary.

Strongholds

Name	Archfiend	Summary
Crucible	Burpoross	Formerly Ossland, the capital of Crifothe. The largest Stronghold with the highest number of slaves. This Stronghold is the most fortified with hundreds of legionaries and demons protecting its walls.
Cleaver	Buexohn	Guarding Cleaver is its namesake demon, a towering monstrosity called Buexohn's Cleaver, hundreds of feet tall, brandishing a wicked blade said to be forged from mortal souls.
Torment	Vytuzar	Infamous for its vast ranks of legionaries, hundreds of Legion barracks surround the central tower of Torment.
Malice	Jae-Muran	Malice has extravagant columns and structures built on the backs of thousands of slaves, and a renowned gladiatorial arena.
Direstrait	Volcrath	This stronghold is farthest from the capital and the most destroyed. It has little to no protection and is constantly bombarded by sandstorms.

ARCHFIENDS

Six Archfiends rule Crifoth: the six most feared yet hated creatures in Crifoth. Their influence can be felt in the far reaches of the wastes through their minions' violence, or through the Affliction they've spread across the land. Unmatched, they have conquered all of the known world within months of their arrival and have spent centuries reaping the benefits of ruling over the weak. Unlike their demon counterparts, Archfiends are seen as intelligent tyrants rather than bloodthirsty, mindless monsters. They exhibit emotions similar to that of a human, such as hatred, anger, happiness, and even fear. Not only have they conquered with strength and power, they are able to sustain their insatiable appetites in a systematic way. Archfiends are said to be able to see into the future and predict any counter movement that might be made. For this reason they are thought to be utterly undefeatable.

Archfiends can appear in countless forms, but have two shapes that they usually prefer. There is their true form, which is an eldritch horror, incomprehensible to the mundane mind. Due to their size, this form is usually not suitable for their needs and so they take on a more banal form that combines earthly attributes of different beings and combines it with that of the demonic and supernatural. This shape is more fragile than their true form but is more suitable for the relatively small world of Crifoth.

Each Archfiend rules over their own Legion, Stronghold, and slaves. Some have made alliances with each other in the past but these have never lasted long because of the paranoid nature of each Archfiend. The souls have driven them mad. Below is a list of the Archfiends that inhabit the wastes, as well as a few aspects associated with them. Also, there are multiple roll tables to make the Archfiends a customizable enemy. Each Archfiend has four roll tables: a title they are known by, physical traits of some of their forms, rumours about them, and their main goal on Crifoth. These are meant to be suggestions and inspiration for

the Game Master. When looking at the rumor table you, as the Game Master, can decide whether these rumours are true or whether they are false, perhaps even spread by the Archfiends themselves to carry out a more sinister agenda.

In addition, each Archfiend has an associated lair, accompanied with lair actions and regional effects caused by the Archfiend's presence.



Archfiend

Huge fiend (demon), neutral evil

Armor Class 21 (natural armour)

Grit Points 455 (70d12) **Blood Points** 99

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	30 (+10)	28 (+9)	24 (+7)	30 (+10)

Saving Throws Dex +11, Con +19, Wis +16

Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 26

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Innate Spellcasting: The Archfiend's spellcasting ability is Charisma (spell save DC 27). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become any size Huge or smaller when changing its appearance), *detect magic*, *dispel magic*, *fireball*

3/day each: *dimension door*, *dominate monster*, *flay flesh**

1/day each: *power word: kill*, *meteor swarm*

*new spell on page 95

Legendary Resistance (3/Day): If the Archfiend fails a saving throw, it can choose to succeed instead.

Magic Resistance: The Archfiend has advantage on saving throws against spells and other magical effects.

Magic Weapons: The Archfiend's weapon attacks are magical.

Regeneration: The Archfiend regains 10 Grit points and 10 Blood points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The Archfiend only dies if it starts its turn with 0 Blood points and doesn't regenerate.

Actions

Multiattack: The Archfiend makes two claw attacks.

Claw: Melee Weapon Attack: +18 to hit, reach 15 ft., one target.

Hit: 27 (4d8+9) x slashing damage. If the target is Large or smaller, it is grappled (DC 26) and restrained until the grapple ends. The Archfiend can grapple one creature at a time. If the target is already grappled by the Archfiend, the target takes an extra 18 (4d8) slashing damage.

Hellfire: The Archfiend erupts with hellfire that extends to a 30-foot radius. Each creature in that area must succeed on a DC 27 Dexterity saving throw or take 33 (6d10) fire damage.

Legendary Actions

The Archfiend can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Archfiend regains spent legendary actions at the start of its turn.

Claw: The Archfiend makes one claw attack.

Hellfire: The Archfiend uses its Hellfire action.

Spell (Costs 3 Actions): The Archfiend casts a spell from its Innate Spellcasting trait.

Burpoross

(Ber-por-ose)

Burpoross is the leader of the Archfiends. He is who tricked King Lothaire into opening the passageway between Crifoth and Hell. Burpoross, his closest soldiers, the Archfiends, and tens of thousands of demons entered into Crifoth and quickly took power. For centuries, Burpoross has gone unchallenged as supreme ruler and brings terror to all those who live under him. His domain resides in the old capital of Crifoth, the city of Ossland, on the very throne where the deal was signed in blood. This stronghold is now named Crucible and has the largest human slave pens.

Though legionaries and demons march under Burpoross' flag, they haven't been seen him in decades.

Burpoross takes on the attributes of colossal eldritch monsters that resemble nothing of humans or the humanoid form.

Title

d4 Title

- 1 The Destroyer
- 2 Eater of Man
- 3 Harbinger of the End
- 4 The Deceiver

Appearance

d6 Appearance

- 1 Four large, black, multi-jointed arms.
- 2 10 horns sprouting in a fan around his head and down his jaw.
- 3 666 sets of eyes placed all over the body. They all move independently to each other.
- 4 The body is full of multiple snapping mouths, each with a sharp set of teeth. When they open they reveal a small section of what the inside of the body looks like (eg. ribs, organs)
- 5 Large spindly legs protruding from the back ending in pointed red hot spears.
- 6 Bright flashes of light and fire erupt in bursting tendrils from the body so the body is constantly surrounded by flames.



BURPOROSS'S LAIR

Lair Actions: On initiative count 20 (losing initiative ties), Burpoross can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Burpoross casts the *wish* spell.
- Burpoross casts the *gate* spell.

Regional Effects: The region containing Burpoross's lair is warped by his magic, which creates one or more of the following effects:

- Vermin infests the Stronghold.
- The ground is made of flesh within 1 mile of the Stronghold.
- All living things within 6 miles of the Stronghold wither away. Any creature that finishes a rest in this area must succeed on a DC 27 Constitution saving throw or derive no benefit from the rest.

If Burpoross dies, these effects fade over the course of 1d10 days.

Rumors

d8 Rumors

- 1 Burpoross isn't just an Archfiend from Hell, but also has the ability of the gods—to create as many demons as he wants.
- 2 Burpoross is dead, killed by the other Archfiends to gain power.
- 3 There are no other Archfiends, only extensions of Burpoross' will.
- 4 Burpoross is actually the Five Sisters in disguise, testing the survivors of Crifoth to see if they can prove themselves.
- 5 Those who are infected with the Affliction are possessed by Burpoross.
- 6 Tieflings are demonic spawn of Burpoross, and through their eyes Burpoross sees.
- 7 Burpoross is cleansing the world of evil, starting with all humans so that the world can begin anew.
- 8 Burpoross created the world and it has always been like this. The old world and the remnants of it are simply an illusion to bring hope.

Main Goal

d10 Main Goal

- 1 For centuries Burpoross is looking for the Sigil that opened the door to Hell before another can find it and possibly reverse the Sigil, banishing all demons and Archfiends from Crifoth.
- 2 Burpoross is building up an army of demons with enough power to wage war against the Five Sisters
- 3 Burpoross is using humans in order to create the perfect tiefling. This tiefling will have power that rivals all the Archfiends combined. The tiefling's purpose is to wage war on the Chaos.
- 4 Burpoross is attempting to achieve an equilibrium between the agents of change and status quo so he can have a steady supply of souls until the end of time.
- 5 The other Archfiends have defeated or banished Burpoross creating an empty space for one of them to rule. Burpoross is desperately trying to regain control through any means necessary.
- 6 Burpoross is trying to gain access into the mysterious realm of the elves known as Sur'Telynth.
- 7 Burpoross is trying to travel to the center of the world, gaining enough power to break through the powerful Sigils that guard Crifoth's heart and finally complete what we was sent to do: destroy humanity.
- 8 Burpoross is trying to lure the Five Sisters into mortal form so he can trap them and feed off their power.
- 9 Burpoross is seeking a Sigil to reverse time to destroy the world of Crifoth before its creation.
- 10 This is just another test brought by the beings of the Chaos. Burpoross and the Five Sisters want to see if the races can all unite against this common enemy.

Volcrath

(Vole-crath)

Decades ago, Volcrath made a dire mistake that cost him his rank among the Archfiends. Charged with the protection and operation of one of Burpoross' human pens, he failed to protect it from a Blood Knight rebellion, resulting in the freedom of all the slaves within. Burpoross cast Volcrath out into the wastes for decades until Volcrath came back begging for Burpoross's forgiveness and a chance to enter back into the fold. There are rumours around what Burpoross is making Volcrath do to get back into his good graces.

Volcrath was cast out of the second largest Stronghold and forced into Direstrait, a Stronghold situated on the border of the Sands, far removed from the others. Volcrath was forced to leave his slaves and legions in Torment. In Direstrait, he has been forced to start over, stealing legionaries and slaves from other Archfiends.

Volcrath's preferred form is some sort of beast. He usually takes on the aspect of a mundane animal in the waste. Sometimes that is the whole body other times it's a conglomeration of different parts.



Title

d4 Title

- 1 The Beast
- 2 The Marionette
- 3 Keeper of Secrets
- 4 The Fallen

Appearance

d6 Appearance

- 1 Has a red, glowing third eye. The other eyes are half blue, half yellow.
- 2 Appears as a chimera of various apex predators.
- 3 Has the body of a naked human but the head of an animal.
- 4 Has 1d6 sets of ears on his head.
- 5 Has skin made of scales, illuminated from beneath by a red, fiery light.
- 6 Every pore of his skin oozes blood that soaks the ground as he walks.

VOLCRATH'S LAIR

Lair Actions: On initiative count 20 (losing initiative ties), Volcrath can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Volcrath casts the *fire storm* spell.
- Volcrath casts the *call lightning* spell.

Regional Effects: The region containing Volcrath's lair is warped by his magic, which creates one or more of the following effects:

- Earth falls away to reveal exposed lava within 6 miles of the Stronghold.
- Electrical storms swirl 1 mile around the Stronghold.
- The sky is black with smoke and smog above the Stronghold.

If Volcrath dies, these effects fade over the course of 1d10 days.

Rumors

d8 Rumors

- 1 He is powering a floating soul engine to gift to Burpoross so that he can get back in his good graces.
- 2 Volcrath has found the Sigil that could banish all other Archfiends.
- 3 Volcrath is staging an attack against Archfiend Vytuzar to gain control of his former Stronghold.
- 4 Volcrath is a shapeshifter, appearing indistinguishable from any other animal.
- 5 Volcrath is not an Archfiend, but instead a powerful wizard granted eternal life and power by Burpoross.
- 6 Scorned by the other Archfiends and with no one else to turn to, Volcrath is open to bargains if you offer the right tribute.
- 7 When Volcrath was banished from their stronghold by Burpoross, he was also cursed and stripped of all power. Volcrath is now much weaker and perhaps even mortal.
- 8 Volcrath has allied with the Blood Knights, feeding them important information about the weaknesses of the other Strongholds.

Main Goal

d10 Main Goal

- 1 Volcrath wants to get back into the good graces of Burpoross and is eager to do anything asked of him.
- 2 Volcrath is bitter towards Burpoross for the harsh punishment against him and is looking for an ancient Sigil that might trap Burpoross.
- 3 Volcrath is trying to find the unknown Archfiend in the wastes in order to enlist their help against the other Archfiends.
- 4 Volcrath wants to end the world as it was supposed to and is searching the wastes for a way to do so.
- 5 Volcrath and those who are loyal to them are seeking a power that surpasses that of Burpoross. This might be a Sigil, a creature, or anything else that will enable Volcrath's revenge against Burpoross.
- 6 Volcrath is desperate for the power he once so easily wielded. In his desperation, he has become a monstrosity of hunger and will devour any living thing in his path.
- 7 Volcrath has grown tired of the power mongering among the other Archfiends and is trying to build his own place to rule in the sands away from the other strongholds.
- 8 Volcrath has been kidnapping human slaves from the other Archfiends' slave pens. Volcrath is turning them into tieflings and rebuilding the Legion he lost.
- 9 Volcrath blames the Blood Knights for his fall from power. He has developed a deep hatred for all tieflings, and his Legion of demons spares no tiefling in its path.
- 10 Objecting to the path Burpoross follows, Volcrath fears the consequences of Burpoross's betrayal of the Five Sisters and is trying to find a means to avoid his own demise if Burpoross falls.

Vytuzar

(Vy-too-zar)

Vytuzar is the new second in command to Burpuross and controls the largest Legion in Crifoth. Vytuzar wrested the rank of Burpoross' second in command after Volcrath made a grave error and was banished beyond the domain of Hell's Heart. Vytuzar's Legion has numerous outposts out in the wastes and are a constant threat to wastelanders. Vytuzar is known for his particular hatred of ash elves and often sends his Legion to burn and decimate any ash elf tribe they catch wind of. Sul, martyr-hero of the ash elves, was the one who destroyed the majority of Vytuzar's army when they marched against each other in battle centuries ago. That was the only battle Vytuzar was ever forced to retreat. A great bonfire signals the passing of one of Vytuzar's armies where they have burned a tribe.

Vytuzar used to rule over the Stronghold named Direstrait, situated farthest from Crucible and its size pales in comparison to the others. With his new position as second to Burpoross, he now rules the Stronghold Torment.

Vytuzar often takes on some aspects of his true form and incorporates it into a grotesquely disfigured humanoid shape.

Title

d4 Title

- 1 Hell's Helm
- 2 Weapon of Burpoross
- 3 Demon of Conquest
- 4 The Crimson Wolf

Appearance

d6 Appearance

- 1 A towering colossus of obsidian and steel. Where his head would be is a terrifying helm of obsidian and flesh.
- 2 Has three sets of blue feathered wings. One set covers his eyes, one set covers his body and the third set is used to fly.
- 3 Has a large, sideways mouth from which several long, snaking tongues emerge.



VYTUZAR'S LAIR

Lair Actions: On initiative count 20 (losing initiative ties), Vytuzar can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Vytuzar summons 2d10 legionaries (stats as veteran) that act on this initiative count.
- Vytuzar casts the *fear* spell.

Regional Effects: The region containing Vytuzar's lair is warped by his magic, which creates one or more of the following effects:

- The muscles of all non-demons grow feeble within the Stronghold, treating their Strength score as if it were 6 points lower.
 - Black oil oozes from cracks in the earth up to 6 miles around the Stronghold.
 - Obsidian spikes protrude from the ground within 1 mile of the Stronghold.
- If Vytuzar dies, these effects fade over the course of 1d10 days.

d6 Appearance

- 4 Has a neck that can extend out hundreds of feet and sways like a serpent.
- 5 His head is split open at the top, fire spewing out and lava running down the rest of his body.
- 6 Three bodies fused together in a grotesque fashion. Only one head exists on this creature.

Rumors

d8 Rumors

- 1 If you stare directly into Vytuzar's eyes, you see the moment of your death whenever, wherever, however it may be.
- 2 Vytuzar has uncovered the remains of Sul Sunkissed, renowned martyr of the ash elves, and has brought him back from the dead only to live in unending torture.
- 3 Legionaries believe that their centurions are the collective consciousness of Vytuzar.
- 4 Some believe that decades ago, Vytuzar killed Burpoross and claims to get their orders from Burpoross who is spending time in the Chaos recruiting others.
- 5 A lone, red-eyed wolf is a sign of Vytuzar and is considered bad luck.
- 6 Every drop of blood that is spilled from the victims of Vytuzar's army is used to create their obsidian armor.
- 7 When two people are fighting it is said that an invisible servant of Vytuzar is near helping to perpetuate this tension.
- 8 Vytuzar is in fact a sentient weapon wielded by a powerful demon.

Main Goal

d10 Main Goal

- 1 Vytuzar wants to totally annihilate all ash elves without any mercy.
- 2 Vytuzar is seeking to challenge each one of the Archfiends to one on one combat. In this way he ensures that there is no competition.
- 3 Vytuzar is searching for the ultimate weapon, created by the dwarves centuries ago. It is said to be lost in their underground palaces.
- 4 Vytuzar is seeking the ultimate champion to defeat the other Archfiends whether that be human, demon, or something else.
- 5 Vytuzar wants to create the ultimate legionary by combining the might of orcs and the submissiveness of tieflings.
- 6 Vytuzar wants to demolish every relic of the old world until nothing from the past remains.
- 7 Vytuzar is searching for a worthy adversary to slay him in an epic battle.
- 8 Vytuzar wants to kill and dismember the suns, plunging the world into eternal darkness.
- 9 To turn each survivor against another, to destroy each other, to create a never ending sense of unease and mistrust.
- 10 Vytuzar is searching for a way to harness and weaponize the Affliction. He is searching far and wide for any form of Sigil, spell, or secret that will allow him to do this.

Buexhon

(boo-shon)

While the other Archfiends squabble over hierarchical power through killing each other's Legions, Buexhon stays relatively quiet, establishing his own authority distant from the power-hungry eyes of the other Archfiends. Despite his perceived disinterest in the ensuing power struggle and his low status, Buexhon is cunning and intelligent, biding his time for the right moment to strike. He is the most charismatic of the Archfiends, more willing to strike a deal in his favour than carry out unprovoked violence. However, the deals he makes do not end well for the bargainer.

The most common form that Buexhon takes is that of a human. Buexhon chooses to appear mild and unthreatening to promote a sense of trust and the ability to observe without retaliation. He likes to take on different forms of any age, race, or gender. However, any form he takes has something a bit off-putting about them—a clue to a keen observer of his true nature.

Buexhon presides over the stronghold of Cleaver, at the epicenter of the crumbled ruin of Hell's Heart. A titanic demon, hundreds of feet tall, patrols the jet-black streets of Cleaver. This Stronghold is noteworthy in that it has had no Blood Knight siege for all of the organization's existence.

Title

d4 Title

- 1 The Silver-Tongued
- 2 The Golden Jackal
- 3 The Puppetmaster
- 4 The Grinning Groom

Appearance

d6 Appearance

- 1 Ethereal, unnatural beauty.
- 2 Eyes the colour and sheen of obsidian.
- 3 Bony spurs protruding from their spine and each limb.
- 4 Instead of arms, Buexhon has long, snaking rivers of black oil.



BUEXHON'S LAIR

Lair Actions: On initiative count 20 (losing initiative ties), Buexhon can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Buexhon casts the *feblemind* spell.
- Buexhon casts the *command* spell on each creature of his choice he can see within 120 feet.

Regional Effects: The region containing Buexhon's lair is warped by his magic, which creates one or more of the following effects:

- Buexhon learns the strongest desires of any humanoid within 1 mile of the Stronghold.
- Screams and wails haunt the area within 6 miles of the Stronghold.
- A great demon, Buexhon's Cleaver, wanders the Stronghold.

If Buexhon dies, these effects fade over the course of 1d10 days.

d6 Appearance

- 5 Casts the shadow of a great beast despite his unassuming humanoid figure.
- 6 His mouth has rows upon rows of razor sharp, white teeth, continuing down his throat.

Rumors

d8 Rumors

- 1 Buexhon is gaining power at a far faster rate than the other Archfiends because he has found a way to exploit human souls.
- 2 Buexhon is currently disguising himself as an elderly ash elf woman in the company of a tribe destined for Crifoth's fabled coast.
- 3 Buexhon has made an alliance with a tribe of orcs, and his Legion is outfitted with an alloy of iron and blood obsidian forged by their smiths.
- 4 If you can beat Buexhon in a game of dice, you will earn his favour and he will offer you amazing power.
- 5 Buexhon controls the Blood Knights and is using them for his own gain. While some may think they are doing good, Blood Knight missions suspiciously never occur near or within Cleaver's obsidian walls.
- 6 Buexhon has had countless children with various races in the past centuries. Many have claimed to have seen these immortal, terrifying creatures.
- 7 Buexhon has countless hoards hidden in the darkest places of Crifoth, each stocked with copious amounts of food, water, weapons, and other baffling supplies.
- 8 Buexhon is said to be able to invade your dreams, darkest thoughts, and deepest desires. He uses this to give horrific visions or enticing hallucinations.

Main Goal

d10 Main Goal

- 1 Buexhon is trying to overthrow Burpoross. They are carrying this out covertly as to not raise suspicion of the other Archfiends.
- 2 Buexhon is attempting to create an alliance with the other Archfiends in order to wage war against the Five Sisters.
- 3 Buexhon has sent their legionaries into the wastes in secret to try and find the Sigil rumored to destroy demons. In doing this Buexhon would have leverage over Burpoross.
- 4 Buexhon is attempting to sabotage the other Archfiends and divert the blame onto another Archfiend. Buexhon may have even been responsible for the ostracization of Volcrath.
- 5 Buexhon wants to produce natural disasters pointed at the Strongholds of the other Archfiends, a powerful magic that will go undetected and assumed to be natural.
- 6 Tasked by Burpoross to find a way to cure humans of Affliction without being forced to turn them into tieflings.
- 7 Buexhon has sent his legions out far across the sands and into the mountains in search for the seed of a rare violet flower with a red stem. He seeks to plant this seed in this Stronghold to let it grow and marvel at its beauty.
- 8 To merge the two suns of Crifoth and see what happens.
- 9 Desires mortal affection and would like to experience it for himself.
- 10 To undo his own existence, leaving only whispers in everyone's minds.

Jae-Muran

(jay-moo-ron)

The screams of fan and fighter alike can be heard miles from Jae-Muran's stronghold of Malice. Demons and legionaries from all over come to watch the gruesome fights between wastelanders and the atrocities Jae-Muran takes pleasure in hosting.

Jae-Muran has a substantial amount of interaction with his slaves has their favourites and will treat those who win with a private room, complete with a bed and enough food to keep them strong. However they show no mercy or empathy when these favoured fighters fall, for they have shown weakness and are no longer worthy.

Jae-Muran is infamous for their hatred of the other Archfiends, for they think them too stingy with their human slaves and too caught up prolonging the pleasure of ruling. Despite this known hatred, many of the Archfiends attend their arena battles.

Jae-Muran's preferred form isn't simply one entity; they usually appear as two copies—one Jae, the other Muran. Jae-Muran takes certain aspects of their true form and implements them creating a grotesque humanoid creature. They both speak at once and seem to be in sync with one mind.

Title

d4 Title

- 1 Two Lashes
- 2 Twin Jesters
- 3 The Forked Whips
- 4 The Black Wasps

Appearance

d6 Appearance

- 1 Their faces have no other features except for a giant mouth at their center.
- 2 Completely devoid of skin.
- 3 Two 100-foot long serpentine bodies, each with a torso for an upper half.



JAE-MURAN'S LAIR

Lair Actions: On initiative count 20 (losing initiative ties), Jae-Muran can take a lair action to cause one of the following effects; they can't use the same effect two rounds in a row:

- Jae-Muran casts the *create undead* spell.
- Jae-Muran makes a duplicate of himself that acts on this initiative count. This copy cannot take legendary or lair actions.

Regional Effects: The region containing Jae-Muran's lair is warped by their magic, which creates one or more of the following effects:

- Rivers of blood fan out to 6 miles from the Stronghold.
- Corpses reanimate within 24 hours of dying within 1 mile of the Stronghold.
- While within the Stronghold, humanoids must make a DC 27 Wisdom saving throw to attack or harm any creature.

If Jae-Muran dies, these effects fade over the course of 1d10 days.

d6 Appearance

- 4 Floating, dismembered bodies with black ichor dripping from countless lacerations.
- 5 Built from thousands of tiny fingerbones; their bodies twist and churn like liquid.
- 6 Has 1d20 extra limbs protruding from various places on their bodies.

Rumors

d8 Rumors

- 1 Jae-Muran is losing power because they are wasting human souls on gladiatorial fights.
- 2 Jae-Muran is enamoured with a tiefling who they keep perpetually at their side. If you manage to capture her, Jae-Muran will buckle to your will.
- 3 Jae-Muran's blood cannot spawn tieflings. Instead, they rely on the work of captured slaves to do his bidding.
- 4 Jae-Muran will grant freedom to any combatant who can survive thirteen consecutive battles.
- 5 Once a year when the two suns eclipse each other, Jae-Muran opens the arena to every being to watch the spectacle, promising no harm to come to them as spectators.
- 6 Jae-Muran's slaves cannot die. Instead, a foul magic infuses each slave, cursing them to an eternity of servitude.
- 7 Dare not step within a pace of Jae-Muran, or your head will explode in a shower of bone and gore.
- 8 The slavers of Malice disguise themselves as wanderers, vagrants, and other unassuming folk.

Main Goal

d10 Main Goal

- 1 Jae-Muran is trying to resurrect the dwarven and human king and pit them against each other in an eternal battle.
- 2 Jae-Muran is building a towering obelisk that stretches beyond the sky to have the highest seat of any Archfiend, even Burpoross.
- 3 Jaemuan wants to claim Vytuzar's Legion and have them kill themselves in a week-long free-for-all tournament.
- 4 Jae-Muran is making sure that Volcrath fails at every attempt he makes to please Burpoross. Jae-Muran is sure that Volcrath is the reason Burpoross does not trust the other Archfiends.
- 5 Jae-Muran is trying to find the Sigil of eternal life so that they can have their favourite gladiators battle forever.
- 6 Jae-Muran is kidnapping children from every tribe to groom them and make them entertaining pit fighters.
- 7 Jae-Muran holds these arena battles with a purpose. They are seeking a warrior, demon, or even something else that might be able to defeat Jae-Muran in battle. The Archfiend yearns to feel the intimate, carnal sense of defeat. So far, none have proven themselves capable of giving them this incomparable experience.
- 8 Jae-Muran is creating an army of the best fighters to wage war against the other Archfiends—not necessarily to win, but for amusement.
- 9 Jae-Muran grows bored of the mundaneness of his arena battles. He is trying to manipulate two of the other Archfiends to compete in his arena.
- 10 Jae-Muran is building a massive coliseum ringing the entirety of Crifoath to create the ultimate arena.

The Sixth Archfiend

There exists a sixth Archfiend, far beyond where the eye can see. Living only in story and rumour, this mysterious Archfiend wanders the world in a floating Stronghold shrouded in darkness and mirage.

Those who have tried to flee from the demon-infested wasteland to uncharted territories come back shaken and disturbed. What little information one can glean from those madmen is all that is known about this mysterious being.

No one can agree on the form this Archfiend takes. Some claim it appears as a woman, others say it is a flying serpent. Through threat alone, none dare travel into the domain of the Sixth.

This Archfiend is meant to give the Game Master freedom to customize their own Archfiend and integrate it however they like into their games.

Title

d4 Title

- 1 The Six-Lipped Singer
- 2 Pilgrim's End
- 3 The Watcher
- 4 The Black Locust

Appearance

d6 Appearance

- 1 A long haired naked woman with dark features and tears of black oil streaming from her face.
- 2 An indigo snake with blood pouring from its fangs.
- 3 A deadly dust storm of fire and vaporous Affliction surrounding their true form.
- 4 A small, seven-winged insect that in an instant can be as large as a mountain or as small as a grain of sand.
- 5 An old, white-skinned tiefling who speaks in rhymes and riddles.
- 6 Eyes stitched close, your five most loved ones holding hands in a circle, mouths moving in a ritualistic prayer. Each person witnesses a different collection of people.



THE SIXTH'S LAIR

Lair Actions: On initiative count 20 (losing initiative ties), The Sixth can take a lair action to cause one of the following effects; they can't use the same effect two rounds in a row:

- The Sixth casts the *reverse gravity* spell.
- The Sixth casts the *confusion* spell.

Regional Effects: The region containing The Sixth's lair is warped by their magic, which creates one or more of the following effects:

- Distances bend and distort within 6 miles of the Stronghold, making navigating in the area difficult.
- Four more suns which never set appear in the sky above the Stronghold, which results in a constant Kilning (see page 14).
- If a humanoid spends at least 1 hour within 1 mile of the Stronghold, that creature must make a DC 27 Wisdom saving throw or descend into a madness determined by the Desert Madness table (see page 111). A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

If The Sixth dies, these effects fade over the course of 1d10 days.

Rumors

d8 Rumors

- 1 This archfiend is more powerful than Burpuross himself.
- 2 If you find this Archfiend when the suns eclipse each other and present it with six orc skulls, six ash elf skulls, and six tiefling skulls it will grant you one wish.
- 3 It seeks out lost wanderers and provides them with the sweetest gift—death.
- 4 This Archfiend is nothing more than a hallucination caused by a dehydrated mind.
- 5 This Archfiend controls all the supernatural weather in Crifoth.
- 6 It isn't an Archfiend, but an ancient powerful being trapped in the earth who was released by the cataclysm following King Lothaire's bargain with Burpoross.
- 7 This Archfiend opposes Burpoross and is banished to the farthest sands.
- 8 It has a mortal weakness to pure water.

Main Goal

d10 Main Goal

- 1 This Archfiend is obsessed with the purity of primordials, and seeks to become one.
- 2 To dig into the earth, to the heart of Crifoth where it will slumber until Burpoross consumes the world, at which point it will explode and spawn a new world.
- 3 To consume the flesh of each of the other five Archfiends in order to gain their power and assume each of their best attributes. In doing so, it will become the unchallenged ruler of Crifoth.
- 4 To watch every death that occurs in Crifoth from the shadows disguised as an animal.
- 5 This archfiend can be seen, if undisturbed, counting all the grains of sand and stars in the sky. Its goal is to know everything there is to know in the universe.
- 6 Banished far from its peers at Hell's Heart, this Archfiend wants to break free of its prison and devour Burpoross.
- 7 This Archfiend is curious about what it is like to live as the mortal races do. They want to live a decade as an elf, a dwarf, a human, a ssuri, and an orc in that order.
- 8 To spread the Affliction to every corner of Crifoth.
- 9 To spawn the next generation of Archfiends and usurp the current ones. This Archfiend is building a mountain of corpses as a nest for its incubating brood.
- 10 Throughout the sands, this Archfiend's songs can be heard. It is a mournful song, but all who hear feel compelled to sing along. It loves its songs and wants all of Crifoth to be singing in harmony.

THE LEGION

The Archfiend's main source of power and might comes from tieflings who pledge their allegiance to carry out whatever orders their master demands. In return they get lodging, food, and water for their families and a steady supply of demon blood to keep them strong. Most legionaries would not choose to serve the Archfiends under less dire circumstances. However, it is one of the only ways to ensure survival.

The Legion is very strict and orderly with defined ranks and power. An Archfiend may command millions of legionaries—as is the case with Vytuzar—or take little interest and barely have enough to make a single centuria (a unit of 100 legionaries).

Most Archfiends command their Legion to guard their human pens and to protect their Stronghold against insurrection from forces like the Blood Knights. Some carry out missions in the Sands and the Scar, laying wastes to tribes, searching through ruins, or something else yet.

Praetor

This rank is second in command to the Archfiend and the mouthpiece that tells the Centurions the wishes of the Archfiend. This is the only rank that has any direct contact with the Archfiends themselves. They are all demons that have proven themselves worthy of this responsibility. They were created to be far more powerful than the average demon in both intelligence and strength.

It is rare for a Praetor to go out on a mission, as they are usually controlling the Legion's movements and deciding the next course of action. They will usually stay within the center of the Stronghold.

Centurion

This rank is made up of exclusively demons. They are usually humanoid, around eight feet, and clad from head to toe in blood obsidian. They are in charge of a centuria, which is a unit of one hundred legionaries. They act in the field, accompanying their Legion. Centurions are in charge of commanding legionaries on a small scale.

If a legionary is caught out of line, or has no more

use, a Centurion will rip out their soul, turning them into a pained abomination called a Hunter. This is a fate worth than death to a legionary, and through threat alone legionaries remain subordinate.

Legionary

This rank is made up a mixture of both lower class demons and Tieflings, though tieflings make up the majority of the armies. They too are clad in blood obsidian and often have the symbol representing their Archfiend painted on their breast plate. Legionaries have little to no say in what they do or the missions they carry out. As long as they do what they are told they have plenty of water and food.

Most Archfiends encourage their legionaries to have families, and they live in the ruined houses of old. Their children are taken and trained to be legionaries, continuing the cycle.

Ratcatcher

When a slave escapes or a legionary defects—known colloquially as an escaped “rat”—it is a ratcatcher that hunts them down and brings them back for whatever punishment follows. A ratcatcher is a legionary trained in the art of subterfuge, stealth, tracking, and torture, and hold a higher rank than other legionaries.





CHAPTER TWELVE: **REGIONS**

“Crifoth is a jealous and cruel mistress. She turns on you when you’re hungry, abandons you when you have few places to turn to. Only if you let go, embrace the savage nature, and release any inhibitions, only then will the mistress provide.”



PILGRIM'S FOLLY

MARN' GALOR

SUR TELYNTH

THE SCAR

MOUNT KEST

HELL'S WELL

MALICE

CRUCIBLE

THE SANDS

OASIS

TORMENT

DEVIL'S TEETH

CLEAVER

HELL'S HEART

DIRESTRAIT

DEAD MAN'S PASS

LAST HOPE

GUST HOLLOW



50 LEAGUES

REGIONS

Crifothis is a dead hellscape. This section details the various regions and their noteworthy locations.

The Sands

Vast expanses of yellow and red sand cover Crifothis's once lush landscape. The heat radiating from the ground sends swirling mirages into the air, driving even the most courageous to madness. This environment provides no reprieve from the heat. Stale winds form the sand into large, rolling dunes. Some dunes may envelop the remnants of ancient ruins while others conceal a beast waiting for unsuspecting prey. Horrible dust storms, rife with fire and affliction, can stir up at a moments notice, ripping flesh from bone. Numerous survivors become lost for years in the sands, believing they are traveling one way but end up returning to the very place they may have been running from.

This single expansive desert covers the majority of Crifothis. The areas of flat sand are easier to travel across than climbing over the dunes, some of which are hundreds of feet tall. Oases exist, but they are precious few and are claimed by those who would do anything to protect what little they have.

Since the sands have not been thoroughly charted, survivors rely on the few landmarks scattered across the desert. These landmarks have survived the onslaught of nature and provide either a place of refuge or a place to keep away.

Landmarks in the Sands

Name	Summary
Devil's Teeth	An endless maze of jagged bones taller than a man and sharper than a sword. They point in different direction and are almost impossible to make it through alive.

Hell's Well A place of legend and myth. It is said that deep within the bowels of Crifothis there is a maze of caves there holds an endless spring of clean water. If you make it here you could live your days safe from the demons' terror.

Oasis An extreme rarity in Crifothis. A pool of crystal clear water, surrounded by lush plant life, animals, and a small community of people. These people would do anything to keep their piece of paradise untainted and protected. It is rumored that a water primordial resides in this pool.

Dead Man's Pass An ambush spot where a cannibalistic tribe attacks those who are attempting to flee the Strongholds.

Gust Hollow An area characterized by large pillars of sand 8 feet high. When the wind weaves between these pillars it sounds like the screams of a dying animal. There is a small tribe that lives in Gust Hollow that mimics the sounds of these screams.

The Scar

Bordering the land between the Strongholds and the Sands lies a maze of dagger-like rocks and deep canyons. Rivers of lava weave their way through, creating impassable gaps and eroded labyrinths. The daunting escarpments and high visibility on top of these canyons force travelers to the ravine floor, which tend to loop back and lead to dead ends. While the Scar is slightly cooler than the direct heat of the Sands, the canyons come with their own dangers. They are filled with beasts and scavengers who hide in nooks and winding passageways.

There are two ways to traverse the Scar. Both are equally challenging and dangerous. Walking on the ravine floor could provide food, water, and shelter, but is more dangerous due to beasts, bandits, rockslides, and demons. Traversing the tops of the

canyon involves an unsafe scramble up hundreds of feet of loose rock, unsteady footing, and increased visibility to possible pursuers.

There are several tunnels, caves, secret hideouts, and even underground lakes rumored to lie somewhere within the Scar.

There are many who have entered these badlands but have not been able to escape, wandering through the mazes for the rest of their short lives.

Landmarks in the Scar

Name	Summary
Mount Kest	The infamous erupted volcano where Burpoross and his demonic army emerged from and wrought havoc upon Crifofoth. At one time this mountain represented strength and might, but now it sits as a smoldering reminder.
Marn Galor	The desolate halls of a mighty kingdom in the mountains that was home to the Dwarves. Now everything has been plundered and all that remains are skeletons. There are rumours that the remains of the King of the Dwarves still sits on his throne, scepter in hand.

Last Hope

Crifofoth has a coast, one that centuries ago harboured ports and ships. This ocean used to serve as a place to trade with other lands and as a source of food. This ocean's name was the Igwyn Sea but now it is known as Last Hope. Survivors attempted to escape Crifofoth by means of boat or swimming. However, when the demons attacked, they not only tainted the lands but also the water around Crifofoth. There are not only horrors that live in the watery depths but the water itself kills anyone who touches it. It eats at flesh like acid as well as any boat. Despite all of this being well known, people still test their luck.

Sur'Telynth

Sur'Telynth was the home of the elves in Old Crifofoth. When the demons came, most of the elves retreated into Sur'Telynth and created a barrier to

seal themselves from this world-ending threat.

Sur'Telynth has remained this way for centuries, with lush green forests, flowing streams, and rainbows of flowers. The edge of this forest has remained eerily silent, however, without any signs of life—no birdsongs, no footpaths, no wanderings foals. Some think the elves died off long ago within their own prison.

Outside of Sur'Telynth's barrier is a small encampment called Pilgrim's Folly where those who have tried to enter Sur'Telynth have failed. The people of Pilgrim's Folly have survived through catching small bits of rain and eating the fruit of plants that fall on their side of the barrier.

Beyond the Sands

There are those who have tried to travel further east, away from the Strongholds and deeper into the Sands to see what lies beyond. Those who have walked through the sands say there is a giant dried inland sea. This salt flat goes on far into the horizon and no one who has entered has ever returned.



REGION GENERATOR

The expanses of Crifoth are unmapped and untraveled and could contain almost anything. The following tables can be used to generate a region of Crifoth's wastes for gameplay. Starting with an empty piece of paper, roll an assortment of dice and note where each die fell, the type of die, and the number it rolled. You can roll multiple of the same type of dice, one of each, or anywhere in between—this choice will affect the final result. For example, rolling multiple d4s will generate many sources of water in this region—perhaps intended for an area of relative bounty that sustains different tribes or survivors.

The end result of this activity produces a region complete with features, landmarks, and possible adventure sites.

Source of Water

d4 Sources of Water

- 1 River, turned to oil long ago.
- 2 Dried lakebed with scarce vegetation.
- 3 Stagnant pool hidden in shade.
- 4 Crystal clear spring.

People

d6 People

- 1 Only skeletons and corpses give any indication of the people who once lived here.
- 2 A Legion outpost with 2d8 legionaries.
- 3 The home of a solitary hermit known to both bless or curse based on their fickle disposition.
- 4 A camp of 1d6 survivors.
- 5 A Cruor of 1d8 Blood Knights.
- 6 A tribe (see Tribe Generator, page 16).

Lair

d8 Lair

- 1 Empty. Whatever had lived here has long since left or died.
- 2 A hive of giant, flesh-eating insects.
- 3 A den of a predatory animal with cubs.
- 4 A group of 2d12 cannibalistic wastelanders. Roll a d4 for race. 1: ssuri, 2: humans, 3: ash elves, 4: orcs.
- 5 1d4 giant tunneling worms.
- 6 A demon carrying out a mission for its master.
- 7 A dragon. Roll 1d6 for type. 1: bone, 2: water, 3: fire, 4: storm, 5: light, 6: air
- 8 A rogue demon.

Landmark

d10 Landmark

- 1 Mount Kest in the horizon.
- 2 Pile of Afflicted bodies set ablaze.
- 3 A lone silhouette walking on the sands.
- 4 An old stone wall, unattached to anything else.
- 5 Derelict sailing ship stranded on the sands.
- 6 Large murder of crows circling a heap of something unknown.
- 7 A large encampment with tents.
- 8 A large statue of a woman, naked, with the head of a raven. The statue stands 15 feet tall and is made from sandstone. Not even the harshest sandstorm seems to mar it.
- 9 A herd of bounders, laying in the shade beneath a solitary tree. They have caught some sort of lizard and are fighting over it.
- 10 A massive obelisk made from magma, obsidian and blood. It resembles that of the Archfiend's towers in the Strongholds. It pulsates red if you approach it and whispers the horrific fates of your loved ones.

Ruin

d12 Ruin

- 1 Dwarven fortification.
- 2 Elven embassy.
- 3 Monastery dedicated to an old god.
- 4 Arcanist's laboratory.
- 5 Open marketplace buried by volcanic fallout.
- 6 Public bathhouse.
- 7 Library.
- 8 Communal temple to worship multiple gods.
- 9 Academy for young students.
- 10 Dwarven mine.
- 11 Noble's house.
- 12 Old armory.

*If you want to create a more in depth ruin, use the following supplement tables.

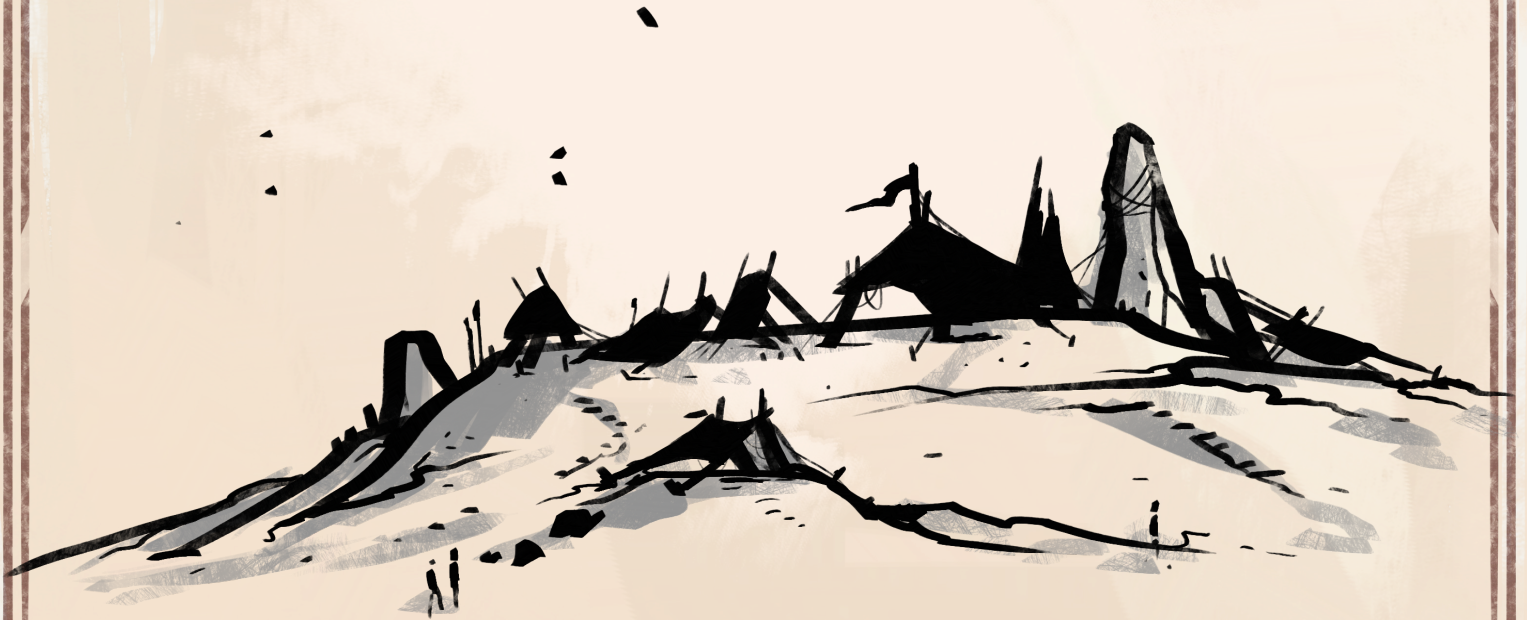
Supplementary Ruin Tables

State

The passage of time has left the ruin...

d8 State

- 1 Immaculate and nothing is out of place. It looks as though it hasn't gone a day without upkeep.
- 2 Open but about three quarters of the ruin has caved in and is impassible.
- 3 Totally ruined with little to nothing left. There is still evidence of a structure here at one point in time, such as fallen pillars and chiselled pieces of stone.
- 4 On the verge of collapse—one wrong move or push could crush anything and anyone inside.
- 5 Blocked. Because of this the rest of the ruin has not been touched since its last residence centuries ago.
- 6 Still intact but is obviously worn due to the passing of time and the elements.
- 7 Intact but dusty, forgotten and has been buried beneath the sands.
- 8 Gutted by scavengers long ago. Very little remains of the history of this ruin.



Size

This ruin is...

d6 Size

- 1 Just one room, or perhaps a large space distinct from the surrounding environment.
- 2 Tiny. This ruin is either very small or most of it has caved in or is impassible. There are 2-4 rooms in this ruin.
- 3 Small. 5-7 small rooms. Rooms are situated close together.
- 4 Medium. 8-10 similar sized rooms.
- 5 Large. 11-14 rooms of different sizes and many winding hallways.
- 6 Gigantic. This ruin is as large as a small town with many different passageways and rooms. There are 15-20 rooms in this ruin.

Feature

The ruin is unique in that it has...

d12 Feature

- 1 Many puzzles and traps meant to deter unwanted scavengers.
- 2 Openings that are filling the ruin with sand, blocking off exits and entrances.
- 3 Many fissures and is prone to collapse if something were to hit the walls.
- 4 Sheer winds howl through the ruin that sound like haunting voices.
- 5 An obsidian monolith etched with strange markings.
- 6 Two warring tribes that use it as neutral ground.
- 7 A river of magma bisecting it, making the ruin swelteringly hot.
- 8 Fresh corpses strewn about—the victims of a ritual sacrifice.
- 9 Hasty chalk writing that marks every wall, floor to ceiling.
- 10 A river of Affliction bisecting it, with dead afflicted floating down it.

d12 Feature

- 11 An odd aura that causes those within to feel the toll of hunger and thirst faster than normal.
- 12 Inch-deep white ash covering every surface.

Inhabitants

Within this ruin lives...

d12 Inhabitants

- 1 A primordial dragon lies in slumber in the depths of the ruin. This primordial dragon hoards bones and will rip out the bones from any wanderer that enters its lair.
- 2 Small reptiles who have consumed almost everything that isn't stone.
- 3 A Cruor of Blood Knights, seeking respite from the harsh wasteland.
- 4 A group of three ash elf delvers who are searching for the lost lore of their ancestors.
- 5 Dozens of undead trapped because of an arcanist's experimental Sigil gone awry.
- 6 Crazy cannibalistic ssuri who have made this ruin their home.
- 7 Five legionaries who are attempting to set up a legion outpost.
- 8 Nothing. The ruin is completely empty.
- 9 A hive of giant flesh eating wasps.
- 10 A solitary demon (roll on the Demon Generator on page 115)
- 11 A group of 25 orcs on an Everhunt, tracking down a demon.
- 12 Haunting specters and ghosts from the past.

Decorations

Within a room of this ruin is...

d20 Decorations

- 1 A sacred sword placed delicately on an altar. The sword cannot be moved from its spot.
- 2 Twenty-five windchimes hanging from chains. They all seem to play at once for ten second intervals.
- 3 Tapestries threadbare depicting pastoral scenes during sunrise and sunset.
- 4 A huge set of scales that are 5 feet tall. No matter what you put on either side of the scale they will always be equal.
- 5 A semi-circle of wooden chairs facing one chair with spikes covering the seat and back.
- 6 Two bowls on an altar. One is filled with black oil the other is filled with milk.
- 7 A brass bowl stained and corroded from sheep's blood.
- 8 Stained glass windows that depicts the defeat of Xenos. They are extremely weathered and aged.
- 9 Golden peacock statue that stands eight feet tall with jewelled wings.
- 10 A bare room with only a plain wooden podium at its center.
- 11 Rows upon rows of coffins. Some are empty, others are not.
- 12 An obsidian altar with a jewelled book on a pedestal. The book is empty.
- 13 A steel shield resting against a wall. Depicted on the face is an eagle with a snake in its claws.
- 14 Ten statues of robed men in a circle each balancing a small glass globe on their fingertips.
- 15 Stretched canvas from wall to wall covered in colourful paint strokes and hundreds of hand prints.
- 16 A skylight that illuminates the exact center of the room. Under the skylight is a silver chair.

d20 Decorations

- 17 Rows of potted plants that are still in bloom and green despite centuries of neglect.
- 18 A large pool that when gazed into show visions of the Chaos.
- 19 A coin box to collect tithes and donations.
- 20 Five mummified decapitated priests of the five sisters. They are holding hands and standing in a circle. Their heads, mouths agape, rest in a bloodstained bowl on the other side of the room.



Oddities

An object of interest in this ruin is...

d100 Oddities

- 1 A small, scuffed arrowhead. The steel arrowhead is painted with green chipped paint. It seems to warm up during the day.
- 2 A small gold coin with the profile of a king etched into it.
- 3 A small effigy of a human woman made from interwoven twigs.
- 4 Metal rank of insignia of an ancient army.
- 5 Three primitive, flint dagger blades.
- 6 An idol of man made from black stone that glows a faint blue in the moonlight.
- 7 A bundle of dried old herbs and spices that when lit let out a lovely aroma.
- 8 A map of an unfamiliar land with writing in ink that has run to the point of being illegible.
- 9 A hair brush that when used changes a person's eye colour.
- 10 A preserved skull of a dwarf set upon a wooden altar.
- 11 A small leather bound notebook. Inside is a list of people's names and some of the names are crossed out in red ink.
- 12 A piece of flint and tinder that when struck produce a turquoise flame.
- 13 A necklace filled with gems that change colour based on the user's mood.
- 14 A small charm made from pearls and tied together with leather thonging.
- 15 A club made from an extremely large femur bone.
- 16 A small, wooden toy wolf that always returns to its owner's pocket.
- 17 A set of bone dice that screams when rolled.
- 18 A small tin containing fermented cabbage.
- 19 A mirror that makes the looker appear ten years younger.
- 20 A tin of blue powder that glows when it comes into contact with your skin.
- 21 A set of simple yellow robes that never rip or tear.
- 22 A scarlet rose resting in a vase that is still in bloom. As soon as the flower is removed from the vase it will wither and die.
- 23 A small glass bottle of salt water.
- 24 An artificial stone eye in a glass jar full of blue liquid. The eye seems to follow anyone who passes it.
- 25 A sac filled with iridescent scales that are cool to the touch.
- 26 A metal tankard with the letters H.F. engraved on the bottom.
- 27 A sac filled with intricate bird feathers of every colour imaginable.
- 28 A rapier that never dulls or breaks.
- 29 A wooden humanoid figure on a stand that changes position when you aren't looking.
- 30 A fire-blackened claw of a huge beast.

d100 Oddities

- 31 A small pillow and blanket filled with bird feathers.
- 32 A rat preserved in a jar that is filled with a foul smelling liquid.
- 33 A white lace dress that is covered in fresh blood.
- 34 A small glass container filled with ink.
- 35 A lock of long braided blonde hair resting in a bowl of water. If the hair is taken out, it turns grey.
- 36 A stuffed and preserved hand of an old world elf.
- 37 A metal tin containing ashes that smell sweet like honey.
- 38 A walking cane topped with a metal sculpture of a dragon.
- 39 A ring made from elven silver that fits any finger perfectly.
- 40 A piece of snake skin that has strange designs burned into the scales.
- 41 A small flask filled with green dye that dyes skin on contact for days.
- 42 A small empty wooden box with a hidden compartment.
- 43 An oak divining rod that glows when water is close by.
- 44 A wax figure that eerily resembles whoever is holding it.
- 45 A leather pouch containing 20 orc teeth.
- 46 A wooden horse that is only half carved out.
- 47 A vial of oil that smells of rotting meat.
- 48 A single leather boot laced with golden thread.
- 49 A crystal prism that casts humanoid shadows when shone into the light.
- 50 A glass globe containing a small tree, grass, and soil. Every so often clouds will form in the globe and rain.
- 51 A small elven statue playing a flute. Every so often you can hear soft music coming from the statuette.
- 52 A crystal sphere that holds a tiny obsidian sword in the center.
- 53 A crown made from ice that is cold to the touch but never melts.
- 54 A vial of sticky sap.
- 55 A slip of parchment with the words "I am not dead" written in Common.
- 56 The diary of a travelling bard that is full of sappy poetry and terrible verse.
- 57 A flask of black oil. This is not the Affliction, just black oil.
- 58 A bunch of deer antlers tied together in a bundle.
- 59 A metal tin filled with a salve that numbs the skin for a few seconds.
- 60 A vial of red liquid that gets warm when danger approaches.
- 61 A tiny humanoid skull with jewelled eyes that seems sentient when you look at it.
- 62 A small branch of a tree that occasionally catches on fire for a few minutes then goes out without any damage.
- 63 A burlap pouch full of fingernails.
- 64 A blue gemstone shaped like a flame.
- 65 An orc's heart, bound in linen, placed in a clay jar.
- 66 A bracelet created using braided ligaments with charms carved from bones.
- 67 A fiddle that anyone can play with talent. However it only plays the same haunting tune.

d100 Oddities

- 68 A vial of blood. The insignia etched into the vial is of old human royals.
- 69 A jar filled with reptile eyes.
- 70 An empty sword scabbard.
- 71 A vial filled with a viscous green liquid.
- 72 Ten marbles of different shapes and sizes placed in a small wooden box.
- 73 A chalice that is always filled with blood.
- 74 A human skull no bigger than a rats skull.
- 75 A mirror that makes the viewer appear 20 years older.
- 76 A scroll filled with elven verse about the conquests of Sul Sunkissed.
- 77 A small tube that emits a smoke that smells of oranges and provides a euphoric feeling if inhaled.
- 78 A bag of black beans that when consumed provide energy and alertness.
- 79 A pair of leather shoes that leave red footprints wherever you walk.
- 80 A feather that shimmers a bright yellow in the sunlight.
- 81 A quill that can write on any surface permanently.
- 82 A set of long earrings made from seashells.
- 83 A ring that changes colour based on the wearer's mood.
- 84 An animal skin flask that changes the taste of whatever liquid it contains.
- 85 A stuffed raven.
- 86 A necklace that gives the wearer a paranoid feeling.
- 87 A piece leather that has a blue tint and is extremely soft to the touch.
- 88 A human scalp with a map tattooed onto the skin.
- 89 A scroll that reveals a different Sigil whenever opened.
- 90 A bag of beans that vibrate when near vegetation.
- 91 A pair of leather gloves that make the wearers hands extremely soft and smooth.
- 92 A burlap bag that always holds less than you think it should.
- 93 A statuette that resembles a loved one who has died. Occasionally the statuette says a nonsensical string of words in the loved one's voice.
- 94 A pendant of a golden beetle with red jewels for its eyes. The red eyes always seem to be looking at you.
- 95 A key with a silver bird as the handle.
- 96 A windup music box that plays a familiar tune.
- 97 A small book filled with etching of different leaves.
- 98 A padlock that is locked. A small etching of a raven is above the lock.
- 99 A vial filled with a liquid metal. The vial is ten times its typical weight.
- 00 A shard of obsidian glass that is surrounded by one foot of darkness.



CHAPTER THIRTEEN: AFFLICTION

“We saw a pool in the distance. Our parched tongues yearned for water. But when we got there, what filled the pool was not water, but a black oil. We warned him, but Hadrid continued for the pool. It was too late. I remember his face, frozen in fright over that pool, as the liquid sprang to life, wrapping itself around his arms, absorbing into his skin, and snaking through his veins. He screamed as it ate him. What emerged after was no longer Hadrid, but something worse. And that something was coming to kill us.”

AFFLICTION

The Souls of the Lost

When Burpoross and his Archfiends conquered Crifoth, they brought with them death and destruction in the forms of natural disasters and ravenous demon armies—but perhaps the most devastating blight they wreaked upon Crifoth wasn't anything the Archfiends planned for: a plague that spread across the sands and defiled all life. The survivors named it The Affliction.

Souls carry more than just the power of the divine. Souls are closely tied to their hosts—as their host humans grow, they absorb the emotional traits that the human had during their life. When a demon or Archfiend consumes that soul, they also consume its emotional aspects. When a demon or archfiend is slain and not entirely consumed, the souls of the trapped humans escape in the form of a black tar substance. Being trapped inside the demons has changed them, tainted them. After these souls ooze out of the demon, they spread across the landscape consuming everything in their wake. Its tendrils slide across the sand and leaves behind black, sticky veins across the landscape. In its wake, water turns to oil, and life to death.

The Afflicted

When someone comes into contact with the Affliction, the disease acts as a parasite that latches onto them and is absorbed through their skin. The Affliction causes severe pain and deformation on its host. Large painful sores filled with the Affliction begin appearing across their body. They secrete the black oil through every orifice. The Affliction is a guaranteed death sentence as it feeds on the host. The amount of time that person survives is seemingly random as the Affliction seems to feed at different rates for different people.

Not all Afflicted are banished by their tribe or group; some have been able to hold their standing by taking on the Affliction upon themselves. They are called Plaguebearers or the Burdened, respected but forever held at a distance. They live just outside their tribe's camp, only to be called upon when there are signs of Affliction. This comes at a cost.

The more Affliction they take on, the more they suffer and the shorter their life expectancy is.

Human souls who have been affected by the Affliction are corrupted and are no longer useful for Demons or Archfiends to consume. Archfiends have successfully kept much of the Affliction outside of the Strongholds with massive walls of fire surrounding the city.

Demonic Resistance

Those who are imbued with demonic blood (including demons, Archfiends and tieflings) are immune to the effects of the Affliction. The Affliction will often retreat from any of these creatures, almost repulsed by their presence.

A way to cure infected humans is to turn them into a tiefling. Other races such as orcs, ash elves, and ssuri will often use tiefling or demonic blood as a way to stave off and alleviate the symptoms of the Affliction, though drinking the blood is not a cure.

Cleansing Fire

Fire is the only thing non-demonic creatures have found to keep away the Affliction. Whenever someone comes across a pool of oil, they usually set it ablaze in order to get rid of as much of the Affliction as possible. However, even if a small amount remains, it can still be deadly to those around. Creatures of the wastes who are affected with the Affliction are usually killed and burned far away from the tribe.

THE DISEASE

The Affliction manifests itself as long tendrils of black oil. It has no odour or sound as it moves slowly across the sands. The Affliction appears as though it may have some sentience because it is attracted to and follows living things. The disease is only spread through direct contact with the Affliction.

Infection

Those who come into contact with the Affliction are immediately infected, requiring a DC 15

Disease Progress

Stage Effect

- 1 The Affliction courses through your veins, forever changing you. You have resistance to necrotic damage, but vulnerability to fire damage.
- 2 You know only pain, but the Affliction refuses to let you die. Your Grit point maximum is halved, but your Blood point maximum is doubled. Whenever your Grit point maximum increases (such as by gaining character levels) it only increases by half that amount. Inversely, whenever your Blood point maximum increases, it instead increases by double that amount.
- 3 Your flesh knits itself in horrid ways. At the beginning of your turn, if your Blood point total is below half its maximum, you regain 1 Blood point. However, Medicine checks made to heal you are made with disadvantage.
- 4 You die and the Affliction remakes you into some bloodied horror. You are now under the control of the Game Master.

Constitution saving throw. Being fully immersed in Affliction causes this saving throw to be made with disadvantage.

Once a character is infected, they contract Affliction (Stage 1). At the end of every week after infection, the infected character makes another saving throw. A success means the Affliction does not advance. On a failed save, the infected creature advances in the disease by 1 stage.

Whenever you advance in a stage of Affliction (or contract the disease) roll once on the Mutation table.



Physical Characteristics

Black veins, festering wounds, blooming flesh, and skin that flakes with every step—these are some of the mutations that wracks the afflicted. They are no more than shadows of their former race, overtaken by the new body the Affliction forces upon them. The Mutation table serves as inspiration for determining how the Affliction warped and mutated the body.

Mutation

d10 Mutation

- 1 A chaotic network of bulging, jet black veins covers your skin.
- 2 Your teeth have fallen out, replaced by glossy black fangs.
- 3 Your form is gaunt and skeletal—practically skin and bones.
- 4 Vermin follows you wherever you go.
- 5 The flesh of your face has bloomed, forming folds and bulbs in a ridge on your head.
- 6 Your voice is raspy and you frequently cough up black, oily blood.
- 7 Your skin looks like flaking charcoal. You do not bleed.
- 8 You have lost all your hair. In its place are numerous long, prehensile tendrils.
- 9 Festering bony protrusions stud your body.
- 10 Your skin secretes a black, sticky ichor that you can't seem to wash off.

Curing the Affliction

The means of curing Affliction are below. Each reduces your Affliction Stage by 1. If this would reduce your Stage to 0, you are instead cured of Affliction.

- Whenever you take 10 or more points of fire damage (after vulnerabilities) from one attack, spell, or other effect.
- Consuming one unit of demon blood. Each consumption causes the consumer to take 10 points of necrotic damage. If they are a human, this begins their tiefling transformation.
- Other means, determined by the Game Master, usually involving a quest or some great task.





CHAPTER FOURTEEN: PRIMORDIALS

“Every stone, every grain of sand, every broken tree screams. They wail, they cry, and they mourn. They feel the pain of the world as you and I would feel a blade to the stomach.”

“They call to us. If only you had the ears to listen.”

PRIMORDIALS

A World of Spirits

Within everything is a spirit, great or small. They came into being as the first tears were shed, first rays of sunlight fell on the land, and the first wave that crashed against the shore. They are a product of creation from the powerful entities of the Chaos and have always represented equilibrium of the good and the bad within the physical world. Since the beginning of time, these spirits have slept, letting their essence be influenced by natural events. With the arrival of demons, these spirits have grown enraged at the destruction and have awoken from their millenium-spanning slumber.

These spirits are the primordial-ancient beings who are the physical embodiment of each and every concept and thing imaginable, from hunger to pain, rain to wind, storm to sorrow. There are millions of primordials that range in power, size, and conviction.

The table below provides some ideas of what the primordial physically embodies.

Primordial Embodiment

d20	Embodiment
1	Sand
2	Growth
3	Water
4	Wind
5	Earth
6	Vengeance
7	Sun
8	Happiness
9	Anger
10	Hunger
11	Thirst
12	Affliction
13	Pain
14	Beasts
15	Vitality
16	Sorrow
17	Guilt

d20 Embodiment

18	Love
19	Pride
20	Fire

Crifothis's New Gods

The old gods of Crifothis have been long forgotten or are hated for their absence. In their stead, primordials are worshipped. Primordials grant magic to their followers, allowing themselves to be called upon by those who share their motives. The magic of a primordial is raw, unbridled, and chaotic.

Primordials will often provide what they can to those who swear to protect them, whether that be food, water, or shelter. Because of this, tribes crop up around a primordial, worshipping it and providing offerings. The tribe swears an oath to the primordial to carry out its demands. Some primordials enlist the help of their spawn, the incarnum, to act as mouthpieces, spreading their convictions across the sands like missionaries.

War against Demons

Primordials are the strongest entities opposing the demons and they might be able to turn back the tide of demons, if it weren't for their lack of unison, and the Affliction killing them.

There is a lack of accordance among the primordials. Since Primordials are the embodiment of one aspect, their views of the world are intense and it influences their every action. Two primordials who are complete opposites (rain/fire, bounty/hunger) refuse to speak to each other even if their main goal is the same. A primordial's opposite, and anything close to it, is their sworn enemy.

The demons and Archfiends of Crifothis have amassed a substantial amount of power from the souls of humans, and it is difficult for the primordials to stand at an equal power. Primordials gain their power from how much of their physical embodiment is represented in the world. With so much of the resources in Crifothis lost or rapidly depleting, there are few primordials with enough power to stand against the Archfiends.

Dragons, Corrupted Primordials

Dragons are terrible things in Crifoth. They are great beasts of unmatched greed. They are what a primordial will become when exposed to the Affliction—a bastardization of their former selves, no longer concerned with protecting the balance of the world. They are corrupted into hoarding the element they once represented proudly. A water dragon lairs at the centre of a dried-up sea, dusty corpses and pillars of salt peppering the land as all the water in the area is absorbed into the twisted elemental. A storm dragon flies the dusty skies, eating storm clouds before they can bless a village with a drop of rain. A bone dragon rips the bones out of its victims' very bodies to amass its hoard.







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WELCOME TO CRIFOTH

Demon invaders ravage the landscape. A wasteland of death spreads to each corner of the world. Water is fought over with blood and steel.

Will you rise to face the tide of demons, or will you succumb to the hostile elements?

This book contains:

- Character creation options including subclasses, spells, and feats catered to the harsh world of Crifoth.
- Game mechanics to give your games a focus on lethality and survival.
- A few dozen roll tables full of ideas to bring your game to life.

