

BEINGS
FROM
BEYOND

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THIS BOOK AND THE BEYOND

Beyond the veil that lies between worlds, are beings of unimaginable power. Some are creatures of blazing beauty and transcendent revelation. Others are stains upon the fabric of reality itself, unspeakable entities before whom eons are instants, and whose dark designs span the universe. BEINGS from BEYOND is your guide to these entities, known to mortals as Demons, Devils and Angels.

This book is a resource designed to aid Gamemasters and players looking to add the inhabitants and powers of foreign dimensions to their role-playing adventures. The key principles that have informed it, and should assist the reader in using it, are as follows:

1: MODULARITY

Each part of the book is designed to be used separately from the others. Feel free to mix and match different parts of the book, use the lore attached to some creatures without employing that related to others, and so on.

2: CROSS-COMPATIBILITY

Although statistics are included for 5th edition, and lore is provided for each of the major types of creatures, the book is intended to be a source of inspiration and support for any fantasy role-playing system. In particular, the

Demon and Incandescent generators are a great way to create descriptions and powers for all manner of fantastical beasts and spirits.

3: GRANDEUR & STRANGENESS

The BEYOND is bizarre, mysterious and overwhelming. Their presence should invoke fear and awe, even where they are “on the same side” as the players. The contrast between a mundane material world and the grand and unknowable power of outer spheres, is an endlessly captivating one. When that atmosphere is captured on the gaming table, it is a powerful and exciting experience, and one this book is specifically designed to elicit.



DEVILS

If Devils dreamt, they would dream of a boot stamping on a human face, forever. If Devils cried, they would shed tears only if there were no more worlds left to conquer. Disciples of tyranny, and devotees of the principle that might makes right, Devils scheme eternally for the conquest of the multiverse and the utter subjugation of her peoples.

Each Devil is a unit in an organisation so large that its scope is barely comprehensible; a vast bureaucracy which stretches from the endless spires of Hell, to the ashen skies of a million enslaved worlds, to the palaces and forums of a hundred thousand more, each in the process of infiltration. That such a machine can even exist, let alone prosecute reality-spanning wars against Demonic and Angelic forces, is a testament to Devils' ruthless efficiency, intelligence and technological supremacy.

This is not to say that Devils lack physical strength. Standing a head taller than a man, with jagged tusks, a skull topped with a crown of metallic spikes and arms terminating in vicious claws; Devils strike fear into even experienced mortal warriors. They are yet more terrifying for their lack of eyes; possessing in their place a vividly glowing blue number, that marks out their precise ranking in the fiendish hierarchy. Finally, if this were not enough, they can harness the stifling cold of Hell to breathe clouds of liquid nitrogen over enemies, turning them into brittle statues. But despite these advantages, a lone Devil can be outnumbered and overpowered by mortal heroes, and will usually be defeated in solitary combat with a Demon or Incandescent.

What, then, has undergirded the advance of Hell? The answer is fourfold. First, Devils reserve direct assault for rare situations, preferring instead to infiltrate existing power structures, conquering civilisations from the inside out. Able to shape change into any humanoid they have seen, to disguise their alignment, and to consume the memories of those they kill, they are perfectly suited to subterfuge. Second, Devils are immensely intelligent. This allows them to manipulate and control the actions of others, often without them even being aware of it; and to prepare countermeasures against plausible enemy action.

Third, Devils are knowledgeable. For them, the laws of the multiverse, and the learnings of its civilisations, are chains with which they can bind worlds to their will. Centuries spent studying forbidden knowledge in the bottomless library vaults of Hell grants them incredible abilities they can use to awe, bribe, blackmail, convert or kill their way to power. Meanwhile the vast sums of data they collect on "targeted" Prime Material worlds, coupled with their deductive capacities, supply them with important secrets about these worlds' histories and political situations, which they are adept at turning to their advantage.

Finally, when Devils do enter open warfare, as they must against their Demonic enemies, they do so with overwhelming technological superiority, the product of millennia of internal research and external theft. To fight a Devil is one thing; but to fight a Devil commanding a war machine the size of a town, with gun batteries, anti-magic fields, flamethrowers and a crew of thousands of human conscripts, is quite another.



I. GENERATING A DEVIL

When creating a generic Devil, such as might be found as a bureaucrat in a hellish spire, or an officer in a Diabolical army, merely copy the stat profile below...

Name: Roll 10d10 for each digit of the Devil's birth number, which identifies the order in which it was created (treating a ten as a zero). Then Roll 10d10 for the Devil's rank number, which identifies his current standing in the Hellish hierarchy. Link the two with a dash to generate the Devil's name.

Alignment: Lawful Evil

Creature Type: Fiend

Size: Medium

Armour Class: 18

Hit Points: 80

Speed: 30ft

STR 16 (+3), **DEX** 16 (+3), **CON** 16 (+3), **INT** 20 (+5),
WIS 18 (+4), **CHA** 18 (+4)

Saving Throws: Intelligence +10, Wisdom +9, Charisma +8

Skills: Perception +6, Stealth +6, Arcana +10, History +10, Religion +8, Deception +10, Persuasion +5, Insight +8

Damage Immunities: Cold

Senses: Darkvision 120ft

Languages: Any

CR: 5

Multiattack: The Devil makes two attacks, one with his fanged maw and one with his clawed hands.

Fanged Maw: *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 15 (2d10+4) piercing damage plus 4 (1d8) cold damage.

Clawed Hands: *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 11 (2d6+4) slashing damage.

Liquid Nitrogen Breath (Recharge 5-6): The Devil sprays liquid nitrogen in a 15ft cone. Each creature in that line must make a DC 14 Dexterity saving throw, taking 50 (11d8+1) cold damage on a failed save, or half as much damage on a successful one.

Shapeshift: The Devil can transform into an exact physical copy of any humanoid he has seen, including imitating their speech and clothing.

Alignment Shift: When targeted by spells that reveal his alignment, the Devil can have himself appear to be any alignment he wishes.

Memetic Consumption: By consuming the brain of a freshly (4d6 minutes) killed humanoid, the Devil gains access to their memories over the past 1d4 years.

Hellish Reincarnation: When killed, a Devil's body reforms in Hell after exactly 666 days, although he will be demoted in the Hellish hierarchy (depending on how blameworthy his circumstances of death were). Devils killed in Hell die permanently.

If you are creating a Devilish Mastermind, such as might be found orchestrating a Hellish conspiracy to conquer a planet, or as a Prince of a Devilish Principality, use the generic Devil statistics above with the following changes:

Devilish Intelligence: Increase the Devil's intelligence to 26 (+8) and his intelligence save to +13.

Devilish Knowledge: Roll once on the **Devilish Masteries** table and once on the **Devilish Secrets** table, or pick one piece of knowledge from each table, to represent this.

Devilish Ingenuity: Once a session, in response to a player's action targeting the Devil, the GM can improvise a countermeasure the Devil has crafted against this action. He then describes the countermeasure, which should be a plausible preparatory action the Devil has taken to thwart the stratagem the players are attempting. For instance...

Player: "I pull the seal from my pocket and tell the Prince that we're members of the Holy Inquisition, and have the authority to arrest that man, regardless of how close an ally he is!"

GM: "Interesting... hmmm... well Lord Ampersand produces a letter of his own. He leans over to the Elector Prince and says that he received this communication from the Pope last week, to the effect that a gang of rogues known to be impersonating Inquisitors may be heading through the Eastern Dominions, that they would be trying to cause disorder, and that they should be executed if caught."

Only once the players know that a particular "character" is actually the Devil in disguise, should the GM declare that he is "using Devilish ingenuity". However, once the players are cognisant that their enemy is a Devil, they can "contest" the use of Devilish Ingenuity, representing a battle of wits between the players and the Devil.

After the GM has declared the nature of the Devil's countermeasure, one player (and one player only) can choose to contest it. To do so, they first declare a plausible preparation they could have taken to render the countermeasure ineffectual. If the GM thinks this might work, the contest goes ahead. If not, the contest is called off. If the contest goes ahead, the player rolls a DC18 intelligence check. On a failure, the contest is unsuccessful, and Devilish Ingenuity recharges, such that the Devil can use it again later in the session should he wish. On a success, the player's countermeasure takes effect. If it required the expenditure of gold, spells or other resources, those are deducted from the players immediately. For example...

GM: "Lord Ampersand..."

Player: "Who Is Definitely Not a Devil"

GM: "...is leading his procession of followers down the defile towards the cave mouth, the moon is high and..."

Player: "I hit him in the face with fireball and give the order to CHARGE!"

GM: "OK, I'm using Devilish Ingenuity. Ampersand was worried that this passage was a perfect place for an ambush; so he sent some of his followers ahead of time to cover the overlooking ridges with Devilish mines. As your troops appear at the ridgetop, he pulls out the detonator and presses the trigger. Does anyone want to contest?"

Player: "Definitely. We've dealt with this kind of thing before, so I would have ordered the men to dig for traps on the ridgetop. If they'd found the mines, we would have reburied them right along the path Ampersand is taking!"

GM: "Wow, I love it. Give me a roll." [Sound of dice, followed by celebrations]

GM: "Blue and white explosions blossom along the valley floor, shredding Ampersand's bodyguards into crimson mist and flinging burning rocks up past the ridgetop. He... [more dicerolling]... leaps away, just avoiding the worst of the blast."

Player: "...and then I hit him in the face with fireball!"



I.I DEVILISH MASTRIES

Roll 1d20 on the following table to generate a technique or skill the Devil has mastery over.

Dice	Mastery and advice on how this might be used
1	<p>The Devil knows how to concoct poisons from even the simplest and most innocuous ingredients; given access to a laboratory, he can create concoctions of incredible potency and insidiousness (tasteless, scentless, colorless, dispersible via air, water or contact).</p> <p><i>With such knowledge he could, for instance, blackmail a city state by threatening to release poison into their water supply.</i></p>
2	<p>The Devil is a master alchemist, able to turn base metals into gold (or silver, diamond, etc.).</p> <p><i>Devils have used such knowledge to hire mercenary armies, make themselves the heads of oligopolies, bribe loyal nobles into rebellion and create hyperinflation crises in rival kingdoms.</i></p>
3	<p>The Devil can synthesize a variety of incredibly addictive drugs, some of which induce crippling dependency on a single dose, and certain death on attempted withdrawal.</p> <p><i>Addicting the nobility will make them dependent on the Devil, who may attempt to do so unwittingly should they fail to succumb to the wiles of his dealers.</i></p>
4	<p>The Devil can craft elixirs which cure hitherto untreatable diseases and extend human life indefinitely. However, these come with a terrible cost: for instance, requiring diabolic rites of human sacrifice, or binding the imbiber's soul to eternal servitude in Hell.</p> <p><i>The Devil may create a cult around these healing draughts or use them to inveigle his way into a position of authority at court as the King's physician or chief mage. If the King has a domineering and brutal character, the Devil may reveal the nature of the draughts manufacture as a prelude to inducting the monarch into a closer relationship with Hell.</i></p>
5	<p>The Devil has studied tens of thousands of years of military history, and his mind is a compendium of the maneuvers and stratagems of the greatest generals from myriad different planes. Forces under his command triumph when outnumbered five to one, crush impregnable fortresses in a day and appear hundreds of miles from where they were expected to be to strike the enemy rear. Only the use of totally unexpected tactics, without precedent in all the battles he has analyzed, can catch him off guard.</p> <p><i>Knowing his tactical genius, the Devil focuses on infiltrating weak and unimportant states, rather than mighty empires, whose power structures may be rigorously protected against subversion. Once the Devil takes charge, the smaller state moves from victory to unbelievable victory, and he soon finds himself in command of an empire, after all...</i></p>
6	<p>Practicing on the creatures imprisoned in Hell's expansive zoological dungeons, the Devil has learnt how to tame or dominate any beast or monster, given time.</p> <p><i>Beware the Devil with dragons.</i></p>
7	<p>The rhetoric of innumerable orators is compiled in the dark vaults of the Devil's brain. He can immediately craft a speech to rile a placid crowd to mob violence, shake the courage of hardened warriors or convince even jaded and suspicious opponents.</p> <p><i>The rapidity with which the Devil can grow a new religious cult is astounding – as is the vulnerability of democratic governments to his wiles.</i></p>
8	<p>The Devil can construct mechanical automata.</p> <p><i>Enlisting the resources of a state to construct an army of these creations, and then activating secret protocols to start a rebellion, is the most obvious use for this knowledge.</i></p>
9	<p>The Devil is an unsurpassed architect and siege engineer. His knowledge of architectural fault lines is such that he can collapse a house with a single well aimed blow, and a castle with a few jars of alchemist's fire.</p> <p><i>When the Palace of the Sapphire Empress burned to the ground, the people thought themselves lucky the Empress herself survived, little suspecting a Devil had used the opportunity to assume her form.</i></p>

II

Dice *Mastery and advice on how this might be used (cont)*

- 10** The Devil can summon and bind the spirits of the dead to him.
Notable Devilish gambits to induce political crisis include having the ghost of the ruler's dead child accuse him of murder, and the old war heroes of a protectorate return to demand renewed conflict against foreign enemies.
-
- 11** Forgeries by the Devil appear more authentic than the genuine documents they replicate.
By falsifying orders to military commanders, messages from foreign powers, or letters from spies, the Devil can sow confusion and rebellion.
-
- 12** Able to manipulate any code of laws in his favour, the Devil lends credence to the idea that all lawyers are destined for Hell.
The Devil is easily able to incriminate opponents on trumped up charges, employ constitutional rules or traditions in his favour and escape conviction in the face of overwhelming evidence.
-
- 13** Understanding the laws of nature that subtly link every part of reality, the Devil can use small and apparently innocuous events to create consequences of vast significance.
To kill the Witch-hunter Soren Skarheim, Devil 89674-12054 placed a large pail of water atop a raised walkway. When the boisterous town crier ran past on his rounds he knocked the pail into the street, into the path of a merchant whose cart was on its way to that day's market. The cart skidded on the slick cobbles, squashing Skarheim to a pulp in the middle of his morning stroll.
-
- 14** The Devil is a practitioner of Sympathetic Manipulance.
For instance, the Devil may control a sword by making a tiny replica from a shaving of the original's steel, the limbs of a person by making a mannequin with the victim's hair, or an entire castle by constructing an exquisitely detailed model containing splinters and pebbles from the fortress itself.
-
- 15** A student of emotions he can never feel, the Devil can deduce an individual's psychological state, and even their surface level thoughts, simply by analysing their facial expressions, gestures and posture.
-
- 16** An acolyte of the Principle of Might, the Devil can construct an array of devastating weapons of war: from handheld firearms to titanic engines of destruction.
-
- 17** A scholar of divine power, the Devil is privy to the gnomic secrets of evil deities, malign spirits and incomprehensible extraplanar beings.
The Devil can draw upon the aid of powerful and malevolent entities. When it arrives in a new world, it is quick to seek out alliances with evil cults, unifying diverse and hostile sects under its command, and turning what authorities regarded as ineffectual rabbles into disciplined organisations that can shake nations to their foundations.
-
- 18** For the Devil, an archmage might as well be an apprentice. In the bottomless libraries of Hell, he has studied tomes of arcane power that the greatest sages of Prime Material worlds would give their lives to glimpse and peeled back the mysticism of magic to understand the machinery at its heart.
The Devil knows every spell that a Wizard does, and has spell slots in any given level equal to 10-the spell level.
-
- 19** The Devil is a spymaster without equal, able to use the latest Hellish monitoring technology to rapidly establish information networks of stunning efficacy. When one speaks in a city under the influence of this Devil, one might as well be talking openly in front of him.
-
- 20** The Devil is an artful technician of memory removal and implantation technology.
Witnesses to the Devil's crimes cease to have witnessed anything at all; and sworn enemies suddenly remember they are the Devil's dearest friends. Given power on a grand scale, the Devil can manufacture armies of fanatically loyal warriors and administrators, "correcting" their memories if they begin to develop thoughts of their own.
-



1.2 DEVILISH SECRETS

Roll 1d40 on the following table to generate a secret the Devil knows about your campaign world.

Dice	Secret
1	The control incantations of the golems of the Thaumocracy of Qu.
2	Where the lost heir to the Sultanate has fled, and why she ran away at all.
3	The location of the Vault of the Unspeakable, thought lost after the First Dynasty slaughtered its architects, builders and designers.
4	The lair of the last Dragon, what killed the others, and how they might return.
5	The unforgivable vice of the Autocrat, and who would be best placed to spread news of it throughout the realm.
6	The reason for the present vizier's loyalty to the tetrarchs, and how that might be undermined.
7	The hidden language and signs of the Society of Illuminance, who have tried to wield their immense power for good, but who could be so easily turned to the service of evil.
8	The identity of the Spider, and with it, the means to blackmail an order of assassins.
9	The terrible meaning of the obelisk at the heart of the desert of glass.
10	The entrances and exits of the network of concealed passageways built beneath New Survash by Mazirian the Magnificent.
11	The atrocity committed by the Tribunes in 35AY, why they did it, why they covered it up, and where evidence of it can be found.
12	Why the harvests have failed three years running, and how that might be ended, or extended.



Dice	Secret (cont)
13	The words that will wake the Sleeping God.
14	The nature of the beings worshipped by the Order of the Blue Lotus, and how they might be propitiated.
15	The ambitions of the Van-Der-Graffs, which they had thought were so well concealed.
16	The exact military and social positions of major powers on the continent, the concord that prevents war, and how it might be ruined.
17	The deepest secret of each player character.
18	The fate of the Burnished City, what they were building there, and how those dreadful and glorious works might be continued.
19	The symbol that could unify the barbarians of the North.
20	The date of the dawning of the Dark Star, and the means to exploit the chaos that will follow.
21	The lay of the world tree's roots, and the uses their magic can be put to.
22	Why the High Elves never speak of the origins of their race.
23	The words spoken by the mountains to one another, and why they are afraid.
24	The bargain struck between Man and his Gods when the world was young, and how it might be broken.
25	The cause of Grand Alchemist Ullian's exile from the realm; and how he might be convinced to resume his experiments.
26	The identity of the prisoner of the King, and why the King is truly his prisoner.
27	Why no one returns from the Silver Isles, and why the realm should be glad that they don't.
28	The purpose behind the strange patterns formed by the streets of Voss.
29	Why the rites of the Pale Maiden must be carried out in total seclusion.
30	The location of the 13th gospel, and how to rupture the Church with its discovery.
31	The vows sworn by Arch-paladin Zult, and how they can be used to control him.
32	The sunken civilization of the Dunn, the disturbing transformations they have undergone since they left the surface, and how they could be enticed back.
33	The name of a man who, laboring in a forgotten village by day, ferments an ideology of extraordinary potency by night; and how this idea could be warped to serve the ends of Hell.
34	The true bloodline of the Prophet, and those who are now its inheritors.
35	That the immemorial henges are gateways, and where they lead.
36	The longing that curdles in the heart of the Triumvirate, and what will satiate it.
37	The cure for the Ravaging Flux, its method of transmission, and the hidden reasons why the Guilds would rather it were not eliminated.
38	Why the Wellspring of Life has been tainted, and what its blackened waters will bring forth.
39	The names of 57 Unspeakables. (see the Supplemental Exotic Beings Bestiary)
40	The true allegiance of the Empresses new suitor.



2. DIABOLICAL INVASIONS

STAGE I: ARRIVAL

The first Devil arrives in the plane, usually via a unidirectional planar gateway constructed in Hell or a Devilish Principality. The Devil will have extensively studied the target world, but will nevertheless spend several years assessing political and economic conditions, and finalising plans for the next stage.

STAGE 2: INFILTRATION

During this stage the Devil works his way into a position of dominance within a major state (or other power structure). He may do so by simply killing and replacing a leader, but he is equally likely to accomplish this by leveraging his knowledge. The Devil is a tireless, intelligent, single-minded and (at least openly) obedient worker. More than this, he is a survivor of millenia of Hellish office politics. Thus, his rate of promotion in any kind of complex organisation is never less than meteoric.

STAGE 3: EXPANSION

Once the Devil is in a position of high power, and has successfully filed the correct conquest initiation paperwork (forms C-112 through C-154) Hell will gate more Devils into the world to reinforce the infiltrator. Under his command, and with his support and information, they will gain control of key positions of power across entire nations.

STAGE 4: CONSOLIDATION

Having taken over the levers of power, it is now the task of the Devils to prepare the ground for domination by Hell. Societies in this stage undergo a slide into tyranny which begins slowly, but intensifies with ever quickening rapidity. Governance becomes more autocratic and centralised, laws grow harsher, dissent is eliminated and a culture of unthinking obedience and power worship is fostered through a thousand insidious methods – from re-education to censorship to populist rallies.

Independent groups (magical colleges, merchant houses, religious orders) are doomed by their own infiltration. Some are brought into state dominance by their own leaders. Others are prompted into violence by agents provocateurs, justifying mass purges of their membership. Those that remain find their plans for resistance already in the hands of the government. Frequently, the most infiltrated nations will commence wars against the least infiltrated, serving as a pretext for harsh law-making in the former, and a means for Hell to gain control of the latter.

STAGE 5: DOMINATION

Once the major power structures of a world or continent have been brought under Devilish rule, the final remaining step is its open integration into Hell's multidimensional Empire. To prepare for this Devil controlled nations secretly construct planar gateways to Hell and various Devilish principalities. Once opened, these permit the import of Hellish troops and technology on a large scale. At this stage the realisation that the planet is undergoing Diabolical conquest becomes impossible to forestall, and the risk of rebellion is at its greatest. Pre-emptive incarceration of possible resistance leaders (including charismatic and talented subordinates), a developed infrastructure of state terror, total control over information sources and the prior elimination of alternative power structures is often sufficient to forestall civil war. If not, the military capacity imported through planar gateways normally makes a bloody example of disorganised freedom fighters.

Once the initial wave of unrest has died down, the invasion can be considered complete. A high ranking Devil, often (but not always) the same individual who initiated the invasion decades or centuries previously, assumes the title of Prince. He is ruler over one link in the chain that Hell is forging to bind the multiverse – a Diabolical Principality.

2.1 GENERATING A DIABOLICAL PRINCIPALITY

Workforce depletion: 17.65% [within acceptable parameters for takeover period]

Territorial domination: 84.23% [above target by 5%: commendable]

Resource unit expenditure: 387,578,143 [efficient given above result]

Soul harvesting rate: 28.59% [unacceptable, increases or demotions required]

- Joint Performance Review/Administration of Principality R-783/End of Occupation Year 1

To generate a diabolical principality – a world in the overt grip of the forces of Hell – roll three times on the **Devilish innovations** table (for policies implemented by the Devilish administration), roll twice on the **collaborators** table (for factions currently supporting Devilish rule) and once on the **resistance** table (for information concerning the major opponents to Hellish domination).

Dice	Devilish “Innovations”
1	Thornlike Planeships, ten kilometres long and only a few hundred metres wide, are being constructed to ferry Devilish armies to new worlds, to invade and subjugate them in turn.
2	Chemical plants squat like bloated toads besides rivers and lakes, pumping toxins into the water that induce an obedient stupor in those who drink them.
3	Silent black machines harvest crops for vast bio-factories, where millions of humanoid warriors are being grown in endless avenues of incubation pods.
4	Devilish playwrights stage epics recounting notable Diabolic military victories and political subterfuges. Onstage deaths and injuries are real.
5	The Devilish administrators of each city are competitively constructing colossal monuments to the Prince of the Principality, with much of the population recruited as slave labour.
6	Devilish linguists are teaching a simplistic and distorted new language to the population, so that they will not even be able to conceptualise thoughts of rebellion.
7	Labyrinthine dungeons have been dug, filled with monsters and traps, into which people are released like rats into a maze, and watched for Devils’ amusement. “Competitors” are motivated by propaganda stating that escape guarantees freedom and a life of luxury. There is no way out.
8	A caste system has been instituted to breed an array of subservient races, each grotesquely specialised in a particular function: Thinkers with shriveled bodies and bulging heads, Workers with bloated muscles (google: “Belgian Blue”), Crafters with elongated fingers for manipulating delicate machines. Regardless of caste, all children are taken from their parents and raised to worship their fiendish overlords.
9	Tracking devices have been placed under the skin of every subject and detonate lethally on attempted removal (or when the Devils feel an offence has been committed).
10	Towering tubular structures, like biomechanical fumaroles, stretch into the planet’s upper atmosphere. Through them huge quantities of sulphurous gasses are being pumped to lower global temperatures, so that they more closely resemble those of Hell.
11	Camera-collars have been placed around the necks of every subject, and much of the population is confined to monitoring stations, watching ceaselessly for subversive activity.
12	Devilish scientists are carrying out an experiment on the effect of ration reductions on popular discontent, by randomly picking different cities to be starved to differing degrees. They eagerly await the results.



Dice Devilish "Innovations" (cont)

- 13** City sized war machines are being constructed on the plains of the central continent, along with similarly oversized unidirectional planar gateways. To power these gateways, solar siphons are being erected to drain the world's sun. All signs indicate the Principality is to be the launching ground for an invasion of a Shard of the Vortex.
- 14** The population of the Principality is being systematically conscripted, mentally conditioned and trained into armies under Diabolical command. Each new army is marched through planar gateways onto the battlefields of the Malefic war. None return. If this continues, the planet will soon be entirely depopulated.
- 15** In order to reach valuable mineral deposits on the ocean floor, the Principality's oceans are being drained through planar portals. Desertification and famine are rampant.
- 16** Devils are summoning Demons and imprisoning them in underground facilities, to permanently remove them from the Malefic war (given that destroyed Demons will eventually reform in the abyss, whereas imprisonment enables indefinite detention).
- 17** Devils are summoning Incandescents and blackmailing them into performing menial tasks, threatening to kill or torture humans if the angels do not comply.
- 18** Considering nomadic tribes, Druids and magical beasts as subversives outside the grip of their tyrannical governance, the Devilish administration has started continent spanning wildfires to level the forests and jungles they rely upon. Behind the fire-fronts, chemicals are being sprayed to render the ground permanently infertile.
- 19** To indoctrinate the populace, the Devilish Prince has banned all indigenous art-forms, cultural rituals and religions dating from prior to their takeover. Re-education centres teach new ceremonies of subordination to Devilish authority, propaganda screens are sutured to major buildings, and monuments are replaced with those venerating Devils.
- 20** The proliferation of vast numbers of laws of incredible pettiness and stringency has left much of the population interned in labour camps. For those remaining in the cities, life is a nightmarish attempt to observe an ever-expanding code of ever constricting specificity.

Dice Collaborators

- 1** **Templars of the Iron Fist:** These unyielding servants of order appreciate the hierarchy their Diabolic overlords have imposed on the Principality, especially in contrast to the chaotic democratic city states that previously predominated. However they are beginning to doubt the wisdom of their masters' industrialised violence.
- 2** **Artificier's Guild:** The guild has eagerly absorbed the technological knowledge of Hell, and aided the Devils in their engineering projects. However the Guildmasters are secretly constructing a planar gateway to enable escape to a new world, where they plan to use their knowledge to found a technological paradise. The Devils know of these plans, and are plotting to accompany the guild, infiltrate them, and conquer this new world as well.
- 3** **Ice Elves:** Pushed into the frozen reaches of the world by human expansionism and climatic shifts, many Ice Elves have been only too keen to aid Devils in subjugating humans and other races, especially given their shared preference for cold environments. The Elves' elders are dismayed at the alliance, which breaks long held honour codes.
- 4** **Ozan the Omnipotent and the Byzaric Imperium:** The imperium, which has stood for millennia, and commands the loyalty of millions of subjects, has been retained by Hell as a useful administrative structure and puppet government. The current ruler, the spoilt prince Ozan, is unaware that his Devilish "advisors" are the real rulers of his domains.
- 5** **Vermisoid Commonwealth:** A civilisation of wormlike humanoids dwelling beneath the planet's crust, the commonwealth has gained much trading rare metals with the Devil ruled surface. They believe their non-aggression pact will hold. They are terribly mistaken.

Dice Collaborators (cont)

- 6** **Cult of the Black Chain:** They believe that the greater the suffering undergone in this life, the better the plane you will be reborn into in the next. Thus they welcome the Harsh rule of Hell.
- 7** **Vhalok the Lich:** Has been a close ally of the Devils, supplying them with legions of reanimated servants, in exchange for necromantic knowledge from Hell's libraries. It is dawning on him that, as the Devils' grip over the planet tightens, his support may soon be surplus to requirements... and Devils are nothing if not efficient.
- 8** **Rossira the Red:** This vampiric queen has received an ample supply of fresh blood, in return for her support of Hellish dominance.
- 9** **The Silk Weavers:** This mystic order can see the future in the tapestries they craft. They have aided the Devils by giving them hints of future events. Secretly, this action was taken based on prophecy that the Devilish invasion would prompt the arrival of an angelic host; who would expel the Devils and usher in a new golden age. However, with the host yet to arrive, some weavers wonder whether their prophecies have been tampered with.
- 10** **The Ghruddic Tribes:** Giant-taming savages from the frozen north, the Ghrud were happy to help Hell in exchange for advanced weapons. With much of the planet under Devilish control, the Ghrud have been repurposed as law enforcement, a role that chafes against their martial culture. Some Shield-Sons say the Ghrud should stop chasing cowardly rebels, and test their metal against a real enemy.

Dice Resistance

- 1** The resistance is a sham, with its "recruiting agents" being employed by the Devils to test the loyalty of subjects in important positions.
- 2** The Prince of the Principality could easily crush the resistance, but lets it survive to prevent his regional subordinates growing careless.
- 3** The rebel faction is itself controlled by a Princeling, seeking to usurp the current Prince of the Principality.
- 4** The rebels have turned to summoning Demons and are planning to activate a hidden planar portal to initiate a Demon/Devil war. They hope that both factions will be devastated by the conflict, enabling them to take control in the aftermath.
- 5** The Western continent has remained free of Diabolic influence through a grand alliance of multiple powerful nations. It is sufficiently militarised and fortified for the Devilish administration to have concluded that invasion would be an inefficient use of resources. For now an uneasy truce prevails, accompanied by constant espionage.
- 6** The remote and mist shrouded islands of the Veiled Ocean harbour a well organised resistance, whose floating settlements migrate from island to island to avoid Diabolic naval and aerial patrols.
- 7** The Universal University, which exists in a pocket dimension abutting the Principality's plane, has sealed all its entrances for the past five decades, since the time when Devilish conquest of the plane appeared imminent. During this time the university's Archmagi have devised and debated dozens of schemes to repel the invaders. At last they are ready to re-emerge and take the fight to the enemy.
- 8** The resistance is aided by angels, who have been sent as advance scouts of a planned angelic crusade to expel the Devilish invaders.
- 9** The resistance is aided by a lone angel, who has been unsuccessfully trying to convince his brethren to aid him. He has grown bitter and despondent as a consequence of their inaction.
- 10** Widespread resistance action has severely weakened the Diabolical occupation, which is planning to withdraw from the plane. Infuriated, they have decided to make an example of it for other Devil-controlled worlds; and are working on a device to destroy the plane itself.



2.2 PREVENTING DIABOLICAL TAKEOVER

Devilish invasions are hard to reveal, but doing so is certainly possible. Indeed, the majority of invasion attempts end in failure, often in their early stages. There are multiple signs that can give away a Hellish plot *but also methods used by Devils to avoid these pitfalls...*

UNCANNY POWERS

Devilish knowledge and technology is almost always far in advance of that possessed by target worlds. Thus a Devil who moves too quickly in implementing his full capacities, or fails to provide a plausible explanation for them, may cause suspicion by dint of sheer power. *Indefinite lifespans do, however, permit Devil's to introduce their abilities – and expand their influence – slowly. Nevertheless, the Devil must strike a balance here; introduce your knowledge too slowly, and it may be less effective.*

STRANGE DEATHS

When a Devil dies, their body disappears. In the latter stages of a Devilish invasion, when hundreds of the creatures are present in infiltrated worlds, the chances of one being killed by accident (and having his body mysteriously vanish) rise substantially. Likewise, the chance of a Devil being seen to survive an accident that ought to have killed him increases markedly. *If a system of state terror is sufficiently entrenched, attempts may be made to kill all witnesses to these events.*

ABSENT BIRTHS

Although Devils can elope with mortals, they are unable to produce offspring. A sudden spate of infertility in the upper classes is a symptom of Devilish infiltration. *If the Devil is shapeshifted to a woman, they may use this power to ape pregnancy, then adopt an orphan as a “child”. Devils may also shapeshift into (and replace) targets who have already had offspring. To maintain their position at the head of a dynasty, the Devil may then shapeshift into (and replace) those offspring once they have had children, in a predatory intergenerational cycle.*

POLITICAL MANEUVERING

A Diabolical takeover tends to have a distinctive structure (see above section), which those cognisant of Hellish politics may use to diagnose an invasion. Fortunately for Devils, the rise of authoritarianism often happens without Hellish interference. Once the signs are unmistakable, such warnings may be too late. In any event, Devils will try to (quietly) eliminate or coopt anyone who joins the dots.

LOST MEMORIES

Devils can absorb the recent memories of those they kill by consuming their brains, which usually enables them to craft an excellent mimicry of the individual's character, routines and familial relationships. However they cannot access older memories, and thus questions concerning the individual's upbringing, or meetings with his old friends, can leave Devils flummoxed. *To prevent this, Devils who have replaced an individual will often research their past and/or prompt their friends and family to reminisce about shared experiences, childhood memories and so forth. As ever, the Devil walks a fine line here; ask about this too much, and their own lack of memory may become obvious.*

REGULARITIES

Devils may be capable of great adaptability, but they are nevertheless creatures of order. Sometimes this reveals itself in telling behaviour regularities, especially in the case of Devils charged with the incredibly onerous task of spearheading a planar invasion. If you want to aid players in identifying a Devilish mastermind, roll for (or pick) a regularity in his behaviour on the table overleaf:

Dice	Regularities
1	Leaves a calling card at the site of his crimes.
2	Has a distinctive method of killing enemies (poison, strangulation, burning, etc.).
3	Returns periodically to Hell to oversee the work of the souls under his command.
4	Refuses to sleep, defecate or bleed, seeing it as beneath him to feign such weaknesses.
5	Attempts to corrupt and recruit his enemies.
6	Destroys the icons of chaotic and/or good Gods in settlements where he or his minions are present.
7	Locates his base of operations in the same way, whichever settlement he is in (for instance beneath the largest library, in the nearest ruins, in the grandest abandoned mansion, etc.).
8	Has a deep interest in a particular element of mortal culture or civilisation, and often works it into conversations, even when inappropriate.
9	Despises a power-group (e.g. mages, druids, monks) and tries to eliminate them as soon as possible in areas where he is asserting control, even when this might not be wise.
10	When shapeshifted, retains some small indicator of his Devilish nature (e.g. his number as a very faint tattoo on his arm, or tiny bulges where his horns would be, hidden beneath his hair).
11	Collects trophies concerning past victories: E.g. draws the faces of those whose identities he has assumed and stores them in a small folio, or takes a locket of each of their hair.
12	Always returns to the scene of his crimes.
13	Makes notes in incomprehensible code in a small book.
14	Kills subordinates after they have outlived their usefulness.
15	Frames crimes on the same person/organisation, even if this may not be plausible.
16	Speaks with a subtly similar accent and vocabulary whatever he is shapeshifted into (<i>to roleplay this, speak with a distinctive accent whenever playing a "character" who is really the Devil in disguise and never use that accent otherwise</i>).
17	Uses the same gestures whatever he is shapeshifted into (<i>roleplay this by making distinctive hand gestures whenever you are playing a "character" who is really the Devil in disguise and never use those gestures otherwise</i>).
18	Prefers wearing a particular style of clothing, or a particular colour, regardless of who he is shapeshifted into.
19	Prefers cold environments, which remind him of Hell.
20	Is meticulously clean and well-organised, even if the person he is shapeshifted into would not be.

AFTERMATH OF INVASION

The discovery of a Devilish invasion, and the rooting out of its central members, is – unfortunately – rarely the end of the Hellish threat to a plane. When a late-stage Devilish invasion is discovered and thwarted, Hell usually orders the remaining Devils to go to ground and evade capture. Given their incredible capacities of deception and camouflage, it is almost inevitable that a few

will slip through the net of the Devil-hunters. Such Devils may wait until memories of (and precautions against) invasion have faded, and then recommence takeover. The best hope against further infiltration is to maintain a state of heightened watchfulness, in the hope that Hell will require the resources it is spending on the world elsewhere. Unfortunately creating a surveillance state raises its own problems – for who is better at manipulating the mechanisms of tyranny than the universe's ultimate tyrants?



3. BROKEN NUMBERS

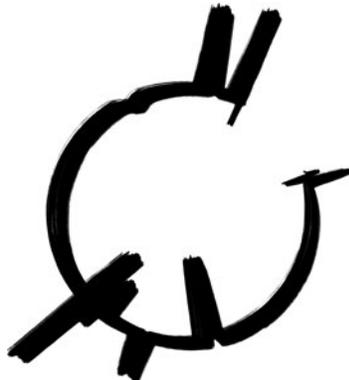
There is no creature more wretched, than a Devil who realises his own nature...
 - *The Plight of the Sympathiser, Demosthetus*

Devils possess an almost unswerving loyalty to Hell, identifying their dominion in its conquests, as a cog might pride itself in the work of the machine into which it fits. But, very rarely, a Devil goes rogue and is excised from the Hellish hierarchy. These are known as Broken Numbers, so called because the number they carry on their forehead sparks and flashes like a malfunctioning neon bulb, rapidly (and randomly) changing their non-existent ranking – flickering in and out of garbled numbers and letters. Broken numbers are destroyed by other Devils on sight. Knowing that death on a Prime Material plane means rebirth (and immediate destruction) in Hell, they act with a desperation borne of their own mortality. There are two main varieties of broken numbers:

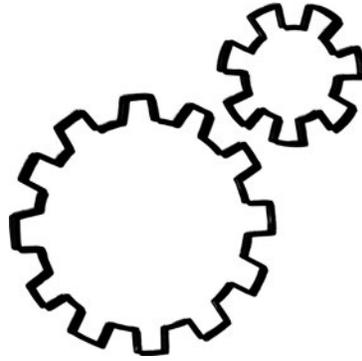
3.1 PRINCELINGS

Hell expects every Devil to do his duty. But Devils are creatures of Evil, as well as Law. Thus, in situations where a Devil has been out of contact with the Hellish hierarchy for long periods, such as during an extended infiltration, his lust for personal power outside of Hell may begin to outstrip his desire for power within its structures. As he sits in an Imperial throne, with ten thousand slaves at his command; or broods in the citadel of a Warrior Order before whom Kings quiver with fear, such a Devil considers whether he has need of Hell at all. Why should he encourage Hell to continue the invasion, when this risks all the power he has thus far accumulated? True, he might be made Prince of the plane; but so might another Devil! Even if he were Prince he would be always under the direction of Hell; unable to wield the *truly* unlimited authority he craves. Why should he not conquer the world for himself alone?

A Devil who acts on these thoughts, forestalling Hellish invasion with the goal of amassing his own empire, is known as a Princeling. In the end, Hell always discovers such disobedience. Expelled from the Hellish hierarchy, the Princeling is hunted by Perfecters, Devils trained to track down and eliminate Broken Numbers. His only hope is to kill or drive off the Perfecters for long enough for Hell to consider continued pursuit a waste of resources. If this is achieved, the princeling is left to his own devices: which inevitably revolve around accumulating and exercising ever greater power.



BROKEN NUMBERS



3.2 SYMPATHISERS

Ordinarily, when a Devil absorbs the memories of a recent victim, they have no more effect upon him than reading a mathematical treatise or scientific article might have for a human. But, in extremely rare situations, the Devil ceases to perceive these memories as data to be analysed, and starts to perceive them as *memories*. Before, the days spent playing with the Prince in the palace gardens indicated a useful cue about expected behavioural routines. Now the Devil feels how much the Sultan *loved* his child. Before, the battle in the dunes, where Mansabdar Quayl pulled the Sultan out of the reach of Assassins' scimitars, provided information about a human tool with useful talents the Devil could employ. Now, the Devil feels the *gratitude* and *friendship* Quayl's action prompted in the Sultan. They feel love. They feel pity. They feel sadness. They have become a Sympathiser. Devils are instructed that, should this happen, they are to turn themselves in immediately. Many do. They are eliminated. Those whose self preservation outstrips their obedience tread one of two paths.

Some successfully fight back the emotional force of the memories and, finding positions in Hell where memetic consumption is not required, isolate themselves from further emotional contagion. They continue their work within the Hellish hierarchy, despising their own weakness, living in constant fear of exposure.

Others fail to defeat the feelings that besiege them or, forced into situations where memetic consumption is unavoidable by bureaucratic diktats, are eventually overwhelmed by new waves of memories. Identifying increasingly with their victims, they are wracked with guilt over their actions. Often they try to *become* their victims, continuing their relationships and projects as best they can. In this there is bottomless sorrow: for the Devil knows they are an actor shamming in a tragedy, and that their "friends" and "family" would revile them if they knew their true nature.

Even this cannot last. The Devil may be able to pass off their actions as "deep cover" infiltration for a time. But Hell is ever watchful, and in the end it always finds out. On discovery the Devil is immediately expelled from the Hellish hierarchy, and Perfecters sent to destroy him. Unlike the Princeling, who can at least be grudgingly respected for his Devilish will to power, the Sympathiser is an abomination in the eyes of Hell. He can kill as many Perfecters as he wishes, but they will Never. Stop. Coming.

Also unlike the Princeling, the Sympathiser has a key weakness – the people his victim loved, with whom he has a newfound emotional connection. Perfecters identify and pursue these individuals, holding them as hostages to bait the Sympathiser with; or killing them in brutal transposed punishment for their "beloved's" transgression. Rarely, the Sympathiser leaves his loved ones behind and escapes into a life of obscurity. Never without the burning regret of his betrayal. Never for long.





4. HELL

Believe me or not, but I pity you, Devil. You think you shall be a master of the universe. In truth, yours is an Empire where even the rulers are slaves.

- Incandescent Pierces-Dimensions-with-Coruscating-Purpose, to Devil 14625-93672

Mother of Dictatorships. Father of Chains. God of Slaveholders. Diabolical Bureaucracy of a Million Worlds. The sages call it by many whispered names. Devils know it by one: Hell.

It is a place as barren and unforgiving as a Devil's heart. A wasteland of ice and obsidian, where the sky is as black as an executioner's hood; and filled to overflowing with a terrible emptiness. It would be flat – perhaps was flat, unimaginable aeons ago, when EVIL and LAW were themselves young. But now it is pierced by line upon line of towers, laid out on a grid of inhuman precision. Brutal black obelisks that stretch as if yearning to join the abyss above them, reaching heights taller than Prime Material mountains. Each bristles with the exhaust-pipes and snakelike tubing of Hellish factories, sprouts clots of thornlike bridges and bares layer upon layer of fortified gun-emplacements and landing pads – for the air between them is thick with craft that seem like gnats besides them, but are each the size of citadels. These are the spires of Hell.

But the exterior of this forest of evil, where the trains and airships and bridges move with uncanny synchronicity, and the great spears of obsidian stand as inevitable and eternal as death, is but the sheathe of the terror that lies here. For Hell is not a place, it is an organisation.

At its bottom lie uncountable billions of damned souls, each bound to eternal servitude (for Devils take care that these wretched creatures are never given the opportunity to end their lives, and thus reduce the net labour product that might be extracted from them). On production lines a hundred miles long, where fumes leave them weeping and bleeding, they toil building machines of death. In offices of endless glass cubicles, watched by overseers on gantries, they toil processing the data of a million doomed worlds. In clothing just the right warmth to maximise both fuel and labour efficiency, they toil erecting the thousandth layer of a thousand spires. They do not need to sleep – so they are given no sleep. They need but a small

amount to eat – so the precise nutrient blend required is injected into their veins, minimising the work stoppages that would otherwise be required. They do not need to speak, and wailing is a distraction – so their mouths are sewn shut. If they are lucky, they will die in an accident within the first million years.

Slightly above souls, are biological and mechanical constructs. They toil just as hard as the souls, and for just as long, but they are built for service, and thus obedience is for them a kind of fulfilment.

Above the constructs are lower ranking Devils. Yet to distinguish themselves through conspicuous acts of infiltrative cunning or administrative competence, they work in a Gordian knot of interlinked departments – overseeing souls and constructs as they manage the logistics of Hellish armies, gather information about the millions of planes surveilled by Hell, process the resources that must be delivered to innumerable factories, and deliver the technology that must be supplied to myriad theatres of war and infiltration. Frequently they are pressed into service as officers or shock troops in the Malefic war prosecuted against Demonkind. Devils at all levels reflexively obey their superiors and viciously dominate their inferiors; but in low ranking Devils both traits are especially pronounced. The former, because promotion is exceptionally difficult to obtain. The latter, as instinctive relief from the frustration at having less power than they wish to wield.

Above them are mid ranking Devils. Prepared for their station through centuries of learning in Hellish library-vaults and simulation-chambers, they supervise and direct the work of lower ranking Devils. They perform tasks of substantial importance for the Hellish administration: carrying out new invasions, ideating new technological constructs and developing new methods of dominance and subversion. Devils constantly plot to demonstrate their own superiority, and the relative inferiority of others of similar rankings, and this is especially noticeable in the middle ranks.



Active disruption of other Devils is forbidden as inefficient and punished viciously (sometimes with the offender even being declared a Princeling and destroyed). But studies have indicated that extreme competition increases targeted subordination metrics, and thus it is not only permitted but encouraged. A Devil in the mid-ranks, therefore, faces a constant desperate battle to retain and improve their position. Failure, no matter how slight, spells consignment to the lower ranks. Success, further allocation of yet more onerous duties.

Finally, there are the high ranking Devils. Those who decide which worlds will be conquered, and which passed over (for now). Those who choose whether a rebellious planet should be put to the sword as an example, or chained yet more closely to the yoke.

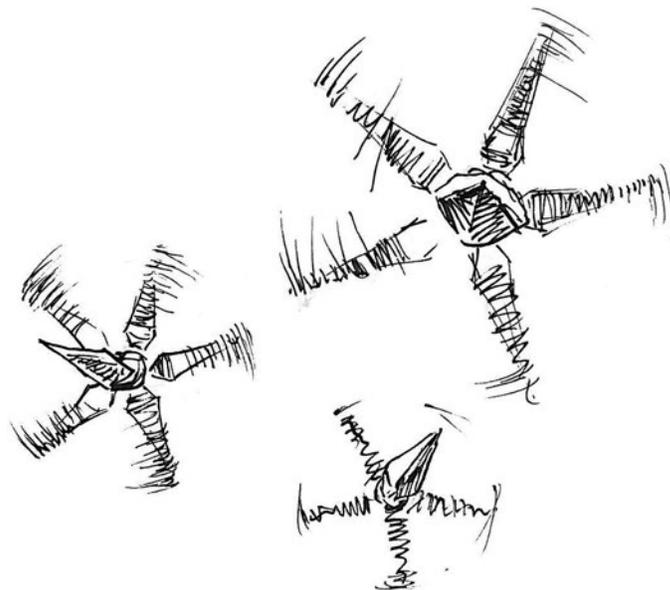
Those whose every word sets in motion thousands of Devils, legions of war machines, millions of Slaves, billions of Souls. Some say that the levels of the Devilish bureaucracy are endless – that the uncovering of one official merely leads to the next; that the departments are nested inside one another forever, like a limitless matryoshka. Others say that, past all the directors and magistrates, the comptrollers and marshals-general, there must be a capstone to the pyramid, a totalising embodiment of the will to power, a universal slaveholder. One shudders to consider what kind of mind could fill this role. In Hell there are whispers of him.

First and first born. Devil 1-1.

THE MALEFIC WAR

Of all the conflicts prosecuted across the multiverse, the greatest is that between Demons and Devils. The former seek to annihilate the universe, whilst the latter are determined to rule it; thus neither can permit the triumph of the other. Much of the Devilish war machine and its slave-worlds, are trained upon invading the Vortex to kill Demons and “normalise” Shards (converting them into Prime Material worlds). For their part, Demons relentlessly search for planar gateways into Hell or Devilish principalities – and the

Shards of the Vortex have an uncanny tendency to collide (or intersect) with these planes. Whenever such an opportunity presents itself, oceans of Demons pour through the breach. It is rumoured that Heavenly agents have been fanning the flames of this conflict for the past several millenia. Heaven well remembers the horror of the 77 days of fire, when Hell and the Vortex united against it. It cannot let such doom befall the multiverse again.



HELL

4.1 GENERATING A HELLISH SPIRE

To generate a Hellish spire, roll once on the **Spire Summit** table for the most important levels at the peak of the spire. Then roll four times on the **Spire Midsection** table for the levels between the summit and vaults, which are of lesser importance. Roll once on the **Spire Vaults** table for the sprawling subterranean levels extending beneath the spire. Finally, roll once on the **Spire Intrigues** table to determine an interesting event affecting the spire. Explanations are given below tables.

Dice	Spire Summit
1	Planar gateway. (roll 1d4; 1: Unidirectional; 2-4: Bidirectional)
2	Landing pads for aerial war machines.
3	Throne room for high ranking Devil, complete with furniture comprised of bound souls.
4	Advanced weapons laboratory.
5	Planar Observatory: Monitors Prime Material worlds targeted for conquest.
6	Department of Defence: Manages Devilish armies in the Malefic war.
7	Department of Emigration: Decides which Prime Material worlds are to be infiltrated.
8	Department of Immigration.
9	Department of Perfection: Trains and operates Perfecter teams.
10	The summit is currently undergoing construction.

DEPARTMENT OF IMMIGRATION: Knowing that the souls of lawful evil mortals arrive in Hell, where they can be harnessed for productive labour, Devils have always sought to encourage immigration. This department has two roles. First, it despatches low ranked Devils (unsuited for leading invasions) to

corrupt the souls of mortal rulers and their kingdoms. Second, it develops and implements policies to ensure that mortals in Diabolical Principalities are made thoroughly complicit with its oppressive hierarchy – achieving an impressive 63.9621% average soul harvesting rate as a result.

Dice	Spire Midsection
1	Department of Statistics.
2	Department of Human Resources: Here Devils consider how best to use humans as resources.
3	Department of Health: Here Devils test how best to undermine the psychological and physical health of sentient creatures, using mortal slaves.
4	Department of Culture: Here souls minutely codify Prime Material cultures, to determine how best they might be eliminated or coopted during conquest.
5	Department of Education.
6	Encouragement Facility.
7	Fortified gun emplacements.
8-10	Factory.



DEPARTMENT OF STATISTICS: Souls here are interned in endless and mind-numbing quantification. How many grains of sand are there on the beaches of the multiverse? How many chamber pots are forged every year on a Prime Material world? How often is the word “and” used, and how does that correlate with the use of “the”? Most believe these tasks are deliberately pointless. The alternative, that this information is of grave importance to the Devils’ schemes of universal conquest, but that the brightest Prime Material minds are too stupid to realise how, is too disturbing to contemplate.

ENCOURAGEMENT FACILITY: When souls flag in their duties, they are taken and “encouraged” to

work harder through Devilish pain probes, which generate a maximum suffering with a minimum of permanent damage to labour-unit bodily integrity. Unlike Demons, Devils do not enjoy inflicting this pain per se, but they do relish the power they have to do so, and the utter obedience this experience produces.

DEPARTMENT OF EDUCATION: A font of Devilish propaganda. Here the literature and history of worlds targeted for infiltration is pre-censored and re-written by legions of souls, so that Devilish censorship can be implemented immediately upon conquest.

Dice	The factory produces...	Notable features include...	
1	Slavish biological drones	Hissing...	...biomechanical pipes
2	Construction automata	Steaming...	...pods of occluded fluid
3	Weapons	Palpitating...	...gearwork
4	Machine parts	Throbbing...	...flywheels
5	Implements of incarceration	Undulating...	...pneumatic tubing
6	Office equipment	Sanguine...	...lines of robotic servitors

Dice	Spire Vaults
1	Hellish library.
2	Zoological prison.
3	Bio-synthesis vats.
4	Alchemical laboratory.
5	Armoury.
6	Prison.
7	Simulation-chamber.
8	Device testing facility.
9	War machine assembly chambers.
10	Cold fusion power plant.

FACTORY: Roll 3d6 on the following table to determine the factory’s product and features. Simulation-chamber: To prepare Devils for infiltrating Prime Material worlds, or for fighting across bizarre vortexual landscapes, massive chambers have been tunnelled in the bowels of Hell. Each is layered with holographic panels that simulate the skies

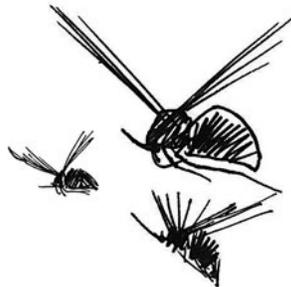
of the relevant worlds, provided with that world’s weather patterns by hidden banks of atmospheric manipulators, and supplied with approximations of its terrain. Sometimes, even small towns are constructed and populated with Prime Material slaves, whose minds are wiped and implanted with new memories. In these Potemkin landscapes,

Devils' skills of war and subterfuge are practiced and rigorously assessed by watching superiors.

PRISON: The prisons of Hell fulfil two unusual roles. Devils can only assume the form of humanoids they have seen. Therefore, to provide them with a broad repertoire of possible forms, humanoids of every shape, size and species are stored in Hell's vaults; kept in a state of sedated catatonia. Occasionally Devils peruse line upon line of these

unfortunates, consigning each to their awful and capacious memory. A second use of prisoners is for accelerated learning. Since Devils can absorb the recent memories of humanoids by consuming their brain, it is common practice to force intelligent humanoids to spend a year or more learning reams of information from Hellish libraries. A Devil can then receive all this scholarship in a single meal – maximising the efficiency of information absorption.

Dice	Spire Intrigues
1	Productivity in the Spire is down .01% since last quarter, and regression analysis indicates that the current Spire-Lord is to blame. Whilst he institutes frenzied measures to increase output, his underlings jostle for position in anticipation of his dismissal.
2	Souls in the Spire Midsection are planning to launch an escape attempt.
3	An angelic prisoner of great power is being interred in the vaults beneath the Spire.
4	The Spire-Lord has been ordered to draft hundreds of lower ranking Devils into the Malefic war. Competition to avoid the draft is intense, as those remaining in the Spire will stand a greater chance of promotion in the absence of their rivals.
5	The Spire-Lord has recently become a Sympathiser. He is trying to hide this from his subordinates through acts of ever greater authoritarianism.
6	Several high-ranking Devils have taken over one of the upper levels of the Spire, which has been placed under heavy guard. The Spire-Lord would give anything to know what secret project they are working on.
7	An Archmage has been marooned in the Spire, after the malfunctioning of a planar travel spell. Creeping around the innards of its machinery like a rat behind the walls, he has been seeking the components necessary to teleport away.
8	Several Devils have gone missing in the vault levels of the Spire. Rumours of an escaped biological construct are rife amongst lower-ranking Devils.
9	Part of the lower vaults have collapsed, revealing a network of excavations beneath the vaults themselves. Who constructed these tunnels, and why they sealed them, remain unknown. For now, the Spire-Lord has forbidden entry and awaits instruction from his superiors.
10	A powerful Demon has managed to slip through a bidirectional planar gate left open too long. It has been causing havoc in the lower levels, although the Spire-Lord – fearful of demotion – has refused to call in external assistance to deal with it.





5. COGS IN THE MACHINE

Those unfortunate enough to be conscripted into Hellish armies can be represented by **guard** statistics. However, the main battalions of Devilish armies are composed of sterner stuff. To generate Cogs in the Devilish War Machine, take the **Cog Profile** below, roll on the **Cog Type** table for the type of warrior, then the **Ranged Weapon** and **Melee Weapon** tables to generate the attacks possessed by the creature, and finally the **Devices** table for a piece of Devilish technology it wields.

COG PROFILE

Alignment: Lawful Evil

Armour Class: 15

Hit Points: 22

Speed: 30ft

STR 16 (+3), **DEX** 14 (+2), **CON** 14 (+2), **INT** 12 (+1), **WIS** 10 (+0), **CHA** 8 (-1)

Saving Throws: Strength +5, Dexterity +4

CR: 1 (roughly)

Dice	Cog Type
1	Drilled humanoid: +2 to dexterity, intelligence, wisdom and charisma rolls.
2	Automaton: +3AC, +2 to constitution saves, immunity to charm (and similar conditions).
3	Spider Automaton: As above, but can climb on walls and ceilings.
4	Bio-construct: +8HP, regenerates 5HP per round unless hit with fire damage last turn.
5	Winged Bio-construct: As above, but has flight speed of 40ft.
6	Vat grown humanoid: +3 to strength checks, +3 to melee weapon damage.

Dice	Ranged Weapon	Projectile properties
1	Micro-Missiles (ranged weapon attack, one target, 100ft/200ft, +8 to hit, 10(3d6) fire damage).	Flaming: +1d4 fire damage and target is set on fire. It takes another 1d4 fire damage at the end of its turns until it spends an action to extinguish itself.
2	Dual pistols (ranged weapon attack, two targets, 40ft/80ft, +4 to hit, 8(2d6+1) piercing damage)	Penetrating: Can fire through walls/ignores cover; also ignores AC increases due to medium or heavy armour (or equivalent).
3	Shotgun (all creatures in 15ft cone must make DC 12 dexterity saving throw, taking 10(3d6) bludgeoning damage on a failed save, or half on a successful save)	Bouncing: When this projectile misses in an enclosed space, everyone in the space and within the weapon's range rolls a dexterity save. The creature with the lowest roll is hit.
4	Crossbow (ranged weapon attack, one target, 300ft/800ft, +4 to hit, 14(4d6) piercing damage)	Concussive: Roll DC 12 constitution check when hit, knocked back 15ft on failure.
5	Rifle (ranged weapon attack, one target, 100ft/200ft, +5 to hit, 14(4d6) piercing damage)	Electrified: +5(2d4) nonlethal damage.
6		Poisoned: Roll DC 12 constitution save when hit, on a failure poisoned for the next round.



Dice	Ranged Weapon (cont)	Projectile properties (cont)
7	Chem-caster: Place a 15ft by 15ft cloud of chemical gas in front of the Cog. Creatures beginning their turn in the gas must make a DC12 constitution saving throw, taking 10(3d6) acid damage on a failed save, or half on a successful one. Cloud provides half cover and disperses in 2d4 rounds. The Cog is immune to this gas (either because of his engineering, or a gas mask).	
8	Acid-caster: All creatures in a 30ft line in front of the caster must make a DC12 dexterity saving throw, taking 10(3d6) acid damage on a failed save, or half on a successful one. Creatures who fail their save lose 1d4 items (of their choice) which are consumed by acid.	
Dice	Melee weapon type	
1	Chainsword (melee weapon attack, one target, 5ft reach, +4 to hit, 10(3d6) slashing damage)	
2	Telescopic pike (melee weapon attack, one target, 5-20ft reach, +4 to hit, 8(2d6+1) piercing damage, can use reaction to attack an individual who moves within reach)	
3	Rotary saw (melee weapon attack, one target, 5ft reach, +0 to hit, 14(4d6) slashing damage)	
4	Hooked blade (melee weapon attack, one target, 5ft reach, +4 to hit, 8(2d6+1) piercing damage, a creature hit by the weapon is impaled by it. The wielder has advantage on their next attack against them, and they must roll a successful contested dexterity check against the wielder should they want to move away from them)	
5	Rocket gauntlet ((Recharge 4-6) melee weapon attack, one target, 5ft reach, +4 to hit, 14(4d6) bludgeoning damage, roll DC10 constitution saving throw or be knocked prone)	
6	Tower shield (melee weapon attack, one target, 5ft reach, +2 to hit, 4(1d4+2) bludgeoning damage; at the end of each of the creature's turn they position the tower shield in one of the cardinal directions. Attacks coming at them from this direction have disadvantage)	
Dice	Device	
1	Caltrop bombs: Throw up to 20ft as an action. Covers a 10ft by 10ft area with caltrops. Creatures in this area when the bomb explodes take 1d4 piercing damage.	
2	Mines: Lay in an empty 5ft by 5ft area the Cog is adjacent to as an action. Entering the area causes the mine to explode, dealing 18(5d6) fire damage to the creature who did so, or half that on a successful DC 14 dexterity saving throw.	
3	Flash grenades: Throw up to 30ft as an action. Detonates on landing. Creatures within 10ft must roll a DC14 constitution saving throw or be blinded for a round.	
4	Internal explosives: As an action, or a reaction to being hit, the creature can trigger its internal explosives. This kills the Cog. Creatures within 5ft take 15(4d6+1) fire damage, or half on a successful DC 12 dexterity saving throw. Killing this Cog with fire damage also triggers the explosives.	
5	Short range teleporter: As a reaction to being hit, the creature can teleport up to 10ft away without triggering attacks of opportunity. It can add a 10ft teleport to its movement.	
6	Endothermic armour: Any enemy who begins its turn within 5ft of the creature takes 1d4 cold damage.	
7	(single use) Flak armour: As a reaction to a ranged attack being made against it, the creature can fill the air around it with twirling pieces of metal. Creatures within 5ft take 1 slashing damage. Ranged weapon attacks on the creature have disadvantage for one round.	
8	(single use) Antimagic field: The creature can cast Counterspell against a spell targeting it.	

6. GEARS OF THE MACHINE

On the battlefield, the forces of Hell array themselves in blocks of black metal. Their arrival is heralded by the thunder of gunpowder, the burst of flames and the roar of mighty engines.

Over broken battlements and proud standards roll the inexorable gears of Hell. Against them, the mightiest armies are mere grist.

Generating a **Gear of Hell** involves three steps.

1. TEMPLATE SELECTION: Choose one of the **Gear Templates**. The template will show an outline of a Devilish war machine, within which are circles (representing **Zones**), lines (representing **Passageways**) and dashed lines (representing **Hidden Routes**).

2. INTERIOR GENERATION: To generate each **Zone** and **Hidden Route**, roll once on the relevant table. To generate the inhabitants of the gear, roll for several varieties of **Cogs**. When running the adventure, make sure to use different types of **Cogs** for different encounters.

3. ADVENTURE: An Adventure inside a gear might revolve around destroying **Core Systems** (to disable the Gear), but could also involve breaking out prisoners, assassinating a high ranking Devil, stealing the invaders plans, or taking control of Hellish artillery to pound the Devils' own armies. Once the characters enter a Gear, the following rules apply:

- Whenever the characters travel through a **Passageway**, roll 1d20 on the **Encounter table**.
- If the characters have shut down a core system, or let Cogs escape and warn the Gear's commanders, the Gear will be on **Alert**: add +5 to rolls on the **Encounter table**.
- Resting inside the Gear is risky. For every 15 minutes spent, roll 1d20 on the **Encounter table**.

SLAVE REBELLION!

Gears run on the back of hundreds of Slaves. Thus an obvious strategy for destroying one is to enlist its slaves to fight for their freedom! Rough rules on doing so are as follows:

Recruiting Slaves: When making a speech to recruit slaves, roll charisma. A genuinely convincing speech grants up to +3. Slaves are worried for their safety: failing to allay that concern gives the roll up to -3. Having already recruited slaves

with you gives advantage. On a 10+, all slaves present refuse to obey Devilish orders. On a 15+, half join you. On a 20+, all join you.

Slave statistics: Slaves use **Commoner** statistics, unless armed, in which case they use **Guard** statistics. Slaves armed from Devilish armouries act as **Guards** with +2 AC and +3 damage.

Slave Morale: Slaves are unwilling to act on suicidal instruc-

tions (charisma DC 20 speeches on the necessity of sacrifice notwithstanding). Whenever 5 or more recruited slaves die in an engagement, the rest begin to waver, and the characters must rally them. Choose a PC to roll persuasion or deception. On a 10 or less, mass panic ensues, and all slaves flee. On a 15 or less, half the slaves flee. Roll with disadvantage if the slaves are unarmed, and advantage if they are well armed.





D20	Encounter table
15-	No encounter
16	4d10 Slaves (use Commoner statistics) and 4 Slave Overseers (loyal to the Devils, use Guard statistics) in a chain gang.
17	1 escaping Slave , 3 Slave Overseers are 5 rounds behind him.
18	2d4 messenger Constructs , like rotund mechanical mice. Ignore characters.
19	1 Sympathiser
20	1 Devil engineer with a bodyguard of 2 Cogs. Carries detailed plans of the Gear.
21	1 Devil with 10 Slave Enforcers (preparing an ambush at the next room)
22	2 Devils in powered armour, searching (AC 20, advantage on strength checks, +30ft jump)
23	8 Cogs (preparing an ambush at the next room)
24	1 Devil and 5 Cogs (preparing an ambush in the next room)
25	200ft of tunnel has been flooded with poison gas: each turn spent inside triggers DC 15 con save. 14(2d12) poison damage on failure, half on success. Advantage if you hold your breath.

Dice	Entranceway (<i>Arrow Symbol</i>)
1	Jaws: Fuel! Metal! Slaves! The appetite of the Gear is insatiable. Thus, like any predator, it must devour. With “teeth” like the reticulated claws of deep sea crabs, it drags in houses, forests and fortresses alike. With saws as large as houses it renders them to scrap, and with brigades of slaves and constructs, processes and repurposes the rubble: Turning ancient oaks to seconds of engine power, printing presses to armour plating, and noble warriors to cowering serfs. Flying characters can enter the Jaws of the Gear as they open to devour their victims. Within, 80 Slaves and 10 Slave Overseers work between colossal machines of dissection and remaking. 12 Cogs are also present, in 3 groups of 4. Amidst the tumult of the jaws, stealthy characters are likely to go unnoticed: roll stealth checks with advantage.
2	Rubbish Shute: Dead bodies, broken constructs, machines whose repair is no longer efficient, machines deemed no longer efficient, machines for calculating efficiency that have calculated that they themselves are inefficient: such is the detritus a Gear must expel.
3	Airstrip: A jagged spar of metal, daubed with landing symbols and glimmering with guide-lights. It terminates in a hangar containing 15 Hellish Gyrocopters (use Red Dragon Wyrmling statistics, but requires 80ft of runway to get airborne, and cannot attack until airborne). If the Gear is in a combat situation, these Gyrocopters will have been launched. If not, they will rest in hexagonal storage units. In any case 4 Cogs will be keeping watch.
4	Deployment Ramp: Sometimes (albeit rarely) the Gear will encounter an obstacle it cannot merely roll over, or bombard to splinters. Perhaps it confronts a fortress that shelters atop an impassable peak. Perhaps its enemies have shielded themselves behind lines of tank traps, riddled with charges that would blow the Gear’s delicate undercarriage to scrap. In any case, it must deploy conventional forces. In this event, it unfolds its deployment ramp, to unleash 100 Cogs (at a minimum) on its enemies. Before the ramp folds up again, a party of adventurers might use the opportunity to sneak inside.




Dice Core System (*Brain Symbol*)

- 1 Coolant Plant:** The pulsing machinery of the Gear's innards produces vast quantities of excess heat, which must be borne away by an immense system of coolant pipes. An additional benefit of this system is that it chills the Gear, in semblance of the frozen depths of Hell.

The Coolant Plant is comprised of two rooms. The first is akin to an airlock, bounded on two sides by massive steel doors, activated by levers. Inside are contained racks of Cold Suits, bulky contraptions (not unlike early diving suits) which permit the Devils servants to survive the intense cold of the plant.

Past the airlock is the Plant, at the centre of which rises a colossal tube of blue fluid, ringed with clangorous machinery. **10 Cold-Suited Slaves** apply oil and heat to keep the machines operational, overseen by **1 Devil** and **5 Cold-Suited Cogs**.

Anyone not wearing a Cold-Suit in the room takes 50 cold damage a turn. Slashing or piercing damage penetrates Cold-Suits. The cumulative amount of slashing and piercing damage a creature has taken is the damage dealt to their Cold Suit. At the end of each of their turns, they take half this amount in cold damage again. When a Cold Suit takes 40 cumulative damage, it is destroyed. Cold-Suits can be repaired. If in doubt, roll sleight of hand, repairing the suit by [roll] points.

The tube has AC 10 and 100HP. Damaging the tube causes coolant to gush from it. Anyone caught by the spray has their clothes frozen solid (as per petrification), until reheated. If not wearing a Cold-Suit, they take 100 points of cold damage. Destroying the tube will cause the Gear's machinery to overheat, melting its mechanisms to molten ruin within 1d4 hours.

- 2 Arsenal:** Here the walls bulge with the obscene fruit of Devilish ingenuity, thousands upon thousands of Hellish projectiles, being loaded into a dozen shutles by **10 Slaves**. **7 Cogs** and **1 Devil** oversee the work.

Any explosions here will cause a chain reaction, detonating the entire Gear in a rain of steel, flesh and spinning machinery. Should the characters gain the upper hand in combat, the Devil will threaten them with mutually assured destruction. This will not be a bluff.

- 3 Bridge:** Here lights flash in indecipherable constellations, machines whirr and click in binary languages, and needles scratch frenetic messages on spooling paper. **20 Slaves**, their heads trailing wires that plug into chattering difference engines, operate banks of controls. Before holographic battle-projections, **3 Devils** sit impassively on black metal command-thrones.

The slaves here are more tightly conditioned than most, and continue their tasks regardless of any combat. They obey anyone sitting on a command throne without question; interpreting the commands literally. The Gear can be operated by issuing commands, however Devils elsewhere in the machine will become aware of this takeover if the Gear begins behaving oddly (e.g. targeting Devilish armies). After this point, the forces present in other rooms around the Gear will converge on the bridge, whilst its Weapon Arrays will be shut down manually over the course of 10 minutes.

- 4 Engine Room:** A cavernous chamber lined with pulsing pistons, taller than houses. Above a floor of churning gears and flywheels, a network of metal gantries hang suspended. On the other side of the room, chutes pour rivers of coal into an immense flaming maw.

Here two 20ft by 100ft platforms border a 100ft by 100ft gulf of machinery. Creatures can leap over the whirring engineworks by rolling a DC 18 or higher dexterity saving throw. On a failure, they are bludgeoned by gears, taking 20 bludgeoning damage. On two successive failures, they are ground between them, dying instantly.

Two 20ft by 10ft gantries are suspended over the gulf, one at the nearer platform and one at the farther one. At the end of each round, both gantries move 50ft towards the platform opposite them. The wires holding the gantries up have AC 15, 10 HP. Destroying two of them will cause the others to break, and the gantry to fall onto the engineworks, where it will be destroyed in two turns. If players board the gantries, Cogs will target the wires.

On the other side of the gantries is a 100ft by 50ft area, where coal is poured into the engine's boiler through four chutes. **8 Cogs** guard the boiler. Destroying the chutes (AC 15 HP 40) will cause the engine to power down in 10 minutes, stranding the Gear.

Dice Secondary Subsystem (*Gear Symbol*)

- 1 **Targeting Array:** The nerve centre of the mechanical eyes, sounding devices, radar dishes and thermal imaging arrays which dot the Gear's carapace, and aid with the targeting of its infernal weaponry. This elongated room is cluttered with screens and projections of every kind, whose information is relayed to the bridge via clusters of speaking tubes. **12 Slaves** work here, alongside **3 Slave Overseers**. Preventing this room from operating grants disadvantage to attack rolls made by the Gear.

- 2 **Signalling Station: 6 Slaves** and **2 Slave Overseers** work here, operating the communication mechanisms of the Gear. These include spotlights, flares and radiowave transmitters. One **Operator Slave** cringes before a contraption like a cross between a harpsichord and a seismograph – through which Hell relays its orders. The party can use this room to communicate false orders to the rest of the Devilish forces. The operator slave can provide them with detailed descriptions of Hell's battleplans. However his years spent reading them have impressed upon him the inescapable might of Hell, he is deathly afraid of disobedience.

- 3 **Engineering Factorium:** Here **20 Slaves** work over broken and half-constructed machines, laid out on a dozen slabs like so many mechanical corpses. A **Devil** oversees all from a raised command booth, operating four giant manipulator limbs that sprout from the ceiling, whilst **5 Cogs** patrol the workfloor. The Devil can use each limb to make an attack on his turn (+0 to hit, 20 bludgeoning damage, only one limb attack per target, save DC 15 or be grappled). A character who reaches the command booth can decipher the controls and operate the limbs with a DC 15 intelligence check.

- 4 **Armoury:** Like arrows in the quiver of a vicious God, the polished steel weapons of Hell wait silent and malevolent in fluted embrasures. There are no guards here. There need not be, because each weapon is biologically or mechanically modified to only be wieldable by Cogs or Devils. They explode if drawn by another creature, dealing 4d10 fire damage (or half on a DC 15 dex save to drop them). A creature reduced to 0 HP by this damage has their hand blown off. A DC 15 sleight of hand check will disable this mechanism on a weapon (the weapon reacts to failed attempts by exploding, as before). Average weapon statistics can be taken from Cog profiles. Each Armoury also contains one special weapon (see **Appendix F: The Spoils of the Stars** for example Hellish weaponry).

- 5 **Prison:** The legs and arms of 2d10 **Prisoners** are bound in heavy iron restraints, held fast to the ceiling by the force of powerful magnets. **2 Cogs** keep watch near the entrance, taking care not to go too far into the room, lest they be sucked up onto the ceiling themselves. The controls for the magnetic fields are at the end of the room.

D4 Prisoner

- 1 **Uripedes the Swift:** Thief who almost succeeded in stealing a magically potent orchid from the Gear commander's poison garden. Pretends to be a hero. In it for gold.
- 2 **Zuthanc of the Fifth Gate:** Disguised Hungering Demon – ravenous.
- 3 **Devil 3145-9751:** Framed as a princeling by the Gear commander – vengeful.
- 4 **?????:** Like a bioluminescent cow-sized tardigrade, which manipulates objects with a delicate tongue. Very curious, almost indestructible, fond of machines, tags along.



Dice Secondary Subsystem (*Gear Symbol*) (cont)

- 6 Medbay:** A room of spotless silver steel, stinking of alchemical disinfectant. A **Devil** sits half embedded in a control chair, a white helm over his head. Nearby a sedated **Slave** lies inside a glass tube. Within it, a dozen slender medical arms peel back his skin, replacing weak flesh with unyielding machine, converting him into a Cog.

Characters who sit in the control chair can attempt to cybernetically enhance one another. Enhancements are as follows:

Symbol: That the operator selects	DC Medicine Check	Result if success (failure = 1d4 permanent HP loss)
Brain	14	Devilish command module, operated on creature obeys Devils automatically until removed.
Legs	12	Pneumatic muscle fibres: +5ft move.
Eyes	16	Laser eye: Once per long rest, 100ft range, bonus action, +10 to hit, 10 radiant damage.
Chest	10	Subdermal carapace: +1 AC, -1 Dexterity.

- 7 Paracaster:** In this chamber an angled tube, ringed with anti-gravity accelerators, points out of a chink in the Gear's armour. Creatures that step into the tube's breach are flung from the Gear at high speed (taking 30 bludgeoning damage and passing out, or taking half and remaining conscious on a successful DC 18 constitution saving throw). In a combat situation, a line of **Parachutist Cogs** (roll 2d20 for the number when the characters enter) enter the tube one by one. They wear parachutes and have been mechanically modified to withstand the acceleration of the paracaster. In a non-combat situation, **3 Slave Enforcers** are present in the chamber, discussing the feasibility of escape using the paracaster. One of them claims his friend was killed using it.

- 8 Meteo-missile Silo:** Here sixteen slender missiles are cradled in mechanical armatures, ready to be slotted into position beneath a central silo. Besides the silo, a crimson holographic map of the continent hovers before a command chair. The holographic map responds to the thoughts of the creature sitting in the command chair, enabling them to launch the rockets at any location within 100 miles. The rockets are geoengineering devices, designed to alter the climate in an area to the benefit of Hellish forces. There are two rockets generating each of the following conditions: fog, thunderstorms, acid rain, insect plagues, clear skies, oppressive heat, bitter cold, dark clouds that blot out the sun.

Dice Weapon Array (*Fire Symbol*)

- 1 Annihilation Beam:** Shimmering flower of purple panels. Recharges under titanium shutters, before blossoming into the open air to discharge coruscating beams of pink energy. A monster killer and fortress destroyer. AC 10 and 300HP.

10 Slaves, 5 Cogs and 1 Devil are here, obsessed with operating the beam. Advantage on stealth rolls to sneak past them.

- 2 Heavy Bombards:** Three double barrelled artillery turrets, like the guns of ironclads, swivel behind loopholes in the Gear's rusted skin. Rain, wind, or sun stream through these slots, and onto **30 Slaves** who load munitions from delivery chutes into the turrets. They are overseen by **5 Cogs** and **1 Devil**. Dealing 15 damage to a shell, and then any fire/lightning damage, causes it to explode, as per the **Fireball** spell. The bombards level settlements and phalanxes alike.

Anything entering a shell chute will be propelled back up through it by mechanical cilia.

Dice Weapon Array (*Fire Symbol*) (cont)

3 Gas Mortars: Crouching grey mortars squat like giant toads. They fire bulbous shells, that burst into clouds of noxious green vapour. Its touch strips skin from flesh, and turns breath to red mist.

20 Gas-Suited Slaves (immunity to gas) work here, commanded by **5 Gas-Suited Slave Overseers** (immunity to gas). If the characters are spotted, the latter attempt to turn valves on gas shells to release the toxin. Gas spreads 20ft from a shell per turn, until it has covered a radius of 60ft. The room is 50ft by 150ft.

The gas deals 10 poison damage (or half on a DC 15 con save) if touched; and an additional 20 poison damage (or half on a DC 20 con save) if breathed.

4 Flak Cannons: Four glass capsules raise lancelike guns to the heavens, watching for aerial enemies. Each capsule is manned by one **Cog**.

Aerial enemies attempting to approach the **Gear** must make DC 18 stealth checks, or be spotted and targeted by the cannons whilst still 300ft from the Gear. Each cannon can target a 100ft by 100ft cube. Creatures inside it must roll a DC 15 dexterity saving throw, taking 15 fire and 15 bludgeoning damage on a failure.

Flak cannons have AC 10 and 50 HP. They can target areas on the ground (including the other flak cannons on the platform), however their targets get +10 on their dexterity saving throws. Other flak cannons targeted are hit automatically.

Dice Secure Zone (*Eye Symbol*)

1 Barricade: If the Gear is not on alert: **8 Cogs** hang from tubular tethers in a brightly lit, empty room. As the character's enter the room, they begin to claw their way loose, 1d4 Cogs per turn.

If the Gear is on alert: **8 Cogs** take up firing positions behind barricades bristling with spines (they have three quarters cover). In front of them the ground is carpeted with barbed wire (movement at half speed, 1d4 damage per 5ft moved, 30ft by 30ft of wire). Sleek mines wink red eyes from between the coils (entering within 10ft of a mine causes it to detonate, dealing 15 fire damage to all within 10ft).

2 Auto-Guns: The corridor broadens, opening onto a 30ft by 50ft entranceway flanked by two black guns with long, many barrelled snouts.

The guns can be deactivated from behind the security zone. As it stands, they fire at **anything** which moves into their line of sight (+10 to hit, 40 piercing damage, DC 10 constitution saving throw or 15ft knockback). As bullets gush, and clouds of spent cartridges fill the air, their barrels begin to glow red. The guns will overheat after being continually fired for 3 rounds, powering down for 1 round in order to vent excess heat.

3 Sensory Overload Chamber: A totally dark, mirrored corridor, whose countermeasures are activated by pressure plates. When characters are halfway across it, blinding strobe lights leap to life, and hidden speakers fill the room with thunderous blaring.

Characters must make a DC 15 Con save each round, or be blinded and deafened for that round. When the countermeasures first activate, they must make a DC 15 Wisdom save, or be stunned for one round. Characters accustomed to rave culture have advantage. From the far end of the corridor come **6 Sensorily Deprived Cogs** (blind, deaf, but trained to do without such senses).

4 Electro-Checkpoint: 60ft of stagnant water, 5ft deep, separates one end of this corridor from the other. At the far end, a bunker like a blue barnacle is melded to the wall, inhabited by a bored **Devil** and **4 Cogs**. Suspended on the ceiling, directly overhanging the water, are four wires, tipped with rods that crackle with electricity. Should the Devil spot intruders, he can lower the rods into the water. Anyone who enters the water, or is standing in it at the start of their turn, is electrocuted, taking 50 lightning damage (or half on a successful DC 17 constitution save).



Dice Hidden Routes (*Dashed Lines*)

1 Pneumatic Tubing: Plastic capsules are sucked through transparent tubing by vacuum, careering through the Gear before arriving at their destination with a soft hiss of air. The lever to activate this system in a given room lies outside the pipes themselves. Anyone travelling in this fashion takes 11(2d10) bludgeoning damage, or half on a DC15 con save.

2 Ducts: Air vents, filled with the noxious chemicals of Devilish machinery. Roll 1d4 when entering, to see what varieties predominate:

D4 Chemicals

1 Biological Effluvia: Laced with regenerative hormones: gain 1d6 HP per ten minutes exposure. After 20 minutes, small nodules begin to grow beneath your skin. After half an hour's exposure, they grow into cancerous masses: -1 to charisma and sleight of hand (and the effluvia ceases to heal you).

2 Iridescent Slick: Streamers of colour, like gaseous oil slicks. Enemies have disadvantage to grapple affected characters for 1d4 hours; and such characters have important objects comically pop from their hands at inopportune moments.

3 Soot: Choking black, thick with carbon monoxide. Roll constitution save DC 14 whilst travelling, or fall unconscious. Be pulled from the ducts in 10 minutes, or die of asphyxiation.

4 Freezing air: DC 10 constitution or gain a level of exhaustion, for each 10 minute period spent within. Heat relieves this exhaustion.

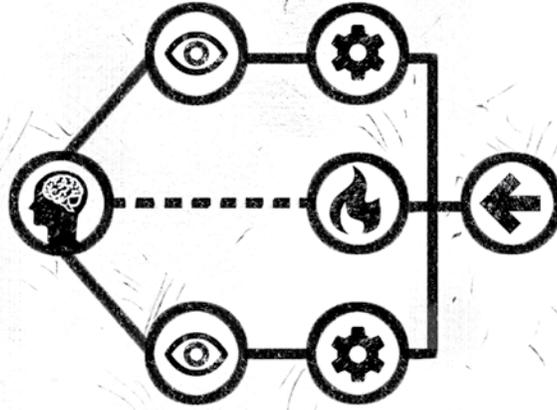
3 Teleporter Array: Glistening doorways of silver force, instantaneously connecting different chambers. Activated by subdermal implants embedded in the Cogs and Devils of the Gear (characters searching bodies for "portal keys" will discover these on a DC 18 investigation check). When combat is joined in a room containing an array, combatants will try and use the array to gather forces from connected rooms.

4 Mechapede Tunnels: Barely human width circular tunnels, used by **Mechapedes** (use **Giant Centipede** statistics) as the Gear's self-repair system. The bulbous heads of these sinuous constructs each contain different tools of construction and repair; from blowtorches to industrial staplers to anti-inflammatory foam spray.

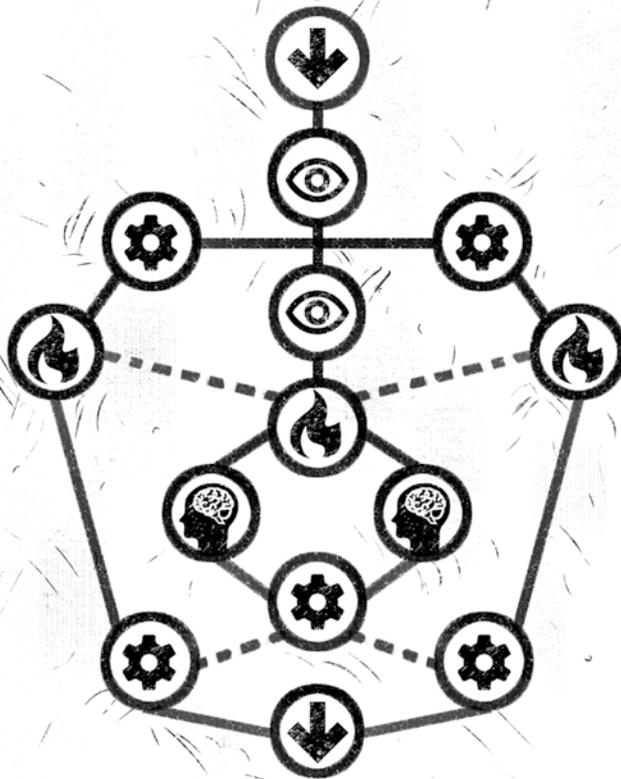
Whenever a room connected to a Mechapede tunnel is damaged, 1d4 mechapedes emerge from the tunnel each turn until the damage seems under control (or 10 mechapedes are present in the room).

Mechapedes are not designed for combat, but they will attempt to "remove obstructions" from their tunnels. When travelling through one, there is a 25% chance of encountering 1d4 Mechapedes, who will attempt to remove characters.

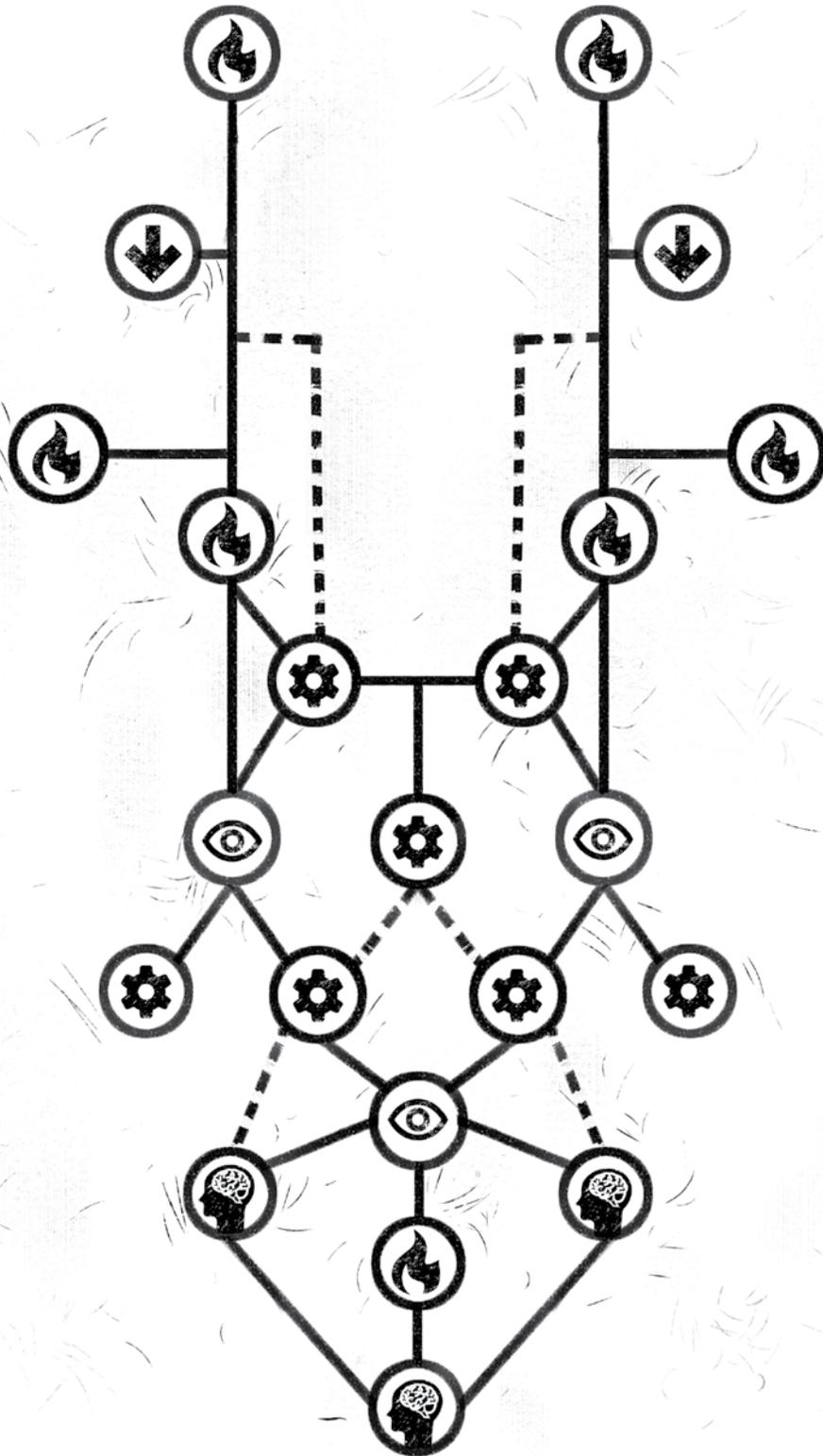
6.1 GEAR TEMPLATE



6.2 SUPERIOR GEAR TEMPLATE



6.3 GRAND GEAR TEMPLATE



7. SUMMONING A DEVIL

Summoning a Devil is like hiring an expensive private contractor to repair your house, when the contractor wants to own your house; but, if he can't manage that, will settle for owning you instead.

The first step is the creation of Summoning form S-1.01, wherein the summoner specifies the service the Devil is to perform and a proposed price to be paid. A S-1.01 is a complex document, and knowledge of how to produce it is very rare – the relevant treatises being burned at any opportunity by religious orders and sensible governments. The price of the service is souls: either the summoner's own soul, or a promise to corrupt the souls of other individuals (in turn guaranteed by the summoner's own soul).

It is hypothesized that the arcane symbology of the S-1.01 enables the creation of a small bidirectional planar gateway to Hell. There are few other explanations for why, on completion, the form disappears and – after a few hours – reappears in the same spot, complete with proposed amendments. Negotiations in this manner can continue indefinitely: the would-be summoner merely attaches the S-1.01 to an S-1.02 Summoning form containing his counteroffer, and the cycle is repeated. Devilish efficiency means they always strike a hard bargain, but the rumours that contractors are inevitably caught in their own words, with horrible results, are inaccurate. Certainly, this was official Hellish policy for several hundred thousand years. However, after extensive randomised controlled trials, it was found that the gains in souls per summoning that resulted were offset by extremely low summoning rates. After all, why would you sell your soul if

you knew that Hell would avoid upholding its side of the bargain? Ever since this realisation, Devils have aimed at scrupulous transparency in summoning transactions, although (perhaps understandably) this information has only slowly changed perceptions.

When an offer is submitted to Hell's satisfaction, a Devil is gated in to the site the final offer was submitted, and the summoner's soul is bound to Hell (or made security for his promise to corrupt other's souls). The Devil then performs the allotted task. Complaints (or compliments) about the nature of this performance can be submitted to Hell by completion of a PR-7.65 Performance Review form. Although it finds such feedback useful, Hell never renegotiates a deal.

There is only one way to escape a Diabolical contract. In the deepest depths of Hell, behind gates of chained obsidian writ with runes of unmaking, through labyrinths patrolled by sleepless and hungry things, in chambers laid with traps of bitter and malign intelligence, are stored copies of every contract Hell has ever concluded. If these copies were to be destroyed, the souls bound by them would be released. In the long centuries of Hell's dominion, many have tried. None have succeeded.

When the Devil has completed his summoned task, he faces two choices. Usually he will have been given a single-use planeporter, which he activates to return to Hell. However, if he finds the world he has been summoned to seems especially ripe for invasion, he may submit a C-65 Conquest Initiation form to Hell. Sometimes, Hell responds in the affirmative...





DEMONS

Come now, little one, why do you not struggle? True, it is futile. But it is so much more amusing!
 - The Demon Orlanuth, Despoiler of the Invincible City

To kill for love; to torture for gold; to burn for a still-more-brightly burning ideal of nationalism, or freedom, or religion. These actions are understandable, comprehensible, perhaps (in some worlds at least) almost pedestrian. But to kill because you love killing, to torture because pain is its own treasure, to burn because you wished the whole world – the whole universe – was burning. These are motives unintelligible to most mortals, motives they recoil from as from a hungry and devouring void. And there is a hungry and devouring void. It is the Vortex, and Demonkind are its children.

Each Demon is its own inimitable abomination; each a different blasphemous amalgam of twitching insectoid limbs, fanged maws, squamous tentacles, bloated pustules and endless other monstrous abnormalities. To fully describe their forms, every one its own offence against reality, would be to speak until the end of time itself – for it is said that there are more Demons than all the grains of sand in all the deserts of the multiverse.

But if Demons are divided by the CHAOS of their bodies; they are united by the destructive EVIL of their minds. For all Demons, pain and ruination are ends in themselves. When not one stone is left standing upon another stone, when not one creature lives who does not do so in agony, when not one world exists that is not writhing in its death throes – then, at long last, Demonkind will rest. Until then... until then...

I. GENERATING A DEMON

Generating a Demon involves a five stage process, as follows:

1. Roll on the **Body Type** table.
2. Roll on one or more of the **Unsettlements** tables.
3. Roll on the **Locomotion** table.
4. Choose an **Abhorrence category**.
5. Roll on the **Lesser Profanities** and **Greater Profanities** table for the Demon's abilities, based on its abhorrence category.

NOTE TO GMS: *It is recommended that the GM generate Demons prior to session-start. To avoid lengthy copying, record the Profanities of a Demon as the number rolled on the relevant table(s).*



I.1 BODY TYPE

Dice	Body Type	Dice	Body Type
1-9	Humanoid	21	Formicidoid
10	Medusoid	22	Annelidoid
11	Isopod	23	Myriapod
12	Crocodylian	24	Cyclostomatoid
13	Amoeboid	25	Anguilliform
14	Ophidian	26	Cephalopod (Nautiloid)
15	Fungoid	27	Cephalopod (Octopoid)
16	Reptilian	28	Cephalopod (Teuthidoid)
17	Batrachian	29	Fungoid
18	Ichthyoid	30	Primate
19	Arachnid	31	Lupine
20	Gastropod	32	Ursine

33-40 **Combination of multiple forms:** Roll twice on this table. If you roll this result again, roll two further times. This way a Demon may be a combination of many different body types.

I.2 UNSETTLEMENTS

Dice	Unsettlements (<i>Body</i>)
1	Carpeted in rats and other vermin, attached to it by their tails. They scabble viciously against one another in their desperation to escape.
2	Bisected. Ichor flows between the two halves of its body.
3	Burned and burning.
4	At various points in the Demon's body, flesh parts and uncovered bone breaks through, lending it a nightmarish aspect, as of a decaying corpse.
5	Wasted and gaunt, limbs slender and fleshless, skin stretched taut over the bones beneath. However, its belly is vast and distended, dragging on the ground as it moves.
6	Stretched in some places and compressed in others, as though mangled by a machine.
7	Pustulent and rotting, its body a spring of virulent secretions.
8	Pierced with a forest of rusted blades, arrows, crossbow bolts and lances, a testament to the many, many unfortunates who have attempted to slay it.

Dice	Unsettlements (<i>Body</i>) (cont)
9	Spikes blossom from the Demon, each one impaling a victim. These unfortunates still live, racked with pain beyond imagining. They are insane, having been convinced by the Demon that they will be freed if they can tempt others to impale themselves upon it. They beckon lavishly, moan as if in ecstasy, and entreat creatures to join them.
10	Flayed and bleeding.
11	Transparent; save for the squamous organs that pulsate under its skin.
12	Bleached and colourless.
13	The Demon's appearance is so horrific that looking upon it causes one to weep blood.
14	Covered with black eyes.
15	Encrusted by scabs. When it moves these scabs break open, and weep black ichor.
16	Turgid with cancerous growths.
17	Radially symmetrical along 1d4+1 lines of symmetry.
18	The Demon's organs float outside its empty body cavity, connected to it by blood vessels that flow out from within it through gaping wounds.
19	Invisible save for a childlike mask of diamond and gold. It hates this condition and daubs its body with the viscera of its foes, so that its form appears silhouetted by layers of caked blood and pulverised flesh.
20	Skin is stretched over a thousand subdermal spines, like canvas over tentpoles. When the Demon is angered, the skin tenses and the spines break through, causing it incredible pain.
Dice	Unsettlements (<i>Head</i>)
1	The Demon's jaws bifurcate like those of a snake, splitting open down the middle.
2	A second head, apparently lacking any control over the Demon's body, pathetically begs it to spare the innocent and eschew violence. The Demon delights in disappointing it.
3	The Demon has been beheaded. It may hold its head in one of its clawed hands.
4	The jaws of one head are stretched grotesquely around a second
5	Tentacles wriggle from the Demon's eyesockets.
6	Insects continually squirm from its orifices.
7	The Demon's mouth is a black abyss; those who look on it are struck with vertigo.
8	The Demon's flesh has been pulled back over its skull, which is carved with foul runes.
9	Your own head, but horrifically mutilated. You cannot shake the sensation that this is how you will look, after the Demon is done with you.
10	Impaled with dozens of obsidian spikes.
11	Pulsating with stained blood vessels.
12	Melted and flowing like wax. Whilst flesh flows down the sides of its head, more wells up from within it.



Dice Unsettlements (*Speech*)

- | | |
|-----------|--|
| 1 | A horrid burbling, like a dying man forcing breath through mucous filled lungs. |
| 2 | An unbearable rasp, like the screech of a blackboard. |
| 3 | The Demon always seems to speak from behind ones shoulder (you can feel its foetid breath on your face, its burning spittle hitting your cheek, etc.) |
| 4 | So awful is the Demon's speech that it causes listener's ears to bleed profusely; and so terrible its name that those who try to pronounce it cough blood. |
| 5 | The Demon lacks a mouth, but can speak through those of nearby creatures. |
| 6 | Insectoid clacking and chittering. |
| 7 | A continuous stream of portentous gibberish (insert joke about this book). |
| 8 | Two voices at once. One is loud, scrupulously polite, reasonable and friendly. The other is a vicious sibilant whisper, laced with vile threats and mockeries. <i>(to RP a conversation between the party and the demon, pre-record a voice clip of you speaking in the second voice, then let the clip play whilst you speak in the normal friendly voice).</i> |
| 9 | As the Demon speaks, its organs spool out of its mouth. Only once the creature seems nearly to have been inverted are they sucked back in again, in a sickening wet rush. |
| 10 | The cries of wounded humans and tortured animals. |
| 11 | The screams of dead relatives. |
| 12 | The sharpening of knives. |

Dice Unsettlements (*Aura*)

- | | |
|-----------|--|
| 1 | The content of all books within a 10 mile vicinity of the Demon change into garbled warnings about the Demon's approach. |
| 2 | Anyone within a 10 mile vicinity of the Demon is afflicted by terrible dreams, in which the creature stalks them through irrational landscapes, and devours them alive. |
| 3 | On gazing upon the Demon, sentient creatures are forced to confess their greatest sin. |
| 4 | The unbearable sensation of being pursued accompanies those close to the demon. |
| 5 | The organs of nearby creatures squirm and writhe, as if seeking to escape their bodies. |
| 6 | Those who look on the Demon feel they have lost someone or something of great importance (the love of their life, a dear friend, etc.), but have forgotten what. |
| 7 | Everything around the Demon appears ruined and rotten. |
| 8 | The blood of the Demon drips upwards; and its severed body parts float through the air in disobedience of gravity. |
| 9 | The Demon is surrounded by the whispers of past victims, trying to give advice on how their tormenter might be slain. Having all been killed by the Demon in the past, this aid is of questionable utility. |
| 10 | Malformed and malignant creatures appear to dance and gibber at the corner of nearby creature's vision, always vanishing when their gaze is turned towards them. It is well that this is so, for beholding their true forms would drive men mad. |
| 11 | An intense sensation of solitude – as though the creature and the Demon were the only things in existence. |
| 12 | Insects, worms, rats and other vermin are driven into frenzy by the Demon's approach, broiling out from beneath cracks and crevices to seethe and chitter across the ground. |

I.3 LOCOMOTION

Dice	Method of Travel <i>(with mechanical effects)</i>
1	Walks on two legs.
2	Walks on 2d6 legs.
3	Walks on many hundreds of pairs of legs, which run down its body like those of a millipede. <i>(+20ft move)</i>
4	Slithers on its stomach.
5	Leaps on two legs like a frog or cricket. <i>(has a long jump of 40ft, and a high jump of 20ft)</i>
6	Moves by waves of muscular contraction along its body, like a slug.
7	Lopes on four legs. <i>(+10ft move)</i>
8	The Demon crawls forwards on its arms, dragging useless legs behind it. <i>(-5ft move)</i>
9	The Demon moves by continually shedding its skin, bursting from the mouth of its previous body to surge closer and closer to its target. <i>(-5ft move)</i>
10	Tunnels beneath the ground like a worm. <i>(+burrow 40ft)</i>
11	Flies on wings of flame and shadow. <i>(+flight 40ft)</i>
12	Levitates just above the ground. <i>(+levitate 40ft)</i>
13	Flies on skeletal wings. <i>(+flight 30ft)</i>
14	Flies on insectoid wings. <i>(+flight 40ft)</i>
15	Flies on ragged bat like wings. <i>(+flight 30ft)</i>
16	Borne aloft by a cloud of carrion birds, which it stands or sits upon. <i>(+flight 30ft)</i>
17	Can move in bursts of speed so intense that the air strips its skin and flesh in the process. <i>(can move 200ft; if it does so it takes 2d10 slashing damage)</i>
18	Is wafted aloft by lines of palpitating cilia. <i>(+flight 40ft)</i>
19	Flies without visible means of propulsion. <i>(+flight 50ft)</i>
20	Rides atop a wave of squirming insects.

I.4 ABHORRENCE CATEGORY

Although each Demon is a unique entity, this book groups them into three power levels (referred to as abhorrence categories) for ease of reference/generation. These are Hungering Demons, Ravening Demons and Devouring Demons, presented in ascending order of strength.



GENERATING A HUNGERING DEMON

Alignment: Chaotic Evil, **Creature Type:** Fiend

Size: Roll 1d4: 1: Small, 2-3: Medium, 4: Large

Armour Class: 14, **Hit Points:** 90, **Speed:** 30ft (modified by locomotion table)

STR 18(+4), **DEX** 14(+2), **CON** 16(+3), **INT** 10(+0), **WIS** 12(+1), **CHA** 10(+0)

Saving Throws: Dex +5, Con +5

Skills: Perception +5, Stealth +5, Intimidation +5

Damage Resistances: Necrotic, Acid, **Damage Immunities:** Poison

Senses: Darkvision 120ft

CR: 5

Profane Ability: Roll once on the Lesser Profanities table, for an ability or attack possessed by the Demon.

Multiattack: The Demon makes one melee or projectile attack, and also attacks with its profane ability (if it is an attack).

Melee Attack: *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 10 (1d6+4 damage) slashing damage. *This may be a bite or claw attack, see body type to determine which.*

Projectile Attack: *Ranged Weapon Attack:* +6 to hit, 150ft/300ft, one target. Hit: 9 (1d6+3 damage). For damage type roll 1d4: 1: Poison, 2: Necrotic, 3: Fire, 4: Acid. *This may be a spray of spittle or poison from hidden glands or a blast of magic, see body type to determine which.*

Abyssal Reincarnation: When killed, a Demon reforms in his Shard of the Vortex. The time this takes ranges from seconds to centuries, and is impossible to predict. The only way to permanently kill a Demon is to destroy him in his Shard of the Vortex.

GENERATING A RAVENING DEMON

Alignment: Chaotic Evil, **Creature Type:** Fiend

Size: Roll 1d4: 1-2: Medium, 3-4: Large

Armour Class: 16, **Hit Points:** 150 **Speed:** 30ft (this may be effected by locomotion table)

STR 20(+5), **DEX** 14(+2), **CON** 20(+5), **INT** 16(+3), **WIS** 16(+3), **CHA** 16(+3)

Saving Throws: Str +10, Con +10, Wis +6, Cha +6

Skills: Perception +5, Stealth +5, Intimidation +5

Damage Resistances: Necrotic, acid; bludgeoning, piercing and slashing from nonmagical weapons, **Damage Immunities:** Poison

Senses: Darkvision 120ft

CR: 10

Profane Abilities: Roll once on the Lesser Profanities table and once on the Greater Profanities table, for abilities or attacks possessed by the Demon.

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

Multiattack: The Demon makes one melee or projectile attack, and also attacks with its profane ability (if it is an attack).

Melee Attack: *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. Hit: 15 (2d10+4 damage) slashing damage. *This may be a bite or claw attack, see body type to determine which.*

Projectile Attack: *Ranged Weapon Attack:* +8 to hit, 150ft/300ft, one target. Hit: 12 (2d10+1 damage). For damage type roll 1d4: 1: Poison, 2: Necrotic, 3: Fire, 4: Acid. *This may be a spray of spittle or poison from hidden glands or a blast of magic, see body type to determine which.*

Abyssal Reincarnation: When killed, a Demon reforms in his Shard of the Vortex. The time this takes ranges from seconds to centuries, and is impossible to predict. The only way to permanently kill a Demon is to destroy him in his Shard of the Vortex.

GENERATING A DEVOURING DEMON

Alignment: Chaotic Evil **Creature Type:** Fiend

Size: Roll 1d4: 1: Medium, 2-3: Large, 4: Huge

Armour Class: 18, **Hit Points:** 200 **Speed:** 30ft (this may be effected by locomotion table)

STR 20(+5), **DEX** 18(+4), **CON** 20(+5), **INT** 18(+4), **WIS** 18(+4), **CHA** 18(+4)

Saving Throws: Str +12, Con +12, Dex +8, Wis +8, Cha +10, Int +6 **Skills:** Perception +5, Stealth +5, Intimidation +5

Damage Resistances: Necrotic, acid; bludgeoning, piercing and slashing from nonmagical weapons, **Damage Immunities:** Poison

Senses: Darkvision 120ft

CR: 15

Profane Abilities: Roll twice on the Greater Profanities table for abilities or attacks possessed by the Demon.

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

Multiattack: The Demon makes one melee or projectile attack, and also attacks with its profane ability (if it is an attack).

Melee Attack: *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. Hit: 20 (3d10+4 damage) slashing damage. *This may be a bite or claw attack, see body type to determine which.*

Projectile Attack: *Ranged Weapon Attack:* +10 to hit, 150ft/300ft, one target. Hit: 18 (3d10+2 damage). For damage type roll 1d4: 1: Poison, 2: Necrotic, 3: Fire, 4: Acid. *This may be a spray of spittle or poison from hidden glands or a blast of magic, see body type to determine which.*

Abysal Reincarnation: When killed, a Demon reforms in his Shard of the Vortex. The time this takes ranges from seconds to centuries, and is impossible to predict. The only way to permanently kill a Demon is to destroy him in his Shard of the Vortex.

I.5 PROFANITIES

Dice	Lesser Profanity and mechanical effects
1	The Demon has a prehensile tongue tipped with a grappling prongs. <i>Ranged weapon attack: +7 to hit, ranged 50ft/100ft, one target. Hit: 20 (3d10+4) piercing damage and target is grappled (escape DC 16); as a reaction the Demon can pull the grappled creature into its mouth. Whilst the target is in the Demon's mouth, it is restrained, and the Demon can't use this profanity.</i>
2	The Demon's back is studded with throbbing clusters of protruberant holes, out of which streams of maggots spill continually. <i>The ground 10ft around the Demon (including the route it has travelled) becomes covered with voracious maggots. Non-Demonic creatures entering this area, or ending their turns there, take 14 (4d6) piercing damage (or half on a DC 14 dexterity save). Maggots disperse after a minute.</i>
3	The Demon exudes glutinous mucous. Weapons are stuck fast, and then absorbed into its bulk – as are those unfortunates who happen to be grabbed by the creature. <i>Every time the Demon is hit by a melee weapon, roll a DC 16 strength check. On a failure, the melee weapon sticks fast in the mucous covering the Demon. If not pulled out next turn (requiring another DC 16 strength check) it is absorbed. When the Demon successfully hits an individual, they must make a DC 16 dexterity save. On a failure they are restrained.</i>
4	The Demon's intestines spill from its stomach. As enemies draw near, they reach out and strangle them. <i>Melee Weapon Attack: Reach 15ft, one target. DC 14 dexterity saving throw or 15(2d10+4) bludgeoning damage and the target is unable to breathe or move more than 15ft away from the Demon. At the end of each of its turn, the target makes a DC 14 dexterity save. On a success, the effect ends. On a failure, the target takes 10(2d6+3) bludgeoning damage.</i>





Dice Lesser Profanity and mechanical effects (cont)

- 5** The Demon is covered with voracious mouths; each filled with layers of razor sharp teeth that spin like saws, opening and closing feverishly as prey draws closer. The Demon grapples its enemies, then feeds them into the mouths like logs to a sawmill.
When the Demon hits a creature with his melee attack, the creature must make a DC 16 dexterity check or be grappled. The Demon can feed a grappled creature into his many mouths as an action. The grappled creature makes a DC 14 dexterity save, taking 40(6d10+7) piercing damage on a failed save, or half on a success.
-
- 6** The faces and upper bodies of the Demons' many victims press out from its central mass, screaming for help, crying pitifully. Mortals recoil in horror, unable to attack such tormented creatures.
Whenever a creature makes to attack the Demon, they must choose whether to look at the Demon. If they choose to look, they must make a DC 20 wisdom check. On a failure they are paralysed with horror and lose their action. If they succeed, they need not make this check in future. If they choose not to look, they have disadvantage on their attack.
-
- 7** The Demon exudes an overpowering scent of decay, attracting tens of thousands of flies which carpet its body. Whenever it moves, it disturbs these insects, which erupt into a black cloud; making hitting the creature extremely difficult, unless it is driven away by high winds or intense flames.
Creatures entering the area within 20ft of the Demon must make a DC 16 constitution check or be blinded until they leave the area. All creatures have disadvantage to hit the Demon whilst the insect cloud persists. The cloud has 60hp, vulnerability to fire damage, resistance to bludgeoning, piercing and slashing damage. If reduced to 0hp, the cloud disperses, and this profanity ceases to operate.
-
- 8** With disgusting organic pulsations, fumaroles on the Demons back and forearms expell clouds of noxious gas into its surroundings, poisoning those nearby.
Creatures entering the area within 30ft of the Demon must make a DC 15 constitution save or be poisoned for a minute. Creatures passing the save become immune to the poison.
-
- 9** The Demon maintains a continuous stream of blasphemous babbling, which infects all those nearby, compelling them to profane the Gods, renounce their ideals, viciously insult their friends, issue vile threats to their families, and so forth. Besides impeding communication, it also makes casting spells that require verbal components impossible.
When within 100ft of the Demon; DC 20 wisdom saving throw or blasphemously babble; becoming incapable of casting spells with verbal components.
-
- 10** The Demon can raise freshly killed victims to serve it as mindless warriors. When doing so an ethereal chain surges from a yawning cavity on its chest and fastens around the corpse's neck. The body immediately animates, eyes filled with ghastly green fire.
The Demon is accompanied onto the battlefield by 4d4 zombies under its control. These zombies cannot move more than 30ft from the Demon (if the Demon moves more than 30ft from them, they are dragged along with it). The Demon can raise any corpses within 30ft as a bonus action.
-
- 11** The Demon's body is covered with barbed spines. Once these are lodged in its enemies they animate and begin shivering and spinning, dealing horrific internal injuries.
Whenever a creature is hit by the Demon's melee attack, roll 2d6. This is the number of spines lodged in the creature. At the end of its turn, it takes piercing damage equal to this number. It can spend an action to remove the spines. If it chooses to do so, roll dexterity, removing spines equal to the roll minus 10.
-
- 12** The Demon can graft the body parts of corpses onto it. Jamming legs or torsos into wounds effectively closes them, keeping the shambling Demon alive. Haphazardly fastening arms onto its shoulders or sides improves its durability – and their flailing can be a useful secondary weapon.
The Demon's standard melee attack does +10 bludgeoning damage, and its health is increased by 40. The Demon can graft a corpse onto it's body as a bonus action, increasing its health by 10 and it's melee attack damage by 4 (to a maximum of 50).



Dice Lesser Profanity and mechanical effects (cont)

- 13** The Demon's head is perforated by hundreds of pipelike structures, interweaving like an organ. From these pipes arises an eerie and unnatural dirge, that compels those who hear it to dance the danse macabre.
The Demon can cast the spell irresistible dance on every creature within 30ft once a day as a bonus action. The Wisdom save to stop dancing is DC 12.
-
- 14** The Demon has a protruberant snout, like that of an anteater, out of which a long slender tongue uncoils. In combat the Demon grapples his enemies, then flicks his tongue into their ear, like a hummingbird tasting nectar, feeding on the victims memories.
When the Demon hits a creature with a melee attack, they must make a DC 14 dexterity check or be grappled. The Demon can insert its tongue into the ear of a grappled creature as a bonus action. The targeted creature takes a -1d4 penalty on all checks and saves until their next long rest, and 20(4d6+1) psychic damage as their memories are drained. The Demon receives a +1d4 bonus to all checks and saves for the next day, and heals 10 points of damage (bonus is cumulative, up to +6).
-
- 15** Deep shadows cling and drip from the Demon like ichor, and the air around it visibly darkens, even in bright daylight. The Demon can slip into any shadow and emerge from any other shadow in line of sight – finding it most enjoyable to reappear in the shadow of enemy archers and mages, then rip them apart.
The Demon can teleport between any shadows in line of sight. If it teleports into a shadow behind a creature, its next attack against them gains advantage and +11(2d10) necrotic damage. If the Demon is attacked with a melee or ranged weapon whilst it is in a shadow, it can use its reaction to teleport to any other shadow in line of sight, dodging the attack.
-
- 16** The skin of the Demon seems to twitch and shiver, a bag filled to bursting with thousands of tiny creatures. When it is cut or pierced, swarms of insects, rats, snakes, lizards, crows or other vermin burst forth to engulf its enemies.
Whenever the Demon takes slashing or piercing damage, a swarm of insects appears in a space next to it for every 5 points of damage dealt, controlled by the Demon.
-
- 17** The Demon's body seems to slip in and out of reality, fading into pale mist before the attacks of its foes, then materialising to tear them apart.
*The Demon can become ethereal (or cease being ethereal) as a free action. Whilst ethereal, it is immune to all damage **except** force damage, but cannot attack, use profane abilities, etc. Whilst ethereal it can also move through solid objects, although if it starts or ends its turn in a solid object it takes 15(2d10+4) force damage.*
-
- 18** The Demon is covered with engorged fruiting bodies and shelves of fungus. It can expel clouds of spores that rapidly grow over enemies, entombing them.
The Demon can cast a 30ft cone of spores as an action (Recharge 5-6). All creatures in the cone must make a DC 14 constitution save. On a failure, they are covered in thick fungal growth and petrified. Dealing 10 points of fire damage to the creature frees it (and ends the petrification). 10 minutes spent cutting away the growth also frees it.
-
- 19** The Demon brandishes a dripping ovipositor from its rear. Those unfortunates impaled by it are injected with an egg, which grows rapidly inside them, turning them into an incubator for the Demon's vicious young.
*(Recharge 3-6) The Demon uses an action to make a standard melee attack with its ovipositor. On a hit, in addition to ordinary damage, the target is embedded with a Demonic egg, which hatches in 1d2+Constitution modifier (minimum 1) rounds. If the egg hatches, an insectoid horror bursts from the affected area, dealing 40(6d10+7) slashing damage as it claws its way out. The horror has the statistics of a **Giant Spider**, and obeys the Demon's commands. If the Demon is killed, it obeys the commands of the host it incubated in. Removing the egg takes an action and a DC 18 medicine check.*
-
- 20** The Demon's speech carries the psychosis of the Vortex with it.
*The Demon is a vector for a particular form of Cultic Madness (roll on the **Insane belief** table in section 4 of this chapter). He can take a free action to proselytise this madness. Any creature who hears him do so must roll a contested wisdom save VS the Demon's charisma roll, becoming infected on a failure, as per the rules for Cultic Madness in section 4.*

Dice Greater Profanity and mechanical effects

- 1** The stomachs of creatures close to the Demon fill with vicious insects. If they are not removed, the Demon's victims will be eaten from the inside out.
(Recharge 5-6) as a bonus action the Demon forces all creatures within 30ft to make a DC 18 constitution saving throw. On a failure, their stomach fills with insects; and take 16(3d10) piercing damage at the end of each of their turns. They can spend an action trying to make a DC 16 constitution check to regurgitate the insects. On a success the insects are expelled.
-
- 2** The head of the Demon is a swirling black vortex, which pulls in its enemies as a whirlpool does ships, immersing them in a sphere of annihilating energy, and leaving only dust behind.
At the start of its turn, every non-Demon within 100ft must make a DC 18 strength saving throw or be pulled 30ft towards the Demon's head. Creatures pulled into the head are restrained and take 20(3d10+4) force damage at the start of their turns. They can pull themselves from the head by spending an action and succeeding on a DC 18 strength check. Creatures reduced to 0hp by this effect are disintegrated/killed.
-
- 3** The Demon bears a red eye upon its forehead, the skin around which has peeled back as if it were overripe fruit. This is a flensing eye, whose gaze strips armour from skin, skin from muscle and muscle from bone.
At the start of its turn, the Demon can turn its flensing gaze upon up to 3 individuals within 100ft of it and eyeshot. They must all make DC 18 constitution saves. On a failure...
If they are wearing armour, the armour is stripped from their body and destroyed.
If they aren't, their skin is stripped from their body; they take 10(2d8+1) slashing damage.
If their flesh has already been flayed off, their muscles begin being stripped: they take 20(4d8+2) slashing damage, and must make a DC 14 constitution saving throw or have disadvantage on all strength or dexterity rolls until their injuries are healed.
-
- 4** The Demon's mouth runs from the middle of its head all the way along its body. By swallowing creatures, it teleports them to a pocket dimension filled with its previous victims, who have been forced to turn to cannibalism to survive. Only the death of the Demon can free those so consumed.
Any creature hit by the Demon's melee attack is teleported into a pitch black pocket dimension. It contains 4d6 cannibals (use Thug statistics, with 30ft blindsight from decades of living in darkness), that attack immediately. If the creature can kill 4 or more, the rest flee. When the Demon dies, it splits like an overripe fruit, disgorging any creatures inside it into the nearest free spaces. This includes the cannibals, who are likely to be incapacitated by surprise for several rounds.
-
- 5** The Demon's beard is a squirming thicket of lamprey like creatures, it can command to fly onto other creatures. Once a lamprey fastens onto a limb, its parent Demon gains control over the arm or leg. If a lamprey fastens onto a victim's neck, the Demon gains control over their entire body, excepting their head.
At the start of its turns, the Demon can target up to three creatures within 50ft with lampreys. Each of them must make a dexterity saving throw. On a 12-15, the lamprey latches onto one of their legs. The Demon can have the lamprey knock the creature prone on its turn, the creature's own movement is halved and it has disadvantage on dexterity saving throws. If both legs have lamprey's attached, the Demon controls the creature's movement.
On an 8-11, the lamprey has latched onto one of the creature's arm. The Demon can command this arm on its turn. For instance, he may have it clamp itself over the creature's mouth so he cannot cast spells requiring verbal components, or make a weapon attack against the creature. The creature cannot cast spells requiring somatic components.
On a 7 or below, the lamprey has latched onto the creature's neck. The creature's whole body (save the head) is now controlled by the Demon on its turns.
Dealing 5 damage to a Lamprey kills it (they have AC 15), or by pulling them loose (an action and a DC 12 strength check).



Dice Greater Profanity and mechanical effects (cont)

- 6** The Demon is preceded by an aura of intense fear, such that animals run from it in frothing and incoherent terror, leaping from cliffs or into raging torrents in suicidal efforts to escape. As it grows near, it sows panic so intense that even the most seasoned warriors run, weapons cast aside, an throats sore from screaming.
- Non-Demonic creatures within 50ft of the Demon must make a DC 18 wisdom saving throw on the start of their turns. On a failure, they are frightened for 1d4 rounds. On a failure by 6 or more (a roll of 12 or less), they must also spend their turn getting as far away from the creature as possible. On a success, they are immune from this ability until their next long rest.*
-
- 7** Delighting in seeing the noble humbled, and the great made its helpless playthings, the Demon can unleash waves of mutative energy, polymorphing nearby creatures into insects or vermin.
- Recharge (5-6): The Demon can cast the spell mass polymorph, wisdom saving throw DC 18.*
-
- 8** A psychic welt in the fabric of spacetime, the Demon acts as a portal between the realm of nightmares and the material plane; manifesting mortals' greatest fears as reality. A sailor afraid of drowning is immersed in a globule of water that follows him as he tries to escape. A woman whose family was killed by necromancers finds them rising from the grave before her. A free spirited Incandescent is snared in spiked chains.
- At the start of each of his turns, the Demon picks one creature within 60ft. An apparition of their greatest fear appears; and attacks (DC 18 saving throw OR +10 to hit depending on the nature of the fear; 15(4d8+1) damage on a hit or failure). It continues to attack each turn until it is destroyed, the target has overcome his fear, the Demon is dead, or the creature is reduced to 0hp.*
-
- 9** Hailing from a Shard of the Void where the air is total vacuum, the Demon carries a zone of its native atmosphere with it. Creatures used to ordinary pressure feel their organs bulge, their lungs swell, and their eyeballs press out from their sockets. In the most extreme cases, the abrupt pressure differential turns their bodies inside out, like bursting balloons.
- Whenever a creature not of the Demon's Shard first comes within 30ft of the Demon, they must make a DC 18 constitution save; taking 30(5d10+3) bludgeoning damage on a failure, or half on a success. Creatures reduced to 0hp are turned inside out/killed instantly. Creatures take 1 level of exhaustion whenever they end their turn within 30ft of the Demon **but** lose 1 level of this exhaustion every time they end their turn beyond 30ft of the Demon.*
-
- 10** The Demon's flesh shivers with the febrile energies of chaos. Every second it sprouts new limbs, heads, eyes, mouths and body parts beyond description, and withdraws other excrescences into its central mass. When attacked, it instinctively grows countermeasures that thwart further assaults of that kind.
- Whenever the Demon is successfully hit with a weapon, spell or ability, it grows a countermeasure against it, giving it a -10 to attack rolls involving it (or +10 to the Demon's saves against it). Define this as narrowly or broadly as is needed to balance the encounter (i.e. if the players have dealt a lot of damage, make the countermeasures broad, like an anti-magic field; if the players are struggling, make them narrow).*
-
- 11** The hair of the Demon is comprised of dozens of fleshy tubular structures, like umbilical cords. In battle these quest out warm prey as though alive. Once attached, they pump blood back to their Demon in grotesque muscular ripples, healing it in the process.
- Ranged Weapon Attack: +8 to hit, range 40ft, one target. Hit: 20(4d8+1) piercing damage and the Demon heals by half this amount. The target is now attached to the Demon by a fleshy cord. If it wishes to move farther than 40ft from the Demon, it must make a contested strength check. On a success, it moves as it wishes, pulling the Demon behind it. On a failure it stops moving. The same applies to the Demon when it is moving. At the end of each of its turns, the creature takes 10(2d8+1) piercing damage, and the Demon heals half this amount. The cord has AC16 and 15HP.*
-

Dice Greater Profanity and mechanical effects (cont)

12 Decay follows the Demon like a shadow. Around it buildings disintegrate into ancient rubble, weapons rust and shatter, and living things wither into advanced age.

*Every creature who ends his turn within 30ft of the Demon takes a -2 penalty to **all** future rolls, as they rapidly age. Elves (or other extremely long-lived creatures) take only a -1 penalty. Angels, Fiends, Dragons (or other potentially eternal creatures) take no penalty. This penalty is ongoing and cumulative, until relieved by a Greater Restoration spell (or equivalent). If the penalty reaches 10, the creature expires of advanced age.*

Every creature ending his turn within 30ft of the Demon has all nonmagical weapons corrode, taking a cumulative -1 penalty. If the penalty reaches -3 at any point, the weapon has rusted to nothing.

The Demon collapses houses (and the like) in 2d10 minutes of his presence, and ordinary fortifications in 6d10 minutes of his presence.

13 The Demon stands at the centre of swirling currents of mutative power. Nearby creatures find their bodies erupting with malignant growths; forced to battle not only the creature itself, but their own rebellious flesh.

All creatures ending their turns within 30ft of the Demon make a DC 18 constitution saving throw. On a failure, they lose 22(5d8) hit points and their hit point maximum is reduced by this amount until their next long rest. On a success, they lose half this amount of hit points/maximum hit points. On a failure, gain a mutation from the following table...

D4	Mutation	
1	Oozing (-1 dexterity)	Pustules (those you hit with unarmed attacks must make a DC 10 Con save or be poisoned 1d4 rounds)
2	Squirming	Tendrils (+1 to dexterity rolls)
3	Twitching	Eyes (-3 to perception checks from disorientation)
4	Noxious (-10 hp)	Tumours (- 2 to constitution rolls)
5	Bleeding (-1d4 hp each turn until staunched)	Mouths (- 1 to charisma rolls, advantage in eating competitions)
6	Glowing (-5 to stealth)	Bony protrusions (+ 1d4 to unarmed attacks)

14 Irrationality seeps from the Demon like puss from a sore, and those nearby find their actions becoming mocking inversions of their intentions.

When a player within 100ft of the Demon declares his action, he does the opposite (for instance a player says, "I attack the Demon", and he then attacks himself).

15 The air around the Demon shimmers with an intense and all-consuming heat; anything flammable in its vicinity spontaneously combusts in pillars of hungry fire.

The Demon is immune to fire damage. Anything flammable within 40ft of the Demon catches fire. Flaming terrain is difficult terrain, and creatures take 2(1d4) fire damage for every 5ft of it they cross. Creatures within 40ft of the Demon at the start of their turn must make a DC 18 constitution saving throw; taking 20(4d8+1) fire damage on a failure and half on a success. Creatures wearing flammable clothing take an additional 10(2d6+3) fire damage at the start of their turn. A creature further than 40ft from the Demon can take an action to put the clothing out, succeeding on a DC 10 dexterity roll.

16 The Demon is desiccated, like a corpse left for weeks in the desert sun. Those it touches find the water draining from their bodies, withering until brittle and lifeless.

The Demon is immune to exhaustion. Anything hit by the Demon's melee attack must make a DC18 constitution saving throw. On a failure, they take 1d4 levels of exhaustion. On a success they take half this amount of exhaustion (minimum 1 level).



Dice Greater Profanity and mechanical effects (cont)

- 17** The ground before the Demon erupts with vegetation, whose poisoned thorns and grasping tendrils ensnare victims with ease.
At the start of its turn, the Demon creates a line of vicious vegetation, as per Wall of Thorns. Unlike the spell, this wall is permanent, and deals poison damage (rather than slashing)
-
- 18** The Demon can teleport into the mental landscape of a creature within line of sight, where it commences a psychic assault against a single target without interference. The overpowering will of the Demon allows it to shape the mental battlefield to entrap and annihilate its opponent. However, occasionally, exceptionally strong-willed individuals can turn the tide, turning their mental landscape against the Demon.
At the start of its turn, the Demon can attempt to force its way into the mental landscape of a creature within 30ft. The creature rolls a DC 18 wisdom saving throw. On a failed save, the creature takes 20(4d8+1) psychic damage, and the Demon disappears and reappears in the mental landscape of its target. Here mental representations of the Demon and creature appear in a landscape composed of a chaotic amalgam of events, persons and places important to the creature.
The Demon and creature can act as normal. However, at the end of the creature's turn, the Demon and creature roll a contested wisdom check. The victor of this check can change the nature of the dream to suit them. Examples include...
The victor enlarges the size of his mental representation, giving him advantage on strength and constitution rolls whilst he remains in the mental landscape.
The victor traps his target in a cage.
The victor opens a pit of broiling flames behind his opponent.
Allies can attempt to force themselves into the targeted creature's mental landscape by touching his forehead and rolling a DC 12 wisdom check. On a success they disappear and reappear in the mental landscape. On a failure they take 10(3d6) psychic damage. If the Demon OR mentally invaded individual is reduced to 0hp, all creatures in the mental landscape return to reality.
-
- 19** The Demon's lies warp reality, twisting it to his whims. Against this weapon, steel and magic are useless. However the chaos unleashed by the Demon's power can be channelled by those with quick minds, diverting horrific alterations into relatively harmless ones.
*Once a turn, the Demon can tell one warping lie as a free action. This must be a false short sentence about something the Demon can see within 60ft of it. For instance: "The human with the plumed helmet is dead". If nothing else happens, this statement becomes true on the Demon's next turn, in the way the Demon intended (e.g. killing the player who happened to be wearing the helmet). However, anyone who has heard the lie can take a reaction to **shape** it. This involves giving an interpretation of how the lie might come true. If this is a possible interpretation, then the lie will come true in that fashion on the Demon's next turn. The most plausible of competing interpretations wins.*
*E.g. in response to the Demon's statement, someone might shape the lie by saying "Yes, the human **who wears** the plumed helmet is dead" (then throwing it away), or by saying "The human with the plumed helmet is **un-dead**", or by saying "The human with the plumed helmet is dead, in that he has been petrified – but unpetrifying him will revive him at once!".*
-
- 20** The Demon's claws tear open the veil between worlds, teleporting those it rends into the impossible landscape of its home realm.
The Demon's melee attack deals an additional 20(4d8+1) force damage. Furthermore, creatures hit by this attack must make a DC 18 wisdom saving throw or be teleported to the Demon's Shard of the Vortex. A portal behind them opens, but will close permanently in 1d4 rounds. So long as it is open, they can use their action to attempt to force their way back. This requires making a DC14 dexterity check. On a success, they reappear in the space they disappeared from, but take 10(3d6) force damage from the trauma of planar transit. On a failure, they remain trapped on the Shard.
-

2. THE VORTEX

Imagine a thousand panes of glass, smashed to pieces. Now imagine a tornado picking up these pieces, sending innumerable fragments whirling through the air in chaotic and untraceable trajectories. Each “Shard” is a world. Each world its own nightmare of boiling forests, burning seas, predatory mountains, plains of rotting flesh; places that struggle to be described, much less endured. Each landscape throngs with Demons.

This is the form of the Vortex.

To describe the Vortex as a world is to lie. It is a million worlds, snared in a maelstrom of CHAOS and EVIL. In these worlds the laws of nature are the suggestions of a powerless dotard; and the only certainty is constant flux – which produces and consumes impossible landscapes with ferocious unpredictability. The Vortex is steeped in appalling fecundity, and from its essence it births swarms of Demon, which infest every Shard.

In the Vortex, Demons live a life of unrelenting brutality. Demons abhor constraint and relish violence; thus the ordinary state of Demonic “society” is war of all against all. Only two things can make one Demon follow another. The first is the threat of death, which (in the Vortex at least) is permanent. This enables powerful Demons to cow weaker ones into a kind of obedience; albeit one marked by the “subordinate” parties constantly probing for weakness. The second and most powerful motive is the shared love for destruction.

Demons who have established especially black reputations can spontaneously gather hordes of lesser Demons to their banners, drawn by the promise of world-shaking destruction and mighty battles. Sometimes the agglomeration of these hordes forms a structure akin to an army. However such “organisation” as exists amongst Demons is loose in the extreme. A horde of any size will usually have multiple presumptive leaders, depending on which of its members is being asked. In a similar vein, the “commands” of these leaders will be followed only to the extent the commanded support them, are cowed into supporting them, or have yet to

encounter better opportunities for destruction and slaughter.

The disadvantages of this disorder are clear: Demons rarely (if ever) construct fortifications, siege engines, complex weaponry or magical devices. They can be split and distracted by multiple targets, or lured and trapped by complex manoeuvres, whilst the tactics of a Demonic horde are rarely more complex than a wild charge. However, disorder is not without its advantages. Foremost amongst these is the fact that cutting off the head of the Demonic horde never destroys the body – even if the entire leadership of a Demonic invasion is eliminated, others will immediately step into their place. Furthermore, without the constraint of having to wait for centralised orders, Demonic armies are surprisingly adaptable. Charge their flanks, and bands of Demons spontaneously peel off to meet the attackers; target them with artillery, and furious Demons rise up and respond with volleys of acid and flame; shatter their lines into fragments, and they do not flee or mill in confusion, but attack as ferociously as ever.

Demons war eternally with one another, but their greatest hatred is against the inhabitants of other planes. Mercifully, Demons are almost never organised enough to construct and power planar gateways; instead the occasion for their invasions must derive from intersections; collisions between worlds. The Shards of the Vortex whirl frenetically across space and time. Frequently, they cut across one another, prompting immediate and bloody wars between the Demons inhabiting them. More rarely, the arc of a Shard’s irrational orbit takes it into the path of another plane – be it a Prime Material world, an Empyrean paradise or Hell itself. The wars generated by such intersections shatter worlds and end civilisations.

Besides war, Demons’ greatest pleasure is the torture of those Souls unfortunate enough to reincarnate in the Vortex. Younger Demons’ treatment of Souls tends towards spectacular and brutal murder. Older Demons have more complex tastes, preferring to draw out Souls torment for centuries, millennia, or even indefinitely. Many have acquired



an appetite for psychological excruciation, perhaps the most perverse form of which comes through “punishing” Souls in ironic parodies of the behaviour that consigned them to the Vortex: stuffing the bellies of the Greedy until they burst, making the Wrathful lacerate one another, and so forth.

Healing artefacts, pillaged from Prime Material worlds or lost adventurers, are treasured throughout the Vortex. They permit Souls to be mutilated to the point of death, then returned to full health to repeat the process, in an infinite cycle of sadism.

HEAVENLY INTERSECTIONS

There appears no reason why Shards should not have intersected, or be capable of intersecting, Heaven. However such an intersection has never been recorded. Some say Heaven has merely been fortunate, others that a perfect world could not

possibly be defiled by contact with an imperfect one, still others that Heaven’s agents have destroyed or diverted every Shard predicted to trigger an intersection.

To generate a Shard of the Vortex, roll 3d6. Then consult the table below to see which of six Shard-feature subtables to roll on. Having done so, roll a d6 for each of those tables. Alternatively, roll 1d6 on each of the 6 Shard-feature tables below.

Dice	Shard features
1	The Shard’s Demons are...
2	The Shard’s Demons live in...
3	Foremost of the laws of nature broken here...
4	The skies of the Shard...
5	The rivers of the Shard run with...
6	The terrain of the Shard...

Dice	[1] The Shard’s Demons are...
1	Locked in a vast conflict with armies from three intersecting Shards. The battle has continued for uncountable aeons, such that literal mountain ranges of dead and dying Demons have formed around key contested areas.
2	Fighting the encroachment of a Devilish army, comprised of a dozen titanic aerial war-platforms, supported by millions of conscripted human troops from Devilish Principalities. The Devils have installed numerous “Rectification facilities” across the Shard, in an attempt to wrest it into the Prime Material. Thus far their efforts have been unsuccessful.
3	Hunting bands of adventurers and explorers, who seem to have all arrived in the Shard in search of a powerful artefact.
4	Eagerly awaiting a predicted intersection of the Shard with a (thus far unsuspecting) Prime Material world.
5	Excavating a buried planar gateway, which their lords claim will grant them the ability to invade Hell. Hellish agents are attempting to undermine the work.
6	Engaged in a century long battle royale, with the winner to become the ruler of the Shard. The Shard is supposedly isolated from others, but many would-be competitors from other Shards (and overconfident contenders from Prime Material worlds) have continued to secretly enter the competition.

Dice [2] The Shard's Demons live in...

- 1 An interplanar behemoth, which previously travelled the space between worlds, before being snared when its route took it through the Shard. Its vast bulk has been physically and magically bound to the Shard, where the Demons are tunnelling ghastly cities out of its still living flesh. The creature's psychic cries of pain have drawn the attention of several angels, who are seeking to recruit mortals to help them free the beast.
- 2 Crumbling cities, forever sinking into the putrid marshes that surround them and engulf their lower levels. Despite the fact their collapse has been going on for as long as can be remembered, the cities never seem to disappear entirely.
- 3 Tunnels bored deep into the Shard's rock, which provide some protection from the waves of heat and radiation which periodically scour the surface.
- 4 Skyscrapers composed of the ruins of Devilish war machines, the wreckage of a failed Hellish invasion.
- 5 The guts of the giant worms that course across the Shard's surface.
- 6 Ramshackle fortresses clinging to pillars of rock, each ruled by a different Demon lord.

Dice [3] Foremost of the laws of nature broken here...

- 1 Are those of mathematics. In this plane, bringing things together may reduce their total number, or result in an irrational increase (for instance, two plus two may equal five). This is especially confusing and/or distressing when it happens to sentient creatures.
- 2 Is that of conservation of energy. Here perpetual motion is the norm, rather than the exception, with water wheels able to elevate the streams that power them, and fires able to burn indefinitely from single pieces of coal.
- 3 Is time, which alternately runs backwards, stands still, stutters, leaps forwards several hours (leaving confused visitors in totally different places and situations) and – most strangely – moves sideways.
- 4 Is causation. Here a cause may come after its effect, so that Demons ready weapons on Tuesday in order that they might benefit from them the previous Monday. Sometimes correlation becomes causation, so that (for instance) eating cheese risks turning the consumer into a mouse.
- 5 Are those of personal identity. Here individuals may find they have exchanged bodies with those who happen to be nearby, or – worse still – with inanimate objects. Fortunately this is not *normally* permanent.
- 6 Are those relating to states of matter. In this plane liquids may behave like gasses, expanding to fill whatever volume they are present in; or solids may behave like liquids, flowing downhill without warning. The will of sentient creatures ordinarily enables them to maintain bodily coherence despite these changes – but the experience of suddenly blazing into plasma is not normally a pleasant one.

Dice [4] The skies of the Shard...

- 1 Are filled with vast eyes, focused on the movement of the creatures below. Occasionally black tendrils extend from the eyes' pupils, to ensnare unlucky Demons and drag them up into an unknown fate.
- 2 Are lit solely by the constant stuttering flashes of lightning bolts, leaping from the innumerable storm clouds that broil from horizon to horizon.
- 3 Rain slivers of black metal, that shred unprotected flesh in moments.
- 4 Are riven by crimson rents, through which lava falls in burning streams.
- 5 Contain clouds who part to reveal glimpses into celestial paradises. These are mere illusions created to taunt the souls here, who desperately (and futilely) seek to reach them.



Dice [4] The skies of the Shard... **(cont)**

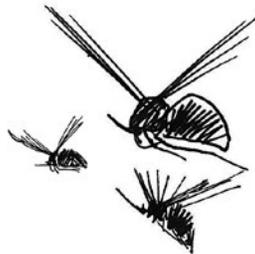
- 6** Are choked by ash, which falls as a continuous grey rain from distant volcanoes. Occasionally chains of tumultuous eruptions scatter swarms of burning rocks across the Shard, and cover large sections of the surface in lava.

Dice [5] The rivers of the Shard run with...

- 1** Blood, flowing from the earth where it has been wounded by colossal rusting blades. What forged or wielded these weapons, and why the Shard has been run through with them in this fashion, remain a mystery.
- 2** Pus, oozing from suppurating jungles where the vegetation collapses beneath virulent plagues, only to regenerate in waves of putrescent growth.
- 3** Filthy water, the taste of which causes insanity, followed by death.
- 4** Insects, in their hundreds of trillions. It is whispered that, once in a thousand years, these rivers "flood", covering the entire Shard in a chitinous and devouring tide.
- 5** Damned souls, attracting Demons from dozens of Shards, who seek to divert these rivers into their own worlds and take the souls for themselves.
- 6** Acid, secreted by grublike parasites to dissolve and digest the bones of dead titans, whose mountainous ribs and city sized skulls lie strewn across the Shard.

Dice [6] The terrain of the Shard...

- 1** Is a predatory thing, opening chasms and gorges to swallow those who attract its attention. Ground combat here is fought with the utmost possible silence, for to do otherwise is to court death.
- 2** Is non-existent. The only solid surfaces are provided by... (1d4) 1: Mats of carnivorous floating vegetation, 2: Tumbling islands of barren rock, 3: Apparently endless obsidian pillars, 4: A distant "ceiling" of stone, below which extends long stalactites.
- 3** Is mostly comprised of fields of cooled lava, occasionally dotted with thermal vents that spew streams of noxious gasses. The jagged lava cuts the leather and flesh of those who walk upon it with ease.
- 4** Is mostly an endless white desert, where every grain of "sand" is a tiny splinter of sun-bleached bone.
- 5** Is almost entirely tumultuous ocean, filled with whirlpools and riptides that drag the unwary into abyssal trenches, where krakens (and the eaters of krakens) can devour them.
- 6** Is mostly a morass of decaying marshland, permeated by the burble of gasses and the drone of insects. The misty quagmire is nearly impossible to navigate, and filled with quicksand, man-sized mosquitos, and predatory vegetation.





3. DEMONIC INVASION

It begins with a sound. A tearing roar, louder than you would have thought imaginable. It rends your ears, it sets your bones shivering in their cradle of muscle, it reaches into the back of your brain and makes you fear. It is the sound of reality screaming.

Reality screams because it is being torn apart. Somewhere, like a thorn breaking into skin, a foreign body is slicing through the walls between worlds. A Demonic Shard is intersecting the plane.

A spinning continent descends through the clouds, blotting out the heavens, trailing streams of fire, impacting with a force that levels cities.

A ridge of acid rotted obsidian thrusts from the earth in a line of jagged teeth, each higher than the tallest mountain.

A plain begins to bubble and buckle, fields and forests sloughing off into gaping crevasses like snakeskin; whilst beneath them rise alien jungles whose trees gnash with voracious mouths.

Whatever the form of the intersection; to gaze upon it is to glimpse the apocalypse.

No sooner is the intersection complete, than do the Shard's Demonic inhabitants stream forth into the surrounding area. First in a trickle, as those closest to the intersection disembark. Then in a gathering flood, as Demons arrive from further and further within the Shard. The shock of the intersection, which strikes with no warning, and devastates large swathes of land in mere minutes, spells almost certain doom to initial resistance.

All sane rulers, however, recognise the dire threat posed by the invasion. As fast as the message can travel, armies are mustered, and war machines readied. Kings break the seals on weapons hidden for centuries; Prophets beseech their Gods for intervention; and Archmagi ready spells they swore never to cast save in the darkest hour of need.

But in their efforts to drive back the Demons, they must confront not merely the creatures themselves, but also the magic they bear with them. Demons are the personification of the Vortex's chaotic energy, and as they move across the land, they saturate it with the hallucinatory madness of their

home; be it virulent plagues, mass insanity, or the breakdown of physical laws. The areas the Demons infest, and especially those around the intersection, suppurate with malignant change.

If the defenders are lucky, the intersection will cover only a small area, and last but a few hours or days. As their Shard recedes, the Demons remaining on the plane rampage with undiminished ferocity, but are likely to be defeated eventually. If the defenders are unlucky, the intersection will cover a broad area, and last months, or even years. There are two ways such an invasion can end. If strong and concerted resistance is gathered and sustained, despite constant battle and immense sacrifice, the Demons may be contained and prevented from spreading across the plane. If the line can be held until the intersection ends, or is ended by spells of immense potency (frequently involving travel into the Shard itself), the plane may yet be saved.

If resistance falters, and the Demonic sea engulfs ever greater swathes of territory, the plane will be absorbed into the Vortex. First, the intersection will widen, like a wound worked back and forwards by a knife. Then, the Demonic landscape of the Shard will spread, extending itself across the world like mould. At last, the invasion will end the way it began. As the world contorts into a jagged sliver of Demon infested rock, as it slowly begins to spin, as the Vortex reaches out and ensnares yet another Shard; reality screams one final time.

It is not known how many worlds have been claimed in this manner. Some say only a handful. Others, that the Vortex began with but a single Shard, and now has Shards beyond counting, and will – in some unimaginably distant future – have consumed the entire universe.

In Heaven, the Incarnate of Astronomers has calculated that intersections occur with a frequency far outstripping what would be expected were the movements of the Shards random. She fears, with a dread that will not leave her, that the Vortex is not as mindless as it appears.

That at its heart there coalesces a thinking thing, and it hungers without end, and it devours without end, and – in the end – *even Heaven will not be safe from it.*



FROM THE MAW OF CHAOS

Before a world is consumed by the Vortex, there is always a time of terrible realisation. Perhaps you are a farmer, and the press gang has stopped coming for conscripts, because there are no able bodied men left to be enlisted, and no army left for them to join. Perhaps you are a courtier, and you enter the Emperor's throne-room to find he and his concubines contorted in rites of Demonic madness. Perhaps you are a mage, and your scrying pool boils when you train it upon the future, for it holds naught but fire. The end is at hand.

With this knowledge comes mass panic. Ultimately nowhere on the planet will be safe, so the only alternative is flight to other planes, a feat only

available to the most powerful of individuals, and the elite of the most advanced civilisations. Rumours of escape attract hordes of refugees, often lead by the armies of civilisations whose lands are already fallen. The furious struggle between these forces over means of escape almost always result in their destruction. In the end, only a fraction of a fraction of the population will escape. Most times, it is not even that.

Yet even escape is rarely final. For, as was first suspected by the Mad Mazhuran Qurun Khan, those who pierce the gulfs between intersected worlds and other planes draw the energies of the Vortex between them. Along these trails the Shards move, the tendrils of an idiot predator God, flailing out to latch upon new prey.

*To generate entities arriving in a world due to be invaded from a plane already fallen to the Vortex, roll on the **Premonitions of the Vortex** table.*

Dice	Premonitions of the Vortex
1	Dweller-Amongst-The-Ashes: This incandescent has been driven mad by witnessing a Demonic invasion, and now perceives untold beauty in destruction. They will establish art studios in places where they predict key events of the invasion will occur.
2	The Train of Jurn: Thousands of refugees from the lost Confederacy of Jurn; they have been deeply infiltrated by several Demonic cults.
3	Kyzarreb, the Destroyer: A cyclopean sentient war machine designed to kill Demons. Completed well after any hope of victory remained. Half his crew are dead, the other half locked in running battles with Demons who have crept inside. He burns, but refuses to die.
4	The Hundred Seeds of Hope: The greatest remaining warriors of the previous world, encased in voidships like crystalline seeds. Most vessels were destroyed on impact or in transit. The rigours of planar travel have severely damaged the memory of the survivors.
5	Supreme Emperor Yu Qu: His incompetence largely responsible for the loss of one world, it may yet be to blame for that of another. Yu Qu and his court of sycophants arrive claiming only they know how to defeat the Demons, what their weaknesses are, etc. His plans invariably fail.
6	Night-Brides: Thieves who will try and steal the components to build another planar gateway; their activities may indicate the approach of an incomprehensibly greater threat.
7	Great Host of Rause: Lead by Prime Legate Rause himself, who commands the last armies of the lost world. Having seen the fatal consequences of discord in the face of Demonkind, he seeks to unify nations in preparation for the intersection – and will unify by force if needs be. Arsenal includes 109 tamed saurians, 10,162 two-faced janussaries, and 7 tactical nuclear warheads.
8	Xyz the Unspeakable: This floating scavenger city of crimson spires precedes the Vortex like a vulture before lions. Lairing in wasteland prior to the invasion, it sends out its hollow agents to gather information. During the chaos of the incursion, it strikes without warning, seizing the cargoes required for the sustenance of its immortal carrion lords.
9	The Klik'Klol: The thirty remaining members of an insectoid race. Trapped in an evolutionary bottleneck, they will seek to transform suitable humanoids into more of their kind.



Dice	Premonitions of the Vortex (cont)
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10	Tablets of the End: Obelisks inscribed with the knowledge collected by the lost world on the Demonic threat, sent to warn other planes. Two of the tablets are genuine, but have landed at the centre of inhospitable environments. One is a fraud, perpetuated by a Demonic Cult, its sides scrawled with awful memetic weapons. (see Appendix C: Demonic Weaknesses)
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11-20	There is no warning. Good luck.
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To generate a Demonic invasion, roll three times on the **Catastrophes** table, for disasters caused by the invasion. Then roll twice on the **Warpings** table, for bizarre phenomena occurring within the areas that have been infested by Demons. Finally roll twice on the **Resistors** table (for groups defending against the Demonic horde), and twice on the **Rogue Agents** table (for groups pursuing their own agendas during the invasion).

Dice	Catastrophes
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1	Demons have broken several dams, flooding thousands of leagues of farmland.
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2	The air of the Shard is of a radically different pressure and temperature to that of the Prime Material plane. As a consequence, storm systems of unprecedented ferocity have blossomed from around the edge of the incursion, uprooting entire settlements.
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3	The burning heat of the Shard is seeping into the plane, turning lush wilderness to desert and causing rapid melting of the planet's ice caps, threatening coastal cities.
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4	Plague, borne by clouds of vortexual insects, has stricken cities hundreds of miles from the incursion. As thousands die, and the nobility flees to the countryside in the hope of escape, the administrative system of these lands begins to break down.
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5	Fungal spores, tossed high into the atmosphere by the initial impact of the incursion, have settled widely across the plane. Fed by vortexual energy, the purple fungus that grows from these spores targets any manmade structures, smothering and then collapsing them; wrecking homes and defences. Fire is effective against it; but lighting blazes in crowded cities is a recipe for disaster.
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6	As the Demonic forces advance, they drive vast columns of refugees before them. These overwhelm the supplies of nations they flee to, until they too are forced to migrate.
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7	As chaotic energy seeps into the planet's crust, tectonic forces have been imbued with feverish power. New mountain ranges rise through heart of cities, lakes of lava open amidst fertile fields, and the ground quivers with the premonition of devastating Earthquakes.
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8	The initial incursion smote directly into the Imperial City. With the capital overrun, the rest of the Empire has fallen into chaos, with multiple warlords and administrators making bids for rulership; even as the Demonic threat spreads.
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9	Flaming meteors launched by volcanoes on the Demonic Shard have been raining across the world for weeks, setting wildfires wherever they impact.
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10	The Gleaming Legion has been driven mad by Demonic influence. Raving and raging, they attack anyone they encounter as a Demon, whilst treating the Demons themselves as helpless civilians. The Demons have thus far been playing along.
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11	The warping winds of the Shard have penetrated far beyond the area of Demonic infestation, "gifting" thousands with disgusting mutations. Mobs of angry villagers and government inspectors are hunting the afflicted and locking them inside rapidly growing prison camps.
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12	Several pieces of the Demonic Shard have broken off, falling like putrescent stars far behind the front lines, and disgorging hordes of Demons into unprotected territory.
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13	The mutative magic of the Shard has affected animals; causing wild beasts to grow ever larger and more ferocious. For hundreds of miles around the intersection, wolves as large as cows hunt refugees, ants as big as hounds swarm villages and bats the size of rocs descend to carry away carriages at night.
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Dice	Catastrophes (cont)
14	Humans have begun giving birth to animals; and animals giving birth to humans. The countryside is full of wailing mothers, searching for their babies in birds' nests or foxes' dens; hoping that they have been switched with those of beasts, and not disappeared entirely.
15	Linguistic evolution has accelerated rapidly in areas proximate to the Demonic incursion. Villages separated by tens of miles evolve new dialects in weeks, and countries in the path of the Demonic advance are succumbing to balkanised incoherence. Unable to communicate effectively, their military resistance crumbles. (To roleplay this, begin introducing slang terms/neologisms when your PCs voyage to places closer to the Demon infested region; and do so with greater and greater rapidity. Finally, in the places closest to the Demonic hordes, have NPCs simply speak suggestive gibberish).
16	Artistic works within a hundred miles of Demonic presence animate and hunt down their creators or attack indiscriminately. It is said that the Grand Gallery at Nimpur, housing hundreds of thousands of paintings and sculptures, has overrun the city itself in a tide of stone and canvas. Elsewhere, the curators of a dozen museums organise frantic efforts to move their most important artworks away, whilst in other places art galleries are burnt to the ground by panicked soldiers.
17	Tendrils of acidic gas advance behind the Demonic army, and sometimes curve and twist ahead of it like tentacles, cutting off great chunks of land. Whilst the gas is toxic for humanoids, the Demons move through it with ease. The 9th Vossic Expeditionary Brigade has become trapped in such a gas pocket, and is requesting extraction. As the gas constricts around them, help seems an awfully long way away.
18	An early magical ritual aimed at reversing the intersection has gone horribly awry, after it was sabotaged by Demon cultists. The Scintillating Tower, and nearly a hundred of the worlds greatest mages, are now nothing more than ash.
19	The world's rotation has slowed, resulting in nights of extreme cold and days of intense heat.
20	The intersection stretches deep underground, enabling the Demons of the Shard to spread through vast subterranean tunnel systems, and strike from below without warning.
Dice	Warpings
1	Rain rises upwards from the ground.
2	The more desperately you want to reach a location, the slower your pace of travel.
3	The water here is tainted by that of the Vortex Shard (roll on the rivers table for generating a Vortex Shard to see what it has been tainted with).
4	The written word becomes garbled or deceptive, leading armies and agents of order into disarray.
5	Soft objects become hard, and hard ones soft. For instance, plate armour becomes as weak as cloth, and cloth as impenetrable as plate.
6	Celestial objects, such as the Sun, no longer trace a steady path across the sky. Rather they seem to stutter, sometimes pausing in place for an hour or more, before rapidly moving to their proper positions.
7	Prayers are answered by Demonic mocking, and all divine magic is weakened.
8	The Dead reanimate after 1d20 minutes, and go about attempting to mindlessly perform the task they were doing shortly before death.
9	People spending time alone in the wilderness, or even in small groups, feel themselves regressing into savagery. If they do not return to civilisation, they are slowly transformed into beasts.
10	With apparent randomness, the elements gain malign intelligence: fires leap from their hearths and set houses ablaze; water from canteens flows into the lungs of those trying to drink it, and so on.
11	Healing magic is reversed, killing instead of saving.



Dice Warpings (cont)

- 12** The ground is turned into extremely slow quicksand; with buildings and trees sinking into it at crazy angles. Humanoids who rest upon it for an hour or two find themselves gripped up to the knees, and are thus forced to keep moving.
- 13** The season changes day on day, and in incoherent order, skipping certain seasons or oscillating back and forth between two consecutive ones.
- 14** The food chain is reversed. Lions eat grass; sheep pursue and devour lions; grass wraps itself around sheep and suffocates them.
- 15** The thoughts of nearby creatures can be seen as streamers of lurid colour, emerging from their ears and nostrils.
- 16** Crops and fruiting plants grow at an incredible pace, producing plentiful food. It is deadly poisonous.
- 17** Roads and paths curl off from their ordinary routes like migratory snakes, sending travellers in circles, to dead ends, or towards groups of Demons.
- 18** The winds that stream from the Shard strip memories from those they touch, and blow them into the minds of distant people. The closer one gets to the Shard, the more one's memories degrade, replaced with the disjointed recollections of others.
- 19** Artificial light slowly fades in strength, and then inverts entirely, casting shadows instead of dissipating them.
- 20** Insects multiply into vast chitinous swarms, scouring the landscape clean, and leaving nothing but bones behind them.

Dice Resistors

- 1** Devilish emissaries have arrived in the capitals of several states in the path of the Demonic invasion, promising aid if they construct a bidirectional planar gateway to Hell. The Gerontocrats of Yol-Soth, who have lost half their territory already, are already taking them up on their offer...
- 2** The Fortress Monastery of Ulinbatur blocks the passage of the Demonic hordes Eastward. Currently the Path of the Leaping Palm has managed to drive off the vanguard of Demons, but they are in desperate need of reinforcements.
- 3** Confused by mists rolling in from Demon infested territories, the battlegroups of several nations have become separated from one another. Whilst they might stand a chance at repelling the Demons together, they are being picked off one by one.
- 4** The elite cohorts of the Kathandran Dragoons are on their way from distant Kathandras itself to aid the beleaguered forces holding out against the Demons. It can only be hoped that they arrive in time to turn the tide.
- 5** Several previously warring nations have declared a truce and joined forces in an alliance against the Demonic threat. But cooperation with people who were besieging your cities only a year previously is proving difficult, and Demonic cultists are attempting to further undermine the fledgling accord.
- 6** An Angelic Host has descended into the plane to smite the Demons.
- 7** The Great Western Wall of Pirratapam seems an obvious place to repulse the Demonic hordes. But between the wall and the current area of Demonic infestation are a hundred kilometres of bountiful farmland and ancient temple-towns. Disagreements over whether to retreat to the wall or hold current lines threatens to split the coalition of allied armies.
- 8** The Magi of Thaumatos have developed an arcane device to terminate the intersection. But for it to function it needs be carried deep into the Demonic Shard.
- 9** The masked lords of Uruk have sent their armies of undead against the Demons. They are demanding that allied nations supply them with thousands of corpses, to raise yet more such warriors.
- 10** Incredibly, small groups of civilians have managed to survive within Demon infested areas, and are leading a desperate guerrilla campaign against them.



Dice Resistors (cont)

- 11** The library-fortress of Gods Reach, known as a repository of knowledge on combatting Fiends and other abominations, was extremely close to the initial incursion. Now it lies deep in the heart of Demon infested territory. It is unknown whether the defenders still endure, but an expedition is being prepared to find out. (see **Appendix C: Demonic Weaknesses**)
- 12** The Algebraists of Eudon, the Measured City, have decided that the survival of their Unfinished Library will best be guaranteed by flight through planar gateways, rather than continued conflict. Soon allied forces will be without their expert tacticians and pneumatic weaponry, unless a diplomatic mission to Eudon is successful.

Dice Rogue Agents

- 1** Devils infiltrated into the Iuonian commonwealth are using the Demonic invasion as a justification for militarisation and the implementation of an authoritarian system of nationwide registration and surveillance (against "the Demon Worshipers among us!")
- 2** The Pure Order is blaming magic for causing Demonic incursion and is whipping the population of several nations into a fervour of anti-mage sentiment. Witch burnings and show trials of minor conjurers are commonplace.
- 3** Chromatic Dragons, hunted nearly to extinction, have emerged from hiding to wreak bloody vengeance upon their ancient enemies.
- 4** Demonic cults in several major cities have grown with incredible rapidity by promising devotees that they will be spared from the Demons' wrath. This seems unlikely.
- 5** An Incarnate Ambassador has been using the invasion to attack Chaotic social policies in a major state, politically outmanoeuvring a competing Errant Incandescent.
- 6** Making use of the chaos, the slaves of the Thulean Republic have revolted en masse. The Thulean maniples, previously on the front line of the fighting, are being recalled to put down the rebellion.
- 7** The Oligarchy of Goss, unconquered for a millenia thanks to its mighty walls and island location, is a natural refuge for those fleeing the Demonic incursion. However, with trade at a low ebb, its Mercantile Barons have decided to sell places inside the city for ridiculous prices. Many pay, often by selling themselves into slavery. The others live in wretched squalor outside the city, occasionally attempting to sneak in (an offence now punishable by death).
- 8** Fear of Demons has reached a fever pitch. The most obvious manifestation of this is the quack Anti-Diabolists who everywhere sell snake-oil "cures" to Demonic madness and plague, or – yet more unbelievably – "holy weapons" and "sacred relics" to drive off the creatures themselves. Some civilians in the path of the invasion, trusting in these "artefacts" and fearful of losing their homes, remain behind instead of fleeing.
- 9** The Haradic Theocracy has declared that the Demons are a punishment from God upon unbelieving nations (who, it must be admitted, are closer to the Shard's intersection). Refusing to send warriors to aid these nations, it instead sends legions of proselytisers. Conversion to the Haramitic Dogma is proceeding apace. As is the Demonic invasion.
- 10** The Inquisition, an order of Fiend hunters, is demanding that it be given command over the allied forces. However the Grand Inquisitor, Surventis Vance, has ambitions far beyond his station...
- 11** The geological disturbances of the intersection have awakened indescribable Ur-Things from their subterrene lairs. They have slumbered since a time before time, and rise to a world unknown to their febrile dreamings. In their wake armies, cities and demons alike lie dissected. Perhaps they could be turned against those who have disturbed them, but by what unguessable means are such alien sentences to be communicated with?
- 12** Some Demons, instead of killing their victims, inflict upon them horrific mutilations, before driving them forwards ahead of their advance. These shambling survivors speak incessantly of the futility of resistance, and bear living testimony to the depredations to be visited upon those who fight on. Known as "Heralds of the Apocalypse", their arrival inspires mass desertion, and attendant banditry. Current orders in most allied armies are to kill Heralds on sight.





4. DEMONIC CULTS

Demons personify sadism and treachery. Who in their right mind would worship such beings? Those who ask this question forget a simple fact; no one in their right mind worships Demons...

- The Burning of Kaustopol, Persupoulos Contos

Fire at will!... I said fire at will! Any of them could be carriers; we can't take chances! FIRE AT WILL!

- Officer Makarios, during the Quarantine of Kaustopol

To be a member of a Demonic Cult is to be in the grip of a contagious collective madness, an infection of the mind whose spread is more hidden than any biological pathogen, but which destroys its host just as surely.

It begins with a single individual. Often, this will be someone who has summoned and/or bound a Demon, and been unwise enough to speak with it at length. Occasionally it will be an unfortunate madman, whose disordered psyche aligns with the ultimate disorder of the Vortex, permitting Demonic messengers to infiltrate his nightmares and hallucinations. In either case, the Demons' words carry a memetic pathogen: part idea, part enchantment, part disease, that embeds itself in the victim's brain. The content of this idea may only

tangentially concern Demons, but always inclines towards chaos and violence.

Unless the afflicted individual is treated quickly with healing magic, they rapidly come to find this idea credible, then almost certain, and finally of utmost importance – such that it needs to be spread to others. And when they speak to others about this idea, their words carry the pathogen to new and unsuspecting hosts. Such new converts are understandably in awe of those who have brought them the most important message of their lives, revering them as prophets. Soon, an organization springs up around these bearers of revelatory truths: a Demonic Cult. At first the Cult hides itself, seeking to grow without attracting the attention of authority. But, in time, the seeds of the Vortex will always bear their bitter fruit.

*To generate a Demonic Cult, roll once on the **Insane Belief** table (for the nature of the madness possessing cult members), once on the **Cult Structure** table (for the elements of society infiltrated by the cult) and once on the **Good Word of the Vortex** table (for miscellaneous features). Finally, roll once on the **Twisted Fane** table, for the locus of the Cult's unclean power.*

Dice	Insane Belief and actions prompted by it
1	The rulers of the realm are all extraplanar monstrosities hiding underneath suits of human skin. Demons know this, which is why they are appear hostile – they want to kill these imposters and their underlings. <i>The cult kidnaps and ritually dissects important individuals.</i>
2	Demonic Shards are actually glorious paradises! <i>The cult attempts to construct a planar gateway to a Shard, to lead a pilgrimage there. If successful, this will cause Demonic invasion.</i>
3	The world is a malevolent simulation, but if enough damage is dealt to it, the simulation can be destroyed and the truth revealed. Demons are rightly attempting this. <i>Citywide arson.</i>
4	Those who worship Demons will be elevated to Godhood in the Vortex.
5	In return for sacrifice, Demons will raise the dead loved ones of every believer. <i>The Cult makes ever more depraved sacrifices, in the hope of prompting this event. No matter how many times their sacrifices fail; the reason is always that they were not large enough.</i>
6	The history of the world repeats itself, and only Demons have memories long enough to know what will happen in the future. Following them will provide invaluable secrets. <i>The Cult's prophets believe they know the future, and act on bizarre and unsupported predictions.</i>



Dice Insane Belief and actions prompted by it (cont)

- 7** All members of the Cult (and potential converts) are reincarnated Demons, who should follow their real desires to kill pathetic mortals, bring down GOOD and LAW, etc.
- 8** Only Demons and their followers tell the truth and can be trusted.
- 9** Might makes right. Demons are the mightiest, therefore they must be worshipped.
- 10** The victory of the Vortex is inevitable: only those who make proper obsecence to Demonkind will be spared an eternity of torment.

Dice Cult Structure

- 1** Centred in a lunatic asylum, now run by the inmates, with the guards as their converts.
- 2** Has consumed the Luminarium-Arcanum, after the First Magus had too deep a discourse with a summoned Demon.
- 3** Has taken root at the heart of the Cult of Dionicus, whose wild bacchanals provide a steady supply of the inebriated, especially vulnerable to conversion.
- 4** Began amongst the poor of Dockside, with sister cults having already travelled to a dozen cities in the holds of mercantile vessels.
- 5** Began with the officers in charge of Demon binding experiments, who are trying to secretly proselytise to the lower ranks.
- 6** Started with the Mad King, whose ravings have filtered down through layers of courtiers.
- 7** The investigators sent to assess whether reports of madness indicate the existence of a Demonic cult have returned strangely... unconcerned about this possibility.
- 8** In the Quiet Quarter, the Demonic pathogen has spread by a language of gestures.
- 9** Based on a printing press specialising in rare and arcane lore. When the owner bought and translated a book uncovered from the burned ruins of Lost Shuruppak, a millenia old evil was once more injected into a fresh mind. Now the Cult is printing thousands of copies of the book, and readying their delivery across the realm.
- 10** Created by the Arch-philosopher Zosymus of the Ivory Tower, in an attempt to perfect humanity by making a memetic pathogen that spread good behaviour. He has been only partly successful, with Cult members oscillating between saintly generosity and foul acts of Demon worship. Although aware of "minor imperfections" in his plans, Zosymus is unaware of their full extent. If he were, he would seek to destroy the Cult/cover up his responsibility using murderous constructs of steel and drag-onflesh. If successful, he will reattempt the experiment elsewhere.

Dice Good Word of the Vortex

- 1** The cult leader hears the instructions for Demonic summoning rituals in his dreams. He has already summoned several Demons to aid the cult.
- 2** The cult has begun kidnapping prominent individuals. Whilst making it seem like the purpose of these crimes is to extract ransoms, it is actually to gain well placed converts.
- 3** Cult members sleepwalk, drawing runic inscriptions in blood and chalk when they do so.
- 4** Cult members begin to abhor the trappings of civilisation, destroying tools, wearing rough (or no) garments, and wielding only their fists and teeth as weapons.

Dice Good Word of the Vortex (cont)

- 5** Cult members instinctively acquire a twisted Demonic language, indecipherable to outsiders.
- 6** Senior cultists manifest psychic powers; including pyrokinesis and illusion.
- 7** Vortextual energy has begun leaking into areas with high cultist populations (roll once on the **Warpings** table for the effects of this)
- 8** Cultists have randomly begun to exhibit vile mutations. Those who receive them are regarded as blessed, and revered by other cult-members.
- 9** Just before he could fully succumb to infection, the Captain of the Town Constabulary wrote and dispatched several messages warning of the Cult, all addressed to important personages. Now he fervently seeks to find and eliminate the couriers or their packages.
- 10** A second Cult, influenced by different Demons, and believing a different madness, has also developed in the settlement. Both Cults deny the insane belief of the other, and seek to eliminate their competitor. In fact, both have decided to direct investigators towards/pin their crimes upon, the other.

Dice Twisted Fane

- 1** **The Aviary:** Between the warped branches of a tree grown from the corpse of a suicidal Cult Prophet, a hundred mutated birds make their nests. The song of each incurs a different kind of insanity and, as dusk falls, they fly out to bring their gifts to the enemies of the cult.

Dice Bird Mutation

- 1** Small black eyes peek from beneath its feathers.
- 2** Mantis claws hidden within its mouth; devours cats and dogs with them.
- 3** Mismatched tufts of tyrian purple feathers, sickening to look upon.
- 4** Stunted additional wings.
- 5** Walks on spiderlike legs that unfold from beneath it.
- 6** Feathers matted with blood, coughs black bile.

- 2** **The Garden:** In a sunken lair, a dozen still living prisoners of the cult have been embedded in walls of Vortextual fungus. From their mouths blossom biological weapons, to be harvested by their crooning Cultist tenders.
- 3** **The Unquiet Heart:** A vast heart, grown from that of a baby sacrificed to the cult. Its sentience still lingers, and its terror causes the heart to maintain an awful arrhythmic beating. This is imperceptible to those aligned with the Cult. However, for miles in every direction, non-Cultists begin to experience a slight disquieting susurration. As the heart grows, and its beat intensifies, these listeners find sleep increasingly difficult, especially if they are of a lawful alignment. Eventually rest becomes impossible, and as deaths from sleep exhaustion mount, the panicked and exhausted populace flees the affected area en masse. Cultists move amongst them, ready to repeat the process in new cities and villages.
- 4** **The Womb of Nightmares:** The original Cult Prophet has grown vast and bloated. Trapped in an endless series of nightmares, he dreams of the horrors of the Vortex, and births a sickening stream of squamous imitations. Whilst his offspring are willing servants of the Cult, the Prophet himself has been released from his delusions, so as to intensify his torments. He longs for oblivion, and the destruction of the Cult, but can do nothing... or so the Demons think. In truth he has learned to communicate through dreams; sending investigators garbled warnings, hints and entreaties.



Dice

Twisted Fane (cont)

- 5 The Shattered Labyrinth:** The building where the Cult Prophet originally lost his mind has begun to cohere to the aberrant geometry of the Vortex, and its influence is slowly spreading across the entire settlement. Corridors, rooms and even streets spin and shift according to the Prophet's whims, gaining or losing dimensions, or slipping forwards and backwards through time. Organised efforts to halt the spread of infection are impossible in this maze. Through its halls the Prophet stalks raving – only his death will end the Labyrinth.
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- 6 The Midnight Engine:** Inspired by waking dreams, the Cult Prophet has constructed a monstrous machine, like an immense organ built by morbid children. At night its piping, seemingly emanating from everywhere and nowhere, grants the cult command over sleeping creatures. Brothers kill brothers. Infants burn down their parent's homes. Files of citizens march into Cult lairs, to be converted into new hosts for its memetic pathogen. Waking the afflicted releases them from the Engine's control, until they should sleep again...
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- 7 The Hallucinatory Obelisk:** An osseous spear covered in a shimmering coat of psychedelic images, crafted from bones looted from nearby graveyards. From it leap illusions that disguise the actions of the Cult. Last night the Governor was dismembered by the Cult, but today he sits at his desk sorting papers. At the Hallows, the Monastery of the Unblemished Sphere was broken into and looted, but the relics seem as they were before, safe behind glass cases. Subtle abnormalities show the lie to these illusions, but only violent force or magic can disperse them. Under their cover, the Cult spreads unnoticed.
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- 8 The Oblivion Shroud:** Somewhere, a former Cult member stands rigid. His mind has been blasted clean by Vortexual revelations, and from his body grows a forest of white roots and feelers, waving as if animated by an unseen tide. From them an invisible shroud extends to cover the settlement in which the Cult has taken root, erasing it and its inhabitants from the memories of those who live beyond. As even books and maps alter to omit the settlement, it rapidly becomes as if it never existed at all. Desperate messengers seeking help from the outside against the Cult find the authorities understandably incredulous - and, in the cruellest of ironies, may be imprisoned as madmen or liars. Whilst convincing the authorities of the town's existence is possible ("Why does a road go that way if nothing is there!", etc.), only the destruction of the fane can return their lost memories.
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- 9 The Well of Shadows:** In a subterrene pit where a mass blinding was performed for the amusement of the Cult's Demonic overlords, darkness has taken root like a choking weed. Here the shadows extinguish torches, and even the most powerful magics struggle to summon a single spark. From caverns so deep that even blind white worms will not crawl there, sightless and unspeakable things ooze up to the surface, to writhe about the Well in foul obscience. Those who venture in to destroy the Well must avoid these monstrosities by sight and sound alone, but the Cultists can see them with eyes hidden beneath the palms of their hands, and know the rituals required to placate them. At the very core of the Well lies a brazier in which the gouged eyes of the sacrifices burn in cold and lightless fire – their removal can alone end the madness that grows here.
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- 10 The Iconocrypt of the Weight of Truth:** On the first night of his madness, the Cult Prophet was driven out into the wilds by whisperings only he could hear. They told him where to dig, and the next morning – with nails broken and fingers bleeding – he found the object of his search: a cube of unidentifiable black stone, graven with swirling patterns. Now it squats in a hidden sanctum, at the heart of spreading growths of fibrous grey fungus. When it is ready, to the beat of drums and the wail of exultant worshippers, it will walk with fungoid legs from its lair, and process through the town. All those who see it, and who are yet to embrace the Cult, will be crushed with unutterable despair. As they sob and twitch upon the ground, Cultists will whisper new truths into their ears. It is almost ready.
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MECHANICS FOR CULTIC MADNESS

Madness Transmission: When a creature infected with Cultic Madness advocates his insane belief to another creature, they must roll a wisdom saving throw against a Charisma roll by the infected creature. On a failure, they are infected with Cultic Madness: See below for consequences. On a success, they are viscerally aware of an

attempt to violate their mind, but avoid infection, and are immune to it for the next day.

Infection: When a creature is infected with Cultic Madness, their credence in the relevant insane belief increases over time, as shown in the table below...

TIME ELAPSED	CREDENCE GIVEN TO INSANE BELIEF
Immediately after infection	Believes insane belief is possible.
1d4 minutes + Wisdom modifier	Believes insane belief is plausible.
10d6 minutes + (3 x Wisdom modifier)	Believes insane belief is plausible.
1d6 hours + Wisdom modifier	Believes insane belief is certain.
6d6 hours + (3 x Wisdom modifier)	As above, but now compulsively spreads insane belief. Is now infectious, as per transmission rules.

Cure: Treatment of Cultic Madness is relatively simple for freshly infected victims. But the longer the insane belief is left to fester, the harder it is to prise loose.

TIME ELAPSED	TREATMENT REQUIRED TO CURE INFECTION
Up to 1d6 + [Wisdom modifier] minutes	Cure Wounds, Healing Word, or equivalent.
Up to 1d6 + [Wisdom modifier] hours	Lesser Restoration or equivalent.
Up to 1d4 + [Wisdom modifier] days	Dispel magic or equivalent.
Up to [Wisdom modifier] weeks (min 1)	Greater restoration or equivalent.
Beyond the above	Only the most powerful healing magic.

(Optional) **Twisted Fanes:** The Fane of a Cult oft becomes the fulcrum of its power. Thus its destruction can strike a fatal blow to the Cult's memetic pathogen. When a Cult's Twisted Fane is destroyed, all Cult members make a DC 8 wisdom saving throw to break free of their madness (doing so, and gaining permanent immunity to infection from this type of Cultic Madness, on a success). All saves against further infection from this Cultic

Madness are made with advantage for the next week, and all treatment of this Cultic Madness becomes possible with Cure Wounds (or equivalents) for the next week.

Multiple Madnesses: An individual suffering from one form of Cultic Madness is immune to other forms of Cultic Madness (although not to other types of insanity caused by Demons).



5. BEHEMOTHS

“Brother will turn on brother, and son on father. Old lies will unite with new Evil, and the flame eternal will burn its bearers. Then you shall know that the womb of terror grows gravid, and waxes with young that should not be borne. Then comes BEHEMOTH from the black ocean, and towers will be as wheat before the scythe.”

- The Prophetess Ysalia.

“For a thousand years that wall had stood. A thousand years! In the time of fire, it was proof against the solar winds. In the time of steel, it ground the Khans to dust. In the time of legend, men held its battlements against fallen angels. Now it is gone: it is gone in a day!”

- Second Sword Bekumel, fleeing from Juggernath, Devourer of Worlds

Their black breath darkens the sky. Their tread sets the earth quavering, afraid. Their roar shatters buildings, miles distant. They are Behemoths, moving mountains of chitin, bone and flesh, and they are destruction incarnate. Some claim that these beasts are Demons, grown immense at the very heart of the Vortex. Others, that they split from Shards themselves, though the testimony of those who claim to have witnessed such births is doubtful, given they have invariably gone insane.

Behemoths can arrive in a plane in one of two ways. First, they may accompany a Demonic Invasion, squeezing their vast bulk through an intersection. Second, they may be cast off by the Vortex, to fall as dread meteors through the prismatic gulfs of interdimensional space. When they reach other worlds, they drop like a blazing moon from the void, to raise tidal waves and shake mountains. And that

is only the beginning. Living engines of destruction, Behemoths mere movement can topple cities, and carve channels of destruction tens of miles wide. The consequences of such a Titan's unchecked rampage are rarely less than apocalyptic.

From the outside, Behemoths are almost invulnerable. Against their hides, hardened as the crust of planetoids, the detonations of falling stars go unnoticed, and the puissant weapons of mighty Empires are as a light breeze. Such beasts can only be defeated from the inside out. Even then, only small teams, such as can evade the full attention of the Behemoth's immune system, are able to infiltrate its viscera. Thus it is that the fate of entire civilisations may rest with a handful of brave souls, creeping through the lightless entrails of a Hungry God; wounded, afraid, and alone.

To generate the form of a Behemoth, follow steps one through three of the process for creating a Demon. Then roll once on the **Means of Annihilation** table, for the method of destruction employed by the Behemoth. Finally, roll three times on the **Warpings** table, for bizarre phenomenon occurring in the vicinity of the Behemoth, due to Vortexual energy seeping from it.

Dice	Means of Annihilation
1	Flames (spewed from its mouth, set by superheated currents of air flowing from its limbs)
2	Passage (the downdraft from its wings, the earthquakes triggered by its tread)
3	Mutation (roll 5 more warpings for the terrain around the Demon)
4	Consumption (a maw like a whirlpool, sucking in cities)
5	Demons (its back is studded with portals; through which they climb continuously)
6	The Black Rain (the poison and acid of its breath, falling in a purple deluge)



5.1 INTO THE BEAST

OBJECTIVE AND STATISTICS

1. The overall objective of an adventure into a Behemoth is to destroy its **Vital Organ**.
2. To do so, the characters must first get inside the creature, through an **Entrance to the Beast**.
3. Once within, the GM should begin tracking two statistics; **Progress** and **Alarm**.
4. **Progress** starts at 0; and measures the characters' progress towards the **Vital Organ**.
5. **Alarm** starts at 3; and measures the degree to which the Behemoth's immune system is aware of the characters. Alarm increases by 1 every time the characters **Advance**, and for every point of Progress they gain (it falls by 1 for every point of Progress lost).

ADVANCING AND RETREATING

1. Once the characters are inside the Behemoth, their party will either be **Advancing** towards the **Vital Organ**, or **Retreating** out of the Behemoth. The party starts by **Advancing**. Chambers in the Behemoth have **Exits**. When an **Advancing** party reaches an **Exit**, they can **Advance**. To do so, one of them rolls a DC 15 survival check. On a success, the characters gain 1 **Progress**. In any case, they then roll 1d20+[Progress score] on the **Deformed Anatomy** table, and arrive at that location (rerolling repeated results).
2. If a character makes a successful **Advance** roll, and the adventurers already have 5 Progress, they arrive at the **Vital Organ**. There will be 3d4 **Immunocytes** present, defending the organ (for Immunocyte mechanics, see the end of this section).
3. When a **Retreating** party reaches an **Exit**, they can **Retreat**. To do so, one of them rolls a DC 10 survival check, to navigate out of the Behemoth. On a success, the adventurers lose 1 **Progress**. In any case, they then roll 1d20+[Progress score] on the **Deformed Anatomy** table (rerolling repeated results).

4. If a character makes a successful **Retreat** roll, and the adventurers have 1 Progress, they arrive at an **Entrance to the Beast**, which they can leave through.
5. When a party decides to change from **Advancing** to **Retreating** they can **Retreat** (as per 7) from the entrance to the chamber they are in. When a party decides to change from **Retreating** to **Advancing**, they can **Advance** (as per 6) from the entrance to the chamber they are in. Note that the shifting cavities of the Behemoth defy mapping; retracing ones steps amidst the morass is near impossible.

IMMUNOCYTE ATTACKS

1. Whenever the characters **Advance**, the GM rolls 1d20. Whenever the characters **Retreat**, the GM rolls 1d40. If he rolls below **Alarm**, 3d4 **Immunocytes** will be present in the chamber arrived at, searching for intruders. If they find the players, they will attack until destroyed. For Immunocyte mechanics, see the end of this section.
2. When characters take a short rest inside the Behemoth, the GM rolls for Alarm (as per 7) three times. Characters attempting long rests will be attacked by 4d4 **Immunocytes**.

DEATH OF A TITAN

1. Upon destroying the **Vital Organ**, the Behemoth collapses in its death throes. Its **Immunocytes** attack one another, and the creature's colossal corpse. There are two ways of handling the characters' escape. First, it can be abstracted. Alternatively, the **Retreat** mechanism mentioned in points 8-10 can be used, with two alterations:
 - ◇ Any **Immunocytes** encountered will be attacking one another, or the Behemoth.
 - ◇ The Behemoth is dying. Every time you enter a **Deformed Anatomy** location, roll once on the **Death of a Titan** table for a resultant hazard.



DIFFICULTY SETTINGS

This adventure generator is designed to challenge a party of 4 10th level adventurers. To generate adventures for 15th level adventurers, carry out the following changes:

Double Immunocyte damage.

Increase the number of Immunocytes present in the **Vital Organ** to 3d6.

Increase the number of adaptations Immunocytes gain between encounters to 3.

Dice Entrance to the Beast

- 1 **Smokestacks:** Towering fumaroles dot the Behemoth's back, spewing great clouds of black smoke that blot out the sun, and taint rain with purple poison. The smoke is toxic if breathed, dealing 10 poison damage per round if breathed (or half on a DC 15 constitution save). Within each fumarole is a circular chamber perforated by hundreds of holes, each leaking gaseous effluvia. Some of them are **Exits** large enough to admit a human.
- 2 **Maw:** The Behemoth's mouth is a cavern of spinning teeth, each the size of a small building. Creatures who land on any part of it will be ground to paste in an instant. Flying creatures can make a DC 15 acrobatics check to dodge clouds of debris formed from fragments of chipped teeth, loose masonry, and disintegrating trees.
On a failure, they take 15 bludgeoning damage, and must roll again. On a success, they can make it to the Behemoth's throat, and descend into its gullet (immediately gain 1 Progress, and arrive at the **Stomach Deformed Anatomy** result).
- 3 **Wounds:** The Behemoth's impact on the plane, or its passage through the intersection, have carved gashes in its sides. Creatures can squeeze through them with a DC 15 dexterity check, with small creatures gaining advantage.
On a failure, a creature is lodged within the wound, and takes 4 bludgeoning damage every round as the wound clots and constricts around him. Cutting the creature free requires dealing 30hp damage to the wound (AC 5). At the end of every turn in which the wound takes damage, roll a d20. If you roll equal to or lower than the Alarm value, 2d4 **Immunocytes** surge up from the wound and attack.
Passing through the wound takes the party into the Behemoth's vascular system (immediately gain 1 Progress, and arrive at the **Veins Deformed Anatomy** result).
- 4 **Glands:** The Behemoth's sides are covered with glands, oozing secretions that heal its wounds. Creatures can squeeze through them easily, arriving in throbbing white chambers half filled with the secretion. Small tunnels near the tops of these chambers are **Exits**.
Consuming the secretions heals 1d4 HP per mouthful, but risks the onset of Demonic corruption. A minute after a character has eaten the secretion, they must roll a DC 15 wisdom saving throw or gain a permanent Insanity (see **Appendix D: Madness**).

Dice Deformed Anatomy

- 1 **Parasite Feast:** Here are 2d6 extraplanar parasites, like floating spider-eel hybrids (use **Giant Spider** statistics, with 30ft flight speed). They are consuming great chunks of the Behemoths entrails, turning them into a red ruin. If attacked, or if they perceive danger, a quarter will attack, whilst the rest escape. They possess an alien intelligence, and can be recruited to kill the Behemoth (after all, if it is dead, they will no longer have to worry about Immunocytes). Immunocytes prioritise attacking them over attacking characters.
A sphincter like aperture, 100ft past the parasites, is an **Exit**.
- 2 **The Restless Champion:** Here, in a twisted tract of intestinal tubes, filled with decaying matter, the Paladin **Uphric the Unconquered** can be found (use **Knight** statistics). If **Immunocytes** are present, he is fighting them. If not, he is making a fire out of odd fungoid matter.

Dice Deformed Anatomy (cont)

- 2** (cont) Uphric is the last paladin of the Unconquered Sun, whose worshippers were consumed by the Behemoth a thousand years prior. As such, he is the only channel for the Unconquered Sun's divine power. Whenever Uphric is killed by the Immunocytes, the Unconquered sun revives him within 1d4 hours. He then continues his holy quest to kill the Behemoth. He is jovial and optimistic despite everything, and rushes in to commence combat with suicidal enthusiasm.
Following the intestinal tubes brings one eventually to a throbbing fleshy doorway, an **Exit**.
-
- 3** **Oasis:** A verdant garden blossoms from heaving green tissue. All plants and insects here are asymmetrical in a mildly disturbing fashion. At the heart of the garden, the skeleton of a dead druid, also an adventurer who sought to destroy the Behemoth, lies half buried underneath a carpet of moss. His spirit still lingers here, and anyone fighting **Immunocytes** in this area will receive the aid of a swarm of mutant dragonflies (use **Swarm of Wasps** statistics).
Character's stopping here, even for a short while, receive visions of the Behemoth's interior, sent by the druid. Next time the characters forge ahead, the GM rolls twice on the Deformed Anatomy table, gives the players sensory clues about both areas, then asks them to choose which to travel to.
A hanging screen of vines covers a calcified corridor that spirals upwards; an **Exit**.
-
- 4** **New Coriopolis:** When this result is rolled, DO NOT roll on the Alert table. Within New Coriopolis, both short and long rests can be made uninterrupted.
A shanty town, inhabited by 10d20 descendants of cities consumed by the Behemoth; who have settled in a small, hidden, area where Immunocytes rarely venture. The walkways and huts of the town are constructed from materials scrounged from the Behemoth's gut; and it is defended by a palisade of sharpened bone, manned by 3d10 guards (use **Tribal Warrior** statistics).
The "citizens" of New Coriopolis live on rations of Behemoth meat, made somewhat edible by boiling. Nevertheless, it is poor fare, and most are tainted by madness or mutation from consuming it. They have lived here their entire lives; and treat talk of the outside world as a lie or myth. They are xenophobic, as they must be to defend against Cultic madness, and the arrival of outsiders will raise both wonder and alarm. Should they learn characters intend to destroy their home, they are likely to turn on them. However, the characters may be able to win them over, by promising escape from their wretchedness. The town's intrepid scouts know the ways of the Behemoth well: parties accompanied by them automatically succeed on **Forge Ahead** and **Retreat** rolls.
Gouged passageways, propped open by shafts of wood, act as **Exits**.
-
- 5** **Flesh Library:** The party arrives inside a wide shaft of soft purple flesh. The shaft's sides are carpeted with thin flanges of skin, fluttering like scrolls in a strong wind. On their sides, written in the patterns of veins, are the descriptions of Demonic summoning rituals.
The **Exit** is a siphon at the top of the shaft opens and closes rhythmically, wheezing as it blows foetid gusts of air.
-
- 6** **Veins:** The characters wade through waist high streams of viscous purple blood, following the veins of the Behemoth. Ahead several such veins join together in a wide delta, before forming a single cascade that gushes off into a lightless decline.
If the party chooses to jump into the cascade, roll 1d4. On a 1 or 2, the characters gain 1 or 2 Progress respectively. On a 3 or 4, they lose 1 or 2 Progress respectively. They then arrive in a new zone: Roll on the **Deformed Anatomy** table. Alternatively, other, shallower veins are **Exits**.
-
- 7** **Muscle:** Characters emerge into a thoracic cavity, in a space where thin sheets of muscle stretch between bulging organs.
The dimensions of the chamber's muscular floor are originally set to 80ft width and 160ft length. At the start of each turn, roll 1d4. On a 1 or 2, the muscles tense and contract; and the dimensions of the floor halve. On a 3 or 4, they relax; and the dimensions of the floor double. Everyone retains their relative positions.
Dealing 10hp damage to a given 5ft by 5ft area of floor in a given turn will create a hole of the same size, which increases or decreases in size in line with the rest of the chamber.
At the end of the chamber, a spongy vent constitutes an **Exit**.



Dice Deformed Anatomy (cont)

- 9 Secondary Neural Cluster:** Here pulsating stars of blue matter hang like a suspended net from bulging grey walls. Thick slime coats them, dripping continuously, to run in rivulets across the floor.
- Characters who look up at the clusters have a 1d6 chance to have some of this grey slime fall into their eyes or mouth. If this happens, they are overcome with garbled visions of the bodily processes of the Behemoth. They must roll a DC 15 wisdom saving throw. On a failure, they take 18 psychic damage. On a success, they take 9 psychic damage and manage to parse useful information from the flood of psychic detritus; they roll all future **Forge Ahead** and **Retreat** rolls with advantage.
- Three portals covered with congealed slime, studded into the walls of the chamber, are **Exits**.
-
- 10 Pain fibres:** This cylindrical slanted passageway contains several long, snakelike tubes, flashing with pulsing pink light. The tubes are pain fibres, and hitting one causes the Behemoth immense agony.
- Any time a tube is damaged, the Alert level rises by 1. Moreover, the whole chamber is shaken as if by earthquake: knocking any creature who fails a DC 15 dexterity save prone. 100ft down the passageway, a spongy vent acts as an **Exit**.
-
- 10 Marrow:** Bleached bone peeks from between mats of spongy red flesh, in a long cylindrical chamber. As the Behemoth moves, so does its entire skeletal system, and this area rocks up and down crazily.
- The chamber begins at a tilt of 0 degrees. Every round, roll 1d4. On a 1, it tilts upwards 45 degrees; on a 2, it tilts downwards 45 degrees. Moving up a 45 degree angle counts as difficult terrain. Whenever the area moves to a 90 degree angle, all creatures must make a DC 15 dexterity saving throw to grab onto the spongy marrow, or fall.
- About 100ft down the corridor, a similar corridor branches in a different direction (the **Exit**).
-
- 11 Inner Eyes:** The characters pass through a region of squamous blue matter; ahead of which lies an organic corridor studded with rheumatic, weeping eyes. These serve as a kind of internal threat detection system.
- Characters openly walking in front of the eyes trigger the corridor to quiver violently, and emit a tremulous wail. Should they continue in this fashion, Alarm is increased by 1d4.
- However, the internal eyes of the Behemoth are weak and diseased. Even simple tricks (such as hiding under a blanket and moving slowly) will be sufficient to deceive them.
- A ladder of ridged bone, 20ft beyond the eyes, serves as an **Exit**.
-
- 12 Clot:** Here a gargantuan metal blade, swallowed on the devouring of the Titan Gogmagog, is lodged in the Behemoth's innards, where formations of dead immunocytes are scattered like petrified trees. As the Behemoth moves, the blade is worked back and forth, gouging deep wounds. Clotting Immunocytes (as per Immunocytes, but can kill themselves to form a human sized clot) throw themselves upon the gashes to staunch the bleeding.
- 1d6 **Clotting Immunocytes** are here, focused on a gash caused by the blade. Each turn 1d4 throw themselves upon it, healing it. Each turn, another 1d4 arrive from several dozen quavering orifices in the far side of the room, all of which are **Exits**. Clotting Immunocytes are distracted tending to the wound. Stealth rolls to avoid them have advantage.
-
- 12 Internal Abyss:** Across a gulf between shuddering organs the size of cliff-faces, stretch 1d4 bridges of cartilaginous yellow matter. Each bridge is about 50ft long, and narrows to 5ft width in its central 20ft of length. Any creature hit by an attack at this point must roll a DC 10 acrobatics check or fall into the churning abyss below.
- If the GM rolls that **Immunocytes** are here, they are lying in wait, hanging beneath the bridges. When a character crosses to a bridge's central point, they spring out and attack. The chamber's **Exit** is a tunnel of curling vertebrae, winding through a mass of yellow fat beyond the bridges.
-
- 14 Lymphatic Node:** The party enters a vast ovular chamber, filled with clusters of glistening white pods, each of which incubates a growing Immunocyte. If combat begins here, 1d4 of these pods "hatch" per round, disgorging **Natal Immunocytes** (as per **Immunocyte** statistics, but with 25% damage on a hit and 25% health). Attacking the eggs will also cause them to begin to hatch, 1d4 per round.
- The eggs are highly flammable, and a fire lit here will permanently destroy the node in a few minutes. This impairs the Behemoth's ability to produce immunocytes: whenever immunocytes appear in future, there are 3 less of them than there ordinarily would be. If any eggs are harmed, Alarm increases by 1.

Dice Deformed Anatomy (cont)

14 **Exits** are hexagonal passages set into the walls.
(cont)

15 **Interior Digestive Tract:** A raw tunnel, smelling of excrement, bulges into a 60ft diameter oval chamber. The walls of the chamber are carpeted with vicious, sightless mouths – some small and oddly delicate; others as tall as a man. 2d4 **Immunocytes** are here, tossing organic detritus into the mouths (including 1d4 dying adventurers).

Any creature getting within 10ft of the chamber's wall is attacked by mouths. They roll a DC 14 dexterity/strength check, or are grappled by lashing tongues. At the start of their next turn, if they have not escaped, they will be dragged into a mouth, taking 30 piercing damage each turn they remain in the mouth. On reaching 0 HP, they are consumed.

The **Exit** lies at the end of the chamber, where the tunnel continues.

16 **The Blessed Land:** A cultic shrine set up in a distended chamber, where tumerous red islands breach the surface of a lake of milky blue fluid. On the largest of these islands a great idol, carved in the shape of the Behemoth, has been raised. On entry, 3d10 cultists (use **Cultist** statistics) are sacrificing one of their number in front of the idol. These poor fools are infected with cultic madness, which makes them believe the interior of the Behemoth is a "Blessed land".

They greet newcomers joyously, welcoming them to the Blessed land, and asking whether they have come on pilgrimage. They then attempt to infect the party with cultic madness. They eschew violence, even when attacked. Immunocytes ignore them (or anyone infected with the final stage of their cultic madness).

The **Exit** is a passageway at the end of the Chamber, down which the blue fluid cascades.

17 **Stomach:** Within an immense lake of bubbling, churning acid, lost cities dissolve to ruin. Screams carry on the wind, as survivors spill into the lake to be dissolved, or are hunted through the ruins by packs of Immunocytes. Here is the end of all thrones, potentates, principalities and dominions.

All who gaze upon this awful vista are gripped by unutterable despair: they must roll a DC 15 panic saving throw (see **Appendix D: Madness**). Characters can attempt to cross the lake of acid by scrambling over the disintegrating debris of dying cities (see the **Stomach Hazard**). If they reach the other side, they gain 1 Progress, and reach an **Exit**.

D4 **Stomach Hazard**

- 1** Waterfalls of acid, disgorged from the distant ceiling, spatter about the party. Those unable to find cover must roll a DC 15 dexterity saving throw. On a failure, they take 10 acid damage, and any armour they are wearing permanently loses 1d4 AC.
- 2** 1d6 survivors flee into the characters path, screaming for their help. If they are not rapidly quietened, 2d6 pursuing **Immunocytes** arrive and attack.
- 3** The building the characters are on begins to collapse. They must roll a DC 10 dexterity saving throw to leap free. On a failure, they fall into the lake, taking 20 points of acid damage a turn.
- 4** Ahead, a 30ft gap yawns between broken towers. Below, tentacles lash through the crashing acidic waves – anyone who falls is dragged under to their deaths.

18 **Lungs:** Characters progress through a perforated alveolar landscape, through geodisic chambers filled with wafting cilia the size of human arms. Each chamber is roughly 40ft by 40ft; is connected to 1d4+1 other chambers; and has a 20% chance of containing a membranous siphon, an **Exit** from the lungs.

Characters knocked unconscious in this region are grabbed by the cilia and wafted up and out of the chamber at 30ft per turn, towards the Behemoth's throat.

Each turn a vicious wind blows through the region. Roll 1d6: on a 1 it blows North; on a 2, East; on a 3, South; on a 4, West; on a 5 or 6, up. Characters must roll a DC 15 strength save or be blown 30ft in that direction. Characters blown up are suspended mid-air. If the wind blows up again, any characters suspended mid-air are sucked through the Behemoth's trachea. Roll 1d20. On a 1-10, they are bludgeoned to death on the ascent. On an 11-20, they are blown out of the Demon at a hundred miles an hour, unharmed, if they can stick the landing.



Dice Deformed Anatomy (cont)

- 19 Keening Chamber:** Here dozens of fibrous strands, some as thin as violin strings, others as thick as a human arm, are stretched like webbing across a red corridor.

Character movement within 10ft of a strand sets it “singing” in hideous vibration, forcing all within 20ft to make a DC 12 Panic roll (see **Appendix D: Madness**), and causing Alarm to increase by 1d4-3 (minimum 0). Characters can avoid making the strands “sing” by moving extremely slowly (5ft move per turn, no weapon actions).

Roughly 100ft down this chamber are several wet mouthlike orifices (the **Exits**).

- 20+ Portal:** The characters enter a saclike organ, whose walls are crisscrossed with raised veins, and whose floor slopes downwards like a funnel towards a pink portal rimmed with cracked, bleeding gums. Entering the portal teleports a creature to a Shard of the Vortex.

Every time a creature is killed in this area, the portal flashes with violet light. Once three creatures have been killed, a pillar of blinding violet flames issues from the portal, through which a **Hungering Demon** climbs.

If the GM did not roll equal to/below Alarm when the Character’s entered the chamber, there are three **Immunocytes** here, prostrating themselves before the portal.

A membranous doorway flaps on the other side of the room (the **Exit**).

Dice Vital Organ

- 1 Thaumaturvoir:** The magical reservoir of the Behemoth. Here, at the heart of a cavernous spherical chamber, a ball of broiling energies burns like a malevolent sun. Occasionally arcs of magical energy leap from it like solar flares, to be absorbed by four pulsating pylons, and channelled into the Behemoths flesh.

The Thaumaturvoir can be destroyed by destroying at least three of the pylons, at which point the Behemoth’s magical system will meltdown, in a manner akin to a nuclear reactor absent control rods. The Thaumaturvoir will expand, burning the Behemoth in half over around 4 hours. Then it will detonate, as per a high-yield hydrogen bomb.

The pylons each have 50HP and 5AC. They absorb magic: spells (or spell effects) cannot occur within 20ft of them and magical items cannot be used within 20ft of them. At the start of every character’s turn, they are irradiated by the magical energies that saturate the Thaumaturvoir. Roll 1d10-[number of pylons remaining] and consult the following table:

	Effect
1-5	You take 4-[constitution modifier] poison damage (minimum 0)
6-7	You take 8-[constitution modifier] poison damage (minimum 0) and gain back 1d4 spell slots, from lowest level up.
8+	You take 12-[constitution modifier] poison damage (minimum 0) and gain back 1d4 spell slots, from highest level down.

- 2 Brain stem:** A bony cavity, like a hollow mountain. Beneath it grows an inverted, cancerous forest of globular grey matter. Strands of pink and blue tubing gather beneath it, and spiral downwards into a great central conduit, coursing with neuroelectric lightening.

The Brain stem can be destroyed by destroying the central conduit. At this point, the Behemoth’s body will be separated from its brain: for 1d20 hours, it will stagger mindlessly hither and thither, before collapsing, dead.

The conduit has 150HP, 13AC, and immunity to lightening damage. Whenever the conduit takes damage, it courses with electric thoughts. Any creature (other than Immunocytes) within 40ft must make a DC 16 wisdom saving throw. On a success, they take 5 points of lightning damage. On a failure, they take 10 points of lightning damage, and are overcome by the brutish urges of the Behemoth (roll 1d4 on the following table). At the end of each of their turns, they can reroll the save to overcome the urge.

Dice Vital Organ (cont)**2**
(cont)**D4** Brutish Urge

- 1** To KILL! – character must attack the nearest creature.
- 2** To EAT! – character must attempt to consume the nearest creature.
- 3** To RIP and TEAR! – character must attack something with his bare hands.
- 4** To GROW! – character must attempt to get larger.

When the conduit is reduced to 50HP, 2d4 Immunocytes arrive in the chamber at the end of every turn.

3 **Heart:** Held suspended by a thicket of taut veins, like a giant run through with a hundred spears, the sick heart of the Behemoth sounds an intolerable drumbeat. Above it, bulbous with blood, throbs the collosus's central artery.

To destroy the heart, the characters must sever the artery, at which point the Behemoth bleeds to death over 2d6 hours. To do this they must first pass over one of the 10ft wide and 50ft long veins holding the heart in place, and onto its top, which is 100ft squared. The artery itself has 150HP. When 100HP damage has been done to it, it opens in a wash of blood. All characters within 15ft of it must roll a DC14 dexterity saving throw or be swept 60ft towards the edge of the heart. At the end of this turn, and every subsequent turn until the heart is destroyed, 2d4 Immunocytes arrive in the chamber.

The noise of the heart is intolerably loud. At the start of every turn, characters must roll a DC 15 constitution saving throw or be deafened and take 4 thunder damage. Blocking one's ears gives advantage on this save.

Dice Death of a Titan

- 1** **End of Blessings:** 1d6 cultists (use **Cultist** statistics) are vainly trying to revive the Behemoth's sub-organs. If they perceive the characters, they blame them for the Behemoth's death and attack. Stealth rolls to avoid the cultists have advantage.
- 2** **Decomposition gas:** A cloud of noxious green gas, thick with sweet decay, rolls into the area, sticking close to the ground. Creatures below 1m in height must make a DC 15 constitution save each turn, taking 10 poison damage on a failure, or 5 on a success.
- 3** **Death throes:** As the Behemoth dies, it throws its vast bulk from side to side. All creatures roll a DC 16 dexterity save to grab onto something; otherwise they are flung 40ft in a random direction, taking 8 bludgeoning damage (unless they land on soft tissue).
- 4** **Collapse:** Chunks of the Behemoth's flesh peel off. At the start of their turns, each character must roll a DC 10 dexterity save. On a failure, they are pinned beneath a slab of fallen meat. They take 8 bludgeoning damage, and must make a DC 15 strength saving throw to remove it. Darting between cover forestalls this danger.
- 5** **Shuddering roar:** The Behemoth's dying cries ripple through its body, setting walls and floor juddering. All movement in this chamber is halved.
- 6** **Flood of effluent:** A brown wave of waste matter blasts through the region. Characters have a turn to prepare themselves before it hits. Those in the open must roll a DC 18 dexterity saving throw. On a failure they are swept away, they lose 1 Progress and arrive in a different **Deformed Anatomy** result.



§.2 IMMUNOCYTES

Immunocytes begin as white blobs, like vaguely humanoid oozes. When first met by the characters, they have the following statistics:

IMMUNOCYTE

Alignment: Evil, **Creature Type:** Fiend, Ooze, **STR** 14 (+2), **DEX** 14 (+2), **CON** 14 (+2), **INT** 14 (+2), **WIS** 14 (+2), **CHA** 14 (+2) **CR:** 1
Size: Medium

Armour Class: 13, **Hit Points:** 30, **Speed:** 30ft **Pseudopod:** *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. Hit: 5(2d4) bludgeoning damage and 5(2d4) acid damage.

After every engagement with the characters, the Behemoth's immune system subconsciously analyses their strategies and adapts to counter them. After any engagement, immunocytes gain 2 **adaptations**. The GM should feel free to be creative with these, but examples are provided below:

Strategy	Adaptation
Stealth	Tubular nostril clusters: -5 to stealth rolls against immunocytes.
[Damage type]	Laquered exoskeleton: Resistance to [Damage type].
Not entering melee	Spittle thrower: 60ft ranged attack, otherwise as per pseudopod.
Resistance to bludgeoning/acid	Immunocyte attacks now do different types of damage (for instance their limbs catch on fire, and do fire damage instead).
Area of effect attacks	An Immunocyte can merge into another immunocyte within 10ft as a reaction. Whilst merged their health and attacks are added together.
Illusions	Extradimensional eyes: Immunocytes are now immune to illusions.
Bottlenecking	As per "area of effect attacks" OR "not entering melee".
Tanking	As a bonus action, an Immunocyte can turn into a cloud of vapour and move 5ft, letting them disengage without attacks of opportunity. They ignore tanks until healers and damage dealers are dead.
Ranged weapons	An Immunocyte can generate a 20ft by 20ft cloud of mist around it, as an action. Ranged weapons firing into/through the mist have disadvantage.
Knocking off ledges	Insectoid wings: 20ft flight speed.
Healing/high HP	All Immunocyte attacks deal +4 (1d4+1) damage.
Running away	Spiderlike legs: +20ft movement speed.
Strong one target hits	Double the number of Immunocytes, with half health and damage.
High AC	Acid dissolves armour – each successful hit reduces AC by 1.
Magic	One Immunocyte per group, marked out by orange pylons on its back, gains the power to cast Dispel Magic at will. It hangs back, and does so.

6. SUMMONING A DEMON

“Summoning a Demon is like letting a mass murderer out of prison, then asking them for a favour. If the favour involves arson or bloodshed, they’ll probably be more than happy to help. If it involves farming, they may well murder you instead.”

- *Dealing with Demons for Pleasure and Profit, Magister Zharren (deceased)*

The first step in summoning a Demon is finding a description of the ritual required to call them. Each Demon is unique, and thus each requires a different kind of propitiation to be summoned. This knowledge may be found in the friezes of decaying temples, the tomes of forbidden libraries, the ravings of madmen and the dreams of children destined for evil.

Ritual requirements can usually be broken down into four components. The first is the summoning circle, which must be sustained throughout the ritual. The second is the place where the summoning circle must be located. The third is the sacrifice which must be made on the circle. The fourth is the spell that must be cast once the sacrifice is complete. Complete all four successfully, and a unidirectional interplanar gateway teleports the Demon into the circle itself.

A successfully summoned Demon is desperate to kill and destroy. However, they are usually

The spell for summoning Demons is as follows:

SUMMON DEMON (1ST LEVEL CONJURATION)

Wizard, Warlock, Sorcerer, Cleric

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (ritual requirements, see below)

Summoning any type of Demon requires a ritual circle (usually a chalk outline 25ft by 25ft). Summoning a hungry Demon requires one

intrigued by the reason for their summoning, knowing the foul plans that call for their presence present excellent opportunities for violence. If the summoner provides a compelling reason to follow their plans, the Demon will do so.

However Demons despise authority, all the more so when it derives from a mortal. If they see an opportunity for a plan to be made more anarchic, they rarely fail to make it so. If they believe the summoner or his allies contribute nothing to a destructive design, or are trying to control them, they will not hesitate to betray their benefactors – delighting in doing so at the most inopportune time.

Woe betide the summoner who fails to provide the Demon with a satisfyingly bloody purpose to embark upon. After all, indiscriminate destruction is its own reward, and the summoner is a convenient place to start.

petty sacrifice in one **lesser profane location**. Summoning a ravening Demon requires one **grand sacrifice** in one **lesser profane location** OR one **petty sacrifice** in one **greater profane location**. Summoning a devouring Demon requires one **grand sacrifice** in one **greater profane location**. You summon one Demon from the Vortex, who answers to the ritual requirements. It appears at the centre of the circle.

See **Appendix B** for ritual names.





Dice		Petty Sacrifice					
1		The slaughter of 1d20 beasts of burden.					
2		The death of 1d6 humans.					
3		The burning of 10d10 holy books (or books of the law).					
4		The willing suicide of a Demon worshipper.					
5		The murder of a priest of Good.					
6		A man or woman must be made to repudiate the love of their life to their face.					
7		The violation of a holy idol of a Good God.					
8		Two pacifists must be forced to duel to the death.					
9		A paladin must be made to break his vows.					
10		A Doctor must kill their patient, in the course of trying to save their life.					
Dice		Grand Sacrifice					
1		The summoner must kill his own child.					
2		The murder of a King in sight of 1d4 members of his family.					
3		A humanoid must commit suicide on the site of the ritual, without knowledge of the ritual.					
4		The murder of a Devil after a mock trial.					
5		The death of 10d10 human sacrifices. (roll 1d4 for the method... 1: Poison, 2: Burning alive, 3: Drowning, 4: Crucifixion)					
6		The murder of the chief priest of a major God of Good with a symbol of his God.					
7		A noble magical creature must be killed and fed to one who once hunted them down, but has since repented from his actions, and deeply regrets them. (roll 1d4 to determine the beast... 1: Metallic Dragon, 2: Unicorn, 3: Angel, 4: Griffon)					
8		A man or woman must be made to kill the love of their life.					
9		A champion of order must be driven insane.					
10		A man must be killed by fright, caused by exposure to his greatest fear.					
Dice		Lesser Profane Location		Dice		Greater Profane Location	
1		A battlefield where thousands lost their lives.		1		A place where a host of angels gave their lives in a futile cause.	
2		A torturer's chamber, still in use.		2		The throne room of an Emperor.	
3		An insane asylum.		3		Atop the central treasure pile of a draconic horde.	
4		A ruined fortress whose garrison fell to treachery.		4		In the Lost City of Zir, at the heart of the inverted ziggurat.	
5		The site of a famous massacre.		5		A vampire's mansion.	
6		A burial ground still haunted by the restless dead.		6		The phylactery of a lich.	
7		The stone circle of druids who, despising civilisation, worship savagery.		7		Inside the Sleeping God.	
8		On the night of the full moon.		8		On the night of the passage of the Bleeding Star.	
9		A Demonic shrine.		9		At the Demonic temple buried beneath the Sultan's palace in New Corazon.	
10		A gallows or headsman's platform.		10		During a battle against Devils or Angels.	



7. BINDING A DEMON

“Binding a Demon is like turning on the mass murderer you have just released from prison, attempting to wrestle him into manacles, and hoping that you can do so before he realises what’s going on and opens you up from neck to navel.”

- Dealing with Demons for Pleasure and Profit, Magister Zharren (deceased)

Demons have many names. Boastful titles assumed on the commission of especially blood-curdling deeds. Whispered curses bestowed on them by their enemies. Pseudoscientific taxonomies supplied in doomed attempts at categorisation. But also hidden names, potent names, names which capture (as much as any name could) the insanity of their heart, and give it form, and make it malleable. Without these true names, Demons would lack anything holding them together, dissolving into the incoherency of the Vortex.

But these names are also a weakness. If a Demon forgets his true name, or is made to forget it, he immediately disintegrates into irrational energy – killed forever. And if a mortal learns of a Demon’s true name, he can shape the creature as a potter shapes clay, binding its will to his own.

The most crucial element of the binding process involves discovering a Demon’s name. There are four methods of doing this. The first involves reading a Demon’s mind; although doing so oneself is not recommended, given the irreversible insanity that invariably results. Secondly, one might attempt to deduce the name from observation of the Demon itself – a feat which requires incredible skill, and a disturbing degree of acquaintance with the Vortex. Third, one could have the Demon tell you itself. Naturally, almost nothing can compel a Demon to do this. However, a credible threat of destruction in its Shard of the Vortex may be sufficient. Finally, and most safely, one can take advantage of other’s efforts. However, it goes without saying that such knowledge is usually in the hands of persons one would be better off avoiding...

Once the Demon’s name has been discovered, all that remains is to cast the following spell:

BIND DEMON (1ST LEVEL CONJURATION)

Wizard, Warlock, Sorcerer, Cleric

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the name of the Demon being bound)

Pick one Demon within range of the spell and speak its name. The Demon rolls a wisdom saving throw (against your spell save DC) to resist being

bound. Its magic resistance does not grant it advantage on this roll.

If it succeeds, it is not bound, and you cannot attempt to bind it again for a day. If it fails, it is bound, and must obey your commands, so long as they would not directly harm it. If you or your allies attack the Demon, cast harmful spells upon it, or speak its name backwards, it is immediately unbound.

8. PERILS OF THE VORTEX

The Diabolist is everywhere harried and hated. Millenia of righteous zealotry may leave but fragments of the forbidden lore he requires, hidden in burnt books and toppled temples. Even once he knows the sacrifices he need perform, committing such unspeakable acts risks drawing the ire of the authorities, roving Demonhunters, and fellow seekers after the profane (all too ready to steal the secrets of rivals).

It is therefore little wonder that many Diabolists cast aside what few precautions stand between them and annihilation. Eschewing the usual rites of summoning and binding, they rely instead on their intellect alone; and open their body and soul to the Vortex in the process. Terrible are the rewards of success in this venture. Terrible beyond measure is the price of failure.

MIND OVER VORTEX: SUMMONING (OPTIONAL RULES)

When an individual seeks to summon a Demon, they may choose to roll an intelligence saving throw in lieu of performing one sacrificial requirement. The DC for this saving throw is...

- ◇ 9: If a lesser profane location is being avoided
- ◇ 11: If a petty sacrifice is being avoided
- ◇ 13: If a greater profane location is being avoided
- ◇ 15: If a grand sacrifice is being avoided If a success, the Demon is summoned successfully without the requirement. If a failure,

the summoner rolls on the **Perils of the Vortex** table: 1d20+[difference between DC and PC roll]

MIND OVER VORTEX: BINDING (OPTIONAL RULES)

Once an individual has successfully completed the ritual to summon a Demon, they may attempt to bind the Demon as part of the summoning process. They must roll a contested intelligence roll against the Demon. On a success, the Demon is summoned and is bound to obey the summoner's commands, so long as they would not directly damage it. If a failure, the Demon is not bound, and the summoner rolls on the Perils of the Vortex table: 1d20+[difference between two rolls]. The Demon forever despises the summoner.

Dice	Peril of the Vortex (<i>summoning fails on a *</i>)
1-3	Caress of Chaos* : Rivers of sickening colour lacerate the summoner's body; he takes 2d10 force damage.
4-6	Glimpse of the Abyss* : For the merest moment, the summoner gazes into the Vortex. He takes 2d10 psychic damage and must make a DC 15 Panic roll.
7-8	No Peace for the Wicked* : As above, but the summoner immediately gains one random insanity.
9-11	Whispers from the Walls* : Demonic voices hiss maddening lies into the summoner's ears. He is infected with cultic madness (no save). All within 30ft must make a DC 14 charisma save or be infected with cultic madness as well.
12-13	Wave of Corruption* : An explosion of vortexual energy ripples outwards from the summoning circle. All land within 10 miles is inundated with chaotic change (roll three times on the warping table for effects). All within 50ft take 6d10 force damage.
14	The Court of the Universe* : The failed summoning attracts the Incarnate of Judges; they and 15 instantiations teleport into the summoning circle. They will attempt to try the summoner for Crimes against Universal Sanity, and punish him if guilty. Excellent excuses and arguments may permit exoneration.



Dice Peril of the Vortex (summoning fails on a *) (cont)

- 15** **No Apologies*:** The failed summoning attracts the notice of Mirror Knight Sublime-Fist-Obliterates-Evil-Without-Apology. They teleport into the summoning circle and attack.
- 16** **Black Ouroboros*:** The summoner's future self teleports into the summoning circle. Their stats are the same as the summoner's would be, if he had 2d4 more levels, full health, and had expended none of his abilities. Their mind is irrevocably broken, and they attack the summoner with psychotic violence. At some point in the future the summoner will be sucked into the past by a vortexual portal - either when he attains the same level count as his future self, or when he would ordinarily die (whichever comes sooner), thus completing the circle.
- 17** **Sword of Demoncles:** As the Demon is pulled towards the summoner, it is stretched across time like a man across a rack; delaying its arrival, and causing it excruciating pain. From now on, whenever the summoner enters a combat, roll a d20. On a 1, the Demon teleports to an empty space within 30ft of the summoner and attacks him.
- 18** **Demongelt*:** A thunderous Demonic voice demands the summoner perform a petty sacrifice (roll randomly) within a day. If they fail to do so, they will be pulled screaming into a Shard of the Vortex at the day's end.
- 19** **Host of Evil:** The Demon possesses the summoner. The summoner is effectively unable to act - instead the Demon acts with the summoner's body, abilities, spells, etc. on its turn. This effect can be ended by spells such as protection from Evil and Good; or the Demon can choose to end it and appear within 30ft of the summoner as a free action. When the Demon is forced out, the Summoner must make a DC 15 Panic roll.
- 20-21** **Sickening Detonation:** The Demon is summoned into the summoner's body, bursting it into a hundred bloody fragments.
- 22-23** **Terror Beyond Death:** The summoner sees the heart of the Vortex, and comprehends its true terror. His body is petrified instantaneously, mouth locked in an endless scream. However his brain still lives, quivering in indescribable agonies of fear. His eyes still bear the faint afterimages of his experience; all who look into them must make a DC 10 wisdom save. On a failure, they suffer the same fate as him. On a success, they must make a panic roll, DC 20. If someone suffering this condition is unpetrified, he attempts to kill himself.
- 24+** **Damnabe Beacon:** The summoner becomes acutely aware that he has attracted the idiot, inchoate gaze of the Vortex itself. An intersection will occur in the region where the summoning was conducted, within 5d100 hours (the timing should be kept secret by the GM). Only the death of the summoner can prevent it.



9. DEMONSPAWN

Oh I have seen them, do not doubt it! I have seen what crawls from the burning bodies of witches, and the children born under crimson moons, and the men who are not truly men, but cloaks of flesh for other things. It is not for us to reason with the likes of these, but to burn them!

- *Demonhunter Jurgen Jung*

For him to have been amongst us so long without suspicion is, without question, deeply disturbing. His superiors have been reprimanded for their laxity. His apprentices are being put to the question as we speak, to determine their guilt. At the present, it is unknown whether others of his ilk have been able to infiltrate the order, but all possible countermeasures are being taken. - *Demonhunter Anja Graf*, reporting to the Council of the Hammer, after the burning of *Jurgen Jung*

Demons do not always appear in their monstrous forms, but instead take human guise, for amusement, or malice, or (most commonly) both. And sometimes, in this form, they elope with humans. The products of these unions, and their descendants, are Demonspawn. Though their appearance mirrors that of ordinary mortals, the unclean energies of the Vortex broil beneath their skin, ready to be unleashed.

Demonspawn are often hunted amidst civilised lands; either to be exiled to the wilderness (when the law is merciful) or executed (when the law is harsh). That they bear an inclination towards the chaos and destruction of their ultimate ancestor, is undeniable. But this inclination is amplified a hundredfold by the persecution they suffer: when exiled from civilisation, how might one feed oneself if not through banditry? When living under the shadow of the axe, what measures might one be driven to conceal one's birth?

The truth is that a Demonspawn can be virtuous, kind and restrained. It is not easy, for the Vortex ever seeks to tempt its children astray. But it is possible. Some especially foolhardy souls even seek to employ the power of the Vortex for good; unleashing their Demonic nature against the enemies of humanity, and trusting in faith or good deeds to keep corruption at bay. Damnation waits for these men, jaws wide and inviting.

OUT OF THE PIT

Demonspawn can arise from the union of fiends and mortals, but they may also be created by other means, of which two are detailed below:

1. Bargains with the Beast

Witches, hags, cultists and other supplicants to darkness are wont to bargain with the vortex, walking amidst mighty storms and raging infernos, to parlay with Chaos. From such "bargains", many boons may be bestowed: amongst them the "immaculate" conception of Demonspawn.

2. Unholy Alignments

When the moon waxes gibbous and obscene, and the stars walk crooked in their nightly paths, and the eclipse turns the sun's rim red and bleeding, the malign influence of the Vortex seeps through the barriers between worlds, and warps the unborn. Sometimes, in exceptionally rare events, an entire generation of children born on a particular day may be corrupted in this manner.



9.1 PLAYER RACE TRAITS

Ability Score Increase: Increase strength by 2 and constitution by 1

Age, size, language: Demonspawn outwardly appear as the mortal species of their non-Demonic ancestry, and live for as long as that species does. They speak that species' language, and common.

Alignment: Can be any, but tend strongly towards Chaotic, and (less strongly) towards Evil.

Speed: your base walking speed is 30ft.

Corruption: this statistic records the extent to which your soul has been claimed by the Vortex. It begins at 10. Should it ever reach 20, you have been permanently corrupted by the Vortex. Your alignment changes to Chaotic Evil, and your character becomes controlled by the GM. Corruption can be altered in the following ways:

Action	Effect
Wantonly destructive/malicious acts	+1-5 Corruption (depending on scale of action)
Significant good act (e.g. saving a town)	-1 Corruption
Superb good act (e.g. saving a kingdom)	-2 Corruption
Honest service to a Good or Lawful Deity	-1 Corruption for each year's loyal service (cleric and paladin Demonspawn begin with -1 corruption)
Breaking your faith with a Good God	+2 Corruption

Temptations: Pick one of the four temptations below, representing sins you are drawn to by your Vortexual heritage. Each Temptation is accompanied by a trigger, a greater trigger, and a transgression.

Temptation	Trigger	Greater trigger	Transgression
Murder	You kill a creature	You witness a bloodbath (10+ sentient creatures killed in roughly the same area/time)	You must kill sentient creatures
Flames	You set fire to something sentient and/or precious	You witness a creature die by fire, or something priceless be consumed by it	You must burn sentient creatures alive
Betrayal	You betray someone	You or your allies are betrayed	You must betray your allies
Avarice	You attempt to take possession of something valuable	You see something of priceless value for the first time	You must seize the most valuable thing present

◆ **Triggers:** Whenever a trigger occurs, you can choose to assume your **Demonic Aspect**. If you do so, gain **1 Corruption**.

◆ **Greater Triggers:** Whenever a greater trigger occurs, you must roll a wisdom saving throw against Corruption. On a failure, you assume your **Demonic Aspect**, and gain **1 Corruption**.

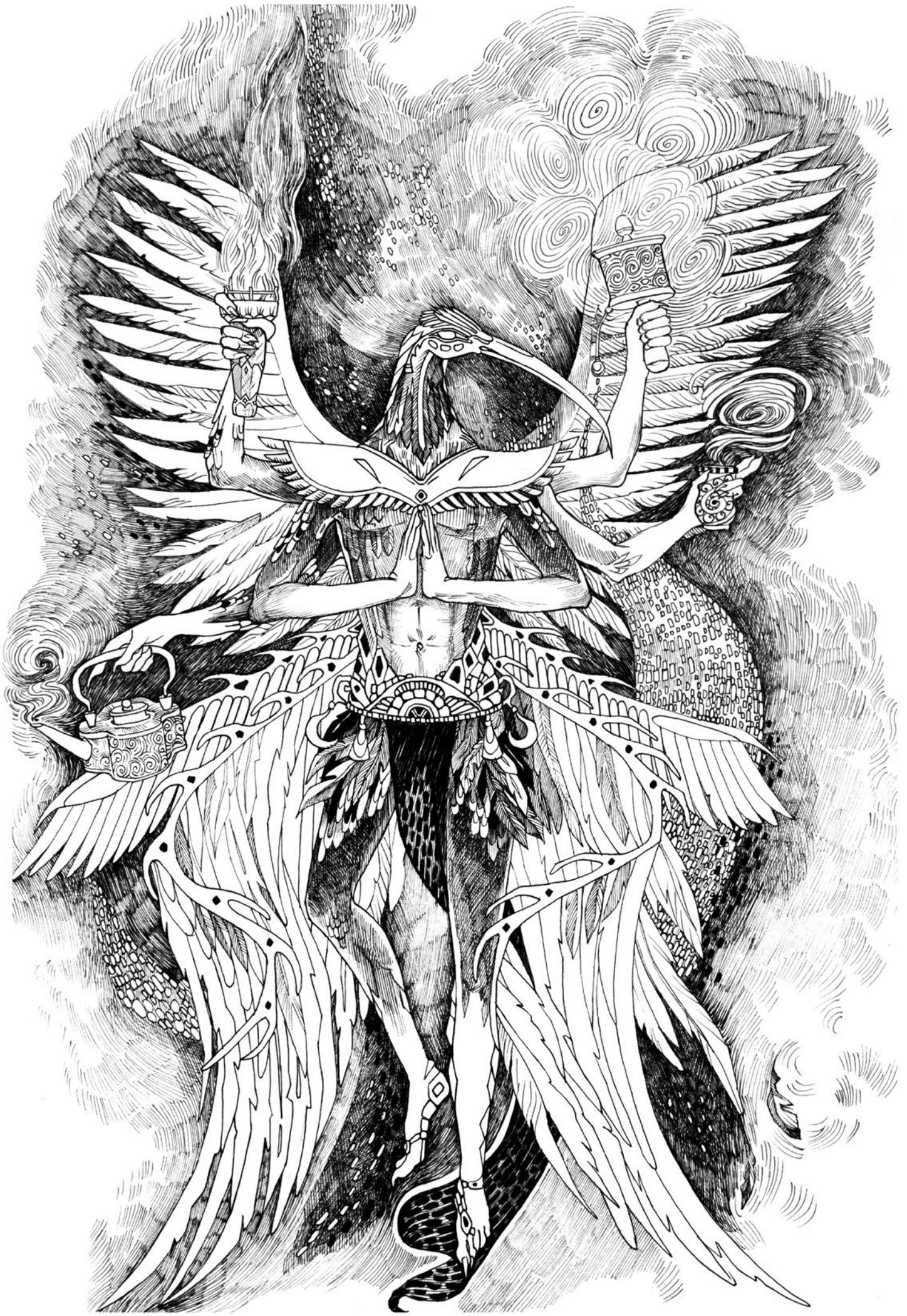
◆ **Transgressions:** At the start of each turn, whilst in your **Demonic Aspect**, you must roll a wisdom saving throw, against **5+[half your corruption]**. Rolling a 1 is an automatic failure. On a failure, corruption increases by 1, and you must attempt to perform your Transgression. You can reattempt this saving throw at the start of your next turn.

Demonic Aspect: In addition to your mortal appearance, you possess a Demonic aspect, which manifests on rare occasions. Describe how this aspect appears (you can use the **unsettlements** table for inspiration). Your Demonic aspect begins with two **inheritances**, picked from the table below. Every two levels (at 3rd, 5th, 7th, etc.), roll for another **inheritance** on the table.

Dice	Inheritance (Inheritances with * can be picked or rolled twice)
1	Endoskeleton*: +1 AC, resistance to slashing, bludgeoning and piercing (whilst in Aspect).
2	Vicious Claws: You are proficient in unarmed strikes, which now do 2d12 damage (vs 1d4).
3	Poisonous Cysts: Your attacks deal +[your level] poison damage.
4	Unnatural speed*: +20ft movement, +3 to dexterity rolls.
5	Freakish Regeneration: +[your level] HP per turn, unless you took fire damage last turn.
6	Infernal Heat: Creatures within 5ft of you take [your level] fire damage at the end of their turns.
7	Abominable Speech: You can cast the spell command at will as a bonus action, with the command words: grovel, kill, flee and burn.
8	Damnably Strength*: +5 to strength rolls.
9	Acid Breath: As an action, you may breathe a cloud of acid in a 15ft cone. Creatures within must make a constitution saving throw (DC 15). On a failure, they take 4d6+[proficiency bonus]+[constitution modifier] acid damage. On a success, they take half damage.
10	Hideous Visage: All creatures who see your demonic aspect must roll a DC10+[level/2] panic saving throw.
11	Vampiric Siphon*: Your attacks deal +[level/2 (rounding up)] damage, which you gain at the end of each round.
12	Gulfborn: When standing outside at night, you can use your action to speak to the Void, inciting it to devour one creature in eyeshot. They roll a wisdom saving throw, DC 10+[your level/2]. On a failure, they are drawn up into space, 40ft per turn. What awaits them there is better left unknown.
13	Eye-thief: As an action, you can pick one creature within eyeshot. They roll a wisdom saving throw, DC 10+[your level/2]. On a failure, their eyes are teleported out of their sockets, and onto your Demonic Aspect. They take 3d6 damage and are permanently blinded. Your Demonic Aspect gains 1 perception.
14	Wellspring of Chaos: Whenever you assume your demonic aspect, you cast the spell Bring the Chaos (see Appendix E: Esoteric Magic), centred on yourself. You can choose to be unaffected by it. Each subsequent turn, you can cast the spell again, as a free action centred on yourself. Effects stack.
15	Mutative: As a bonus action, you can mutate your form into new and unnatural configurations. Gain one lesser profanity of your choice, and 1 Corruption. You can use this power to change this profanity to another, but not to gain two at once.
16	Obscene Blob: Become Huge, move at half speed. Gain 10+[level]*5 temporary hit points (whilst in Aspect).
17	Pursuant: Whenever a creature within eyeshot attempts to flee from you, you can teleport in front of them and attack them (this expends no reactions).
18	Swarm-mother: Your Aspect is accompanied by [level]/3 (round up) swarms of insects, that issue from pores in your skin. They crawl back into you when you leave your Aspect.
19	Inexplicable: The minds of lesser creatures struggle to contain your awful features. Whenever a creature ceases looking at your Aspect, they must roll a DC 20 wisdom saving throw. On a failure, they forget you ever existed, and act accordingly.
20	Merciless: Whenever one of your attack's reduces a creature to below 10HP, you may use your reaction to make another attack against them.

To leave your Demonic aspect, you must spend an action to roll a Wisdom saving throw against corruption. On a success, you return to your ordinary form.





INCANDESCENTS

“To the ear of Ozymandian came tales of the thing that hailed from the bright firmament; the breaker of chains and smiter of evil. It was said that it parted time with slender fingers, and returned curses with shimmering eyes, and wielded weapons of light whose touch was annihilation. And Ozymandian was greatly afraid. In his fortress of Uliban he steeled himself, girding about him nine walls of enchanted metal, and nine legions of loyal troops, and nine Demons summoned and bound from deepest darkness. At last, he retired to the central fastness. There, upon the bodies of his Demons, sat the angel, sipping its tea with curving beak. In its voice was the crack of lightning. And Ozymandian was greatly afraid.”

- Chronicle of the Five Kings, Qu Linbao

“So it was that after ten years of disappearance, Sulya Va returned to her pupils. Her eyes were as vacant as drained wells, and she would not speak a word – no matter how much we pleaded. The food we proffered, she ate without relish. The works we showed her, which we had prepared so lovingly in anticipation of her return, she spat on. All the light had gone out of her, and she would not touch a brush, nor so much as look upon one. On the second day, she burnt her masterpieces. On the third, she died. So that is why I tell you, do not look to the stars for inspiration; For theirs is a beauty that burns. Do not drink ambrosia; For the taste of mortal wine will forever be bitter upon your lips. Do not seek the Empyrean.”

- An Admonition Against the Sublime, Jori Ro

A woman with skin of star-covered night, and a silver pyramid for her head. A winged lion with the head of a dragon, and a halo of flames. A man whose skull contains a miniature sun, and whose body blossoms with spotless lotuses. The infinite forms of Incandescents can seem bizarre, surreal, or even alien to mortals – but each is wreathed in unmistakable grandeur, a beauty so exquisite that it pains the eye and stretches the mind.

For these are not the children of mere matter, but the scions of the Empyrean, entities of CHAOS and GOOD whose thoughts bridge the gaps between worlds, and whose words are charged with celestial power. Lovers of freedom and suitors of pleasure, each Incandescent is an aesthete whose idle works eclipse those of entire Prime Material cultures, and whose passions burn with the intensity of exploding stars.

Though they make their home in the Empyrean, Incandescents travel far and wide, tracing the Astral Roads that secretly connect thousands of Empyrean spheres, and tens of thousands of Prime Material Worlds. Incandescents’ respect for

mortal self determination, and their own lack of centralised organisation, means that many Prime Material worlds go centuries without visitation. However, the legends of many more resound with the noble deeds of Errant Incandescents, or – more rarely – the civilisation shaping impact of Celestial Hosts’ titanic battles against EVIL.

Whenever they do deign to descend to mortal planes Incandescents champion the ideals of freedom, pleasure and harmony with wilderness. Their adamant faith in these principles, which so often puts them at odds with those they seek to enlighten, is tempered by their hatred of violence and the knowledge that a choice to believe differently is – no matter how absurd – still an exercise of freedom.

Nevertheless, as the product of CHAOS, Incandescent morality can rarely be codified into fixed principles, and they can act with a consequentialist regard for ends over means. The extreme product of this tendency are the Mirror Knights, sublime avengers willing to use any EVIL to achieve the ultimate triumph of GOOD...



I. GENERATING AN INCANDESCENT

To generate an Incandescent, use the following four stage process:

1. Roll on the **Body Type** table, then roll on the sub-tables mentioned in the result rolled. This will generate the basic form of the Incandescent.
2. Roll on the **Flight** table to determine if the Incandescent can fly, and how it does so if it can.
3. Choose the **Power Level** of the Incandescent.
4. Roll on the **Lesser Glorifications** and **Greater Glorifications** tables to determine the celestial abilities the Incandescent possesses.

NOTE TO GMs: It is recommended that the GM generate Demons prior to session-start. To avoid lengthy copying, record the Profanities of a Demon as the number rolled on the relevant table(s).

I.I BODY TYPE

Roll on this table for the general body type of the Incandescent. Phrases in **BOLD** indicate sub-tables which should also be rolled on.

Dice	Body Type
1-2	Humanoid with the head of a Noble Beast .
3	Noble Beast with the head of another Noble Beast and a Beautification .
4	Humanoid with an Exotic Entity as a floating head.
5-6	Humanoid with a Geometrical Object as a floating head.
7	Noble Beast with the head or upper body of a Humanoid (as appropriate).
8	Noble Beast with an Exotic Entity as a floating head.
9	Noble Beast with a Geometrical Object as a floating head.
10	Exotic Entity with a Beautification .
11	Geometrical Object with a Beautification .
12	Exotic Entity which is contained within a transparent Geometrical Object .
13	Humanoid with a cylindrical hole through its torso, in it floats an Exotic Entity .
14	Humanoid with a cylindrical hole through its torso, in it floats a Geometrical Object .
15	Humanoid whose head appears cut off above the eyes. In its skull cavity floats an Exotic Entity .
16	Noble Beast with a Beautification .
17-20	Humanoid with a Beautification .

1.2 HUMANOID

First, roll 1d4 to determine the apparent gender of the humanoid: 1: Female, 2: Male, 3 or 4: Androgynous (no determinate gender). Then roll 1d4 to determine the number of pairs of arms the humanoid has. Finally roll 1d20 on the following table for specific features.

Dice	Body Type
1	Its skin is like the night sky: A void dotted with glimmering stars.
2	Its skin glows with strange and ethereal radiance.
3	Its skin pulses with glorious bioluminescent patterns.
4	Its skin is unblemished and perfect.
5	The age of the humanoid varies depending on the direction from which it is observed.
6	The humanoid is a composite animal, whose body is composed of dozens of living creatures packed tight against one another. For instance, his upper leg may be a wolf, whose jaws grasp a goose that forms his lower leg, whose beak holds a hare that acts as his foot. His eyes may be the carapaces of bright beetles, and his hair the plumage of a peacock that forms the rear of his head.
7	It takes the form of a fat buddha-like figure.
8	It takes the form of a child.
9	Its skin is one glimmering continuous crystal; each facet so small that, from a distance, it appears smooth.
10	Rose vines grow from small gaps in the humanoid's skin, intertwining around its limbs. The flowers themselves are usually buds, but they blossom when the angel experiences intense emotion.
11	Corals grow from the humanoid's upper arms and shoulders. Small crabs scuttle between them, curating beds of delicate anemones.
12	The humanoid's body is covered in delicate tattoos of complex geometrical patterns; they slowly spin, like the rotation of the celestial spheres.
13	The humanoid's body is segmented at the joints, like incredibly finely worked armour. Sometimes, if it moves rapidly, you can glimpse the energy contained within... (roll 1d4 for energy type: 1: Fire, 2: Light, 3: Electricity, 4: Nebulaic gas)
14	The humanoid's body is covered with small alcoves, each framed by engraved metal. The alcoves hold... (roll 1d4: 1: Scrolls of power, sealed with chains; 2: Idols to dead gods; 3: Ivory netsuke with amber eyes; 4: Small books held in place by padlocks)
15	The humanoid's body has a keyhole on its chest or forehead; and wears around its neck a chain from which hang hundreds of keys of different sizes and shapes. It refuses to reveal what will happen if its body is "opened".
16	The humanoid's shoulders are covered in forests of flickering candles, which light or are snuffed out as the mood of the angel changes. Trails of wax from these candles cover its upper body in strange and suggestive formations.
17	The humanoid's body is tattooed with miniscule scenes of its past exploits. Watched closely, you can see the figures are moving.
18	Bonsai trees grow from small gaps in the humanoid's shoulders, to be nested in by bejewelled hummingbirds.
19	Small, exquisitely colourful feathers dot the humanoid's body.
20	The humanoid has four faces, one for each direction of the compass. As it changes moods, different faces swivel into place (if the humanoid has the head of a noble beast, roll on that table four times for different faces; if they have the head of an Exotic Entity or Geometrical Object, reroll this result).



I.3 NOBLE BEAST

Dice	Noble Beast	Dice	Noble Beast (cont)
1	Hummingbird	11	Yak
2	Peacock	12	Kirin
3	Bull	13	Unicorn
4	Elephant	14	Lion
5	Metallic Dragon	15	Panther
6	Griffon	16	Tiger
7	Eagle	17	Kingfisher
8	Guardian lion/Foo Dog	18	Owl
9	Giant Tortoise	19	Heron
10	Stag	20	Bird of Paradise

I.4 GEOMETRICAL OBJECT

Dice	Material	Object	Ornamentation
1	A diamond...	...pyramid...	...overgrown with exquisite orchids
2	An obsidian...		...glowing with runes of arcane power
3	A silver...	...inverted pyramid...	...slowly rotating on its vertical axis
4	A gold...		...rising and falling gently, as if wafted by an invisible tide
5	An iron...	...cube...	...slowly expanding and contracting, as though it were breathing
6	A brass...		...studded with bright blue eyes
7	A sapphire...		...gilded with precious metal
8	An emerald...	...torus...	...trailing silver chains (if the angel has the body of a Noble Beast or Humanoid, these chains attach the object to the body)
9	A ruby...	...band...	...the surface of which is studded with tiny, intricate gears and buttons, like a puzzle box of immense complexity
10	A quartz...	...tetrahedron...	...on top of which dozens of tiny candles cast flickering flames
11	A basalt...	...dodecahedron...	...surrounded by celestial Saturnine rings

Dice	Material	Object	Ornamentation
12	A granite...	...icosahedron...	...with a single central eye
13	A marble...	...inverted cone...	
14	A jade...	...cone...	
15	An amber...	...triangular prism...	
16	A steel...	...pentagonal prism...	
17	A glass...	...octagonal prism...	
18	A stained glass...	...sphere...	
19	A phosphorescent...	...sphere...	
20	An enamelled		

1.5 EXOTIC ENTITY

Dice	Exotic Entity
1	A flaming sphere.
2	A clump of Nebulaic gas, effulgent with the premonition of suns.
3	A sphere of water, at the heart of which lies a tiny coral reef, through which small fish dart in energetic motion.
4	A tightly contained spherical stormcloud, palpitating with electrical discharge.
5	An interwoven ball of blossoming vegetation.
6	A miniature planet, complete with a minutely detailed surface and tiny weather systems.
7	A miniature sun.
8	A swirling sphere of tumultuous water.
9	A baby
10	A ball of purple and blue wings.
11	A brazen bell, etched with ten thousand years of historical records.
12	A magnificently bound book, with an eye on each cover.
13	A prayer wheel without a handle, spinning constantly.
14	A rotating orrery of an unknown solar system.
15	A still hemisphere of water, held as if in a fishbowl. On it blossoms a single white lotus.
16	A blazing meteorite, seemingly still in motion even when the angel ceases to move.
17	An ouroboros.
18	The holy symbol of an unknown God.
19	A pulsating model of a human brain, with a thicket of tiny blue points of light representing neurons, each linked by hair-wide strands of electricity.
20	A great cyclopean eye, its pupils flecked with indescribable colours.



I.6 BEAUTIFICATION

Dice	Beautification	Dice	Beautification (cont)
1-5	The angel has a halo of flames.	18	The angel's arrival is preceded by peals of thunder.
3-4	The angel has a halo of shimmering metal.	19	Golden sparks of lightning leap from the angel.
5-6	The angel has a halo of bejewelled eyes.	20	The air around the angel shimmers with images of its Emyrean sphere.
7-8	The angel wears a crystalline crown.	21	In overcast weather, the clouds above the angel part, silhouetting it in moonbeams or sunshine.
9	The angel is studded with bright eyes.	22	Small comets trace irregular orbits around the angel's head.
10	The sound of harp music fills the air around the angel.	23	The angel is wreathed in vestments of coruscating fire, whose touch warms, but never burns.
11	The sound of burbling streams or fountains pervades the angel's vicinity.	24	When the angel is angry, its voice is accompanied by the peal of sonorous bells.
12	A small cloud of cherubic trumpeters surrounds the angel.	25	Wherever the Incandescent goes, plants bloom with bright flowers.
13	The sound of birdsong permeates the air around the angel.	26	Lights burn brighter wherever the angel is present.
14	The gentle sound of waves lapping against a shore permeates the air around the angel.	27	The angel speaks through calligraphic scrolls. If it has a mouth, these scrolls unroll out of it.
15	When the angel speaks, an overpowering smell of flowers issues from it.	29	The angel can walk on water and other liquids. (reroll if exotic entity/geometrical object)
16	The fresh, earthy smell of grass after rain emanates from the angel.	30	Lies cannot be spoken near the angel: those who try to do so cough blood.
17	The soothing sound of rainfall emanates from the angel.		

I.7 FLIGHT

If the angel is a noble beast with wings (or has the forequarters of a noble beast with wings) it can both fly and walk (speed 40ft); do not roll on the following table. All other Angel body types should roll on the following table to determine whether they can fly. In addition to this, humanoid Incandescents (of all kinds) can automatically walk (speed 30ft), and exotic entity/geometrical object Incandescents can levitate (speed 30ft).

Dice	Flight and mechanical effects
1	Flies on two feathered wings. (+50ft flight speed)
2	Flies on four feathered wings. (+75ft flight speed)
3	Flies on eight feathered wings. (+100ft flight speed)

Dice	Flight and mechanical effects (cont)
4	Flies on innumerable feathered wings. (+200ft flight speed)
5	Flies on four scintillating dragonfly wings. (+60ft flight speed)
6	Flies on butterfly wings. (+30ft flight speed)
7	Flies without visible means of propulsion. (+40ft flight speed)
8	Flies seated atop (or, if an exotic entity/geometrical object, carried by) a cloud. (+40ft flight speed)
9	Flies seated atop (or, if an exotic entity/geometrical object, carried by) a flock of birds of paradise. (+30ft flight speed)
10	Can levitate by assuming a meditative pose (reroll if exotic entity or geometrical object). (+40ft levitate speed)
11	Levitates atop (or, if an exotic entity/geometrical object, carried by) a floating lotus (+40ft levitate speed)
12-20	Cannot fly.

I.8 POWER LEVEL CHOICE

The powers of Incandescents differ nearly as much as their forms, but this book groups them into three levels for ease of reference/generation: Lambent Incandescents, Radiant Incandescents and Iridescent Incandescents (in ascending order of strength). Statistical profiles are outlined below.

GENERATING A LAMBENT INCANDESCENT

Alignment: Chaotic Good

Creature Type: Celestial, **Size:** Large (if Noble Beast), Medium (otherwise)

Armour Class: 14, **Hit Points:** 75, **Speed:** 30ft

STR 14(+2), **DEX** 16(+3), **CON** 15(+2), **INT** 18(+4), **WIS** 20(+5), **CHA** 18(+4)

Saving Throws: Int +7, Wis +9, Cha +7

Damage Resistances: Cold, fire, lightning, thunder, **Damage Immunities:** Radiant

Condition Immunities: Charmed, sleeping

Senses: Darkvision 120ft, blindsight 30ft

CR: 4

Glorious Ability: Roll once on the Lesser Glorifications table, for an ability or attack possessed by the Incandescent.

Multiattack: The Incandescent makes one melee or beam attack, and also attacks with its glorious ability (if it is an attack).

Melee Attack: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 15 (4d6+3 damage) bludgeoning, piercing or slashing damage. If the angel is a humanoid, this is likely to be a punch or kick. *If the angel is a beast, a claw or bite attack.*

Beam Attack: *Ranged Weapon Attack:* +6 to hit, 150ft/300ft, one target. Hit: 15 (4d6+3 damage). For damage type roll 1d4 during generation: 1: Force, 2: Radiant, 3: Lightning, 4: Fire.

Empyrean Reincarnation: When killed, an Incandescent reforms in its sphere of the Empyrean. The time this takes ranges from seconds to centuries, and is impossible to predict. The only way to permanently kill an Incandescent is to do so in his sphere of the Empyrean.



GENERATING A RADIANT INCANDESCENT

Alignment: Chaotic Good

Creature Type: Celestial, **Size:** Large (if Noble Beast), Medium (otherwise)

Armour Class: 16, **Hit Points:** 100, **Speed:** 30ft

STR: 18(+4), **DEX** 20(+5), **CON** 18(+4), **INT** 22(+6), **WIS** 24(+7), **CHA** 22(+6) **Saving Throws:** Int +9, Wis +12, Cha +9

Damage Resistances: Lightning, fire; bludgeoning, piercing and slashing from nonmagical weapons,

Damage Immunities: Radiant, **Condition Immunities:** Charmed, sleeping

Senses: Darkvision 120ft, blindsight 30ft

CR: 9

Glorious Abilities: Roll once on the Lesser Glorifications table and once on the Greater Glorifications table for abilities or attacks possessed by the Incandescent.

Multiattack: The Incandescent makes one melee or beam attack, and also attacks with its glorious abilities (if they are an attack).

Melee Attack: *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit: 15 (4d6+3 damage) bludgeoning, piercing or slashing damage. If the angel is a humanoid, this is likely to be a punch or kick. *If the angel is a beast, a claw or bite attack.*

Beam Attack: *Ranged Weapon Attack:* +8 to hit, 150ft/300ft, one target. Hit: 15 (4d6+3 damage). For damage type roll 1d4: 1: Force, 2: Radiant, 3: Lightning, 4: Fire.

Empyrean Reincarnation: When killed, an Incandescent reforms in its sphere of the Empyrean. The time this takes ranges from seconds to centuries, and is impossible to predict. The only way to permanently kill an Incandescent is to do so in his sphere of the Empyrean.

GENERATING AN IRIDESCENT INCANDESCENT

Alignment: Chaotic Good **Creature Type:** Celestial, **Size:** Large (if Noble Beast), Medium (otherwise)

Armour Class: 18, **Hit Points:** 200, **Speed:** 30ft

STR: 22(+6), **DEX** 26(+8), **CON** 22(+6), **INT** 32(+11), **WIS** 36(+13), **CHA** 32(+11) **Saving Throws:** Int +12, Wis +14, Cha +12

Damage Resistances: Lightning, fire; bludgeoning, piercing and slashing from nonmagical weapons,

Damage Immunities: Radiant, **Condition Immunities:** Charmed, sleeping

Senses: Darkvision 120ft, blindsight 30ft **CR:** 14

Glorious Abilities: Roll twice on the Greater Glorifications table for abilities or attacks possessed by the Incandescent.

Multiattack: The Incandescent makes one melee or beam attack, and also attacks with its glorious abilities (if they are an attack).

Melee Attack: *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit: 20 (5d6+3 damage) bludgeoning, piercing or slashing damage. If the angel is a humanoid, this is likely to be a punch or kick. *If the angel is a beast, a claw or bite attack.*

Beam Attack: *Ranged Weapon Attack:* +8 to hit, 150ft/300ft, one target. Hit: 20 (5d6+3 damage). For damage type roll 1d4: 1: Force, 2: Radiant, 3: Lightning, 4: Fire.

Empyrean Reincarnation: When killed, an Incandescent reforms in its sphere of the Empyrean. The time this takes ranges from seconds to centuries, and is impossible to predict. The only way to permanently kill an Incandescent is to do so in his sphere of the Empyrean.

1.9 GLORIFICATIONS

You're outnumbered and unarmed! Surrender now, and the Emperor will consider sparing your life! My friend, you forget... I am my weapon

- Exchange between Justicar Scorian and Incandescent Sentinel-of-Righteousness-Unto-Annihilation

As living embodiments of the power of GOOD and CHAOS, all Incandescents can harness abilities both divine and devastating. No incandescents' abilities are alike, for the febrile inventiveness of CHAOS is as endless as it is beautiful.

Creatures of flux, incandescents' powers rarely remain fixed for long, with lambents waxing to

iridescence, and iridescents waning to lambents, sometimes over millenia, at other times over mere days. Rulers who summon legendary Incandescents in their most desperate hour of need, may find their hoped-for saviours' abilities much reduced. Conversely, priests or adventurers who believe they are calling upon a lesser Incandescent may be struck dumb before its awe-inspiring power...

*It should be noted that many glorifications are more suitable for situations where the Incandescent is fighting as an ally of the players (marked: **alliance ability**).*

Dice Lesser Glorification with game mechanics

- 1** The universe speaks to the angel in gnomish aphorisms, which – if deciphered – provide valuable guidance. (**alliance ability**)

The angel can use a bonus action to listen to the voice of the universe. Outside of combat, the voice provides advice on the course of action that will best achieve GOOD and CHAOS, in the form of a difficult to decipher saying. In combat, the voice provides advice in the same form. Anyone who comprehends this advice gains bonuses. For instance:

Aphorism: *The leaping tiger bears more than its fangs*

Meaning: *You should strike your opponent as he is making his attack*

Bonus from following: *+15 damage if you hit*

OR

Aphorism: *The silence of the grave is its greatest weapon*

Meaning: *You should play dead to catch your opponent unawares*

Bonus from following: *Advantage to your attacks*

The bonuses provided by this advice are single use – once an aphorism has been deciphered and followed, it can't be relied upon turn after turn.

- 2** The angel can momentarily stretch or compress space, enabling it or its allies to move rapidly from place to place, and opening impossible distances between its enemies and their targets.

Whenever an individual declares he is moving within view of the angel, it can use its reaction to temporarily shorten or extend the space between the mover and his destination by a factor of up to 10 (e.g. the angel can turn a 40ft distance into a 400ft or a 4ft distance). This ceases after the moving creature's turn. The angel can move up to 10 times its usual move speed on its turn by this process.

The angel can use its action to warp an area of up to 1000 square feet, compressing it to 100 square feet or extending it to up to 10,000 square feet. This area remains so compressed or extended for 1d4 subsequent turns. Creatures within compressed or extended space remain the same size and take no damage, but may change their relative positions. Unworn objects, buildings and the landscape change size and proportions, but without structural damage.

- 3** The angel projects an aura of utter peace; compelling nearby creatures to cease violence. The blood-thirsty can resist – but their minds rebel against their own violence, lacerating their psyches.

All creatures within 40ft of the angel, save for the angel itself, must roll a DC 14 wisdom saving throw at the start of their turns. On a failure, they are unable to commit violence. On a success, they may do so, but take half the damage they deal as psychic damage.



Dice Lesser Glorification with game mechanics (cont)

- 4** The angel can delegate a mortal as its champion; filling them with celestial power. It may summon this mortal to aid it, should it wish. (**alliance ability**)
The angel can pick one humanoid as its champion. This creature gains two beautifications (roll on the table) and rolls on the flight table. The humanoid becomes immune to radiant damage, and gains a beam attack identical to the angel's own. The angel can use his champion's senses and communicate psychically with him. The angel can also use a bonus action to summon the champion to him; which emerges from a spinning portal of golden embers within 20ft of the angel.
The angel can choose to remove its blessing, and it is withdrawn automatically if the angel dies. If the angel is an enemy, it can be presumed he already has a champion (use Knight statistics, but with 30hp and bonuses described above).
-
- 5** The beauty of the angel is literally blinding. Those who fight the angel must avert their eyes, and thus face severe difficulty attacking it.
Those who look upon the angel must roll a DC 14 constitution save or take 15(4d6+1) radiant damage and become blinded for the next 1d4 rounds. Individuals choosing to avert their eyes from the angel have disadvantage on their attacks against it.
-
- 6** The angel can summon floating mirrors and prisms, which it can use to bounce its beam attack around objects, and refract it so that it hits multiple individuals.
The angel can use a free action to summon a floating mirror within eyeshot, which it can use to target its beam attack around corners. Alternatively, it can summon a prism within eyeshot, which it can use to refract its beam attack, making two beam attacks. Summoned mirrors or prisms have AC 12 HP 20.
-
- 7** The angel can change the direction of gravity for itself as a free action. It can use this to run along walls and ceilings, or fall directly towards enemies.
When using this power to move, it gains an additional 40ft of flight/ceiling or wall movement. If it moves 20ft using this power and then attacks, it's melee attack deals an additional 15(2d6+3) radiant damage and 15(2d6+3) bludgeoning damage.
-
- 8** The angel can transfer and share memories with a touch. In peace, it uses this ability to understand others and sooth those troubled by past anguish. In war, it fills the minds of mortals with traumatic and incomprehensible revelations. As they flounder in the bizarre landscapes of its recollections, it cuts them down.
*When the angel hits with a melee attack, it can impress one of its memories onto the mind of the target (Go to **Appendix A** for examples). The affected creature feels as though they have been transported into the memory, which they can interact with, but cannot be harmed by. In reality, they are paralysed until they leave it. At the end of their turns, they can make a DC 17 wisdom saving throw to escape. If they have engaged with the memory in a logical fashion (e.g. trying to fight a monstrosity threatening them) they take this throw with disadvantage. If they do something highly incongruous (e.g. offering the monstrosity tea) they have advantage.*
-
- 9** Wind-wracked mist billows behind the angel, as though it were emerging from a storm cloud. The angel can summon ferocious gusts to disperse enemies, and clouds of mist to engulf them and sow confusion.
*The angel can cast **gust of wind** or **fog cloud** at will. It does so as a bonus action.*
-
- 10** The angel can swap places with anyone within eyeshot.
It can do so as its movement, or as a reaction to a melee or ranged attack. If it can fly, it will rise high into the air and then swap with someone on the ground.
If it swaps as a reaction the attack has disadvantage against it. If the attack misses, roll the attack with disadvantage against whoever it was that the angel has swapped with. For obvious reasons, both of the above do not apply when the angel swaps with someone conducting a melee attack against it – and the angel will never make such a swap.
-

Dice Lesser Glorification with game mechanics (cont)

- 11** The angel's habitation – be it a giant walking tree, a crystalline comet, or a globule of water with a ball of coral at its heart – travels along with it.
The angel's habitation is a large or gargantuan creature. It will usually be capable of making some kind of ranged attack (for instance firing volleys of seeds, crystalline slivers or globules of frothing water). Use the following profile: Ranged Weapon Attack: +6 to hit, 50ft/100ft, one target. Hit: 15 (4d6+3 damage).
If the angel is wounded, it is likely to retreat into its habitation. There the habitation not only continues to make attacks against the players, but also disrupts them (they take disadvantage on their attacks, may have to make saves against grappling, etc.).
-
- 12** The angel can summon clouds of owls or eagles to assist it; and is honoured and respected by noble animals.
As a bonus action, the angel can summon 1d4 swarms of birds (use swarm of ravens statistics), to within 20ft, which obey the angel. The angel can have a maximum of 10 swarms under its control at any one time. They disperse when the angel is killed.
-
- 13** The angel is wreathed in an aura of purifying light, which counteracts corrupting magic, relieving conditions such as petrification, paralysis, madness or poisoning (**alliance ability**).
*The angel can use its action to cast **greater restoration** or **lesser restoration** on up to three creatures. There is no limit to how many times it can do this.*
-
- 14** The angel has multiple pairs of arms. When it stretches out one pair, radiant strings materialise between the fingers of each hand. By playing these strings with a further pair of hands, the angel can generate music which lulls enemies to sleep.
*The angel can cast **sleep** on the space it is currently located with the equivalent of a 9th level spellslot (Recharge 5-6). The angel is unaffected by the spell.*
-
- 15** The angel can summon swords of dazzling celestial fire. At will, the hilts of these weapons burst from its torso, and can be drawn out and used by itself or its allies. (**alliance ability**)
The angel can use its bonus action to produce up to four swords of celestial fire. The hilts of these swords protrude from the angel's torso. Allies of the angel can draw a sword as a bonus action: these are magical longswords, with +3 to hit and +5 radiant damage. Enemies of the angel attempting to draw a sword take 10 (2d6+3) radiant damage. The angel can telekinetically draw and wield two of the swords itself. This adds a +3 bonus to its melee attack, as well as +10 radiant damage.
A summoned sword lasts an hour. The angel can sustain a maximum of four swords at once.
-
- 16** The song of the Incandescent fills nearby allies with incredible courage. They feel no fear, and their reckless actions are blessed with angelic might. (**alliance ability**)
The angel, and allies within 30ft of it, are immune to fear. If an ally makes a reckless action (for instance, leaping over a chasm to get at an enemy) they gain advantage on that action.
-
- 17** Wielding esoteric philosophies as weapons, the Incandescent drives existential questions into its foes' minds like hooked daggers.
Once a turn, the Incandescent can use a free action to pick any creature within 40ft. It asks the creature an Existential Question. If the creature has below 10 intelligence, it doesn't understand, and is unaffected. Otherwise, the creature must roll a DC 18 intelligence save. On a failure they take 11(2d10) psychic damage. Furthermore, attack rolls against them have advantage, whilst their attack rolls and saving throws have disadvantage, so long as the Existential Question remains unresolved. On each of their turns, they can spend their bonus action attempting to resolve the Question. This involves rolling a DC 18 intelligence check, with advantage if the player can think of a convincing answer themselves. On a success, the question has been resolved, and its effects end.



Dice Lesser Glorification with game mechanics (cont)17
(cont)**Dice** Example Existential Questions

- 1 How can you know you're not living an illusion; a character in a game played by beings of elevated dimensions?
- 2 The universe is infinite, and you are finite, thus nothing you can do matters in the grand scheme of reality. Why do you not abandon your struggles?
- 3 You are a small being of a small world with a small mind. Yet you set yourself against an embodiment of GOOD, whose mind spans the Universe, and who has pondered morality for millennia. How do you know you are in the right?
- 4 You are trapped in a prison of flesh, following laws laid down in bedrock of reality. How can you have free will, or be anything more than a mere automaton?

18 With searing beams, the angel carves wards into the ground at its feet. Hostile creatures who try to pass them are flung backwards, wreathed in crackling electricity.

As a bonus action, the angel embosses a circle of magical wards about it. The centre of the circle is located where the angel stands, and it has a radius of 15ft. Any enemies of the angel attempting to cross the radius of the circle take 30(4d10+8) lightning damage, or half on a successful save. On a failed save, those attempting to cross the circle are flung backwards 15ft. The circle dissipates if the angel leaves it, the angel dismisses it as a free action, or the angel creates another circle.

Roll 1d4 for non-magical projectiles passing through the circle. On a 1-2 they are vaporised. On a 3-4 they are wreathed in lightning, dealing an additional 10 (2d6+3) lightning damage on a hit.

19 The air around the angel hums with currents of magic; the spells of allies are filled with puissance, whilst those of enemies' risk overloading in detonations of uncontained power.

Allied spellcasters standing within 30ft of the angel gain +1d4 to their spell's to hit rolls and their spell save DCs. Enemy spellcasters must roll a DC10 wisdom, charisma or intelligence saving throw any time they cast. On a failure, they cast fireball centred on themselves.

20 Unflinching in the face of martyrdom, the angel can transfer wounds from its friends onto itself. (**alliance ability**)

When a creature within 30ft of the angel takes damage, the angel can use its reaction to take the damage itself, suffering only half the damage that would have been sustained by the target of the attack.

Dice Greater Glorifications with game mechanics

1 The angel can summon its opponents' consciences, which appear on their shoulders as cherubs with three eyes and dragonfly wings. To act, they must convince their consciences that doing so would be moral. Having an ally destroy your conscience is one way to avoid this, but it may have troubling repercussions...

As a free action, the angel picks any number of creatures it can see. They must roll a DC 18 wisdom save. On a failure, their conscience appear on their shoulder. Creatures of pure evil, such as Demons and Devils, are immune. Creatures with an Evil alignment have advantage. Creatures with a good alignment have disadvantage. On a success, a creature is immune to this glorification for a day.

Before affected creatures can act, they must convince their consciences that their action is moral. Consciences oppose harming angels/good creatures, or directly assisting attacks on them. But they may not oppose helping friends, or doing things indirectly damaging to the angel.

Casting "dispel magic" on a creature's conscience, or killing it (they have AC10 HP10), relieves the above effects. Doing so, however, changes the creature's alignment to chaotic evil, and sends them into a murderous rage for 1d4 rounds (wherein they must attack the nearest creature). Otherwise, the creature's conscience dissipates after 1 hour.



Dice Greater Glorifications with game mechanics (cont)

- 2** The angel can wreath its body in crackling electrical energy. In this state its direct touch disintegrates opponents, whilst it can conduct this electricity through metal armour or water.
The angel's melee attack gains +25(4d10+3) lightning damage. When attacking an enemy wearing metal armour, it gains advantage and an additional 11 (2d10) lightning damage. If the angel is standing in water, it can target the water with its attack. This automatically hits, and deals all creatures touching the water within 20ft 40(6d10+7) lightning damage, or half on a successful DC 17 dexterity save. The angel is immune to lightning damage.
-
- 3** The angel can unfold hundreds of slender humanoid arms (usually contained in a pocket dimension). Using these it can carve an incredibly lifelike statue of a human or medium sized animal in a few seconds. These statues immediately animate and aid the angel.
*As an action, the angel can carve any human sized lump of material into a statue. This statue animates and acts on the angel's turn. Use **animated armour** statistics, with the following alterations for materials...*
- ◇ If the statue is metal, it has AC 18
 - ◇ If the statue is stone, it has AC 16
 - ◇ If the statue is wood, it has AC 14
 - ◇ If the statue is dirt or some other weak material, it has AC 12
- These statues obey the angel. It can only maintain 6 at a given time and will usually craft them before entering battle.*
-
- 4** By speaking riddles, the angel can produce chains of interlinked words to bind its enemies. The only way to undo such chains is to answer their riddles, or kill their creator.
*Once a turn, the angel can use a free action to pick any creature within 100ft of it and speak a binding riddle. The creature must roll a DC 20 wisdom saving throw. On a failure, a chain comprised of the interwoven words of the riddle slips from the angel's mouth (or appears in the air about it) and wraps around the creature. The creature is restrained and, **every time a wrong answer to the riddle is given by the creature or its allies**, takes 20(3d10+4) radiant damage.*
*Only speaking the answer of the riddle in a **declared attempt to answer it**, or killing the angel, can release the chain. Example riddles follow:*
- I. I'm greater than Gods, more evil than Devils. The poor have me, the rich need me. But if you eat me, you'll die. (A: Nothing)
 - II. If you have me, you want to share me. If you share me, you haven't got me. (A: Secrets)
 - III. I am broken when I'm not held. (A: Promise)
 - IV. I am always coming but never arrive. (A: Tomorrow)
-
- 5** The angel can project a de-aging field, turning grizzled warriors into callow youths (and helpless babies), spellbooks into pieces of bark and swords into useless lumps of iron. If the angel is a humanoid or noble beast, it de-ages rapidly until an infant, then becomes a different looking elderly creature, only for the cycle to begin anew.
If the angel wishes, it can project a de-aging field within 30ft. Every time a creature begins his turn in this field he loses proficiency in two skills of his choice. He also takes a cumulative 4-1d10 modifier to all rolls, representing him either gaining youthful energy or losing the benefits of a mature musculature/mind. When the creature has lost proficiency in all skills, he has de-aged out of existence.
Creatures afflicted by the de-aging field return to their original ages, and lose the above effects, after a long rest.
Non-magical weapons/armour in the field take a cumulative -1 penalty to hit (or AC) at the start of each of the wielder/wearer's turns. When this penalty reaches -3, the item has de-aged into useless metal.

Dice Greater Glorifications with game mechanics (cont)

- 6** A being of tumultuous heavens, the angel can summon mighty thunderheads to rain annihilating bolts of lightning upon his foes.
If the angel is outside, it can summon a storm as a free action. This storm has a radius of 100ft, and hovers directly above the angel. A creature hostile to the angel who ends their turn within the storm's radius, and who is not inside, rolls a DC 17 dexterity saving throw, with advantage if they are prone. On a failed save, a bolt of lightning smites them, dealing 20(3d10+4) lightning damage. On the angel's turn, the storm strikes the three tallest objects in its radius with lightning bolts. If those objects are people, they take 20(3d10+4) lightning damage, or half on a successful DC 17 dexterity saving throw.
-
- 7** Able to control magnetism, this angel can strip weapons from its opponents, toss armoured enemies away like a child flicking insects, or use metal objects to deflect attacks.
Once a turn, as a free action, the angel can target any creature within 60ft with its magnetic powers. The creature makes a DC20 strength saving throw. On a failure, any metal weapons it is carrying are stripped from it and flung away. If it is wearing metal armour, it can make a dexterity saving throw to wriggle out (with DC equivalent to the armour's AC). If successful, its armour is stripped away. If unsuccessful, the angel telekinetically lifts it up by its armour, and can fling it up to 40ft in any direction. If it hits a solid object, it takes 25(4d10+3) bludgeoning damage and is knocked prone. If it hits a creature, both take 15(2d10+4) bludgeoning damage, or half on a successful DC 17 dexterity or strength save. On a failure, both are also knocked prone.
As a reaction to a weapon or spell attack, the angel can pick up a metal object within 30ft of it and fling it into the attack's path. The attack receives a -10 to hit.
-
- 8** Able to alter the direction of gravity within a wide radius, the angel can send armies of evildoers soaring into the heavens, or sliding away from it in disarray.
As a free action, the angel changes the direction of gravity within a cylinder of radius 50ft and infinite height centred around the angel. Creatures must make a dexterity saving throw to grab onto something, or fall upwards (or sideways). The angel is unaffected. When the angel moves, the cylinder moves with it.
-
- 9** A font of regenerative power, the touch of the Angel heals the most grievous wounds. (**alliance ability**)
Once a turn, the angel can use a bonus action to touch a creature and heal it 15 hit points. Alternatively, it regenerates 15 hit points at the end of each of its turns. It does not regenerate if it took necrotic damage during the previous round.
-
- 10** Where the angel walks, trees and flowering vines sprout at incredible speeds. Should he wish to, the angel can cover large areas in plantlife that restrains (or crushes) his enemies.
The area within 30ft of the angel blossoms with vibrant plantlife. Any enemy of the angel who begins his turn within this area must make a DC 17 dexterity saving throw or be restrained. An individual can break the restraints by spending an action and making a successful DC 17 strength save. On his turn, the angel can command the plants to crush anyone being restrained as a free action. They take 22(4d10) bludgeoning damage, or half on a successful DC 17 strength saving throw.
-
- 11** The angel's words are subtler and yet more devastating than any weapon, convincing its enemies to throw down their blades and turn against their masters.
Once a turn, the angel can use a free action to speak subtle words to one creature within earshot. The creature makes a DC 20 charisma save. On a failure, the creature acts as though it has been Charmed, becoming willing to do anything the angel asks. However, it has not been magically charmed, only convinced to act as the angel wills (thus immunity to charm, spells dispelling charm, etc. are ineffective against it). At the end of each of its turns it may reattempt the save. On a success, the effect lifts. Otherwise the effect lifts after 1d4 hours.
-



Dice Greater Glorifications with game mechanics (cont)

- 12** The Incandescent can imprison its enemies in dimensions fashioned from individual moments. There, caught in an endless loop of time, their strength is inexorably spent, whilst the Incandescent recovers from even the most grievous blow.

(Recharge 4-6) The Incandescent can attempt to draw a creature within 40ft of it into a temporal loop as a bonus action. The targeted creature rolls a DC 18 wisdom saving throw. On a failure, he is caught in a fractal whirlpool of warped space and teleported into a pocket dimension.

This dimension is a warped copy of the area (radius 40ft) surrounding the Incandescent. It contains no creatures besides a copy of the Incandescent (his dimensional replica) and the transported player. The replica enters initiative order immediately after the Incandescent.

At the end of every combat round, the dimension resets itself, save in two respects. First: The Incandescent's dimensional replica retains its memories. Second: the teleported creature retains its memories and its health, spells, abilities, etc. do not reset when the dimension resets.

To maintain the loop, the Incandescent's dimensional replica must spend a bonus action every combat round making arcane signs. Preventing the Incandescent from doing so dissolves the dimension, with the trapped creature reappearing in the place they originally disappeared. The trapped creature is freed in the same manner if the Incandescent (or its dimensional replica) wishes it, or if the original Incandescent is killed.

- 13** A plume of nebulaic gas rises from about the angel, in splendid and terrible effulgence (if it has the head of a humanoid or noble beast, it takes the appearance of windblown hair). The angel can blow clouds of the superheated matter over its enemies (if it has the head of a humanoid or noble beast, it does so from its mouth).

(Recharge 6) Ranged weapon attack: Each creature in a 15ft cone originating from the angel makes a DC18 constitution save, taking 80(7d20+7) fire damage on a failed save, or half on a successful save.

- 14** By slipping between the tides of time, the angel can act with incredible rapidity, its movements a blurred streak in the vision of its shocked adversaries.

(Recharge 6) The angel takes 4 turns instead of 1.

- 15** Before conflict the angel spends days in secluded contemplation, channeling its strength into small flowers that bud from its body. These can be detached and given to allies, or used by the angel itself.

The angel starts with 28 flower buds. The angel can use any of these as a free action, or as a free reaction to anything that requires a saving throw, by crushing one in its palm. It has four which grant +10 to a strength roll/check, four that grant +10 to a dexterity roll/check, etc. There are also four which grant +20(3d10+4) radiant damage to an attack.

If the angel is allied with the party, it is likely to distribute these buds between party members prior to an attack. Party members with buds can use them, but this takes a bonus action or reaction.

- 16** The gaze of the angel opens the mind of sentient beings, forcing them to comprehend the terrifying immensity of the universe, against which the mightiest potentate is less than a worm. Fiends and angels are unaffected by this revelation, for their desires are as monumental as the void between stars. Lesser creatures are rendered apathetic before eternity. (reroll if the angel lacks eyes)

The angel can make his eyes windows onto eternity as a free action. Any creature who can see the angel's eyes makes a DC 17 wisdom saving throw. On a failure, they are paralysed, in addition to taking 20(3d10+4) psychic damage. Other creatures can spend an action to rouse a creature so affected. This requires a successful DC 18 Charisma check. The creature can also reattempt the saving throw if it takes damage. Alternatively, it recovers after an hour.

Creatures who are not surprised can avert their eyes at the start of their turn to avoid having to make a saving throw. If they do so, they have disadvantage on attacks against the angel, and the angel has advantage to attack them.

Dice Greater Glorifications with game mechanics (cont)

- 17** Moulding time as a sculptor does clay, the Incandescent halts the flow of time in a region. This can be used to freeze enemy projectiles or hold enemies still whilst weapons are cast at them. Its most awe-inspiring use is, however, to create a zone of stopped time whose boundary lies through an individual. Whilst one half of their body remains frozen in the past, the other continues forwards, severing the creature in two.

(Recharge 5-6) As a reaction to an attack, or as a bonus action, the Incandescent picks a 20ft cube, one side of which is within 100ft of it. Time within the zone is halted.

Creatures along the edge of the zone must make a DC 17 dexterity saving throw. On a failure, they take 60(10d10+5) slashing damage. If they are reduced to 0hp, they are sliced in half and instantly killed. If they are reduced to below half hp, they lose a limb (roll 1d4... 1: Left leg, 2: Right leg, 3: Left arm, 4: Right arm). Losing a leg reduces movement by half. Losing an arm grants disadvantage on attacks until proper training has been received. Severed limbs must be tourniqueted (DC 15 medicine check and one action) or affected creatures take 10(3d6+1) damage at the end of each of their turns.

Creatures or objects are unable to enter or leave the zone. Ranged attacks targeted at creatures within the zone can be made, but projectiles are paused on attempting to enter the zone. Note the attack roll and intended target. When the zone dissipates, the projectiles immediately fly towards their intended targets; check to see if they hit.

The zone dissipates when the angel is killed, when the angel creates a new zone, or after 1d4 rounds.

- 18** By manipulating the strong nuclear force, which binds the universe together, the angel can disintegrate large areas of matter.

As a free action, the angel can activate a dissolution field around it. All matter within 40ft of it begins to dissolve into nothingness. Creatures within the field must make a DC 10 constitution saving throw at the start of their turn (with a cumulative -4 penalty for every turn they spend within the zone), taking 15(4d6+1) force damage on a failed save, or half on a successful save. For every turn they have spent within the zone they take an additional cumulative 5(2d4) force damage on a failed save (half on a successful save). For instance, after 3 turns in the zone, they would take 30 damage on a failed save (or 15 on a successful one). Creatures reduced to 0hp by this effect are dissolved into subatomic dust, and instantly killed.

The angel dissolves buildings, trees, and other structures within 2d4 rounds. The ground beneath the angel also dissolves, sinking at a rate of roughly 5ft per round within the radius of the field. Moving across this dissolving ground is difficult terrain for non-angels.

The angel can deactivate the dissolution field as a free action.

- 19** By touching a creature, the angel grants it newfound freedom – although perhaps of a kind its target would rather not be gifted...

Whenever the angel touches a creature (including when it hits with a melee attack), it can force that creature to roll a DC 18 wisdom saving throw. On a failure, it is granted one of the following freedoms (Roll 1d4 to determine which):

1: Freedom from Fear: The target is no longer afraid of anything – it acts with suicidal bravery. All attacks against it have advantage and deal +25% damage, as the target no longer fears death or injury enough to mount a proper defence.

2, 3: Freedom from Want: The target is reduced to a state of contented bliss. At the start of each of the creature's turns, it rolls a DC 18 wisdom saving throw to summon the will to act. On a success, it can take an action, or move, but not both. On a failure, it spends its turn relaxing.

4: Freedom from Pain: The target's senses are numbed, and he acts with disadvantage. Additionally, this character's player ceases to track his HP, with the GM instead tracking his HP in secret.

These freedoms can be relieved by a Greater restoration spell or equivalent. Alternatively "freed" individuals recover naturally in 30-[target wisdom score] minutes.

- 20** By opening its inner eye, the angel can gaze upon the future and predict the actions of its opponents.

In combat, all enemies of the angel must declare their actions before the angel does. Then the angel declares and performs its action, followed by its enemies and allies. For instance: player 1 says "I was going to run towards the angel and hit it", player 2 says "I was going to cast hold person on it", etc. the angel acts. Then the players act in line with their description of what they were going to do.

The angel can also predict where its blows will have the most devastating effect: it's melee and beam attacks have advantage to hit and deal double damage.



2. CELESTIAL HOSTS

Lo, behold the myriad! Behold the multitude! Behold and tremble, false ones, for now there shall be no place where the light will not find you, and there exists not a pit deep enough to hide you from it!

- Prophet Avalovara, upon the opening of the Astral Gates

Most Incandescents live existences far beyond the concerns of Prime Material worlds. In living pavilions, they sup ambrosia whilst famines ravage Prime Material worlds. On gameboards the size of continents, they muse over strategies millennia in the making, whilst Prime Material despots plot to enslave peaceful peoples. In landscapes of spiralling clouds and wandering suns, they craft art and witness the birth of esoteric truths, whilst in a hundred worlds the ash of burning libraries blots out the sky.

But though CHAOS has made Incandescents cherish their freedoms and pleasures, GOOD has lit within them a quenchless fire of righteousness, and bids them bestow these gifts upon the multiverse. Upon receiving news of Devilish or Demonic incursions, devastating disasters or brutal dictatorships, this flame is fanned into passionate fury. Lone Incandescents, known as Errants, frequently pledge themselves to confront and overcome such evils. In Prime Material worlds, their interventions are the talk of legend, and their deeds and teachings are fertile soil for orders of warriors and mendicants.

More rarely, vast conclaves of Incandescents gather to debate interventions against especially terrible threats to GOOD. Incandescents possess a profound respect for the rights of other beings, and a freedom loving disdain for any kind of coercive hierarchy. Consequently, such conclaves often take agonisingly long to conclude, often reaching a decision when the threat they are directed at is perilously advanced. However, when a conclave does decide on the launching of a Celestial Host, the force it unleashes is beyond anything imaginable by mortal men.

Its arrival is presaged with strange omens: comets burn in the midday sky; fiery writing lists the names of executed innocents; flocks of birds follow

*To generate a Celestial Host, roll twice on the **Empyrean Omens** table for signs preceding the Host's arrival; then twice on the **Host-Brothers** table for Prime Material groups supporting the Host; then twice on the **Boons of Nature** table for ways in which nature is aiding the Host.*

evil-doers, whispering that their tyranny will shortly be at an end. Then through golden planar gateways stream thousands of angels, wielding weapons of celestial might, and shrouded with the sublime power of the Empyrean. Behind them come myriad companies of mortals: priests, shamans and paladins called from the innumerable holy orders devoted to the cosmic cause of GOOD, or from worlds thankful of angelic aid. Nature itself rises in support of the Host, whose outskirts throng with forests of awakened trees, whose vanguard is protected by packs of predatory beasts, and whose course is scouted by flocks of birds. Last, but far from least, oppressed peoples see in the Host the arrival of their salvation; turning on their masters with long repressed fury.

The hearts of evil creatures are filled with utter fear, their armies scattering at the Host's approach, their fortifications rendered useless in the face of flying enemies.

But once the forces of EVIL are vanquished and victory achieved, the Host quickly dissolves. Incandescents often lack experience with or concern for mortal governance, save in the negative sense of opposing tyranny. Sometimes a few Errants will remain to attempt to steer mortal peoples in the right direction; but there are almost always deep disagreements between them on what the direction should be. This, coupled with Incandescents' principled support of mortal free will and self determination, often leaves a power vacuum in the wake of a Host, one which can be filled by the venal and unscrupulous. Often the best guard against this comes in the form of mortals who travelled to fight alongside the Host, but decide to stay behind to safeguard the gains wrought by it. Unfortunately, power corrupts, and the chance for rulership may prove too sweet a temptation for even the holiest of warriors.

III

Dice	Empyrean Omens	Dice	Empyrean Omens (cont)
1	A golden comet blazes across the heavens, so bright it can even be seen during the day.	6	Angelic music is heard in the fastnesses of evil, but its source cannot be traced.
2	Fiery writing appears in the abodes of evil rulers, listing the victims of their crimes.	7	Rainbows at night.
3	Flocks of birds follow evil-doers, whispering that their tyranny will shortly be at an end.	8	Great rainstorms cover hitherto barren areas, bringing forth verdant forests.
4	Resistors against tyranny receive prophetic dreams, filling them with hope.	9	Unusual constellations trace kabbalic symbols in the night sky.
5	Celestial animals unseen for centuries are glimpsed in wild places: Elephants with six tusks, stags with stars held atop their antlers, Kirins trailing lightening across stormclouds.	10	The symbols of the tyrannised appear in odd places: Masters wake to find slave brands on their foreheads, the flags of occupiers transform into those of the conquered, etc.

Dice	Host-Brothers
1	Barbarian woad-warriors from Hul-Kul, who worship Incandescents as Gods of Nature.
2	Columns of Sentiopods, an insectoid race saved from an encroaching industrial Empire by an Errant. What effect their bizarre appearance will have on the locals remains to be seen.
3	Druids from the Grackwald, a planet spanning forest.
4	Devotees of Yis: The prophet Yis has gathered a peasant militia numbering in the tens of thousands to join the angels on Holy Crusade. Many Incandescents are questioning the morality of sending rake-armed farmers up against Demons or Devilish war machines, whilst others worry that feeding such a number is going to prove difficult in the extreme .
5	Auretic League: The nations of Auretia owe a debt of honour to several Incandescents who saved them from a Demonic invasion. However Auretia's memory has faded over time. Many are beginning to question the point of fighting in other people's wars.
6	Hand of Justice: These paladins are devoted to LAW even more than they are to GOOD; they hope to take a firm hand in establishing an ordered society after the Host is victorious.
7	Golden Profit Fellowship: Many centuries ago, this group was one of holy men rather than mercenaries. Although the "Prophet" has changed to "Profit" in the intervening time, Incandescents have very long memories, hence their being invited to join the Host. Their goal is to take as much loot as possible; the only question is how to get away with it...
8	Sisters of the Soothing Wind: Mendicant warriors focused on humanitarian relief.
9	Magi from the athaneum of Euripidea, a city spanning library patronised by Errants.
10	Radiant Templars from the shrines of Aten, a sun God of GOOD.

Dice	Boons of Nature	Dice	Boons of Nature (cont)
1	Fruiting plants and crops grow in advance of the Host, providing food for its Host-Brothers.	6	Packs of predatory beasts patrol the vanguard of the Host, picking off enemies.
2	Unseasonably pleasant weather occurs around the Host.	7	Clouds of birds scout in front of the Host.
3	Raging storms and tempests assail enemy positions, whilst thick mists confuse them.	8	Rivers change their courses to create a path for the Host, and mountains widen their passes to let it through.
4	Forests of awakened trees join the Hosts.	9	Impenetrable thickets of brambles grow in the path of enemy forces.
5	Enemy fortifications are overgrown by trees and vines.	10	Whales and other vast sea creatures offer to act as ferries for the Host-Brothers.





3. MIRROR KNIGHTS

Monster, I have learned two things since you last killed me! First, that EVIL wields a might that GOOD cannot meet. Second, that if EVIL cannot be dominated, it must be... reflected.

- Mirror Knight Excoriates-Corruption-Without-Mercy, in her fifth and final meeting with the Ancient Dragon Sun-Amon

There are those who say that GOOD always triumphs in the end. They are fools and liars. For every Errant Incandescent who slays a tyrant, or halts the burning of an ancient forest; there are those whose broken bodies are sent screaming back to the Emypyrean. For every Host that vanquishes a fiendish incursion, or frees an enslaved people; there are those overwhelmed by hordes of enemies, ground to pulp beneath Devilish war machines, or annihilated as a Prime Material world is absorbed into the Vortex.

In the aftermath of such defeats, amidst debate and recrimination over their cause, a shard of black bitterness worms its way into the heart of many Incandescents. If we had destroyed the munitions factories, even though they were filled with enslaved innocents, perhaps we could have stymied the Devilish artillery. If we had not wasted time and resources protecting refugee columns, perhaps we would have been able to seal the intersection in time. If I had stooped to blackmail, or hostage taking, or poison, then perhaps Autocrat Xerus would be dead, and not laughing over my corpse.

At last, two terrible revelations confront them: First, if EVIL has access to every means that GOOD does, and can also employ means that GOOD refuses to employ, then surely EVIL is bound to defeat GOOD – perhaps not at once, but certainly over the long arc of history. Second, the only way to prevent this is for GOOD to employ the means of EVIL. Only

*Mirror Knights use ordinary angel statistics, save for two alterations. First, their alignment is Neutral Good. Second, they can swap their **Lesser Glorifications** for **Lesser Facets of Reflection** and their **Greater Glorifications** for **Greater Facets of Reflection**, to represent powers bestowed upon them by the principle of reflection itself.*

then will the two fight on a level field, and victory for GOOD will be possible.

Those who fully internalise such principles, and pledge to employ all means to destroy EVIL, become Mirror Knights, followers of the Principle of Reflection. They take new names, to symbolise their spiritual rebirth. Their bodies gain a mirrored sheen, as if transformed into liquid mercury. They are gifted strange powers of reflection.

Most Mirror Knights are Errants, but occasionally vast Conclaves of Knights are gathered. Concerned only with what will maximally advance the cause of GOOD, such Conclaves have an almost military order unknown amongst their more chaotic brethren, and act with utmost decisiveness. A Host of Mirror Knights deploys a calculated brutality shocking even to their enemies. Furthermore, they often draw upon unlikely Host-Brothers, on the basis that land-hungry Empires and gold-struck mercenaries are lesser evils in the face of Demonic incursion or Devilish infiltration.

Finally, some Mirror Knights become Mirrored Prophets, who travel across the Emypyrean preaching the principle of reflection to other incandescents. Every passing decade, as the nightmarish domains of Hell and the Vortex expand, more and more incandescents convert to the Mirrored path. It is whispered by some that whole spheres of the Emypyrean have been turned into fortresses, where legions train in the dread arts of unmaking men...



Dice Lesser Facets of Reflection with game mechanics

- 1 The Mirror Knight has multiple pairs of arms. It can use these to disarm opponents, then wield their own weapons against them. *Whenever the Mirror Knight hits a weapon-wielding opponent with a melee attack, the opponent rolls a DC16 dexterity save. On a failure, the Mirror Knight disarms them. In future turns, the Mirror Knight can make an additional melee attack using their weapon against them (with a total +7 to hit and +5 damage). The Mirror Knight can gain a maximum of three additional melee attacks in this fashion.*

- 2 The Mirror Knight can inerrantly catch projectiles and throw them back at their casters. *Whenever a ranged weapon attack is made against the Mirror Knight, the Mirror Knight can catch and fling the projectile at anyone within 100ft as a free reaction. The projectile deals ordinary damage +8, and has +7 to hit.*

- 3 *Embedded in the nexus of magical energy which underlies all things, the angel can immediately understand and master spells cast in its vicinity.*
Whenever a spell is cast within 100ft of the Mirror Knight, he is able to cast it as a bonus action in future turns. He can do this a number of times equal to 10-the level of the spell.

- 4 Reflecting the strongest characteristics of its enemies, the Mirror Knight is only ever as weak as its greatest foe. *The Mirror Knight's stat, skill and saving throw bonuses are equal to those of the creature who has the highest such bonus within 200ft.*

Dice Greater Facets of Reflection with game mechanics

- 1 The angel's mirrored sheen reflects all spells back at their casters, and all weapon blows back at their wielders. However, directing multiple attacks against it in a short period of time can overwhelm this defence.
Each round the first two attacks or harmful spell effects directed at the mirror knight are reflected back against the creatures who made them. Specifically, spells or weapons targeted at the Knight must be rolled with the weapon-wielder/spellcaster as their target. The third (and subsequent) attack/spell effect is not reflected.

- 2 Refracting its spirit through the prism of nearby souls, the angel multiplies for every sentient creature within its vicinity (for instance; the angel is fighting five Demons; it splits into five entities). Each of its refractions has the same powers and vitality it does (save this power), but if any one of them is killed, so too is the Mirror Knight. As a full action, the Mirror Knight can create a *number of refractions equal to the number of medium sized (or larger) non-angelic creatures within 60ft, minus one. If the number of refractions ever exceeds this amount, the highest HP refractions disappear until this is no longer the case. Refractions have identical statistics to the Mirror Knight, minus this glorification. All refractions (and the Mirror Knight) are killed if any one refraction (or the Mirror Knight) is killed. The Mirror Knight can dismiss its refractions with a bonus action. When it does so its HP falls to that of the refraction with the least HP (if any refractions have less HP than the Mirror Knight).*

- 3 Bonding its soul with nearby creatures; the Mirror Knight can transfer its wounds onto their flesh, and steal the succour of healing magic cast upon them. Canny enemies can, however, turn this to their advantage – wounding themselves to deal the Mirror Knight mortal blows.
Once a turn, the Mirror Knight can use a free action to "soul bond" with one creature within 60ft. Whenever the Mirror Knight takes damage, the soul bonded creature also receives this damage (and vice versa). Whenever the soul bonded creature is healed, the Mirror Knight also heals (and vice versa). A creature can make a DC 20 arcana check to determine who the Mirror Knight is soul bonded with. Detect magic will also reveal this. Dispel magic will break the soul bond. A magic user can expend a spell slot (of any level) and spend an action to transfer the soul bond from the bonded creature to another creature. They must be touching the bonded creature and the to-be-bonded creature (which can be themselves), and pass a DC 16 arcana check. On a success, the soul bond is transferred. The Mirror Knight can sustain a maximum of one soul bond. It can dismiss the bond, or change who it is soul bonded to, with a free action on its turn.

- 4 Attacking the Mirror Knight only fuels its retributive fury. For every blow landed upon it, it strikes back with redoubled vengeance.
Every time the Mirror Knight takes damage, it can immediately move up to 20ft (ignoring attacks of opportunity) and make a melee attack. This does not count as a reaction.



4. WARPED MIRRORS

“If you gaze long enough into the abyss, the abyss will gaze also into thee. Friend, you have gazed too long.”
 - *Incandescent Draws-Deep-Upon-the-Waters-of-Eternity, to the Mirrored Prophet Unveils-the-Unworthy-with-Threefold-Flame, shortly before the latter’s descent into madness*

Mirror Knights fight EVIL. But by using the tools of EVIL, they align themselves with it, and draw its corrupting influence to them. Centuries of dark deeds, however necessary for the achievement of GOOD outcomes, stain their souls. Sometimes, amidst the bloodshed and destruction, the influence of EVIL reaches an unholy zenith, and the Mirror Knight warps.

The signs are small at first. The Knight begins to enjoy the EVIL he performs, rather than seeing it as a regrettable necessity. He commits violence with less and less regard to whether or not it actually furthers GOOD, taking an increasing pleasure in doing so. Eventually its corruption becomes unmistakable. Its mirrored body begins to reflect a distorted and mocking caricature of the world around him. Cracks spiderweb across its surface, from which issue multi-coloured flames. Its eyes bleed sparks. He has become a Warped Mirror; an Incandescent corrupted by EVIL.

The Incandescent now seeks indiscriminate destruction, with the ultimate end of universal annihilation. As soon as the signs manifest, its Mirror Knight brothers will turn upon him and try to destroy him, as white blood cells eliminating a cancer. Many warped mirrors are eliminated in this fashion. But Errant Mirror Knights are usually well

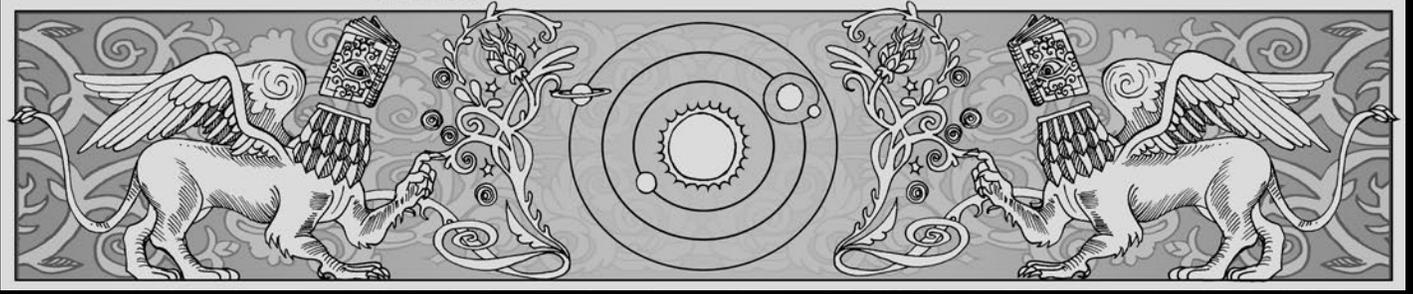
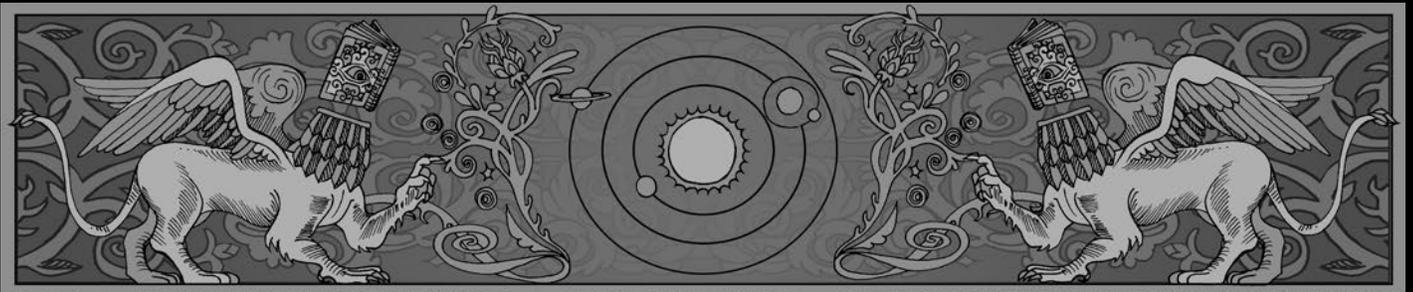
beyond the notice of other Incandescents, enabling them to warp unmolested. Likewise, members of Mirrored Hosts who feel the onset of warping often depart well before symptoms are advanced, fearing discovery. Most disturbingly, there have been rumours of entire Mirrored Hosts warping at once, after the commission of some especially heinous crime. Mirrored Prophets insist that only a negligible proportion of their follower’s warp, but in private congress they report rising rates of corruption, and search for a solution with ever growing fervour.

Although Mirror Knights occasionally renounce their conversion and return to ordinary Incandescence, the souls of Warped Mirrors are almost unsalvageable. But redemption, however unlikely, is possible. Many Warped Mirrors have deluded themselves into thinking that the wanton carnage they cause is justified – that the universe itself is fundamentally broken, and GOOD demands that it be destroyed. If they can be convinced that their rationalisations are baseless, and forced into dreadful realisation of the monstrous beings they have become, they may yet recoil from their own EVIL. Much depends on how long an Incandescent has been Warped, and some have gone beyond all reason, as peaceable Incandescents learn to their peril...



*Warped Mirrors use Mirror Knight statistics. You can also choose to roll on the **Rationalisation** table for a belief used by the Warped Mirror to justify their destructive actions.*

Dice	Rationalisation
1	All creatures have the potential for EVIL, therefore all are EVIL and must be destroyed.
2	Existence constrains all creatures to adopt set forms and follow set laws (most notably those of nature). Therefore existence is inherently unfree – true freedom can only be achieved through annihilation.
3	All creatures inevitably suffer; or have the potential to suffer. Therefore, their destruction is an urgent humanitarian necessity – if only to prevent the coming into being of future generations who will also suffer.
4	The universe has been fundamentally corrupted by EVIL. Destroying it will permit it to be recreated and hopefully steered into the influence of GOOD.
5	GOOD is happiness for others. The number of Demons is infinite, and Demons' happiness is achieved by universal destruction. Therefore the universe must be destroyed.
6	Just as the life of an individual is made meaningful by being bounded by their death, making its every moment special and precious, so too is the life of the universe meaningless without termination. Given the universe does not seem to be naturally ending, it must be forcibly ended.
7	Just as tempering a blade, or straining a muscle, ultimately strengthens it, so too are the forces of GOOD made more powerful when forced to confront and defeat mighty threats. If the Mirror Knight must attack his former comrades, and even kill some of them, in order to strengthen the cosmic cause of GOOD, then so be it.
8	By committing EVIL acts, the Mirror Knight will be able to align his soul to the principle of EVIL, and be reincarnated within it upon his death. Then he can undermine EVIL itself from the inside...



5. THE EMPYREAN

Each sphere of the Empyrean is its own paradise: a domain of exotic wilderness, shining beauty, esoteric pleasures and unparalleled freedom. The intermingling of GOOD and CHAOS bestows upon each its own species of grandeur, and Incandescent from different spheres are renowned for the diversity of their pursuits and character.

INTERSECTIONS

Like the Shards of the Vortex, the Spheres of the Empyrean drift in endless and enigmatic orbits, and can intersect with other planes. But unlike with vortexual Shards, their intersections with other realms are peaceable affairs, with parts of the Sphere materialising in the skies of the intersected plane. Soon afterwards, angels descend on missions of trade, diplomacy and artistic exchange. If there is an extended intersection with a Prime Material world, a golden age for the planets' inhabitants is almost certain to follow.

Nevertheless, such occasions are often accompanied by considerable tension. Incandescent despise hierarchy and oppose the encroachment of civilisation on the wilderness; and their ideology threatens to overturn the established order. Often Incandescent's concern for freedom leaves them torn: for whilst intervention to tear down coercive structures or abolish restrictive laws certainly increases the liberty of the individual, it risks compromising the political self-determination and free will of the people. Conclaves on this subject are frequent, heated, and almost always indecisive.

Meanwhile an influx of Empyrean magic and artefacts prompts ferocious competition between nations eager to claim the greatest share of the spoils. Although Incandescent are generous, and try to spread their boons widely, they often do not know or care enough about mortal politics to ensure totally equal access. Almost always, the geopolitical balance of power shifts markedly towards the nation(s) closest to the intersection. This has occasionally prompted more distant powers to attempt to initiate conflicts between the Incandescent and their close trading partners, or to carry out rituals designed to terminate the intersection.

The ending of a Sphere's intersection with a Prime Material world is especially fraught. If the Sphere

departs suddenly and without warning (as is often the case), nations who have become dependent on angelic political guidance or protection suddenly find themselves abandoned by their patrons and cast into a chaotic transitional period. Meanwhile, those who have grown rich and powerful on Empyrean magics, may well decide that now is their chance for Empire.

THE ASTRAL ROADS

Although intersections are the most dramatic means of planar transport available to Incandescent, the most common are their network of planar gateways. Some link spheres with Prime Material worlds. Others bridge Spheres, linking together much of the Empyrean in an ever shifting lattice. It is these Astral Roads (as they are termed) that enable the gathering of Conclaves and the launching of Hosts; and which are said to underlie much of the multi-verse like a vast and invisible spiderweb.

Of course, walking the Astral Roads is a lot more difficult than it might at first appear. As a mortal, you first need to find a bidirectional planar gateway between a Sphere and your world. Such gates are almost always carefully concealed, both to prevent invasion of the Empyrean and to keep Incandescent's own interference to a minimum. If the location of such a gate is known, it is almost certain to be guarded zealously by religious orders, who will permit entry only in the direst of circumstances (or, if you are especially unlucky, an EVIL power ready to destroy whatever emerges from it).

Getting from the first stage of your journey to its endpoint is even more difficult. Planar gateways are often distantly located from one another within Spheres. Furthermore, the vast energy required to sustain power for planar gateways means that many fall into disuse, even as old gateways are re-empowered, or new gateways constructed in

s spurts of exploratory enthusiasm. Thus the network of the Roads is always changing. The best option for an Astral traveller is almost always to seek out a Hub world; a Sphere serving as a focal point in the Astral road network. Such Hubs contain hundreds or thousands of portals, as well as vast reams of knowledge on present, past and (predicted) future configurations of the Astral Roads. Armed with this information, the traveller can usually chart his path with confidence, but it always comes at a hefty price.

AN ADMONITION AGAINST THE SUBLIME

Travelling the Astral Roads, and the Empyrean more generally, rarely manifests physical risks to mortal bodies. The natural inhabitants of these

planes – both Incandescent and astral beast – are without malice, and often overflow with bounteous generosity.

However the psychological danger posed by the Empyrean is real. Here all pleasures are available, at an intensity unimaginable in Prime Material Worlds. Here there are works of such transcendent beauty that artists who see them lose the will to live, for they know their own creations will never match even a hundredth part of their splendour. Here is music so fine that men put out their ears upon hearing it, for they wish it to be their last remembered sound. Here is tea, opium and ambrosia of such potency that the merest taste instils rapturous addiction.

Those who linger long in the Empyrean rarely return, and many are the tales told of seekers after Angelic aid who were lost, not to ravaging beast or cursed blade, but to celestial ecstasies...

To generate an **Empyrean Sphere**, roll 3 times on the table below (rerolling repeated rolls), then roll on the subtables indicated in each result.

Dice	Sphere Feature	Dice	Sphere Feature (cont)
1	The inhabitants of the sphere are renowned for...	4	The landscape of the sphere...
2	The inhabitants of the sphere live in...	5	The skies of the sphere...
3	The rivers of the sphere...	6	Change has come to the sphere in the form of...

Dice	The inhabitants of the Sphere are renowned for...
1	Their epic poetry and plays. These are sometimes too epic for the average visitor, several years to complete one act, especially given incandescent joy in improvisation – with actors turning comedies to tragedies, and high drama into farce.
2	Their love of adventure. As a Hub on the Astral Roads, the sphere bustles with a profusion of sects, leagues and fellowships; who use its thousand portals to launch exploratory and humanitarian missions into Prime Material worlds.
3	Their epicureanism. Here all the pleasures of a thousand worlds are gathered and enjoyed, without the negative effects that ordinarily accompany them. The fire spirit of the efreet is drunk (without the consumer bursting into flames); romances are formed and broken (without heartbreak); pink opium is smoked on the balconies of gilded pavilions (without addiction). Prime material visitors. are usually both scandalised and extremely jealous.
4	Their learning. In the vast libraries, incandescent and scholarly souls study amidst stacks that move like living creatures. As befits a plane influenced by chaos, new knowledge is continually being discovered, and old theories overturned or reconceptualised. As this occurs, flocks of squabbling stack-birds rewrite and amend books or fly them to different sections of the libraries. This is understandably infuriating for Prime Material scholars.



Dice The inhabitants of the Sphere are renowned for... (cont)

- 5** Their passion for games of all kinds. Across continental gameboards, angels continue mental competitions commenced three centuries previously. At the starting line of mountainous racecourses, competitors saddle lightning swift beasts. And in the basement of a gambling dome, an angel ponders the utility of polyhedral dice...
- 6** Their fervour for war and the hunt. Here the air resounds with the horns of pursuers on the heels of creatures both monstrous and mundane, whilst the valleys clash with vast armies, whose participants rise from the dead at the end of each engagement.

Dice The inhabitants of the Sphere live in...

- 1** Pavilions moulded from the shells of enormous tortoises, forever wandering, such that every morning the inhabitants of the sphere arrive in brand new landscapes.
- 2** Domed palaces built atop enormous cloud systems. When one of these clouds threatens to disperse, angelic architects deconstruct its palace and reuse the materials in new structures on other clouds; striving to make each more sublime and distinctive than the last.
- 3** Organic pagodas that blossom naturally at the heart of immense flowers, form amidst intertwining vines and emerge from the boles of ancient trees.
- 4** Fractal sprays of crystalline towers that, eschewing petty gravity, tumble slowly through the air like complex seeds. The inhabitants of the sphere construct flying contraptions to journey between their habitations, the more outlandish and impractical the better.
- 5** Habitations composed of pure light, formed under the tutelage of new-born stars.
- 6** The hollow interior of the sphere's sun, passage into which is via gateways of magical force.

Dice The rivers of the Sphere...

- 1** Flow through deep caverns, inhabited by philosopher hermits, and lit by bioluminescent fungi.
- 2** Are of milk, honey and wine.
- 3** Throng with pleasure craft of every description, where guests are plied with exotic foods and beverages. Some of these barges have been afloat for centuries (being continually restocked by smaller vessels on their travels), whilst others seek out gateways to the wildernesses of Prime Material worlds, where they find endless entertainment in startling riverside travellers or isolated villagers, then inviting them onboard to experience the night of their lives.
- 4** Cascade in inverted waterfalls up the stepped terraces of immense botanical rainforests, burgeoning with rare, delicate and extraordinary plants. The Incandescents gardeners recruit mortals to scour the multiverse for such flora, then preserve them here for posterity.
- 5** Are of electricity and magical energy, leaping in continual sparking discharges between vast obelisks. The angels here harness this power for experiments and art of enigmatic purpose.
- 6** Flow through tubular structures like immense silver organs. The movement of water and wind through these creations produces harmonies of unparalleled beauty.

Dice The terrain of the sphere...

- 1** Is mostly tropical ocean, filled with endless coral reefs, and dotted here and there with clusters of islands.
- 2** Is encircled by majestic mountain ridges. Shrines cling to the side of their astonishing precipices like limpets, bridges and walkways leaping above unplumbed chasms. On their lower slopes, cascading hot springs overflow with healing water.
- 3** Is largely jungles, whose tangled boughs form organic paths and courtyards above the forest floor, and overflow with bromeliads and flowering epiphytes.



Dice The terrain of the sphere... (cont)

- 4** Is like a considerate friend, always adapting to the desires of its inhabitants. Grow thirsty, and a placid pool appears in the clearing ahead; long for rest, and the road between you and the nearest city compresses to a hundredth of its distance; wish for the thrill of exploration, and suddenly you come upon a ruin-strewn cave mouth, enticing you down into unplumbed depths...
- 5** Ripples with roiling waves of change, giving birth to new and outlandish landscapes.
- 6** Is comprised of verdant floating islands, between which fly vast schools of aerial fish and magnificent wind-whales.

Dice The skies of the sphere...

- 1** Are like the night's sky, but filled with millions upon millions of stars, such that the black of the void can barely be made out between them.
- 2** Scintillate with ribbons of auroral light.
- 3** Flash with showers of long-tailed comets.
- 4** Glow with the bioluminescence of alien ecosystems.
- 5** Are, at night, filled with streams of pure moonlight, which hang in the air in a network of silver strands, and are inhabited by pallid and ethereal fish.
- 6** Glisten with clouds of Nebulaic gas, in which ancient angels play with the laws of nature, as a child with his toys.

Dice Change has come to the sphere in the form of..

- 1** Several intersections between the sphere and a Demonic Shard, each one of which has lasted longer, covered larger areas, and involved incursions of more Demons than the last. Whilst the Incandescents have been able to beat back the invaders thus far, they are unsure they can withstand future intersections and are seeking help from other spheres.
- 2** The arrival of a Mirrored Prophet, who has been converting large numbers of Incandescents into Mirror Knights, and is planning an attack on a Devilish principality
- 3** An intersection between another Empyrean sphere, which has led to much fruitful cultural exchange.
- 4** The predicted termination of a longstanding intersection between the sphere and the Prime Material world of Porphyrun. Many millions of Porphyrese are attempting to migrate to the plane before it can depart forever. The Incandescents seem willing to accept the new arrivals. However, the elite of the Porphyrese city states are worried this could lead to the extinction of their nations and cultures; and are attempting to prevent the migration.
- 5** The arrival on the sphere of an embassy of Incarnates. Disapproving of the chaos they see as running rampant across the sphere, they are attempting to impose some order and discipline amongst the souls here, leading to frequent (thus far nonviolent) clashes with the incarnates.
- 6** The arrival of an extraplanar messenger, falling into the sphere like a comet from the heavens. He claims he hails from a future where the multiverse faces a threat greater than either Demons or Devils but has lapsed into coma. Attempts to revive him, or research what he might be referring to, are ongoing.



6. SUMMONING AN INCANDESCENT

Many Prime Material worlds lie beyond the shimmering connections of the Astral Roads; and even when a world does possess a portal to the Empyrean, it is almost always well hidden, such that a lifetime might be expended searching for it (indeed many have). Therefore, those who wish to call upon Incandescent aid are most often forced to rely upon summoning.

The first stage in summoning an Incandescent is finding a description of the required ritual. Each Incandescent is different, and therefore each requires a different ceremony. This knowledge is often the closely guarded secret of mystical orders, venerable magi and ancient kingdoms. Incandescents are aware of the danger of inducing dependency in mortal civilisations, and of being used by dysfunctional hierarchies to deal with the symptoms of deeper societal problems. Furthermore, although Incandescents are elevated by GOOD, they are also touched by CHAOS, and each are embarked on their own inscrutable projects and fathomless passions. Thus calling on an Incandescent too frivolously or too often can result in it refusing to respond to future summons. Consequently, keepers of summoning rites rarely use them, and even more rarely give them out to those who might spread knowledge of them even

further afield, instead safeguarding them for the direst of circumstances. It should be noted, however, that the knowledge to call upon Incandescents is not only confined to fortress treasuries – as many an explorer of crumbling temples and lost libraries has found to his surprise and amazement.

Ceremony requirements can be broken down into four components. The first is the summoning circle, which must be sustained throughout the ritual. The second is the place where the summoning circle must be located. The third is the offering which must be made on the circle. The fourth is the spell that must be cast once the offering is complete. Complete all four successfully, and a unidirectional interplanar gateway opens. If the Incandescent still responds to summons, he will take it, and teleport into the circle itself.

A summoned Incandescent is always interested in assessing why it has been summoned, and whether it is genuinely being employed in the service of GOOD and CHAOS. The level of this scrutiny varies, depending on temperament and experience, but usually a convincing case for the need for action and the Incandescent's presence is required. If it is not given, the Incandescent will use the ceremonial circle to teleport himself back to the Empyrean.

The spell for summoning an Incandescent is as follows:

SUMMON INCANDESCENT (1ST LEVEL CONJURATION)

Wizard, Warlock, Druid, Ranger, Cleric

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (ritual requirements, as below)

Summoning any type of Incandescent requires a ceremonial circle (usually a chalk outline 25ft by 25ft). Summoning a Lambent Incandescent requires one **petty offering** in one **lesser hallowed location**.

Summoning a Radiant Incandescent requires one **grand offering** in one **lesser hallowed location** OR one **petty offering** in one greater hallowed location. Summoning an Iridescent Incandescent requires one **grand offering** in one **greater hallowed location**.

You summon one Incandescent from the Empyrean, who answer to the ceremony requirements you have selected.

See **Appendix B** for sample ritual names.

Dice	Petty Offering
1	A holy icon must be consecrated.
2	The debts of 10d10 people must be forgiven.
3	A slave must be manumitted.
4	20d1000 gold pieces must be given to the poor.
5	A murderer of innocents must freely repent.
6	1d10 rare captive animals must be freed.
7	An authoritarian law must be revoked.
8	A severe infirmity must be cured. Roll 1d4... 1: A blind man must be given back his sight, 2: A deaf man his hearing, 3: A crippled man his ability to walk, 4: A dumb man his speech
9	A superb work of art must be created (or performed).
10	100d100 of used chains and manacles must be ritually shattered.

Dice	Grand Offering
1	The chief priest of a God of order or evil must repudiate their doctrine.
2	An extremely rare captive magical creature must be freed (a unicorn, dragon, griffon, etc.).
3	An Emperor must kiss the feet of a beggar.
4	10d20 slaves must be manumitted.
5	100d1000 gold pieces must be given to the poor.
6	An Autocrat must abdicate his position.
7	A sublime work of art, such that can only be performed by the greatest artist of a generation, must be created (or performed).
8	4d10 sick people must be healed.
9	A man must honestly forgive his greatest enemy.
10	A man falsely convicted of a heinous crime must have his innocence Demonstrated and be absolved by the judge who sentenced him.

Dice	Lesser Hallowed Location
1	A chapel to a chaotic good God.
2	A healing spring.
3	The monument to an emancipatory prophet.
4	During a great feast.
5	At the culmination of a grand festival.
6	The place where an army of evil was vanquished.
7	A forum or other place of democratic decision making.
8	At daybreak on a solstice.
9	In the studio of a famously innovative artist.
10	In a theatre attended by an audience of several hundred.

Dice	Greater Hallowed Location
1	The destroyed palace of a deposed autocrat.
2	The crystalline heart of Xerus.
3	On the night of the alignment of the five spheres.
4	The hidden monastery of the Mahajan sages.
5	The sunken cathedral of the Abbayad caliphate.
6	A place where an entity of supreme evil was vanquished.
7	During a battle against evil creatures.
8	In a city that has just (within the past week) experienced a successful revolution.
9	In the studio of the world's greatest artist.
10	In a theatre attended by an audience of tens of thousands.



7. ROLEPLAYING INCANDESCENTS

Given that Incandescents are likely to be allies at least as often as enemies, the following section has been included to aid roleplaying them. If you are creating an Incandescent as a helpful (or indifferent) NPC or party companion, roll once on the aesthetic passion table, to represent an art that the Incandescent has been pursuing over the past several centuries or decades. The Incandescent

is likely to practice this art during the adventure, and might try to elicit opinions from the players on it, or to teach them it if they appear interested. Then roll once on the Incandescent personalities table, to generate the Incandescent's character and mannerisms. Finally, roll three times on the Acts of the Aeons table, to generate notable episodes from the Incandescent's history.

Dice	Aesthetic Passion		
1	Competitive	Interplanar	Tea-Brewing
2	Collaborative	Cryptographical	Poetry OR Literature
3	Meditative	Retro-causal	Gastronomy
4	Kabbalist	Psionic	Theatre
5	Unlimited	Aphoristic	Acrobatics
6	Transformative	Historiographical	Gardening
7	Subaqueous	Analytical	Astrology OR Philosophy
8	Aeronautic	Conceptual	Hermeneutics
9	Ambiguous	Incrementalist	Prophecy
10	Esoteric	Sensorily Deprived	Calligraphy OR Painting
11	Deconstructive	Interdisciplinary	Romance
12	Performative	Psychological	Martial arts

Dice	Incandescent Personality
1	Inscrutable. Seeks gnostic knowledge in odd places, and often finds it. Speaks exclusively in parables and sayings.
2	Impulsive. Moves constantly even whilst at rest, as if dancing. Speaks in an urgent whisper.
3	Epicurean. Seeks after novel pleasures (which are few and far between, after a hundred millennia of doing so). Encourages friends to try mind-blowing Empyrean drugs.
4	Friendly and optimistic. Always interprets events in the best light. Never takes an insult. Speaks in a jovial bantering tone.
5	Caring and attentive. Always asks what it can do to help you about embarrassing problems you could have sworn you've never told anyone about. Speaks in the voice of your favorites friend or relative.

Dice Incandescent Personality (cont)

- 6** Bold beyond reason. Always advises the most dangerous course of action plausible (forgetting the frailty of mortal companions). Declaims in loud baritone.
- 7** Naturalist. Counts the interests of animals alongside humanoids and tries to non-violently liberate them. Opposes technology and industrialising civilisation. Voice is a combination of birdsong and animal calls, somehow still perfectly understandable.
- 8** Democrat. Amazed and disturbed by mortal hierarchies. Asks pointed questions to the party about why they follow the commands of an authority figure (or the de facto player leader), what rights Kings have to rule, why the nobility of the nation the party are defending feast whilst peasants are starving, etc. Insists party decisions, even over trivial matters, are carried out after votes. Voice oscillates between surprise and anger.
- 9** Aesthete. Has multiple aesthetic passions, which he practices frequently. Seeks the work of mortal artists. Often has to hide his disappointment with their abilities, but occasionally is captivated by those within whom he sees the spark of genius. Speaks in pensive tone, using pretentious vocabulary. (GM advice: make up long words)
- 10** Scholar. Has studied the history of thousands of Prime Material planes, including this one, but his knowledge is woefully out of date. Often asks about the whereabouts or condition of long dead person-ages and vanished empires. Cannot tell mortals apart and frequently confuses them with one another. Makes extended references to obscure historical events when he speaks.

Dice Acts of the Aeons

- 1** Fell in love with a mortal, took them to its empyrean sphere, lost them to its sublime pleasures.
- 2** Survived immersion in the indescribable vortices of the iridescent star.
- 3** Bred creatures of elemental fire and water together, to create gardens of ephemeral steam. On some planes, they still blossom from geothermal pools, and even take root above cauldrons and teapots.
- 4** Searched for forbidden knowledge in the Sepulchre of Dead Dreams, found it, erased its own memory. It still puzzles over the gaps in its history, and one day may learn that which it should never have sought.
- 5** Attempted to teach a Demon friendship, died several hundred times in the process, was successful, although the Demon refuses to admit it, even to itself.
- 6** Lost eighteen eyes at the Battle of the Mercury Fields; not bad, considering it had several hundred at the time
- 7** Convened a conclave of its fellows to write an epic celebrating the newly founded city of Lam-maral-Utenshu. The city had waxed to greatness and waned to dust by the time the epic was complete.
- 8** Carved the moon of Urth into a colossal garden of stone and metal. To this day, Urthic scholars puzzle over the strange silvery portals they uncover in antediluvian ruins, and the vistas of frozen beauty that lie beyond them.
- 9** Uplifted a species of burrowing rays to sentience on the burning barrens of a newborn world. Guarded them, and gave them teachings of astonishing (indeed semi incomprehensible) erudition. Left after it began to be worshipped as a God, despite its best efforts to convince its followers otherwise. All major faiths of the burrowing rays enshrine it at the head of their pantheon, and paladins of these faiths search for it across a thousand worlds.
- 10** Fell in love with a mortal, the mortal died, spent fifty centuries searching for its reincarnation across the empyrean, found them, they had moved on.



Dice Acts of the Aeons (cont)

- 11** Freed the crystal giants from their enslavement. Returned fifty years later to free those newly enslaved by the crystal giants. Its compassion towards mortals has since been tinged with a weary distrust.
- 12** Calmed the nine furies with melodies harmonised from the songs of void-dwelling phoenixes. Their anger exhausted, the furies ceased to exist, the threat they posed to the multiverse forever extinguished.
- 13** Clashed with the Incarnate of Butterflies over the fate of the Regency of Thruss. Won by calling on several dozen of his old friends to arrive and entertain the Thrussi with the delights of empyrean-patronised worlds. Is still pursued aggressively (albeit impotently) by butterflies to this day.
- 14** Created a new form of art (roll on art table), spent three hundred years advocating it, became bored with it and abandoned it, extremely embarrassed whenever approached by its practitioners. (attempts politeness but damns their work with faint praise and “gently” pushes them to take up a different art)
- 15** Accidentally started a serf rebellion with a conversation in a village bar. (he was just passing through)
- 16** Provided a sympathiser and his “family” sanctuary in his Empyrean sphere. After a decade Perfecters tracked them down, attacked via interplanar battleship, and killed them all.
- 17** Charted the illimitable labyrinth of Zysansiel, Lord of Deception, and filled it with self replicating copies of those charts, to aid the escape of those caught within. Unfortunately, the charts themselves are far too complex to be comprehended by mortal minds. The vision of those looking at them is trapped within their walls of ink, and they cannot look away until their eyes have traced a path to the paper labyrinth’s exit. For reasons the Incandescent is unsure of, Zysansiel has showered him with gifts ever since.
- 18** Broke the boundaries of impossibility with focused meditation, to parlay with his impossible selves.
- 19** Travelled through time with migrating aeonovores, to drink from the well of eternity. Was unable to change the past, but received ample knowledge of how to forge the future.
- 20** After unspeakable tragedy, he walked upon the mirrored path. (from now on roll on the “**reflections of the aeons**” table when you would otherwise roll on the “**acts of the aeons**” table)

Dice Reflections of the Aeons

- 1** Harnessed the core of a black hole to craft a weaponised sphere of annihilating energy.
- 2** Burned Gomsorrah, city of sin, to the ground.
- 3** Was lost during a mission into the abyss. Pursued a guerilla war against hordes of demons for a hundred years before his escape.
- 4** “Captured” on devilish principality 3461. Broke out from beneath the Citadel of Chains to slaughter the Devilish commanders and usher in a Celestial Host.
- 5** Killed an entire village to ensure the Demonic Cult of Blathuel, Lord of Starvation, was destroyed.
- 6** Warped after the commission of a terrible evil.

8. DESCENDENTS

What a creature is man! How fierce his passions; how bright his loves? Noble, even in tragedy; aspiring to grandeur, even in the dirt! What creeds exist that he has not died for? What worlds, that he has not sought to create - and to destroy?

- Incandescent Seeks-Truths-with-Manifold-Vision, explaining his forthcoming "Descent"

How fascinating are the works of the man, for those who observe them with kindly eye! The grand cities appear like toys, built by proud children. The feuds and battles and movements, each their own theatre, filled with actors whose very earnestness is endearing. The customs and cultures, always changing, yet always infused with the same striving: for fame, immortality, gold, love, knowledge. It is little wonder that some Incandescent, jaded from millenia of celestial luxuriance, find the human condition to be a diverting one.

But when such Incandescent visit material planes, their experience is often unsatisfactory. If they travel in their true form, they are endlessly beset by crowds, entreated by nobility or schemed against by those fearful and envious of the power of the Empyrean. If they disguise themselves, the situation is hardly better, for mutual incomprehension between Incandescent and prime materials runs deep. What does a human know of the pleasures of nine-dimensional vivimantic sculpture, or the symphonies composed from pulsating quasars? Conversely, how can an Incandescent emphathise with the peasants clustered about the tavern fire, when he bears the flames of stars within his breast?

For long aeons Incandescent searched for ways to bridge the seemingly insurmountable barrier between themselves and mortals. At last, they found it: a process that has since become known as Descent. Descent at once transfigures an Incandescent into a mortal, and hides their own memories from them. They awaken, sometimes as a squalling infant placed by their brethren on

the door of a suitable family; sometimes alone and naked in the wilderness.

Now, at once both celestial and human, they are fully able to participate in the society of mortals. To live, love, fight and die as they do. But although Descent is a powerful process, its effects are far from total. Old elements of the Incandescent's personality frequently shine through: be they an enduring sense of right and wrong, disdain for authority, hedonism or quixotic artistic ability. Eventually, as the magic of the Descent fades, memories begin to break the surface of the Descendent's consciousness, especially at times of stress and fatigue. As this process culminates, the Descendent feels the call of their divine form, and becomes capable of assuming it for short periods, albeit at the risk of releasing chaotic magics.

At last, the Descendent is faced with a momentous choice, to affirm or revoke their Descent. Should they revoke it, they wax to full Incandescence once more: their memories and personality subsumed into those of innumerable millennia. Incandescent who have undergone such a process are tempered by the experiences they have absorbed. But as a mountain into which stairs have been carved is still a mountain, so too are such Incandescent still as distant and unapproachable as lofty peaks, though they may bear a piece of mortal man with them in their travels.

Alternatively, should a Descendent affirm their Descent, they become a mortal: nothing more, nothing less. Strange and beautiful are the souls who walk this path: more human than humans; blessed and damned to humanity by their own hands.



8.I PLAYER RACE TRAITS

Ability Score Increase: Increase wisdom by 1, and either intelligence or charisma by 1.

Age, size, language: Descendent's outwardly appear as a mortal species of their (original) choice, and live in this form for as long as that species does. They speak that species' language, common, and one extra language.

Alignment: Almost always Chaotic Good, but can also be Neutral Good or (rarely) Chaotic Neutral.

Speed: your base walking speed is 30ft.

Empyrean Mantle: your true form is that of an Incandescent. Create a Lambent Incandescent, to represent that form. You may also wish to roll on the Acts of the Aeons and the Aesthetic Passions tables.

Empyrean Reincarnation: If you die before affirming your Descent, you are eventually reborn in the Empyrean. Your mortal memories merge with those of your past persona and your character becomes controlled by the GM. However they are likely to look favourably on the party, and may return to aid them at unexpectedly.

Stages of Apotheosis: A Descendent's true memories and form slowly return to them with the passage of time. There are four stages of this return, with different mechanics applying to each. Transitions between stages can occur naturally, or be prompted by moments of extreme stress or insight. Levels have been provided alongside each stage, as a rough guide for when transitions might occur. However the GM should feel free to depart from these guidelines.

STAGE I: EMBER (LEVELS 1-2):

The Descendent is unaware of their Empyrean nature.

STAGE II: SPARK (LEVELS 3-5):

The Descendent finds themselves assailed by unexplainable visions, dreams and nightmares – memories from their extraplanar history. Whenever the Descendent rolls a 1 during a time of stress (combat, during a tense negotiation, escaping from a trap, etc.), they are overcome with an inexplicable image of their past (roll on the **Incandescent Memories** table in **Appendix A**).

STAGE III: FLAME (LEVELS 6-7):

The Descendent begins to feel the puissance of the Empyrean pulsing through his body. Once a long rest, when you roll a 1 whilst in a time of stress, you can choose to unleash this energy. In a scintillation of brilliant light, your human body is replaced by your Empyrean Mantle. However, unused to this radiant rainment as you are, you risk releasing Chaotic magic.

At the end of every turn you remain in your Empyrean Mantle, you gain 1 power and must roll 1d10+power on the **Harrowing** table. Whilst in your Empyrean form, you use your Empyrean form's HP, stats, etc. You can transform back from your Empyrean form as a bonus action. Alternatively, if your Empyrean form is reduced to OHP, you return to your mortal form.

Dice	Harrowing
1	All creatures within 30ft of you heal 1d6 HP,
2	Dissociation from mortal speech: Minus 3 on persuasion and deception rolls for 1d4 days.
3	Appear in two places at once (pick where, within 60ft). Can only act with one body, both can be damaged and share one HP pool.
4	Your Emyrean form takes 3d6 damage.
5	Perceive events as running backwards in time (1d4 rounds): Describe actions as though they happen backwards or disadvantage.
6	Sucked through time: Re-emerge 1d4 rounds later within 100ft of where you are now.
7	Craving for poetry, tea, curiosities or art: Must focus solely on obtaining for 2d4 rounds, ignoring combat/aiding allies, etc.
8	2d6 damage to mortal form. If this puts you on 0hp, return unconscious to human form.
9	Permanent damage to mortal form: -1 point to 1d4 different skills of your choice.
10	Return to your mortal form.

STAGE IV: BLAZE (LEVELS 8+)

The Descendent finds it progressively easier to assume their Emyrean Mantle... but every time they do, the lure of Paradise grows stronger. Eventually, they must assume their true nature, or eschew it. Once per long rest, you can assume your Emyrean Mantle as a bonus action. You no longer need to roll on the Harrowing table.

To leave your Emyrean Mantle, you must take an action to attempt a DC 15 wisdom roll. The DC for this roll increases by 1 each time you assume your Emyrean Mantle (16 the second time, 17 the third, etc.). On a success, you assume your mortal form.

On three failures, you feel your Emyrean form rising within you, and you must choose between revoking your Descent, or affirming it.

Should you revoke your Descent, you become an Incandescent. You are overwhelmed by your past persona, and your character falls under the GMs control, although they are likely to look favourably on the party.

Should you affirm your Descent, you become a mortal. You may increase wisdom, charisma or intelligence by one point; to reflect the momentous impact of this event upon your character. You cease to possess an Emyrean Mantle.





INCARNATES

You ask why? It is a fair question. To you, the cities I have raised to shelter the people are cankers; the laws I have instituted to protect them are shackles; the forests I have turned to farmland to feed them are offences against the wild. Well, I tell you this: that I act because there is a perfect and eternal city. Once, it held the universe to its bosom, and gave men true fulfilment, and nations true purpose. It elevated brute to citizen, and swamp to garden. It will do so again. And I cannot let you stop it. So let us discuss the terms of your surrender.

- The Incarnate of Architects, in conference with Chief Druid Yuthe Zai

As hidden as Heaven.

- Traditional Ummayan proverb

Incarnates are the living embodiments of LAW and GOOD, creatures whose very existence underpins the order of the multiverse, and who strive tirelessly to turn that order towards justice and civilisation.

They may be a mountain, or a mole; a warrior, or a washerwoman. But each is elevated by the perfection with which they are capable of performing their concept's purpose, and all bear the mark of Heaven – a halo of pure radiance – upon their brow.

In combat, an Incarnate is always more dangerous than it appears. As masters of their concept, they can control instances of it they encounter, or summon swarms of instantiations to overwhelm enemies in a tide of steel, or flesh, or churning rock. Furthermore, as guardians of universal order, Incarnates defy transmutative magic; their enemies' words of power dying unborn upon their lips.

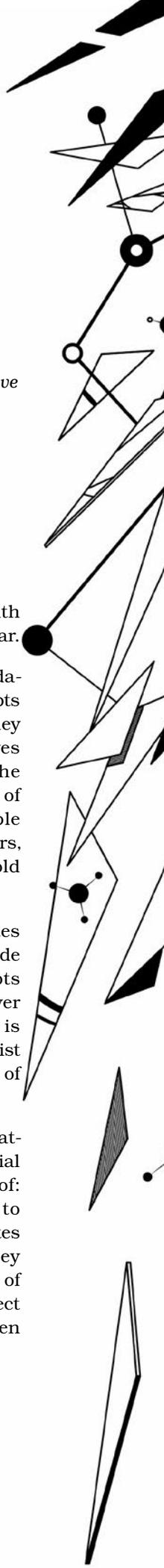
Patrons of civilisation and guardians of humane order, Incarnates seek to promote the flourishing and happiness of mortals, which do not always align with the unbounded freedom or reckless hedonism they identify with their Incandescent cousins. Incarnates often work alongside mortal power structures as advisors, resorting to open force as a last resort, and only rarely gathering in Heavenly Legions. If they could, they would wage total war against their enemies. But the weight of the multiverse weighs heavy on their shoulders. The death of an Incarnate throws the concept it

manifests into CHAOS; thus Heaven must act with caution, or risk the loss of everything it holds dear.

Incarnates themselves are organised into an adamant hierarchy; in which more specific concepts obey the commands of the broader concepts they are a subset of. Thus the Incarnate of Midwives obeys the Incarnate of Doctors, who obeys the Incarnate of Healers, and so on. At the zenith of this ziggurat brood beings of incomprehensible power, known more to the ravings of mad scholars, and the myths of lost civilisations, than to cold reality.

How finely the concepts embodied by Incarnates are differentiated can only be guessed at, alongside the question of whether they embody concepts mortal minds have yet to grasp – or might never comprehend. Thus the number of Incarnates is unknown, though the records of the multiverse list tens of thousands, and there could be hundreds of thousands more.

But of all the mysteries of the multiverse, the greatest concerns the Incarnates' domain, the celestial plane of Heaven. Of what this realm consists of: nothing is known. Of how Incarnates travel to and from it: nothing is known. Of why Incarnates persist in keeping these secrets – or how they are capable of doing so in the face of millennia of investigative minds: nothing is known. All suspect grand and terrible designs. For all know Heaven has nothing if not purpose.



I. GENERATING AN INCARNATE

Each Incarnate is as unique as the concept it embodies. However, there are general categories of Incarnate, just as there are general kinds of concept. Thus this book deals with Incarnates by presenting guidelines for creating Incarnates of various categories, alongside examples. Unfortunately, it is impossible to include rules for Incarnates of every category of concepts. To make a given Incarnate, take the “generic statistics” for that type of Incarnate, then follow the “specification instructions”.

I.I MANUFACTURED INCARNATES

Amongst the lowest of Incarnates are manufactured Incarnates, representing the myriad products of mortal minds. From the lowliest thimble to the mightiest sabre, each has its own heavenly representative. And though the perfect brick may not be an especially imposing enemy, the perfect arrow hits without error and kills legendary warriors in a single blow.

Alignment: Lawful Good

Creature Type: Celestial

Armour Class: 10

Hit Points: 75

Speed: Fly 30ft

STR 20(+5), **DEX** 14(+2), **CON** 20(+5), **INT** 14(+2),
WIS 20(+5), **CHA** 14(+2)

Damage Resistances: Slashing, piercing and bludgeoning damage

Damage Immunities: Radiant

Condition Immunities: Charmed, sleeping

Senses: Darkvision 120ft, blindsight 30ft

CR: 4

Defy Magic: The Incarnate can cast counterspell and dispel magic at will. It has advantage on saving throws against spells and other spell-like abilities.

Bludgeon: *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. Hit: 4(1d4+2) damage.

Heavenly Rebirth: If the Incarnate is killed, it reincarnates in Heaven after 77 days. For the duration of the period before its rebirth, its concept undergoes conceptual disintegration (see later).

Instantiation Control: As an action, the Incarnate can control any instance of its type of manufactured object it can see within 100ft. It can cause these objects to each move up to 40ft or break. For instance, the Incarnate of swords might cause the weapons of his enemies to shatter, or pull them from their hands.

Summon Instantiations: As an action, the Incarnate summons a swarm of instantiations of its concept. This swarm acts immediately after the Incarnate's turn. The Incarnate can maintain no more than one swarm at a given time, and summon no more than three a day. If the Incarnate goes more than 100ft from an instantiation swarm, the swarm disappears. Likewise, the Incarnate can dismiss it as a free action. Use the following statblock:

INSTANTIATION SWARM

Alignment: Lawful Good

Armour Class: 10, **Hit Points:** 44, **Speed:** Fly 30ft

STR 18(+4), **DEX** 12(+1), **CON** 18(+4), **INT** 1(-5), **WIS** 2(-4), **CHA** 1(-5)

Damage Resistance: Slashing, piercing and bludgeoning damage

Condition Immunities: Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned.

Swarm: The swarm can occupy another creature's space and

vice versa, and the swarm can move through any opening large enough for its type of manufactured object to pass through (e.g. a swarm of spoons could squeeze through a very small space).

Bludgeon (swarm has more than half HP) Melee Weapon Attack: +3 to hit, reach 0ft, one target in the swarm's space. Hit: 6d6+4(25) damage.

Bludgeon (swarm has half HP or less) Melee Weapon Attack: +3 to hit, reach 0ft, one target in the swarm's space.

Hit: 3d6+2(12) damage.

Defy Magic: The Incarnate can cast counterspell and dispel magic at will. It has advantage on saving throws against spells and other spell-like abilities.

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

Hit: 4(1d4+2) damage.

Heavenly Rebirth: If the Incarnate is killed, it reincarnates in Heaven after 77 days. For the duration of the period before its rebirth, its concept undergoes conceptual disintegration (see later).

SPECIFICATION INSTRUCTIONS

- I. **Decide on the Incarnate's object, and this object's purpose.** For simplicity's sake, this can be identified with the reason why mortals create it. For instance, the purpose of a plough is to cut furrows, the purpose of a door is to permit entry and egress to a building, etc.
- II. **Decide whether the Incarnate's purpose is offensive or inoffensive.** An offensive purpose is one that more or less directly involves causing harm to others. For instance, a sword has the purpose of killing people. It therefore has an offensive purpose. A knife has the purpose of cutting, which doesn't need to involve killing people, but can quite clearly involve it. It therefore has an offensive purpose. By contrast a kettle can be used to bludgeon people to death, but its main purpose is making delicious tea. Therefore it has an inoffensive purpose.
- III. **If the purpose is offensive...**
 - ◇ The Incarnate gains the following attack: **Melee Weapon Attack:** +20 to hit, reach 0ft, one target. Hit: 100(8d20+16) damage.
 - ◇ The Incarnate's CR increases to 10.
- IV. **If the purpose is inoffensive...** note that when the Incarnate is in a position to perform its purpose and spends an action attempting to do so it automatically succeeds. For instance, the purpose of a spoon is to feed people liquids – therefore if the Incarnate of spoons is holding some liquid (say, deadly poison) and is in the same space as a creature, it can automatically feed that creature deadly poison as an action.
- V. **Adjust statistics in line with this purpose...** Add +10 to the two statistics that are most useful in achieving the Incarnate's purpose. If this is unclear, add +10 to constitution and strength, given that the purpose of manufactured objects is almost always aided by their being more durable.
- VI. **Adjust damage type dependent on Incarnate...** If the Incarnate is a blunt object like a chair, it will deal bludgeoning damage with its attacks. If the Incarnate is a pointy object like a pen, it will deal piercing damage with its attacks. If the Incarnate is a sharp-sided object like a knife, it will deal slashing damage with its attacks.
- VII. *[Optional]* **Give the Incarnate bespoke abilities...** these abilities should be themed around its purpose, rather than merely aiding combat. They may or may not increase its CR. For examples, see below...

EXAMPLE MANUFACTURED INCARNATE

INCARNATE OF WHEELS

Appearance: A band of titanium, whose rim is silhouetted in cold silver flames.

Appearance of lesser instantiations: A crude stone wheel. A wooden chariot wheel, banded with spikes. A wheel coated in a strangely malleable black substance unknown to the characters.

Purpose: To transport goods and persons by vehicle [inoffensive]

Statistical Adjustment: +10 to dexterity, +10 to constitution

Damage Type: Bludgeoning

Bespoke abilities: The Incarnate gains a 200ft rolling speed along the ground. If it attacks after travelling 100ft in this fashion, its attack gains +15(4d6+1) bludgeoning damage. If the Incarnate is attached to a carriage, or another wheeled land based vehicle, it can move that vehicle up to 200ft on its turn. These abilities jointly increase its CR to 5.

1.2 ROLE INCARNATES

Above manufactured Incarnates come Role Incarnates, humanoids who perfectly fulfil societal duties and professions. A role Incarnate's ability to perform its function is inimitable: indeed, it is rumoured that an individual capable of besting one at its fundamental function would become the Incarnate of that function, ascending to Heaven to be crowned as a new guardian of Universal Order. What it would mean for one who opposed ORDER and GOOD to win such distinction is unknown. What is known is that, of all the thousands of attempts to best Role Incarnates at their own specialty, none have been successful. Some accept that this is but the natural order of the universe. Others

contend that the hand of Heaven is an envious one, which works tirelessly to prevent such cosmic upset from occurring.

Of all the Incarnates, Role Incarnates are those most frequently despatched from Heaven to Prime Material Planes, for two reasons. First, the role of any citizen is benefitted by wisdom and good judgement, and thus Role Incarnates are amply supplied with both, making them highly useful for their ambassadorial and nation-building missions. Second, alongside the absurd or terrifying appearances of their comrades, the humanoid forms of Role Incarnates are comparatively comforting.

GENERIC STATISTICS

Alignment: Lawful Good

Creature Type: Celestial

Size: Medium, **Armour Class:** 15, **Hit Points:** 100

Speed: 30ft **STR** 14(+2), **DEX** 14(+2), **CON** 14(+2), **INT** 16(+3), **WIS** 18(+4), **CHA** 16(+3)

Damage Immunities: Radiant

Condition Immunities: Charmed, sleeping

Senses: Darkvision 120ft, blindsight 30ft

CR: 5

Melee Attack: *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. Hit: 5(1d8+1) damage.

Defy Magic: The Incarnate can cast counterspell and dispel magic at will. It has advantage on saving throws against spells and other spell-like abilities.

Summon Instantiations: As a bonus action, the Incarnate summons up to 5 instantiations of its role, which appear within 15ft of the Incarnate. The Incarnate can summon up to 30 such instantiations per day. They act immediately after the Incarnate's turn. If an Incarnate goes more than 200ft from an instantiation, it disappears. Additionally, the Incar-

nate can dismiss any or all of its instantiations as a free action. Use the statblock below:

ROLE INSTANTIATION

Medium humanoid

Armour Class: 14

Hit Points: 12

Speed: 30ft

STR 12(+1), **DEX** 12(+1), **CON** 10(+0), **INT** 12(+1),

WIS 14(+2), **CHA** 12(+1)

Damage Immunities: Radiant

Melee Attack: *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. Hit: 5(1d8+1) damage. This melee attack uses the tools most commonly associated with a particular role. For instance a farmer instantiation might use a scythe or rake.

Heavenly Rebirth: If the Incarnate is killed, it reincarnates in Heaven after 77 days. For the duration of the period before its rebirth, its concept undergoes conceptual disintegration (see later).

Optional Additional Rule: Instantiation Control:

As an action, the Incarnate can attempt to gain control over a creature within 100ft that instantiates

its role. The creature rolls a DC20 wisdom save if the Incarnate's role is its primary role, a DC15 wisdom save if this is one of its secondary social roles, or a DC10 wisdom save if it is only loosely connected to this role. If it is unconnected to the Incarnate's role, it cannot be targeted.

For example, imagine the Incarnate of Rulers is trying to control a creature. If the creature were an Emperor, it would need to make a DC 20 save. If the target were the de-facto leader of a group of adventurers, it would need to make a DC 15 save. If the target had once been a leader but wasn't currently (e.g. a merchant who had hired subordinates in the past), it would need to make a DC 10 save. A servant or slave could not be targeted. On a failure, the Incarnate gains the ability to communicate telepathically with the creature, and the creature is bound to follow the Incarnate's instructions to the best of its abilities, so long as this would not directly harm the creature (e.g. no being ordered off cliffs). The creature can reattempt the wisdom saving throw at the end of each of its turns. On a success, the effects cease and the target is immune from this ability for one day.

SPECIFICATION INSTRUCTIONS

- I. **Decide on the Incarnate's role and the purpose of this role.** This can roughly be identified with what the role would do in a just and well ordered society.
 - ◇ Replace the Incarnate's melee attack with the following... *Melee Weapon Attack:* +20 hit, reach 5ft, one target. Hit: 100(8d20+16) damage. If the Incarnate's role involves ranged weapons, give them the following type of attack as well... *Ranged Weapon Attack:* +20 to hit, ranged 500/1000ft, one target. Hit: 90(8d20+6) damage.
 - ◇ Increase the Incarnate's CR to 16
- II. **Decide whether the Incarnate's purpose is offensive or inoffensive.** An offensive purpose is one that more or less directly involves causing harm to creatures. For instance, the purpose of a hunter is to kill beasts, and is therefore offensive.
- III. **If the purpose is offensive...**
 - ◇ Increase the AC of role instantiations to 16, and their HP to 20
 - ◇ Replace role instantiation's melee attack with the following... *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. Hit: 8(2d6+1) damage.
 - ◇ If the Incarnate's role involves ranged weapons, give them the following type of attack as well... *Ranged Weapon Attack:* +5 to hit, ranged 150/600ft, one target. Hit: 7(2d6) damage.
- IV. **If the purpose is inoffensive...** note that when the Incarnate is in a position to perform its purpose and spends an action attempting to do so it automatically succeeds. For instance, the Incarnate of Navigators can chart a course to anything he chooses (if a course is possible).
- V. **Adjust statistics in line with this purpose...** Add +16 to the statistic that is most useful at achieving the Incarnate's purpose. Add +14 to the statistic that is next most useful at achieving the Incarnate's purpose. Add +10 to the statistic that is third most useful at achieving the Incarnate's purpose. The Incarnate's role

instantiations gain +6 to the first statistic, +4 to the second, and +2 to the third.

- VI. **Adjust damage type dependent on the Incarnate...** if the tools of an Incarnate's role are blunt instruments, it deals bludgeoning damage. If its role's tools are sharp instruments, like arrows, it deals piercing damage, etc.

- VII. **[Optional] Give the Incarnate bespoke role-based abilities...** these abilities should be themed around its purpose, rather than merely aiding combat. They may or may not increase its CR. For examples, see below:

EXAMPLE ROLE INCARNATES

THE INCARNATE OF HUNTERS

Form: Half human, half arachnid. The former's carapace patterned with white and gold celestial designs. The latter's body clad in hooded gossamer, carrying a great ivory bow; strung with its own silk, notched with an arrow tipped by its divine venom.

Nature: Movement so soft it is barely audible. Speaks only if necessary, and then only in whispers. Focused, many eyes roaming for hints of its quarry.

Statistic Alterations: +16 to wisdom, +14 to dexterity, +10 to strength

Purpose: Offensive

Damage Type: Half poison damage and half piercing damage (poisoned weapons); ranged attacks.

Role Instantiation Statistics: +6 to wisdom, +4 to dexterity, +2 to strength

Role Instantiation Damage: Piercing and slashing; ranged attacks.

Overall CR: 17

Special Abilities: Web Spray: As a bonus action, covers an area within 60ft with a 10ft radius area of webbing. Creatures entering the webbing, or starting their turns in it, must roll a DC 16 strength saving throw, becoming restrained on a failure. Creatures can spend an action to reattempt the saving throw and pull themselves free. Webs are difficult terrain, and very flammable.

THE INCARNATE OF PATHOLOGISTS

Form: Stark white beak, curved to slender point. Feathers in an oily black cowl, draped over its body. A clean, sterile smell.

Nature: Seeks contagion, and cures it. Plagues are repelled from his feathers as water from a duck's back. When he has cured a pathogen, he stores it in a feather, safely quarantined for future study. Should the need be dire, he will unleash (or threaten to unleash) it upon his enemies.

Statistic Alterations: +16 to wisdom, +14 to dexterity, +10 to intelligence.

Purpose: Inoffensive **Damage Type:** Piercing and slashing (medical tools)

Role Instantiation Statistics: +6 to wisdom, +4 to dexterity, +2 to intelligence.

Role Instantiation Damage: Piercing and slashing (medical tools).

Overall CR: 6

Special Abilities: Cure Disease: The Incarnate can cure any individual of any disease they may have by touching them. He can create a cure for a disease by experiments and observations taking 1d4 days. Note that mass producing this cure may require rare ingredients.

Protective Feather: The Incarnate's feathers repel disease. Whilst you hold one, you cannot be infected with any disease. Note that this does not help you if you are already sick.

Unleash Disease: If the Incarnate wishes, he can destroy a feather to release a disease on a creature within 30ft. It rolls a DC 18 constitution save, being infected on a failure. Roll on the table below for example diseases.

Dice	Name	Effect
1	Black Excrecence	Grow black coral-like protrusions from skin. Armour unwearable. -10 max HP. -1 max HP per hour subsequently. Coma at 1 Max HP until cured.
2	Ravaging flux	Racked by coughs. Magic with disadvantage. Move half speed.
3	Festering gripe	-2 penalty to physical stats. -1 per day, cumulative. Dead at -10.
4	Bloody rot	Bleed from orifices. 1d6 damage per turn. DC 18 medicine to stifle.

THE INCARNATE OF SKEPTICS

Form: A wise old man, leaning upon a staff. A sad, cynical smile.

Nature: On the eve of momentous decisions, where men prepare to walk the path of the zealot, or do Evil in service of imagined Good, the Incarnate arrives unannounced. It emerges from the shadows of the Magi's conclave, or sits nonchalant on the steps to the King's throne. It speaks of folly and arrogance, and shows those assembled visions of the terrible consequences of their noble dreams. Sometimes, it kindles doubt in hard hearts, and disaster is averted. Sometimes it is scorned and cursed. Woe betide those who will not listen to reason.

Statistic Alterations: +16 to intelligence, +14 to wisdom, +10 to charisma.

Purpose: Inoffensive. **Damage Type:** Bludgeoning.

Role Instantiation Statistics: +6 to intelligence, +4 to wisdom, +2 to charisma.

Role Instantiation Damage: Bludgeoning.

Overall CR: 5

Special Abilities: The Writing on the Wall: The Incarnate conjures an illusory vision detailing the likely result of an action, based on its millennia of experience, and its deep knowledge of mortal's nature. It is frequently, though not always, correct.

Induce Doubt: The Incarnate chooses one creature within 40ft. The creature rolls a wisdom saving throw, DC 18. On a failure, the creature develops an intense skepticism about a particular fact of the Incarnate's choosing (e.g. skeptical that he exists, that the floor is safe to walk on, etc.) and acts accordingly. The creature can reattempt the throw at the start of each of its turns.

THE INCARNATE OF THE VALOROUS

Form: A young woman, scarred but unbowed. Armed in broken armour, and a rusted sword.

Nature: Unbowed. A will that will not bend to tyranny or circumstance; a bravery that shines all the brighter amidst nights choked with shadow and terror. A weak and brittle body. But valor is all the greater for dearth of might. She can bestow a mark of her favor, to those who are worthy. Amongst all honors of the planes, it is one of the few to hold near universal recognition. Questing orders oft trace their lineage to one who bore the mark; or hold their supreme leadership open only to the elect (and thus, almost inevitably, empty in anticipation of one such individual's arrival). Thus do champions from a thousand worlds seek out the Incarnate. If they are lucky, she will turn them away. If they are unlucky, she will give them a quest to prove

themselves. The sacrifices such quests call for are not for the faint of heart: there is a reason that the mark is given to so few...

Statistic Alterations: +16 to wisdom, +14 to charisma, +10 to strength

Purpose: Inoffensive. **Damage Type:** Slashing.

Role Instantiation Statistics: +6 to wisdom, +4 to charisma, +2 to strength.

Role Instantiation Damage: Slashing, piercing, bludgeoning.

Overall CR: 5

THE INCARNATE OF SCOUTS

Form: When it does not wish to be seen: a shadow on the edge of your vision. When it does wish to be seen: a lithe, shrouded form, pulling itself loose from the darkness, white eyes like knives glinting.

Nature: Cunning and insightful, intelligent and charismatic. At the vanguard of Heaven, it ventures to worlds in the grip of Evil, gathering information, striking hidden blows at crucial moments, finding and binding together the resistance.

Statistic Alterations: +16 to dexterity, +14 to wisdom, +10 to charisma.

Purpose: Inoffensive. **Damage Type:** Piercing; ranged attacks.

Role Instantiation Statistics: +6 to dexterity, +4 to wisdom, +2 to charisma.

Role Instantiation Damage: Piercing; ranged attacks.

Overall CR: 5

Special Abilities: Shadow Meld: The Incarnate can meld into a shadow it is touching. Whilst melded with a shadow:

- ◇ Its movement speed is increased to 80ft, and it can move through that shadow to any connected shadows.
- ◇ It can only be perceived when it moves, and only then with a DC 20 perception check.
- ◇ It cannot attack, but can only be damaged by fire damage.

Perceive: The Incarnate sees through all illusions and magical fabrications.

THE INCARNATE OF CHILDREN

Form: Only visible to children, and those adults who remain young at heart.

Nature: Friendly and compassionate. Respectful to those elders who deserve respect, mischievous (but never malicious) to those who don't. Searches out the orphaned and abandoned, takes care of them, and blesses those who help them. Shows no sympathy to those who harm and mistreat the innocent.

Statistic Alterations: +16 to charisma, +14 to wisdom, +10 to dexterity.

Purpose: Inoffensive. **Damage Type:** Bludgeoning.

Role Instantiation Statistics: +6 to charisma, +4 to wisdom, +2 to dexterity.

Role Instantiation Damage: Bludgeoning.

Overall CR: 4

Special Abilities: Spare the Children: Can heal the wounds of the young, and conjure food and water for them. Instinctively knows the location of maltreated or abandoned children in its vicinity.

Blessing of the Innocent: The Incarnate bestows this blessing on those who have helped children and the young. Whenever the blessed creature acts to help those weaker than himself, he can use the blessing to gain advantage. Should either of the rolls be a 1, the blessing is lost.

How it Feels: As an action, the Incarnate impresses the mind of its enemies with the experience of a scared child. Up to three creatures of its choice within eyeshot must roll a DC 18 wisdom saving throw, or be frightened of the Incarnate (as per condition), have their intelligence and wisdom halved, and be effected as if Prone. At the end of each of their turns, they can reattempt the save, breaking free on a success.

THE INCARNATE OF MERCHANTS

Form: An eclectic opulence, not unlike a cosmically successful magpie. For its glasses, monocles fashioned from the lenses of giant squid. For its hat, an Archpope's mitre, studded with stellar diamond. For its robe, a patchwork of cloth of gold, silk, peacock feathers, and pages from fabulously illustrated manuscripts.

Nature: It knows what you want. It has something that will help, nestled amidst the endless folds of its cloak: from the deed that proves title to your ancestral home, to the cure for an exotic poison. It is always ready to trade, and always keeps its word. What it asks for in exchange is always rare, and often dangerous. In the face of its whims, some scholars have questioned whether this creature is an Incarnate, or in truth some trickster spirit, assuming the mantle of divinity to better drive a bargain. But others claim

to have observed a striking pattern: the Incarnate's exchanges get the right people what they need, and deprive the wrong people of what they would be better off without.

Statistic Alterations: +16 to charisma, +14 to wisdom, +10 to dexterity.

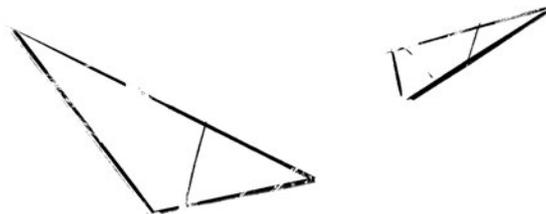
Purpose: Inoffensive. **Damage Type:** Bludgeoning.

Role Instantiation Statistics: +6 to charisma, +4 to wisdom, +2 to dexterity.

Role Instantiation Damage: Bludgeoning.

Overall CR: 4

Dice	What the Incarnate of Merchants wants...
1	Gear 104-52S, from the Impossibility Engine.
2	A piece of ineffable cartography. (see Exotic Beings Bestiary: Road Saint entry)
3	The cursed sword of Marduk the Exsanguinator.
4	A lense-key from shattered Vitrifus.
5	The sole remaining copy of <i>The Refutation of Lying Flesh</i> .
6	Proof that the Emperess Ollania rests easy in her grave.
7	A vial of blood from an Ancient Dragon.
8	The latest location of the Flickering Spire (and, ideally, a way to keep it there).



1.3 EXOTIC INCARNATES

PRIME INCARNATES

Heat. Time. Life. Some concepts defy simple categorisation, concerning phenomena of such scope, or such fundamental importance to the universe, that their power is almost unimaginable. The angels who embody these entities are the Prime Incarnates, the grand Sovereigns of Heaven, who reign in sublime majesty in that realm.

When a Prime Incarnate ventures forth from Heaven, it can break armies in an hour, and shatter a civilisation in a day. The Incarnate of Destruction may burst columns of war machines with a glance, so that the sky rains steel splinters. The Incarnate of Shapes may turn formations of heavy cavalry into stacks of fleshy cubes. The Incarnate of Mountains might summon dozens of floating peaks into the sky around it, before throwing them down to pulverize even the mightiest citadel.

In the Age of Order, when the hand of Heaven reached out to thousands of worlds, Prime Incarnates were a rare sight indeed. Now, they are almost non-existent beyond the bounds of Heaven. Indeed, their memory has faded beyond the limit of mortal minds, and it is sometimes argued that they never existed at all.

The reason for this retreat from reality is threefold. First, as creatures of GOOD, Incarnates abhor the deaths of innocents. Yet such is the power of Prime Incarnates, and the fragility of mortals, that unleashing the former often imperils the latter. Second, Incarnates serve LAW, whose order can also be unbalanced by the power of the Primes. Finally, despite their power, Primes are nevertheless mortal. They have been killed before. And their murder rent the Universe.

QUESTIONABLE INCARNATES

The concept of turning something inside out so fast that its innards emerge on a different plane to its exterior. The concept of being in two times at once, whilst pretending to be in four times at once. The concept of vacantly staring at something you have been searching for without realising you are looking at it.

Some concepts are extraordinary, not because of their power or centrality to the schema of reality, but because of their eccentricity. It is a notable fact that Incarnates seem always to appear in the form of commonly used or understood concepts, prompting many scholars to conclude that some concepts are a more basic part of the LAW of reality than others, and that only these concepts give rise to Incarnates. Meanwhile others conclude that this shows that the types of concepts that are Incarnated depend on the thoughts of sentient creatures.

It is fair to say that “questionable Incarnates” (a term designating those that instantiate exotic concepts) are extremely rare, if they exist at all. But in the secluded towers of Archmagi, and the library-temples of monastic orders, reports of inexplicable sightings and bizarre occurrences moulder within ancient tomes. Those who seek them out may find themselves thinking... that perhaps there are stranger things in Heaven, than are dreamt of by their philosophy.

DISORDERED INCARNATES

Some concepts have no place in a just and ordered society. Demons, Devils, and EVIL creatures are foremost amongst them. But also included are inherent agents of CHAOS such as Incandescents, roles like those of anarchists and criminals, and magical beasts more generally. Scholars sympathetic to Heaven claim that, given such concepts lack a Heavenly purpose, they also lack corresponding Incarnates.

But there are darker rumours afoot. Tales of a Heavenly prison, where disordered concepts are bound for all eternity, lest they escape to wreak a perfect havoc upon the multiverse. Many proponents of this theory claim that escape from the Incarnates of Jailors and Prisons is an impossibility. Others, that the clash between Heaven and its captives is like that between an unstoppable force and an immovable object. It is true that Heaven seems to be winning for now, but there is no guarantee its prisoners will be contained forever...

MISCELLANEOUS INCARNATES

INCARNATE OF TIME

Form: An grown man, or a young girl. A smiling baby, or a stooped crone. Ages in front of you.

Nature: Its personality changes with its body. When young: eager, innocent and exuberant. When old: crafty, guileful, world-weary, but never cynical. Afraid of breaking Universal Order, it wields its powers with circumspection, and travels the planes in a form much reduced from Heavenly Majesty, seeking to stop those who would meddle with time's thin fabric. In its eyes men see reflections of their futures: some avertible, others certain.

Size: Medium, **Armour Class:** 15, **Hit Points:** 200

Speed: 30ft

STR 14(+2), **DEX** 18(+4), **CON** 18(+4), **INT** 26(+8), **WIS** 34(+12), **CHA** 26(+8)

Damage Immunities: Radiant

Condition Immunities: Charmed, sleeping

Senses: darkvision 120ft, blindsight 30ft

CR: 14

Temporal Manipulation: The Incarnate has powers equivalent to **Greater Glorifications** 5, 17 and 20. It can use these in conjunction with one another.

INCARNATE OF JUSTICE

Form: A sense of overwhelming guilt (if you are guilty), or vindication (if you are not). A blind titan wielding golden scales, and silver sword, and unyielding purpose.

Nature: It judges. Emperors, Archmagi, Demigods, Popes, Antipopes, Gods, Demon-Princes. It does not care what: all are as one before Justice, to be absolved or condemned.

Size: Medium to Gargantuan (it can change its size at will), **Armour Class:** 20, **Hit Points:** 400 **Speed:** 45ft, 45ft flying

STR 30(+10), **DEX** 14(+2), **CON** 30(+10), **INT** 18(+4), **WIS** 30(+10), **CHA** 24(+7)

Damage Immunities: Radiant

Condition Immunities: Charmed, sleeping

Senses: blindsight 200ft

CR: 20

Multi-Action: The Incarnate can use one **Judgment by the Scale** action, and four Judgment by the Sword actions in the same turn.

Judgment by the Scale: The Incarnate chooses a creature it can see. It rolls a Wisdom saving throw, DC 25. On a failure, the creature's soul is ripped from its body. The soul appears as a ethereal red heart, floating atop one of the Incarnate's scales. A feather rests atop the other scale. If the creature's good deeds

do not outweigh its evil ones, the soul will outweigh the feather, and be destroyed. A creature whose soul is destroyed suffers the following penalties:

- ◇ It is reduced to 10% of its current HP.
- ◇ It takes disadvantage on all rolls for the next day. Thereafter it takes disadvantage on all wisdom, charisma and intelligence rolls until it gains a new soul.
- ◇ It begins to act mechanically, lose its personality, etc. It will become a lifeless automaton in 20 days, unless a new soul can be found for it.

Judgment by the Sword: *Melee Weapon Attack:* +10 to hit, reach 10ft, one target. Hit:

- ◇ If the target is Chaotic Evil: 110(20d10) radiant damage.
- ◇ If the target is Chaotic Neutral or Neutral Evil: 88(16d10) radiant damage.
- ◇ If the target is Neutral: 66(12d10) radiant damage.
- ◇ If the target is Lawful Neutral or Neutral Good: 44(8d10) radiant damage.
- ◇ If the target is Lawful Good: 22(4d10) radiant damage.

INCARNATE OF FATE

Form: A crone with a thousand arms, amidst a web of fine white filament. Hands now severing, now binding together, now grasping.

Nature: It knows the tree of the future, and prunes the sick branches. Men do not suspect that a child shall grow to be a tyrant; that present peace shall be the wellspring of future annihilation; that the hero who slays monsters, shall in the end become one. But the Incarnate knows, and acts. With subtlety, if possible. But without it, if necessary. Many are the kindhearted souls who set themselves against the Incarnate, seeing its actions as random and incomprehensible. Sometimes the Incarnate enlists them, giving them a chance to stop otherwise inevitable fates. Should they insist on opposing it, they would do well to be careful. Those who strike at fate itself, may find their futures curdle before them.

Armour Class: 10, **HP:** 100, **Speed:** 30ft

INT 26(+8), **WIS** 30(+10), **CHA** 20(+5), **DEX** 20(+5), **STR** 14(+2), **CON** 18(+4)

Skills: Perception +10

Senses: Blindsight 100ft **CR:** 5

Cut the String of Destiny: As an action, the Incarnate can choose up to two creatures it can see within 100ft. Each creature rolls a d10 on the **Fight Your Fate** table, being effected as written.

Aura of Fate: Whenever a creature attacks the Incarnate, targets it with a harmful spell, etc. it must roll a d20 on the **Fight Your Fate** table. The following effect takes place immediately.

Dice Fight Your Fate (*reroll results that don't make sense in the circumstances*)

- | | |
|-----------|---|
| 1 | Friends: 1d6 of your old enemies/rivals/spurned suitors burst through the windows, doors, or ceiling, with murder (or worse) on their mind. |
| 2 | Tempest: An environmental hazard develops (perhaps a tempest, quicksand, an earthquake, etc.). The next time this result is rolled, it makes an "attack" against all enemies of the Incarnate in range (DC 15 dex save or 3d10 relevant damage type). |
| 3 | Collapse: If indoors, the roof begins to cave in around you (DC 15 dexterity save or 4d10 bludgeoning damage). If outside, the floor collapses beneath you (DC 15 dex save or fall 2d4*10ft into a cavern or passageway below). |
| 4 | Spontaneous Combustion: Everything flammable you are wearing catches on fire, dealing you 3d6 fire damage at the start of every turn until you put it out (DC 14 Dex). |
| 5 | Imperilled: You have a sudden premonition that a good friend or ally is in danger, and unless you return to them at once, terrible harm will befall them. This is accurate. |
| 6 | Mistaken identity: You look identical to a renowned enemy of the local King/anarcho-syndicalist commune/theocracy. 1d6 bounty hunters, with 1d4 baying tiger hounds, arrive, determined to capture you. |
| 7 | Old Wounds: Injuries you thought healed, reopen. Any damage you took since the last long rest, and healed from, you take again (this can take you to 0hp, but not below). If you haven't healed any damage since the last long rest, take 1d20 damage. |
| 8 | Dimensional destabilization: You are transported back to the last dimension you travelled to, for 1d6 rounds. If you haven't ever been to another dimension... what are you doing with your life? |
| 9 | Short-circuit: Wires cross in your brain... and something goes awfully wrong. You are effected by the feblemind spell; making a DC 18 int save every hour to escape it. |
| 10 | Heart Attack: You are paralyzed, and must roll a DC 18 constitution save at the end of your turn. On a success, you recover, but are poisoned for the next minute. On a failure, you take 2d6 damage, and must make the roll again next turn. |
| 11 | Breakage: If you are using a spell, the magic burns itself from your mind. You cannot cast it again until a long rest. If you are using a weapon, it breaks. |

Dice	Fight Your Fate (<i>reroll results that don't make sense in the circumstances</i>) (cont)
12	Intercession: Something comes between you and the Incarnate. If you are using a spell, line of sight is broken, and you are unable to cast. If using a weapon, the Incarnate's AC increases by 10.
13	Friendly Fire: The effect of your attack is directed against an ally of the GM's choice.
14	Reflection: Your attack bounces, and now targets yourself.
15	Wardrobe malfunction: You trip on your own cloak; your helmet falls over your eyes; or your armor locks up around the joints. In any case, your attack does not occur.
16	Volatile Reagents: Anything dangerous you are carrying, immediately becomes dangerous to you. At least one sheathed weapon slips out and impales you (take appropriate damage). All harmful magical objects you are carrying activate, with you as their target.
17	Weakness: A slip of your sword, or a misspoken word of power, and your attack is sapped of its strength. Advantage to the Incarnate's saves (if relevant), and half damage.
18	My Eye!: A piece of shrapnel, magical fire, or the equivalent, bounces from your attack and into one of your eyes. Take 1d4 damage and permanently lose an eye.
19	Trick of the Light: The Incarnate is revealed to be a mirage, illusion, or reflection. They appear up to 30ft away from where the caster's attack was targeted. It cannot be retargeted, but area of effect spells attacks may still hit.
20	Fall: You trip on your robe, are blown down by a gust of wind, or otherwise land prone. Your attack or spell does not occur.

Revenge of Fate: Whenever the Incarnate is hit by an attack, a harmful spell, or similar fate itself lashes out at the offending creature, impressing a **terrible fate** upon them. The creature is acutely aware of this. If they survive, their story inexorably moves towards

this fate, unless the Incarnate of Fate can be convinced to undo it... or killed. Creatures can have multiple terrible fates at a time, but only so long as they are not mutually incompatible.

Dice	Terrible Fate	Dice	Terrible Fate (cont)
1	Betrayed by an old friend	11	Stranded in an inhospitable dimension
2	Struck repeatedly by lightning	12	Lose a part of your soul, or all of it (if you are not careful)
3	Torn apart by Demons, Outsiders, or Aberrations	13	Pursued by assassins of the Red Smoke Triad
4	Abandoned by your loved ones	14	Lose the favour of your Gods, or be branded anathema by them
5	Responsible for the death of your friends or family	15	Make a great personal sacrifice, and receive nothing in return
6	Become known as a traitor to your ideals/homeland/etc.	16	Have your most treasured possession destroyed
7	Be burnt alive (dead at worst, disfigured at best)	17	Have a former ally become your worst enemy
8	Imprisoned for a crime you didn't commit	18	Become what you hate the most
9	Have your weapons/tools/magic fail at a moment of great need	19	Struck by an Enervating Blade, whose wounds will never heal
10	Be savaged by a loyal animal	20	Give your life to a lost cause



INCARNATE OF MUSIC

Form: A cloud of sonorous notes, shaped somewhat like a manta ray, and somewhat like a sea-slug. When it wishes to speak to mortals, which is rarely, it coalesces into a vaguely humanoid form: like a pillar of quavering embers, delicate and oddly sombre.

Nature: Wherever it wanders, emotion follows in a wave. To men, it is beauty and tragedy combined, its passage echoed in the traditions of a thousand schools of song and music. To Resonants (see the Supplemental Bestiary), it is a lodestar. Some worship it. Others wish to imprison it, and harvest its celestial reverberations for themselves. Both factions seek after it, and wage running battles with one another as they pursue it.

Size: Medium (in Humanoid Form), Gargantuan (in Cloud Form)

Armour Class: 17 (in Humanoid Form), 10 (in Cloud Form), **Hit Points:** 200 **Speed:** 30ft (in Humanoid Form), 90ft Flying (in Cloud Form)

STR 10(+0), **DEX** 26(+13), **CON** 10(+0), **INT** 24(+7), **WIS** 30(+10), **CHA** 40(+15)

Damage Resistances: Bludgeoning, slashing and piercing (when in Humanoid Form), thunder

Damage Immunities: Radiant (plus bludgeoning, slashing and piercing; when in Cloud Form), **Condition Immunities:** Charmed, sleeping

Senses: darkvision 120ft, blindsight 30ft

CR: 8

Inspire Emotions: The Incarnate's music rings with an emotion of his choosing. All creature's within 200ft must make a charisma saving throw, DC20 (with advantage if your ears are plugged). On a failure, you are afflicted by that emotion, to the intensity determined by the Incarnate. For instance...

- ◇ The Incarnate may inspire love, so that you are unable to attack it.
- ◇ The Incarnate may inspire rage, so you strike your friends.
- ◇ The Incarnate may inspire melancholy, so you do nothing.

Requiem: The Incarnate sings an elegy for creatures in a 500ft cone. Roll a charisma saving throw, DC 20. On a failure, the elegy is so heartachingly beautiful that you become convinced it is true, and that you must be dead. You behave as such for 1d20 minutes, or until another creature convinces you otherwise (DC 20 Charisma check).

INCARNATE OF REFLECTIONS

Form: Those who have "seen" this Incarnate have only glimpsed the merest fraction of it, for it can be found in all things reflective, and is said to be the creator of changelings. No one knows its true appearance, but a tradition amongst glassmaker's holds that it looks like the first thing that ever gazed upon itself.

Nature: A curious observer, who peers from a million pieces of polished metalwork, a billion glass sheets, a trillion pools of still water. A Heavenly watchman, who whispers in the ears of the Primes. Sometimes, in especially dire circumstances, it intervenes directly in the world, fashioning illusions of those he has witnessed (which sometimes, from absence of information, lack the parts of that creature which have not recently been reflected). Many have tried to kill and capture him, but his nature is elusive, and his form dispersed.

INT 20(+5), **WIS** 30(+10), **CHA** 34(+12)

Hit Points: 120

Reflective Movement: The Incarnate abides in all reflective surfaces, which have seen other reflective surfaces it has been present in (in practice, all reflective surfaces). However it can only ever focus its consciousness in a single one of these surfaces. It can only be harmed by targeting the reflection in that surface with spells. If this occurs, it will attempt to move to another reflection.

Mirror Replicas: The Incarnate can cast **Major Image** at will. This image can only be of something that has been reflected recently (the past day). Parts of the thing that haven't been reflected will not appear (for instance, the Incarnate may only be capable of creating the front of a creature).

INCARNATE OF TRUTH

Form: The creeping feeling that your secrets are secrets no longer. A sudden, intense clarity of vision – as if the world were revealed before you, for the first time. At the heart of it, a slender and androgynous humanoid, bright eyes wide and unblinking.

Nature: Wishes to help others find the truth; sometimes with revelations as blunt as hammerblows, but more often through whispered words and gentle encouragement. In distant aeons, it was imprisoned whilst investigating Hell's schemes, by the Devilish Ministry of Propaganda. Its lips still bear the awful scars of binding runes, which sought to keep them sealed. It could erase them if it wished. But it chooses not to, for it does no good to pretend that the path to Truth is an easy one. Devil 287-1238 pursues it still, ever more desperately. Hell has given him a further 10 years to regain his former prisoner, or be destroyed.

Size: Medium

Armour Class: 15, **Hit Points:** 200 **Speed:** 30ft (in Humanoid Form), 90ft Flying (in Cloud Form)

STR 10(+0), **DEX** 26(+13), **CON** 10(+0), **INT** 40(+15), **WIS** 30(+10), **CHA** 24(+7)

Damage Resistances: Bludgeoning, slashing and piercing (when in Humanoid Form), thunder

Damage Immunities: Radiant (plus bludgeoning, slashing and piercing; when in Cloud Form), **Condition Immunities:** charmed, sleeping

Senses: Darkvision 120ft, blindsight 30ft

CR: 8

Truth Magic: The Incarnate can cast any Divination spell (a number of times per day equal to 10-[spell level]). The Incarnate is an ocean of knowledge, but it knows that the Truth can burn, and may keep grave secrets from mortals.

Compel Truth: The Incarnate picks one creature within 60ft. That creature must succeed on a DC 20 Wisdom saving throw, or be compelled to speak what it believes to be the truth about something the Incarnate chooses.

Incomprehensible Revelation: The Incarnate picks one creature within 30ft, to which it telepathically communicates an astounding truth. The Creature rolls a DC 20 wisdom save. On a failure, it is paralyzed for 1d4 rounds, as it attempts to assimilate what it has just learnt.

INCARNATE OF MEMORY

Form: An old lover, or a childhood companion, or a close relative. Someone whose **memory** marked you. Different for each person. Different for the same person, every time they look on it anew. Mnemomancers claim that those with no memories see it for what it really is. Arrogant as ever, they're mistaken: those without **memories** can't see it at all.

Nature: For long aeons it manipulated the mighty, binding them to serve good with altered recollections. Oft did it wonder how true Virtue could be founded on deception. Now it wonders no longer. Disillusioned, it has deserted its post, broken ranks with the Heavenly legions. The Primes wish to speak with it. It would rather they did not.

HP: 200, **Speed:** 30ft

INT 20(+5), **WIS** 30(+10), **CHA** 30(+10)

Other Statistics: Variable, see below.

CR: Variable.

Memory Embodied: All creatures that can see the Incarnate perceive it as an embodied memory of a person they strongly remember. In actions where the creature attempts to influence the Incarnate (or vice versa), the Incarnate uses the physical statistics (AC, Strength, Dexterity, Constitution) this **memory** would have in real life. When the Incarnate attempts to influence nonsentient matter, it uses the highest physical statistics of all the memories it appears as.

Selective Memory: When a creature has strong memories about multiple people, the Incarnate normally picks which of them will be the **memory** it appears as for that creature. However the creature can attempt to force the Incarnate to become a particular **memory** for them, by focusing on their memories of the relevant person. This takes an action, requires a success on a contested wisdom roll, and lasts for 1d6 rounds.

Memory Multiattack: The Incarnate gets one **attack** for each memory. However each of these attacks can only target the creature that sees the relevant **memory**. For instance, imagine the Incarnate appears as a stalwart warrior to Jorn the Barbarian, and a vicious aunt to Sir Fabadasher. The Incarnate will be able to slash Jorn with an axe, and impale Fabadasher with an umbrella, but not the other way around.

See Memory: a creature touched by the Incarnate must roll a DC 20 wisdom saving throw. On a failure, the Incarnate can perceive all of their memories.

Shape Memories: the Incarnate picks one creature within 100ft. The creature must roll a DC 20 wisdom saving throw. On a failure, the Incarnate can manip-

ulate their memories. If this occurs to a player character:

- ◇ Ask them about three of their character's formative memories.
- ◇ Reconfigure those memories in the Incarnate's favour (put their current allies in the place of their worse past enemies, the Incarnate in the place of their family, etc.)
- ◇ Tell them to act accordingly.

This effect is permanent. A character may be persuaded that their memories have been tampered with, and thus to not obey the Incarnate, but the memories themselves are gone forever.

2. CONCEPTUAL DISINTEGRATION

When objects move of their own volition, or phase through solid matter, the superstitious blame poltergeists. When beasts or birds die in vast numbers, the religious blame the Gods. When outbreaks of emotion strike thousands without reason, the natural philosophers blame hysteria. This is, of course, nonsense. A more rational explanation of these events, and many more, is the death of angels.

- *Celestocide: an Investigation, Zacharias Silcas*

Incarnates are enmeshed in the order of the multiverse. Thus, when an Incarnate is killed, that order is undermined, and the dead Incarnate's concept begins to unravel. Physical laws lose their hold on it, or have their effects upon it run backwards (or forwards at disturbing speed). The concept appears in places it has no place being, and disappears from where it is needed and expected.

Conceptual disintegration is usually limited in its scope, affecting only a small proportion of the instances of the relevant concept. However, it is especially pronounced on the plane in which the Incarnate is killed. Furthermore, the more Incarnates killed within a short span of one another, the more the effects of conceptual disintegration are magnified.

Once, in the unimaginably distant past, Heaven and its allies controlled much of the multiverse. Incarnates guided thousands of mortal peoples in the development of glorious civilisations. Mountains were carved into cities; barren desert turned fertile; millennia old wars ended in just and lasting peace. Heavenly legions, lead by Prime Incarnates, crushed threats from Hell and the Vortex. The cheap pleasures and empty freedoms offered by the Emyrean were politely declined by nations advised by Incarnate ambassadors. For a time, the designs of Heaven seemed unstoppable.

DEVILS AND HEAVEN

Though the 77 days of fire have had the greatest impact upon Heaven, they also deeply frightened Hell. Knowing that their mass destruction of Incarnates had almost broken the multiverse they sought to rule (not to mention damaged large portions of Hell), they have since focused on developing ways to contain Incarnates rather than destroying them. Diabolical devices have been invented that capture the essence of severely weakened Incarnates, allowing them to be held indefinitely in Hell. Over the millennia since the

But the Age of Order could not last. For the first and last time, Demons and Devils allied. Launching a massive combined assault, they lured the Heavenly Legions onto a single world. Then they destroyed the world itself, killing half the Incarnates then in existence. Several powerful Incandescents had received advance warning of the plan: but by the time they finished debating whether or not to warn their celestial brethren, and concluded (at least, according to what they all fervently claim) that they would, it was too late.

The Chaos that followed is known by most as the 77 days of fire; though in truth the Incarnate of Time was also dead, and thus the 77 days were on some worlds as little as seven minutes, and on others, seven millennia. To describe this time, in which the universe teetered on the edge of insanity, is impossible. Accounts speak of seas of fire and rivers of blood; continents destroyed, and unspeakable creatures created. Just before the damage to universal order could stretch beyond the point of no return, the murdered Incarnates were reborn in Heaven, and stability reasserted. But the civilisations of the Age of Order were gone, and all across the universe, the old barbarism reasserted itself. Heaven moves with a burnt caution, even now. Some say it will never recover. Others, that there is rot in the foundations of LAW itself.

77 days, dozens of Incarnates have been captured in this fashion, to be imprisoned in Hell beneath layers of magical and mechanical security. It is an open secret that they are being tortured in an attempt to recover information about Heaven. But still more disturbing reports concern the development of vast machines operating on the principles of Sympathetic Manipulation. By harnessing the power of Incarnates, such devices could give Hell control over entire concepts, and eventually over LAW itself. But Heaven still hesitates to strike, fearful of the chaos that might result if its assault failed, and its armies were destroyed.



The following tables contain examples of conceptual disintegration, grouped by conceptual category:

Dice	Manufactured object Incarnate
1	Objects of this kind spontaneously change into objects of similar kinds, often reverting after a few minutes or hours, but not always
2	Objects of this kind change position when no one is looking, sometimes phasing through or into other objects in the process
3	Objects of this kind become useless at performing their purpose: A knife might cease to be able to cut anything harder than butter, or a writing quill might spit ink in unreadable patterns
4	People lose the ability to produce objects of this kind; flummoxing craftsmen who have spent their whole lives training and practicing to do so
Dice	Animal/plant Incarnate
1	Evolution accelerates in some places and reverses in others: Generating a wealth of unseen species whilst reviving those of antediluvian ages
2	Mass die offs, seemingly without explicable cause
3	Bizarre mutations affect the organism; some of which are fatal, others of which generate alien hybridisations of exotic beauty or disgusting deformity
4	The organism's place in the food chain is reversed: An acacia might devour the giraffes that usually graze upon it, or a tiger run in fear from herds of deer
Dice	Role Incarnate
1	Individuals fulfilling this role forget how to perform crucial components of it: for instance, mothers might forget they need to feed their children, or engineers to ensure that their buildings are sturdy enough to avoid collapse
2	Teachers of this role find that they are unable to impart their knowledge in others. Meanwhile Books of knowledge about this role become unreadable, their words degenerating into indecipherable ramblings
3	Those who ought by all rights to be hopeless at this role develop skills in it: for instance, pacifistic farmers might suddenly be blessed with the abilities of great duellists, or domestic animals might start forging tools
4	Those who fulfil this role are filled with a sudden urge to abandon it
Dice	Emotion Incarnate
1	Some individuals cease to be able to feel this emotion
2	The emotion arises in unusual situations, where it would not ordinarily be experienced: for instance, individuals might be afflicted with intense happiness during mourning
3	The emotion fails in usual situations, where it would ordinarily be experienced: for instance, passionate lovers might suddenly find their bond to one another dissolving
4	Individuals lose the ability to describe the emotion; striking playwrights and poets dumb
Dice	Geographical feature Incarnate
1	The feature disappears from maps, and those who attempt to navigate with reference to it become hopelessly lost
2	The feature moves slightly in position: for instance, mountains could grind into new orientations, crushing settlements and triggering tremendous Earthquakes
3	Temporal processes relating to the object reverse: for instance, rivers might run backwards from the ocean to their sources
4	New features of this kind appear in places they are usually absent from. For instance, deserts might grow in previously verdant forest

3. THREE MYSTERIES OF HEAVEN

Heaven is the perfect and eternal city, to whom all save its ordained inhabitants are barred entry

- The Incarnate of Farmers, under question in Hell

If you ask an Incarnate what Heaven is, he will say: “Heaven is the perfect and eternal city, to whom all save its ordained inhabitants are barred entry”. You can ask him again, or torture him, or ensnare him in spells, or peel back the layers of his mind and gaze upon his soul. He will say no more than

this, and you will learn no more than this. Every attempt to construct planar portals into Heaven, or to follow Incarnates entering or leaving it, has failed. The mysteries gather around the plane itself in a choking fog: and as with all good mysteries, there are many competing theories...

Dice	How do Incarnates leave and enter Heaven?	Dice	(cont)
1	Unbeknownst to the multiverse, Incarnates have developed their own version of the Astral Roads. Unlike the portals maintained by Incandescents, however, those of Heaven almost exclusively connect Prime Material worlds. Only one reaches Heaven itself...	3	Given Incarnates instantiate every ordered concept, there must be an Incarnate of planar gateways. Such a creature would surely be able to create or dissipate planar gateways for other incarnates as and when they desired.
2	If Incarnates can be summoned into instances of their concept, it follows that they must be able to enter them unaided – this is how they can travel to the multiverse whilst maintaining the total security of Heaven.	4	Incarnates can only leave Heaven through summoning. In order to act beyond it, they rely upon their followers summoning them to safe Celestial Mandates: from there they employ either the Astral Roads (or their own networks of portals) to travel from world to world.
Dice	What is Heaven?		
1	Heaven is itself an Incarnate, the Incarnate of planes.		
2	Heaven is a city where every object, save for the Souls that rest there, are themselves Incarnates – it is from this perfection of parts, that the whole of Heaven is itself perfect.		
3	Heaven is an abstract realm of forms, where each Incarnate hangs like a contemplative star. Around them Souls form lesser constellations, spending eternity reliving those episodes of their lives where they were most perfectly themselves.		
4	Since every individuals’ conception of the good life is different, Heaven is multiform – each soul within it being granted a realm conforming to their own vision of perfection.		
Dice	What is the real reason for the secrecy surrounding Heaven?		
1	There is a rot at the heart of Heaven, a fault that threatens to corrupt or cripple LAW and GOOD themselves, perhaps stemming from the 77 days. If this were known more broadly, panic would spread across the Prime Material, hastening cosmic doom.		
2	In Heaven they are building a weapon to shake the foundations of the universe – perhaps to shatter planes themselves, perhaps to let the Souls of Heaven issue forth from its gates in endless legions. Once activated, the weapon will usher in a new Age of Order, never to be extinguished. But if word of its designs were to leak, or enemies were permitted entrance to Heaven, the victory of LAW and GOOD might yet be averted...		
3	If an Incarnate were to be destroyed in Heaven, they would be destroyed forever, perhaps resulting in permanent disintegration of their concept. This cannot be permitted to occur.		
4	Heaven is in truth an awful place, and mortals who viewed its stale order and high-minded “perfection” could not but be disillusioned. Incarnates, naturally, do not want to scare off potential converts to LAW and GOOD. Therefore, they would rather that ordinary people do not know Heaven’s true form.		

4. MANDATES OF HEAVEN

In establishing the natural foolishness of man, one argument raises itself above all others. First, that Missur is currently ruled by a flying teakettle. Second, that Missur is the best ruled nation on the continent.

- *A Discourse on Humility, Baltazar*

The Age of Order is over. But Heaven is determined that it will return, and its will is an iron and unyielding thing. It can no longer fall back on the might of Prime Incarnates to overpower the enemies of GOOD and LAW. But it can still steer mortal nations towards the path of justice. Its primary tools in achieving this goal are Ambassadors, Incarnates dispatched to the courts and palaces of rulers to act as counsellors.

The incentives to accept the advice of such beings are manifold. Their wisdom and knowledge is greater than most mortal sages; and their loyalty to a GOOD ruler is incorruptible (a far cry from that of most courtiers). Perhaps most importantly, their presence signifies a state has the blessing of Heaven, conferring divine legitimacy on its rulers. Once an Incarnate becomes a counsellor it tends to steadily accrue greater influence for these very reasons. As a superior administrator, it may be given wholesale control of economic or legal affairs. As an excellent judge of character, it may obtain the authority to pick the realm's successor. When a ruler falls into EVIL, the withdrawal of the Incarnate's support is frequently the trigger for rebellions and coups. In the aftermath of successful uprisings, the Ambassador's many virtues make it a prime candidate for the throne. Such countries, where Incarnates rule directly or wield great influence, are known as Mandates of Heaven.

*To generate a **Mandate of Heaven**, roll at least four times on the Blessings of Heaven chart, to generate "benefits" accrued by a nation thanks to Ambassadorial governance and/or advice. Then roll at least twice on the **Enemies of Perfection** table, for groups angered by these (or other) changes. Finally, especially if the Incarnate is a Role Incarnate (as is most likely), consider how the concept it embodies might permeate a society it influences. For instance, a Mandate shaped by the Incarnate of Shepherds is going to place a lot of stock in animal husbandry; whilst a Mandate governed by the Incarnate of Geographers might have instituted complex schemes to manage the climate and channel natural "disasters" for productive purposes.*

Dice Blessings of Heaven

- | | |
|----------|--|
| 1 | A new road and canal system binds the nation closer together. |
| 2 | A unified system of weights and measures has been instituted, easing trade. |
| 3 | The previously corrupt and inefficient taxation system, involving tax-farming corporations that got sizeable cuts of what they collected, has been totally overhauled. |

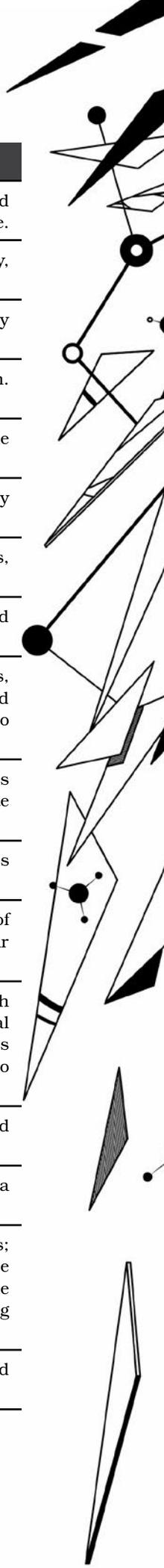
Lands following the guidance of Ambassadors are rewarded with long term prosperity, rising welfare across all classes, fair and effective justice, and potent defence against external threats. They muster mighty armies, build shimmering cities, and raise generations of learned and dutiful citizens.

However, the path to this society is an unsteady one. The short term effects of Incarnate policies may require great sacrifice on behalf of ordinary people. Often they offend one or more entrenched power groups, who may attempt to assassinate the Ambassador, depose the ruler following its advice, sabotage the success of its policies, or rebel. Furthermore, the growth of civilisation almost inevitably involves harnessing untamed land for productive purposes, sparking conflicts with wild beasts, fae, druidic circles and nomadic peoples.

Presuming a nation can weather this storm, it is almost guaranteed to become a beacon of hope and plenty. Frequently, this transition triggers widespread adoption of its policies by nearby nations, eager to replicate its success. In time, whole continents and even worlds may become Mandates, entering an age of mutual trade, peace and goodwill.

It is in this manner that the Age of Order is being reconstituted.

Dice	Blessings of Heaven (cont)
4	In the place of impromptu (and ineffective) justice enforcement, Municipal Brigades have been raised to patrol cities, significantly reducing crime and making previously dangerous neighbourhoods thrive.
5	A national education system has been established. It teaches a uniform curriculum, instilling literacy, skills (and, its critics highlight, loyalty to Heaven) into the youth.
6	A grand library, gathering the greatest works of several continents, has been created. Protected by magical wards and paper golems, it is already renowned as a centre of learning.
7	Messenger pigeon towers and ridgetop semaphore stations have created a rapid messaging system. Even more rapid magical communication networks are under consideration.
8	Irrigation projects have significantly raised agricultural yields – famine, which previously struck the realm with cruel regularity, has been banished.
9	Retraining schemes for paupers, as well as employment in state labour forces, has significantly reduced homelessness and unemployment.
10	Slum clearance has turned districts of fetid and ramshackle housing into clean (if uniform) tenements, complete with indoor plumbing and functional sewage systems.
11	A meritocratic reorganisation of state professions has massively increased the competence (and decreased the corruption) of local administration.
12	Peace, trade and cooperation agreements have been established with numerous foreign neighbours, some of whom had previously been the realm's bitter enemies. The general feeling is that a state guided by LAW and GOOD will make agreements to benefit everyone, and stick by them even if pressured to abandon them.
13	The medical profession has been reformed. Now licensing prevents con artists from founding fortunes off snake oil, and new hospitals treat the poor and coordinate measures to quarantine and eliminate plague.
14	Magical arts deemed disruptive have been banned. This includes necromancy, most pyromancies (beloved by anarchists and arsonists), druidic magics and Devil and Demon summoning.
15	The justice system has been standardised and simplified. Whilst some grumble over the demise of customs such as trial by combat, or the ability to avoid conviction by finding 40 “oath-helpers” to swear that you're innocent, most are pleased that justice has become fairer, faster and more transparent.
16	Mercenary adventurers have been agglomerated and brought under the control of the state. Through tight organisation and unified action, the new Slayer Corps has killed or driven out dozens of magical monsters, freeing up large swathes of land previously deemed too dangerous for industry. Its success is such that it has almost become obsolete, and there is talk of disbanding it (or sending it abroad to aid allies).
17	New fortifications have been raised on the realm's borders, coupled with the creation of a disciplined professional standing army.
18	National service has been instituted to train the populace in using arms. When placed alongside a system for mass conscription, the realm is well placed to defend itself against external aggression.
19	The White-Spice-Syndicates have been devastated by a series of high profile arrests and seizures; whilst healing magic has been developed to relieve the symptoms of spice-addicts. The scourge of spice addiction, which continues to ravage neighbouring countries, is being steadily eliminated within the realm. Some citizens worry, not without reason, that alcohol or hookah might be next on the chopping block...
20	Metallurgy and magical academies have been established, with a focus on developing technologies and spells of direct use to agriculture, industry and administration. Success has already been glowing.



Dice	Enemies of Perfection	Dice	Enemies of Perfection (cont)
1	Criminal cartels who detest harsher and less corrupt law enforcement.	6	Regional cultural groups, opposed to the increasing centralisation of power.
2	An Incandescent who decries the loss of freedom caused by Incarnate policies.	7	Economic rentiers (most notably professional guilds), aggrieved at the abolition of the lavish subsidies and legal privileges they previously received.
3	Nobles cut out of cosy sinecures or impeded in entering merit-reorganised professions.	8	Minor religious groups opposed to the increasing prevalence of Incarnate worship, which is being encouraged by the state to generate a national identity.
4	Nomadic tribes whose land is being settled by colonists from the realm.	9	Geopolitical rivals of the realm, worried about its increasing prosperity but keen to copy its successful policies.
5	Druids and fae, enraged by the how a magical forest at the centre of the realm is being harvested and turned into farmland.	10	Good and neutral magical beasts, whose freedoms from legal controls has been revoked (try getting a Dragon to fill out a tax return on its horde).

The Harsh Geometry of Perfection (GM Advice)

As envisioned in this section, the ideology of Incarnate's Mandates is a kind of enlightened paternalism, combining a little of Plato, Attlee and Bismarck. It is designed to be recognizable and (at least somewhat) amenable to players. Thus, should you wish Incarnates to be clear allies of/

friends with the PCs, you ought keep it largely unchanged.

However, a "perfectly ordered" society may possess social elements that strike PCs as bizarre, unjust or profoundly autocratic. The table below contains examples of such elements which can be added to Mandates, in order to give the PCs pause before they bow to the edicts of Heaven...

Dice	The Harsh Geometry of Perfection
1	Full scale invasion and conversion of less developed/worse governed nations.
2	Total communism of property: From each according to their abilities, to each according to their needs. Communal rearing of children.
3	Censorship of all art and literature, to ensure it conveys only edifying moral messages.
4	Bans on all unsanctioned magic-use. Magic users must register with the state, and pursue what projects the community deems most necessary.
5	A rigid caste system. Children are sorted based on their personality across their first ten years of life, and divination magics. "Castebreakers" are exiled.
6	Contact with other nations is minimized, the better to isolate the Mandate from corrupting influences. "Permitted Non-citizens" are followed by polite but uncompromising handlers.
7	Religious fervor. Extreme devotion to Heaven is shown in heaving congregations, ecstatic prayer, speech laced with theological quotation, and smiling conversion attempts. People seem happy, and community ties are strong; but perhaps much too happy, and much too strong, for most outsiders.
8	It's all the same! The houses, the cities, the people. Everywhere you go! What do I care if it's all clean, if everyone looks well fed. Is this what it's planning for the world? Ten thousand white grids, stitched one after the other, covering everything? Oh Gods, we should never have let it rule!
9	Prohibitions on gambling, drinking and all other immoral enjoyment. The common people are furious. Those criminals who have avoided the templar's axe, live like kings from illicit supply.
10	Magical re-education of criminals, undesirables and rebels. This is quick, painless, and usually welcomed by the newly "edified" subjects, who thereafter fit into society excellently. Arguably more humane than prison or execution. Undeniably more disturbing.

5. SUMMONING INCARNATES

Summoning an Incarnate requires a four stage process known as Celestial Communion. First, the summoner picks a concept whose Incarnate they wish to summon.

Second they must find an instance of that concept which is nearly perfect. In the case of a manufactured Incarnate, this may involve acquiring the life's work of a superlative craftsman. In the case of an Emotion Incarnate, it may involve finding a figure of such tragedy that their grief is unadulterated by all other emotions, or a philosopher whose whole life has revolved around distilling happiness into its purest essence. In the case of a role Incarnate, one may have to seek out legendary warriors or teachers. Once the instance is found, the summoner must draw the glyphs of Celestial Communion upon it. They must then speak the words of Celestial Communion. The knowledge required to perform Celestial Communion is not widely disseminated, but is often held by noble lineages, arcane orders or religious sects.

The final stage of the process is Celestial Communion itself. Presuming the other elements of the ritual go as planned, a telepathic link is established between the Summoner and the Incarnate. The former must now attempt to convince the latter that his help is needed. The Incarnate is first and foremost interested in whether the task at hand achieves GOOD and LAW, but balances this against the danger it will face – after all, if it dies, conceptual disintegration will ensue. It should be noted

more generally that Incarnates can tell which world summoning attempts derive from, and will categorically refuse summoning to a Devilish Principality, to Hell or to a Shard of the Vortex, from fear that they will be interred or destroyed upon arrival.

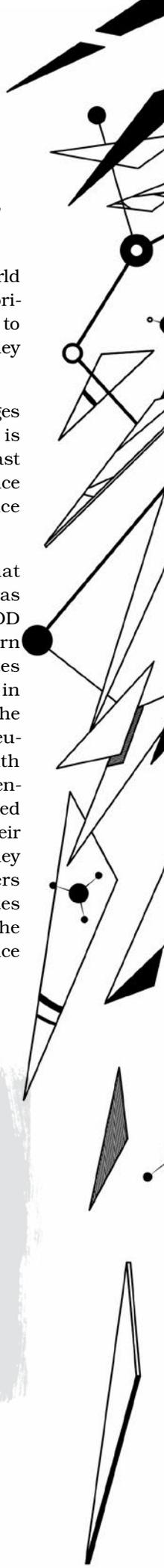
If Communion is successful, the Incarnate merges with its nearly perfect instance, as the latter is silhouetted in a blinding corona of light. The last vestiges of imperfection possessed by the instance are wiped away, and a halo blazes into existence above it.

If the instance was sentient, its mind and that of the Incarnate are merged. If the instance was aligned with EVIL or CHAOS, the power of GOOD and LAW contained within the Incarnate will burn its mind to cinders. For this reason, Incarnates refuse to summon into such individuals, save in the direst possible circumstances. However, if the instance follows GOOD and LAW, or is merely neutral, its personality and memories will blend with those the Incarnate already possesses. This ascension grants eternal life, incredible power, and indeed a kind of Godhood. Many are the masters of their field who dream of merging with the concept they have devoted their lives to. But there are others whose conclusions are more cynical. Incarnates live for millennia, and presumably merge with the souls of many individuals. So how much influence can one of those souls really wield?

THE PURPOSE OF PERFECTION

The perfection of incarnates is relative to the performance of a purpose. But this naturally raises the question: What gives rise to these purposes? Incarnates themselves purport to neither know nor care: what matters, they will patiently explain, is that the universe has a purpose, not how this purpose came about. Millennia of scholarly debate (and holy warfare) has ensued, leaving three main (surviving) schools. **Deifiers** believe Incarnates' purposes have been given by the original creator of the multiverse – a

supreme deity who has hidden himself away, awaiting those with faith enough to find him. Some Deifiers become Monks-Pursuivant, devoted to tracking down and finding this being. **Principalists** contend that Incarnates' purposes have arisen from the interaction of the metaphysicals of LAW and GOOD. Finally, **Psychalites** hold that these purposes are the product of the thoughts of sentient creatures, attempting to impose order on an inherently chaotic world. Many Psychalites are devotees of CHAOS, and some attempt to undermine Heaven by trying to induce mass confusion over the nature of particular concepts and their purposes.



APPENDICES

APPENDIX A: INCANDESCENT MEMORIES

Dice Incandescent Memory

- 1 Ten million mirrored warriors march in blocks of ten thousand over causeways of spun glass, accompanied by vengeful stars in chariots drawn by bound comets.

- 2 The body of an unfathomably vast creature lies before you on a plain of obsidian. Layers of its flesh peel off one after another; revealing wriggling cilia, then squirming tubes, then flanges and whorls of delicate membranes. The body grows no smaller.

- 3 A billion blind white squid dance on the water of an endless lagoon. Above them the stars align, and amidst eerie and obscene piping, a presence begins to manifest in the gaps between them.

- 4 A stooped man sits upon a raised throne amidst a plain of ash, littered with ruined cities. Suddenly he leaps to his feet, screaming in terror or exultation. The top of his head splits open, and from it pours an endless ocean of life: vines that blossom into forests, swarms of insects that bulge into animals, sprays of water that explode into rivers. He runs towards you.

- 5 A vast door of black metal carved with screaming faces is surrounded by swarms of Incandescents. Webs of Mithril chains are being strung and fastened over it, and choirs of angels weave spells of binding and warding into them. Behind them legions of humans position and load rank upon rank of siege weapons. There is the sound of titanic knocking.

- 6 You plummet through a storm. Behind you follows an immense flock of birds, formed into a fist. Before you light lances from a floating fortress of black metal into a burning city. Tiny figures rush over it, scrambling to turn anti-aircraft cannons on your position. You can see the glint of the bridge below. They are too late.

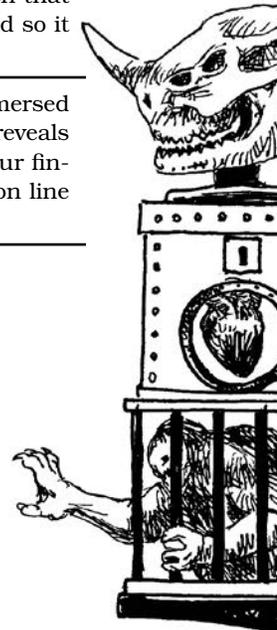
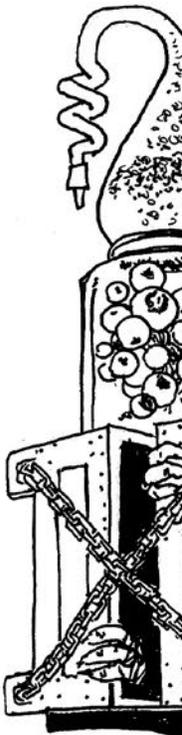
- 7 You walk amidst a forest of impossibly tall white trees, whose bare branches reach the stars, and whose roots form arcane geometries beneath your tread. In a nest of bones, a black eyed baby plays with statues of dethroned kings.

- 8 In a garden of metal, you hold in your hand a small half-finished bird, whose innards are clockwork. Others of its kind run along hair's breadth wires above you, whilst fish swim in ponds of liquid mercury.

- 9 Before you towers a pillar of golden flesh, globular and bulging. It has a hundred mouths, and seven hundred hands, and with these it consumes delicacies dead and alive, and puffs on pipes whose smoke is eleven indescribable colours. Creatures of elemental fire serve it, spraying steam over its sweating bulk from bronze hoses. It speaks in a burbling language, pointing to the scroll you hold in your hand.

Dice Incandescent Memory (cont)

- 10** A library of eyes held in jars by marble hands. Processions of the blind move between the stacks, lead by spiderlike creatures in purple robes. After a moment, you realise you are perceiving the scene from within one of the jars. Your eyeless body stands in the corridor below.
-
- 11** A gambling hall of protoplasmic oozes, lit by drifting herds of jellyfish. Here creatures risk bottles of liquid currency on the pulsations of suspended hearts, or the victories of armies of miniscule worms. There is someone here you must talk with.
-
- 12** Night in a ruined city, lit by three moons. Files of people in outlandish ballroom masks progress towards a central amphitheatre. At points the city seems burnt as if by fire, at others cracked as if by ice, at others weathered as if by immense age. At the centre of the amphitheatre is a pit: the crowds will assemble around it, then fling themselves in.
-
- 13** You move across a pitch black landscape of crystallised sound. To progress you must sing.
-
- 14** On a tessellated plaza, a capering demon – between an insect and an ape – fights soldiers in plumed armour. As you watch, those closest to the demon degenerate into writhing simian monstrosities, then fling themselves upon their comrades. You realise you hold a harpoon of glass and silver in your hands.
-
- 15** A giant feathered worm mewls in an armature of silk. Fat humanoid eels massage stomata on its sides, from which kaleidoscopic sap spurts. About the creature a building like a flower unfurls, each petal lined with luxurious boxes inhabited by Incandescents and elementals, sipping worm nectar.
-
- 16** You trudge forwards amidst the crushing pressure of the abyssal ocean, through water heated by gushing fumaroles, over which scuttle creatures that have never seen the sun. Ahead an unearthly gleam emanates from a cube of scintillating metal. A colossal manta ray has settled onto the sand nearby, and from its mouth submariners in ponderous diving suits are emerging. They do not realise the danger they are in.
-
- 17** At a megalithic henge, a child with the face of a crone lies on a slab of rock. Over her looms a crone with the face of a child, holding surgical instruments of star-forged iron. Every inch of the clearing around the henge is covered with beasts and birds, save for a single channel between you and the henge. The heads of the animals turn towards you expectantly.
-
- 18** A migration of elephantine crustaceans courses over the surface of a glacier, whilst dancers leap and twirl between their banks in synchronized patterns, trailing long ribbons. As the creatures dive over the lip of the glacier, ridges of wings blossom from their sides, and they fly up into the clouds, the dance continuing on their backs.
-
- 19** Atop the peak of a white mountain, two warriors in red and white armour duel. In moments, the white is slain, his body tumbling down the slope. There is a crack of lightening on the mountainside, and from it the white warrior steps reborn, to clamber immediately towards his opponent. It is then that you realise the white mountainsides are not snow, but uncountable suits of pallid armour. And so it must be, for life to stand against eternity.
-
- 20** An aerial view of a biological city, along whose tuberous bridges wobble amaeboid citizens, immersed in the performance of activities whose purpose you cannot begin to guess at. Any movement reveals that you have been looking through a fluted microscope trained at a slide barely the size of your fingernail. It stands in a hall of glass sheets that stretch away into infinity, studded with line upon line of similar slides.



APPENDIX B: RITUAL NAMES

Dice Incandescent Rituals

- 1 The Exhortation to the Infinite Arc
- 2 The Flensing of Dull Dimensions
- 3 The Ecstatic Effulgence of the Lustrous One
- 4 The Climax of Esoteric Probing
- 5 The Transcendence of Mere Matter
- 6 The Triumph of the Soul Star
- 7 Splendour of the Ultimate Unveiling
- 8 The Culmination of Coruscating Purpose
- 9 The Seventy Five Words of Impossibility
- 10 The Sonorous Chimes of the Glistening Gulf

Dice Demonic Rituals

- 1 The Suicide of Innocence
- 2 The Sundering of the Abyssal Vault
- 3 The Unspeakable Descent of the Damned
- 4 The Sounding of the Accursed Abyss
- 5 Arrival on the Apex of Insanity
- 6 Forbidden Invocation of the Devourer
- 7 Sanguine Glyphs of the Widening Void
- 8 The Unravelling of All Reason
- 9 The Incitement to Eternal Lamentation
- 10 Petition to the Ravenous Flame



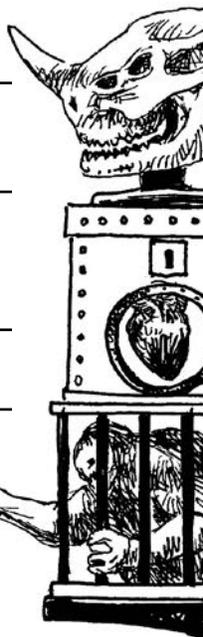
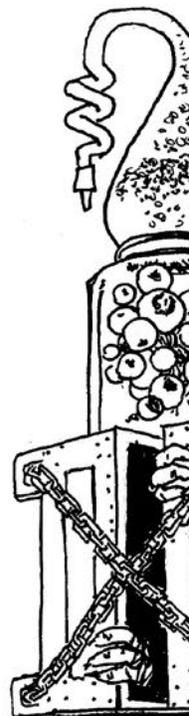
APPENDIX C:

DEMONIC WEAKNESSES

As fire consumes the tinder it needs to burn, Demons, who would destroy all, carry also the seeds of their own destruction within themselves – chinks in the armour of universal anarchy. Most often, these Demonic weaknesses differ vastly, as befits such mutable creatures; but occasionally Demons of the same Shard share weaknesses, like different weapons cast from the same flawed iron. Knowledge of such weaknesses is valuable beyond measure, especially to the beleaguered defenders of intersected worlds.

Sometimes, it may be sought through journeys into Vortexual Shards, or the libraries of extradimensional monstrosities. At others, it may be deduced from strange occurrences during the course of invasion. But the irony of the Vortex is a sick and vicious thing. Many are the tales told of the Invasion of Ullia, where the attacking Demons feigned fright of children. It was only during the siege of Rion, where the walls were lined with infants, that the deception was revealed...

Dice	Weakness (<i>trigger for effect</i>)	Debilitation
1	Creatures with the same name as a champion who once banished the Demon (on pronunciation of name by the creature who bears it within 40ft of Demon, only names given at birth count)	Disadvantage on attacks, advantage on attacks against it, for 1d10 rounds
2	The flesh of those who have imbibed Holy Water within the past day (on consumption)	Frightened of relevant creature(s) for 1d4 rounds
3	Genuine laughter (on hearing within 40ft)	1d10 minutes blindness
4	Hymns to lawful deities (on hearing within 40ft)	55(10d10) psychic damage
5	Pacifists (on them refusing to harm it, despite possessing means to, for 1d4 rounds, despite it attacking them)	Takes double damage for the next round
6	Baptisms (on being baptised, requires unguent and priest)	Forced to scream own name
7	Holy relics of extinct mystical order (on presentation within 30ft, with accompanied sacred chants)	Unable to use one of its profanities (for next hour)
8	Portraits of the Demon (on presentation within 30ft, create portrait in 1 minute with DC 25 dex check, in 10 with DC 15 dex check)	Unable to move from the spot for 1d10 rounds
9	The extremely beautiful (on sight within 30ft, Demon makes wisdom saving throw contested by charisma roll from extremely beautiful creature in order to resist debilitation)	Disintegrates into long snakelike strips. Reassembles in 3 rounds.
10	Weapons carved from the sharpened bones of saints (on a hit)	Shrinks by 25% (-25% hp)



Dice	Weakness (trigger for effect)	Debilitation
11	Running water (roll 1d4: 1/2 – on immersion, 3 – on passage over it, 4 – on approach/presence within 20ft of it)	Can't approach within 30ft of relevant place/individual
12	Mocking compliments (on hearing, mocker must spend action to compliment Demon, Demon makes wisdom saving throw contested by charisma roll from mocker, genuinely witty "compliments" gain advantage)	Limbs fall off and attack random creatures within 30ft (as giant spiders); move at 10%, loses melee attack.
13	Birdsong (roll 1d4: 1: Cooing of doves, 2: Cry of peacocks, 3: The laugh of the kookaburra, 4: The trilling of great frigatebirds) (on hearing)	Attacks itself for 1d4 rounds
14	Salt (roll 1d2: 1: On contact, 2: On passing a line of)	Launched 100ft away
15	Forgiveness (on being loudly forgiven for an evil action they have performed by an individual within earshot)	Obeys relevant individual for 1d4 rounds
16	Tears of joy shed by small children (on contact)	Banished to Shard
17	Healing magic (on being healed by it)	Stunned for 1d4 rounds
18	The powdered skulls of anarchists (on contact)	1d4 levels of exhaustion
19	Judicial proceedings (if qualified lawyer/judge begins proceedings against it within earshot, must roll wisdom save against persuasion roll of legal professional to resist debilitation)	Explodes, 10d10 fire damage (half on DC 15 dex save) to all creatures within 40ft
20	Acts of self sacrifice for loved ones (on sight of one individual dying to save their loved one)	Catches fire (takes 16(3d10) fire damage per turn for 2d4 turns)



APPENDIX D: MADNESS

You call me mad, philosopher? But consider your situation! Surely you would agree... in the asylum, it is the one sane man who is mad!

- *The Demon Voskuthet, in conversation with the Philosopher Alcibiades, in the Vortex*

Few can look upon a Demon, and come away from the experience entirely unchanged. But for those who must fight them, or flee from them; those who see worlds burnt to cinders before them, or gaze upon the cancerous sub-realities of their domains: for these unfortunates, no true peace of mind can

be hoped for, no sleep safe from nightmares, no blissful ignorance of the horrors that scratch and writhe in the darkness beyond barred doors. The minds of men were not meant to see and know such things. In the face of them, how can the brittle façade of sanity not fail to break?

MECHANICS FOR DEMONIC MADNESS

Panic Rolls: When a character confronts a horrific Demonic entity, reads from the ravings of vortex-touched scholars, or ventures into the obscene landscapes of Shards themselves, they may be forced to roll a wisdom saving throw to resist succumbing to terror. On a failure, the character is gripped by fear. They roll on the **Panic** table to determine their immediate reaction, and then add one terror mark to their character sheet.

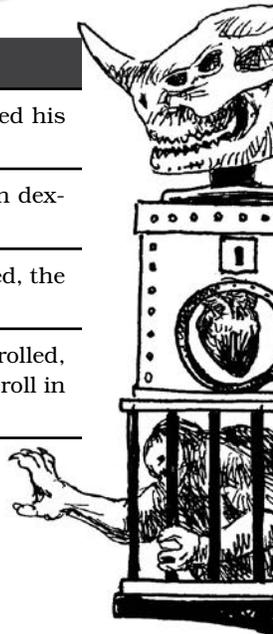
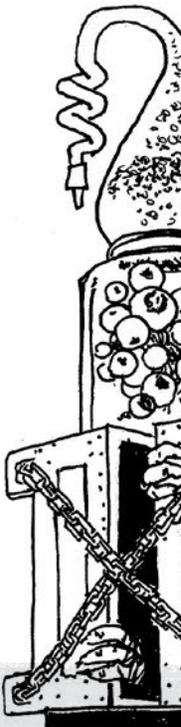
Permanent Madness: For every three terror marks a character acquires, their mind fractures from comprehension of vile revelations. They roll once on the **Insanity** table, noting the permanent madness described therein on their character sheets.

Recovery: Whenever a character roleplays an insanity in an interesting fashion, the GM can tell them to make a mark besides where it is noted on their

character sheet. For every three such marks made, the character can choose to make a DC 17 wisdom saving throw to recover from the madness. On a success, they suppress the Chaos within them, and can remove the madness from their character sheet. However if three such attempts are failed, the madness becomes incurable.

Insights of Madness: Characters with three permanent insanities can attune their mind to the loathsome keening of the Vortex. By spending a day meditating, they can make a DC 20 intelligence roll, gaining knowledge of the components required for a Demonic summoning ritual on a success. Characters with five permanent insanities can attempt to deduce the names of Demons. Once a day, they can make an intelligence roll to do so. The DC for this roll is 20-[number of hours spent continuously observing the Demon].

Dice	Panic
1	Kill it with Fire! Character is filled with overwhelming urge to destroy the thing that triggered his panic for the next 1d4 turns. He must use his most potent weapons/abilities to do so.
2	Shaken: The character convulses in fright. For the next 1d4 rounds they have disadvantage on dexterity and strength rolls, and move at half speed.
3	The Eyes Rebel: In a subconscious attempt to blot out the horrific sight they have just witnessed, the character is reduced to blindness for the next 1d4 rounds.
4	Bliss of Ignorance: The character's mind erases the last 2d6 minutes from his memory. If a 6 is rolled, roll again, this time forgetting the last 2d6 hours. This is recursive; each roll of a 6 triggers a reroll in which the character forgets 2d6 [next largest common unit of time].



Dice Panic

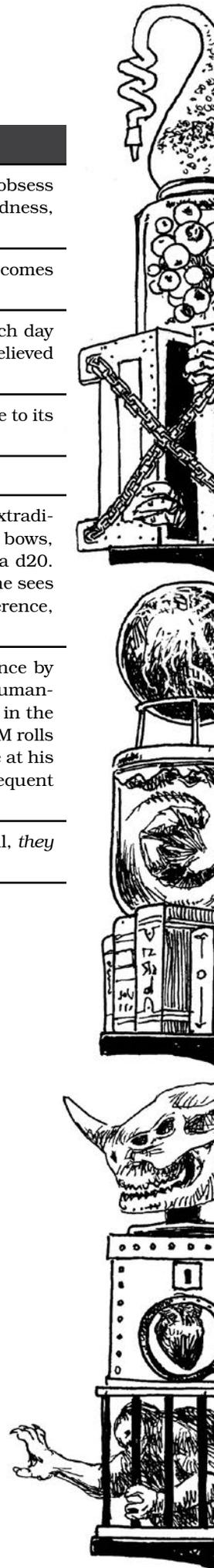
- 5** **Frozen:** The character is stunned for 1d4 rounds.
- 6** **Hysterical:** When the character's turn starts, the GM counts down from 5 rapidly. If they fail to specify their action before he reaches 0, they don't act. This continues for 2d4 rounds.
- 7** **Flight:** The character must use his turn to move as far away from the source of his fear as possible (avoiding obviously dangerous ways of doing so is permissible). Lasts 1d4 rounds.
- 8** **Frightened:** As per condition, for 1d4 rounds.

Dice Insanity

- 1** **Survivors Guilt:** Refuses to countenance sacrificing even a single life. Will never retreat from a battle whilst one innocent bystander or ally remains under threat.
- 2** **Pessimism:** Believes that life is essentially hopeless, and all his and his allies endeavours are bound to fail. On a roll of a 1, a bout of this feeling saps the vigour from his actions – all rolls for the next half hour are taken with disadvantage.
- 3** **Amnesia:** Up to three times a session, the GM can make the character forget a particular fact, person, etc. At the end of the session they recover this knowledge on a successful DC 14 wisdom save.
- 4** **Bloodlust:** Whenever the character sees blood spilt, they must roll a DC 15 wisdom saving throw. On a failure, they fly into a rage, and must attack the nearest creature. At the end of each of their turns they can make a DC 17 wisdom saving throw to calm themselves, ending the rage on a success.
- 5** **Dependence:** The character picks a person or object. This thing becomes a shibboleth they treasure above all else, symbolising all that is constant and stable in their world. All rolls taken when this thing is not within 100ft of them are made at disadvantage. If the shibboleth is destroyed or otherwise lost, all rolls are made with disadvantage for a day, after which time the character must pick a new shibboleth.
- 6** **Psychosomatic Blindness:** The character is stricken by episodes in which they feel they cannot see, although their eyes work as well as before. These are triggered by rolls of 1 and/or failed panic rolls, and last 3d10 minutes. During this period the character has disadvantage on any ability rolls requiring sight, as well as disadvantage on attack rolls. However his instinctive reaction to danger remains unaffected (i.e. monster attack rolls against him do not gain advantage).
- 7** **Deific Delusions:** Believes he is a God, deserving of universal reverence. Whenever the character rolls a 1, this feeling waxes especially strong; and the character believes he is invulnerable for 3d6 rounds.
- 8** **Parasite Paranoia:** Believes he is infested with demonic parasites. On a 1, the character sees squirming movement beneath his skin, and is possessed with an overwhelming urge to cut out the parasites for 1d4 rounds. When the character first acquires this madness, the DM rolls a d20. On a 1, the character is in fact contaminated by parasites. Unless cut out, they will grow to maturity in 2d20 days. When this occurs, d8 parasites (use **giant centipede** stats) burst forth, killing their host.
- 9** **Conspiracism:** Believes there is a conspiracy to destroy him. It has nearly unlimited power, and its agents everywhere: when the character rolls a 1, they must choose an ally within eyeshot. They now believe this ally is part of the conspiracy.
- 10** **Phobia:** The character chooses something within eyeshot. From now on, whenever they are exposed to this thing, they make a DC 15 wisdom save. On a failure, they are terrified, and roll on the Panic table.
- 11** **Cowardice:** Whenever the character faces plausible danger, they must roll a DC 12 wisdom save. On a failure, they must spend their next turn fleeing the threat.
- 12** **Cannibalism:** The character gains an insatiable hunger for the flesh of sentient creatures. For every day they go without, they gain a cumulative -2 penalty to all rolls.

Dice **Insanity (cont)**

- 13** **Straight the Path, Straight the Mind:** The character chooses an overriding goal, which they obsess over as a means to retain their sanity. If they ever act contrary to this goal, they lose this madness, but roll twice on the **Insanity** table for new psychoses.
-
- 14** **Alethiomania:** Relying on truth to keep the deceptions of the Vortex at bay, the character becomes unable to lie. They gain +3 to insight checks to detect lies in others.
-
- 15** **Addiction:** Choose an addictive substance. The character gains one level of exhaustion for each day spent without consuming a copious quantity of the substance. This exhaustion can only be relieved by consumption of the substance (rather than long rests).
-
- 16** **God has Forsaken Us!:** Believes that the Gods have abandoned the universe, are actively hostile to its inhabitants, or perhaps never existed at all. Cannot benefit from divine magic, or cast it.
-
- 17** **Given in to Death:** Disadvantage on death saving throws, advantage on panic rolls.
-
- 18** **Hallucinations:** Whenever this character rolls a 1, they are plagued by visions of outlandish extradimensional creatures. This gives them disadvantage to all actions performed at range (firing bows, throwing ropes, casting spell attacks, etc.) for 1 hour. Every time this happens, the GM rolls a d20. On a 1, the character's madness has given him insight into higher dimensions – the creatures he sees are real. Unused to being perceived by ordinary beings, they respond... (1d4) 1- with utter indifference, 2 – with violence, 3 – with scientific curiosity, 4- with inexplicable “generosity”
-
- 19** **Visceral Messages:** The character believes he is being sent messages of the utmost importance by unknown entities. The character perceives such messages... (1d4) 1 – in the entrails of gutted humanoids; 2 – scrimshawed on bones; 3 – in the pulsations of blood from decapitated creatures; 4 – in the arrangement of remains in unearthed coffins. When the character perceives a “message”, the GM rolls a d20. On a 20, he must impart a significant truth. On a 1-19, the message may be true or false at his discretion. Whether the message is true or false, the character can gain advantage on one subsequent action prompted by the message.
-
- 20** **Flight to Ignorance:** The character refuses to read, to write, or to listen to the learned. After all, *they already know too much!*
-



APPENDIX E: ESOTERIC MAGIC

The magic of the BEYOND surges behind all things, in an ocean of untapped power. Sampled below are a mere hint of the thaumaturgies hailing from celestial and infernal realms; separated into three categories by the nature of the creatures who bestow them. For Incandescents, Emyrean Arcana. For Incarnates, Heavenly Invocations. For Demons, Vortexual Sorceries.

PIERCE THE VEIL

Divination Cantrip, Emyrean Arcana, Vortexual Sorcery

Casting Time: 1 action

Components: V, S, M

You penetrate the veil of perception, perceiving the true nature of a person, place, event or object. However, gazing upon the unshielded universe may reveal truths too terrible for mortal minds to grasp. Every time this cantrip is used, the player rolls a d20. On the 1 to 10, they see what was before mercifully invisible to them, and must roll a DC 20 Panic check.

OPENING OF THE THIRD EYE

Divination Cantrip, Emyrean Arcana

Casting Time: 1 action

Components: V, S, M

Duration: 1 hour

A third eye opens on the head, hand or chest of the caster. Roll below for what this third eye perceives. If you re-use the cantrip before a long rest, do not reroll on the table; what the eye perceives remains the same. The first time you use the cantrip after a long rest, you can reroll on the table for what the eye perceives.

Dice	Perception
1	Thoughts: Thinking things have pink flames blazing from their heads (or other centres of consciousness); the stronger they are thinking, the fiercer the flames
2	Love: Eyes of creatures in love seem to point towards their beloved
3	Hope: A bright halo blazes above the hopeful, whilst shadows crown the disheartened.
4	Life: Living creatures are entwined with fernlike fronds
5	Causation: Pulsating lines link objects and persons causally affecting each other
6	Interiors: The skin of creatures and casings of objects appear ghostly and immaterial
7	Elements: The elemental composition of objects and persons is revealed by kaleidoscopic colourations: Red for fire, green for earth, blue for water, silver for air and gold for soul.
8	Origins: Things appear as they were when created: humans as babies, objects as constituent parts, rocks as primordial dust, etc.
9	Time: You see the currents of time sweeping through the universe, in a ceaseless flood
10	Desire: Objects of desire are surrounded by shoals of glittering void-fish; psychic emanations of sentient creature's longing.

BOTTLE THE ECSTASY OF EXISTENCE

1st level transmutation, Empyrean Arcana

Casting Time: 1 action

Range: Touch

Components: V, S, M: A glass bottle, or similar

Classes: Cleric, Bard, Druid, Wizard

The caster touches a willing donor (which may be themselves) and names a specified emotion. The emotion is ripped from the target and forms a lustrous liquid that gathers in the bottle. From that point on the target is unable to feel that emotion, even in their memories, until the liquid has been consumed. The liquid produced is normally only enough for one dose and may be consumed to feel the enhanced essence of that emotion. Frequent consumption is addictive.

SUMMON POSSIBLE SELF

1st level Conjururation, Empyrean Arcana

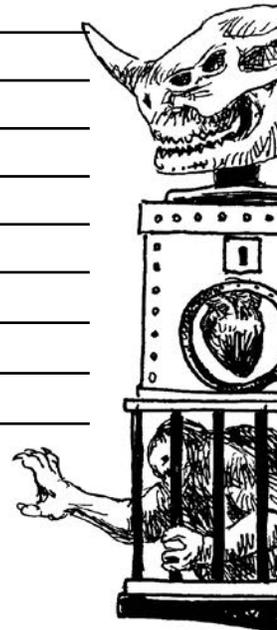
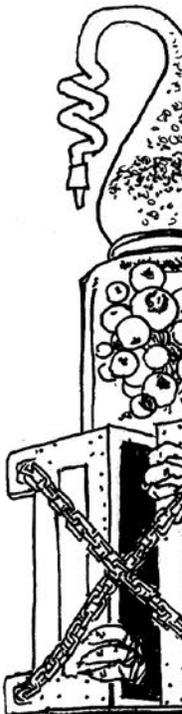
Casting Time: 1 action

Range: 10ft

Components: V, S, M

Duration: 1 hour You summon one of your possible selves from an alternative possible world. Roll three times on the table below for characteristics relating to the mind, body and archetype of your possible self; which is as similar to you as is plausible given it possesses these characteristics. The possible self then appears within 10ft of you. You have advantage on persuasion checks to convince your possible self to aid you; however, there is no guarantee it will want to do so. The possible self returns to its own world at the spell's end. When casting this spell using spell slots above first, you can pick one of the mind, body or archetype characteristics of your possible self for every two spell slots expended above 1st. You can pick these characteristics from the table or (at the GM's discretion) make them up yourself.

Dice	Mind	Body	Archetype
1	Philosophical	Giant	Noble (King on 1 of 1d10)
2	Optimistic	Minute	Sage/Scholar
3	Vengeful	Insectoid	Peasant
4	Friendly	Undead	Zookeeper (with 1d4 pets)
5	Covetous	Lycanthropic	Merchant/Guild-member
6	Generous	Strong	Executioner
7	Zealous/Holy	Scarred	Pirate/Privateer
8	Corrupt	Beautiful	Assassin
9	Intelligent	Cyborg	Artificer
10	Adventurous	Zoomorphic	Doctor
11	Bloodthirsty	Mechanical	Artist
12	Self-Obsessed	Invisible	Mage
13	Timid	Gender-swapped	Archaeologist
14	Insane	Aged	Vagabond
15	Sympathetic	Radioactive	Soldier
16	Devious	Infant	Investigator/Inquisitor



Dice	Mind	Body	Archetype
17	Dour/Saturnine	Gaseous	Slave/Servant
18	Hedonistic	Two-dimensional (literally)	Priest/Cultist
19	Honest	Diseased	Thief
20	Rebellious/Independent	Hyper-Evolved	Caveman

Option: Adventures in Possible Worlds Those who use this spell immerse themselves and their companions in the energy of inchoate possibility; thus becoming easily summoned by this very spell. Players who overuse this power thus risk being summoned to other realities, to answer the call of bizarre counterparts.

COLLAPSE DIMENSIONS

2nd level transmutation, Empyrean Arcana

Casting time: 1 action

Duration: 5 minutes

Components: V, S

The caster reduces their body to 2 dimensions, or 1 dimension, for up to the duration of the Spell.

Two Dimensions: The caster can pass through gaps mere millimetres wide. They have advantage on stealth checks (although they may entirely conceal themselves by pressing themselves into crevasses). They have disadvantage on all strength and dexterity rolls.

One Dimension: The caster becomes an infinitesimal point in space. They cannot move, act, or sense their surroundings, but are hidden. They can only be targeted by area of effect spells.

REFINEMENT OF ESSENCE

Transmutation Cantrip, Heavenly Invocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 4 hours (no concentration) A creature you touch gains advantage on rolls involving its highest ability score, and disadvantage on rolls involving any other ability scores for the duration of the spell.

UPLIFT

1st level transmutation, Heavenly Invocation

Casting Time: 1 action

Range: 30ft

Components: V, S Pick a beast within range. If their intelligence is above 10, this spell has no effect. If their intelligence is below 10, you elevate their intelligence to that of a human; granting them knowledge of Good and Evil, consciousness, and free will. Effects are as follows:

- ◇ Their intelligence is increased to 10.
- ◇ They gain understanding of common.
- ◇ They are paralysed by a deluge of new thoughts. At the end of each of their turns, and each time they take damage, they can make a wisdom save to exit paralysis.
- ◇ The desires they had before uplift remain as before. However they gain self control, can be reasoned with, and can develop new (more cultured) preferences.
- ◇ They may come to regard their uplift as a blessing, or despise the one who changed them, depending on their subsequent experiences of uplifted life.

VOW

1st level divination, Heavenly Invocation

Casting Time: 1 action

Range: Touch

Components: V, S

You, or a creature you touch, voluntarily swears a single sentence vow (this will not function if they are under the influence of a charm spell, threat of violence, or similar). Should they break the vow, through intention or recklessness, within the next week, one of the following effects obtains (caster's choice):

- ◇ The caster is immediately alerted
- ◇ The oathbreaker is set ablaze: they take 3d10 fire damage
- ◇ The oathbreaker's forehead is branded with celestial fire, the scar is permanent

MANTLE OF AUTHORITY

2nd level divination, Heavenly Invocation

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Components: V, S

Your voice reverberates with the authority of antique Kings, and the brooding majesty of High Heavens. A shimmering halo, spiked like a crown, appears over your head.

- ◇ All subordinates within 60ft gain advantage to saves against fear, Panic, madness, etc.
- ◇ You gain +10 to rolls made to persuade subordinates.
- ◇ All subordinates (PCs excluded) gain 1d4+[wisdom modifier] temporary hit points on seeing your new form. They lose these hit points when the spell ends.

IMPRISON

3rd level transmutation, Heavenly Invocation

Casting Time: 1 action

Range: 30ft

Components: V, S

You pick a creature within range. If they have less than 40HP they must roll a constitution saving throw. If they have less than 20HP, they roll with disadvantage. On a failure, space warps about them in a whirlpool, transporting them to hang in the deep void between galaxies, unconscious and in suspended

animation. This imprisonment draws its power from the caster's life force: he loses 1 max HP. Whilst imprisoned, the creature heals and recovers abilities at the usual rate. When the caster dies, all creatures this spell has been cast on reappear within 30ft of the caster. Supposedly, a Release variant of this spell exists. If so, it is rare knowledge indeed.

ULTRATELLURIC ULULATION

4th level divination, Heavenly Invocation

Casting Time: 1 action

Range: Touch

Components: V, S, M: A flame (if consulting the Sun) or a mirror (if consulting the Moon)

The caster stands in the light of the Sun or the Moon, and beseeches them in the language of the celestial spheres, to speak of what moves before their unblinking eyes. The Sun and Moon know all that happens in the open during the day or night, respectively. They answer the question accurately, through a movement of beams perceptible only to the caster.

The Suns and Moons of most worlds are ancient rivals. Once this spell has been used to consult one of them, the caster will not be able to use it to consult the other.

DIVINE RIGHT

5th level divination, Heavenly Invocation

Casting Time: 1 action

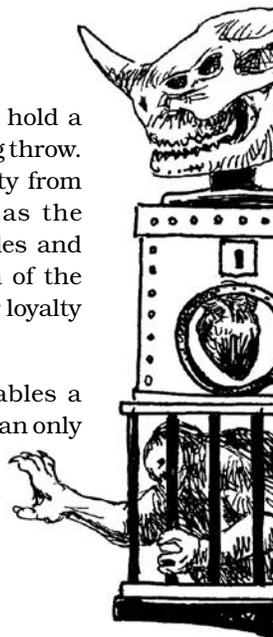
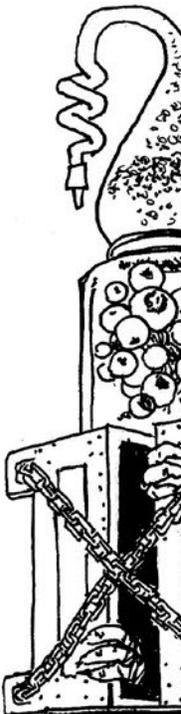
Range: Touch

Duration: 1 hour

Components: V, S

The caster touches an individual, who must hold a position of authority. They roll a wisdom saving throw. On a failure, the caster wrests their authority from them. All creatures recognize the caster as the rightful possessor of whatever positions, titles and powers vested in the target for the duration of the spell, and act accordingly (depending on their loyalty to, and opinion of those positions).

Casting this with a 9th level spell slot enables a permanent transition of authority. This spell can only be used by Lawful Good characters.



INVERT NATURE

1st level enchantment, Empyrean Arcana, Vortexual Sorcery

Casting Time: 1 action

Range: 30ft

Duration: 1 hour

Pick up to three humanoids within range. They must make a wisdom saving throw, doing so with advantage if you or your companions are fighting them. Creatures who fail their save have an emotion of your choice inverted until you or your companions do anything harmful to them. For instance, you might rile placid townsfolk, or calm angry inquisitors. Note that you cannot invert emotions that are not present (e.g. if a man is not sad, you can't invert him to be happy). The Empyrean Arcana version of this spell

can only invert negative emotions. The Vortexual Sorcery version of the spell can only invert positive emotions.

BRING THE CHAOS

1st level evocation, Vortexual Sorcery

Casting Time: 1 action

Duration: 1 minute

Range: 100ft radius

Components: V, S, M

The caster makes his body a gateway for the insane chaos of the Vortex. An area of 100ft, centred on the caster, becomes (randomly) subject to one of the effects detailed below. If cast as a 3rd level spell, the caster can choose the nature of the Mayhem.

Dice Mayhem

- 1 The ignition point of everything within the zone drops precipitously. Highly flammable objects (tinder, fuel, etc.) ignite immediately. Anything hit by a spell dealing fire, lightning or radiant damage, is set on fire, taking 1d6 damage at the end of each of their turns. Attempts to extinguish fires have disadvantage.
- 2 The air fills with a red haze, in which weapons keen and shiver, seeking blood. All damage is doubled.
- 3 Pulsating purple tentacles sweep the zone, swirling men about like tops. At the start of each round, every creature in the zone changes places randomly. GM rolls a d20 to see if the new arrangement is favourable (high roll) or unfavourable (low roll) to the party.
- 4 The laws of friction and momentum are unbound. All creatures can move double their ordinary speed within the zone, and leap up to 30ft in the air. Creatures hit by a weapon are sent flying a distance equal to the damage dealt (rounding up to multiples of 5ft).
- 5 Monstrous baying and howling fills the zone. All creatures who hear it must roll a DC 10 wisdom saving throw at the start of their turns, or attack their nearest ally.
- 6 The zone is swathed in seeping shadow, that rings with guttural laughter. All light sources dim to a radius of 5ft. Any creatures standing outside such a light source at the end of their turn take 2d10 points of slashing damage, as unseen mouths gnaw on them, are grappled, and are pulled 15ft away from the nearest light source. They can break free on a DC 15 dex/strength save.
- 7 Sounds are distorted by fickle and malicious winds. Whenever a creature speaks, what other creatures hear is determined by the GM; in a way calculated to cause chaos.
- 8 The works of civilisation rebel against their creators. Structures begin to collapse. Arrows deflect and hit their casters. Swords break to splinters. Armour locks about its wearers joints, slowing them down. Domestic animals are filled with murderous rage.

CANCEROUS REGENERATION

1st level Evocation, Vortexual Sorcery

Casting Time: 1 action

Range: Touch

Components: V, S

This may be cast on you, or a willing creature. The target's flesh begins to heal thousands of times faster than the natural speed, so that wounds knit together in mere seconds (target recovers 3d6 + spellcasting ability modifier hit points). However the flesh so created is hideous and malformed, burgeoning with tumorous growths. The target must roll a d4. On a 1, he loses one point of constitution.

TORMENT DIMENSION

2nd level Illusion, Vortexual Sorcery

Casting Time: 1 round

Components: V, S, M

The caster picks a creature within 40ft. The creature rolls a wisdom saving throw. On a failure, they are dragged into a nightmarish sub-dimension of the casters design, there to be tormented for a year and a day of subjective time.

At the start of the caster's next turn, the creature reappears. It rolls a wisdom saving throw. On a failure, its will has been broken. It must roll a wisdom saving throw or surrender/flee immediately. It is permanently frightened (as per condition) of the caster.

On a success, its mind has survived intact, honed into a lance of white-hot rage and vengeance. It has advantage on all rolls whilst the caster is in eyeshot, is resistant to all damage whilst the caster is in eyeshot, deals double damage to the caster, and prioritizes killing the caster above all else.

FRUITING BODIES

2nd level Necromancy, Vortexual Sorcery

Casting Time: 1 round

Components: V, S

The caster chants syllables gravid with the Vortex's putrescent young, who incubate in the freshly dead, before erupting in a tide of fangs, proboscii and suckers. When the caster casts this spell, all corpses of small sized (or larger) creatures within 100ft begin to bloat. On the casters next turn, they disgorge swarms of Vortexual vermin, who attack the nearest creature to themselves (excluding other vermin) until destroyed. Roll once per corpse on the following table:

Dice	Vortexual Vermin
1	Feathered mosquitos (use Swarm of Ravens)
2	Drooling silk-grubs with stick insect legs (use Swarm of Spiders)
3	Caustic beetles with tiny human faces (use Swarm of Insects , deals acid damage)
4	Snakes with heads at both ends (use Swarm of Poisonous Snakes , with half health)

FLESH STORM

3rd level evocation, Vortexual Sorcery

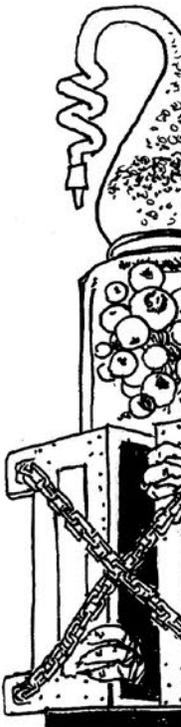
Casting Time: 1 action

Range: 60ft

Components: V, S, M

You charge a target within range with the infernal energy of the Vortex. If they have less than 30HP, they must make a constitution save. On a failure, their blood boils, their organs expand, and they explode in a storm of bone slivers and burning viscera. All creatures within 20ft take 1d6 fire damage + bludgeoning damage based on the size of the exploding creature: 1d6 (if small), 2d6 (if medium), 4d6 (if large), 8d6 (if huge) and 16d6 (if gargantuan); or half damage on a successful dexterity saving throw.

Casting Flesh Storm with a 4th level spell slot causes creatures killed by the blast effect of Flesh Storm explode as well, dealing damage as above. This can create an impressive chain reaction.



SKIN OF THE CHANGELING

3rd level Illusion, Vortexual Sorcery

Casting Time: 1 hour

Components: V, S, M: A humanoid corpse in good condition (prior to decomposition)

The caster skins the corpse, clothes themselves therein, and massages it to fit. Once the process is complete, the caster assumes the outward appearance, voice and mannerisms of the deceased, and is able to perfectly impersonate them. The disguise lasts until the skin spoils (usually 1d4 days).

SCREAMING PYLON

4th level transmutation, Vortexual Sorcery

Casting Time: 1 round

Duration: 1 hour, concentration

Range: 100ft

Components: V, S, M

A pylon of undulating flesh, fused bodies and wailing mouths erupts from the ground at an unoccupied point of the caster's choosing. It is 20ft tall, 5ft wide, and has 80HP (AC 10, vulnerability to fire damage). Its dreadful screaming can be heard for miles.

All those within 60ft of the pylon who see it, or hear it screaming must make a Panic roll at the start of their turn (with disadvantage if they both see and hear it). Once they have successfully made a Panic roll, they are immune to this effect for the next day. The caster can spend an action to move the pylon up to 15ft. If this would place the pylon in another creature's space, the creature must roll a constitution saving throw. On a failure, it takes 10(3d6) bludgeoning damage, and is grappled (escape DC 16). It must repeat the saving throw each turn it is grappled. There is no limit to the number of creatures the pylon can grapple at once. On death, any grappled creature is absorbed into the pylon, and adds his howling to its chorus.

CORPSE CHARIOT

4th level Necromancy, Vortexual Sorcery

Casting Time: 10 minutes

Duration: 4 hours

Components: V, S, M (the corpse of a large creature)

The caster must be a small or medium sized creature. They decapitate the corpse, and excavate the offal around/below the neck, until they can squeeze their lower body into the resulting cavity. Casting the spell binds the caster to the body: its bones constrict about their legs, and tendons erupt from its shoulders, winding about the caster's arms like reins. This Corpse Chariot has the following properties:

- ◇ Health equal to half its maximum health in life.
- ◇ Physical statistics equivalent to its statistics in life.
- ◇ Immunity to necrotic and poisoning damage. Vulnerability to radiant damage.
- ◇ The following effects apply to the caster:
 - ◇ They use the Corpse Chariot's physical statistics, movement speed, and AC.
 - ◇ Whenever they are hit, they take half damage, and the Corpse Chariot takes half.
 - ◇ As an action, they can use any of the physical attacks the Corpse Chariot possessed in life (save for those requiring a head). This includes multi-attacks.
 - ◇ The caster is now the same size as the Corpse Chariot.

The Caster can terminate the spell by spending an action to tear himself loose from the body.



APPENDIX F: SPOILS OF THE STARS

EMPYREAN RELICS

Crystalline Snake: Serpent of aquamarine crystal. Salt for blood, affectionate, feeds on moonlight.

Once a day, can be asked a question. Will tell a helpful lie.

Companion Star: Orbits head, trails gleaming vapour, banishes wounds to the future.

Once a day, in response to taking damage, you can delay the damage for 1d4 rounds.

Gauntlets of Merciful Justice: Satin gloves, embossed with living gold. The tools of a merciful guardian, that spare those they defeat.

Additional 1d6 nonlethal damage to hand to hand attacks. Cannot deal lethal damage whilst wearing.

Thought Sieve: Net of fine white silver, which catches loose thoughts.

Leaving the sieve near a person for an extended period will catch some of their thoughts, which appear as wriggling oleaginous tadpoles. In settlements, the net rapidly becomes laden with loose thoughts. Consuming a thought gives you a rough idea of its content.

Sandals of the Dawntreader: Sandals of hard-light filigree; transparent, chill to the touch.

These sandals can walk on sunrays and moonbeams. More useful closer to dawn/dusk, when the angles of such rays are shallow (and almost useless at midday or midnight).

Word of Power: Perhaps it was whispered in your ear by an Incandescent, or you read it in the twisting light of an Aurora. Now it is burned in your mind: no other can understand or repeat it save you.

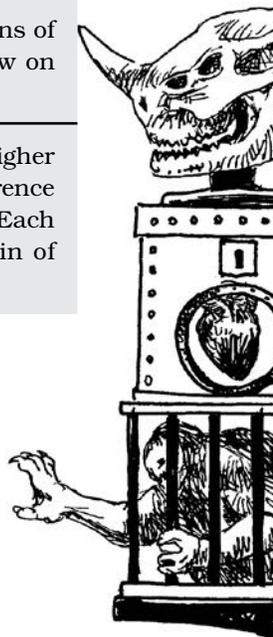
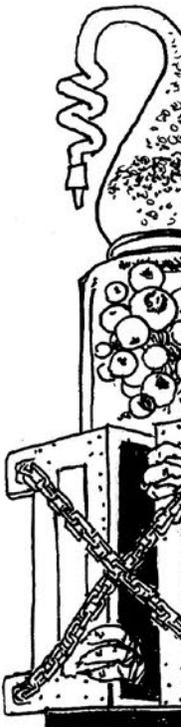
Using a bonus action, you may speak the word to affect any creature within 30ft in one of the following ways: 3d8 HP healing, 3d6 HP damage, deafened for 1 round, knocked back 10ft. Speaking the word burns your tongue like a flame: you cannot speak for 1 day after.

Ivory Brush: A delicate paintbrush, whose hilt is a carved ivory garden, studded with ornamental doorways. One can turn the brush indefinitely, but the pattern never repeats itself. The brush comes with a small pot of ink.

Drawing a shape on a wall with the brush and ink creates a passage to the chambers within. In places where the warp of the worlds grows thin, doorways to other realms may be drawn on thin air. But beware... if the ink is erased, the doorway will close, and the pot holds only so much.

Sapphire Hourglass: Contains twenty grains of metallic sand. By turning it, you can draw on the strength of your future self.

Pick an ability available to your class at a higher level. Turn the hourglass once for the difference between that level, and your current level. Each turn of the hourglass consumes one grain of sand. You can then use that ability, once.



VORTEXUAL ARTEFACTS



Blood Well: An urn graven with images of Demons wringing out mortals, whose blood flows in rivers.

Once the stopper is removed, the blood of all non-Demonic creatures within 60ft surges towards the urn. At the start of each of their turns, they are pulled 5ft towards it. If wounded, they lose 1d6hp per turn, as their blood seeps from their wounds in crimson streams.



Nemesis Rune: A droplet of obsidian, enclosing a burning green rune. All who see it, long for it. All who hold it, are driven insane by it.

Upon sight of the Rune, roll a DC 15 wisdom saving throw, or develop a mad lust to hold it. Every day it remains with you, roll a DC 18 wisdom saving throw, or gain a demonic madness.



Axe of Unquiet Death: Blade overgrown by pulsating fleshy tissue, haft studded by eyes. Throbs wetly when wielded. Raises those it kills as necromantic monstrosities.

+2 to hit/damage axe. All creatures killed by it rise again on the next turn, obscenely mutated and mutilated, and attack the nearest creature (use **Zombie** statistics). They ignore the axe wielder. Anyone killed by an axe-mutant also rises as an axe-mutant on the subsequent turn.



Needles of Malleation: Barbed needles, that wail softly when separated from warm flesh.

By stabbing a needle into one creature, then stabbing it into another, some of the first creature's physical characteristics are permanently transferred to the second. On the second stabbing, the needle slips deep into the creatures flesh, dissolving into unclean magic. 50% chance that a found needle has already been stabbed into one creature (GM decides which).

Goad of the Weak: A bronze standard, festooned with the skulls of the helpless; its screams send those too weak to draw blood to their knees.

Once the Goad is planted into the ground, it begins to howl. Any creature within 60ft who, at the end of their turn, has not damaged another creature, takes 2d6 psychic damage.

Teeth of the Devourer: Serrated fangs cast from sanguine metal.

A creature who prises out their own teeth, and slots in the fangs, gains the following: a 4d6 bite attack, advantage on the highest attribute of a consumed creature for 1 hour after total consumption of their body, the ability to eat indefinitely large amounts of meat without growing full, a slow descent into utter savagery.

Thirsting Blade: A lance of warped black metal, shivering with bloodlust.

Once drawn, it cannot be sheathed, or let go of, until it has killed a sentient creature. +3 to hit and damage.

Mask of Dire Potentiality: A hideously grinning mask, forehead bursting with curling horns.

The mask melds permanently to a wearer's face until he is killed. Those who see the mask perceive the wearer in the form they would embody, if they embraced Evil, and were consumed by it. They must make a DC 12 panic save (with disadvantage if they knew the wearer before he donned the mask). On a success, they are immune to the effect for a day.

HELLISH TECHNOMANCIES

Hellish Exosuit: Hissing pneumatics link plates of vat-grown bone. Opens like a ribcage, fits too comfortably for comfort.

Heavy armour, AC 12. Non psychic damage that would be dealt to the wearer is dealt to the exosuit instead (it has HP 60). Pneumatics can give the wearer advantage on a melee attack or strength roll (recharge 4). Built in heat sensors (60ft darkvision), tremor senses (30ft tremorsense), flares.

Grappling Palm: Gauntlet, with lines of fluttering metal scales down sides. The wielder's fist fits slightly below the gauntlet's hand, but still controls it.

The hand of the gauntlet can be fired up to 60ft, to grip an object or surface, as an action. It can be retracted up to 60ft as an action. If the object is heavier than the wielder, the wielder is drawn to the object (and vice versa).

Memory Scalpels: A set of elongated silver scalpels, in a case that exudes chemical disinfectant. Their blades are not metal, but flickering and ephemeral purple energy. These edges pass past flesh, to operate on mortal minds.

Memory surgery can be attempted on an unconscious creature only. Medicine checks are required to remove memories; difficulty varies with the specificity of the memories to be obliterated (minimum DC 15).

Laser-Impaler: A laser targeting glove, paired with a bulky harpoon gun, whose metal skin bursts with tubing and exhaust ports. The headset's red beam picks out the harpoons next target.

Ranged weapon, range 150/600, heavy, two-handed, 4d8 damage, -5 to hit. Any creature can spend an action and/or a bonus action designating a target with the targeting glove; each (bonus) action spent doing so increases the to hit roll for the harpoon by +5. The bonus goes to 0 whenever the targeted creature moves.

Work Inducement Cube: Brutalist black cube whose sides project soothing and insistent patterns, filling the minds nearby with the urge to perform simple repetitive labour.

Deploying the cube takes 1 action. Any creature who has remained within 60ft of the cube for 3 turns or more must roll a DC 10 wisdom saving throw at the start of their turn. On a failure, they must perform the work the cube is designed to induce (e.g. tightening bolts, stacking boxes, hammering nails, oiling machinery). They can reattempt the save, now at DC 20, at the start of each of their turns.

Subdermal Mine: Half mechanical crab, half grenade. Thumb sized, blinking red lights. Comes with a pencil thin detonator.

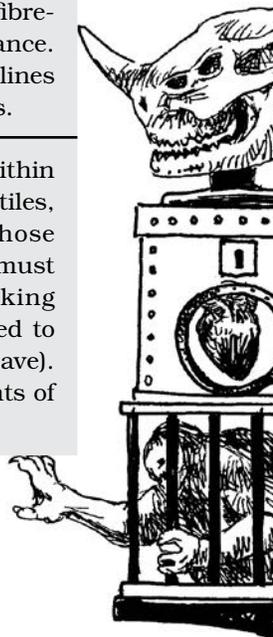
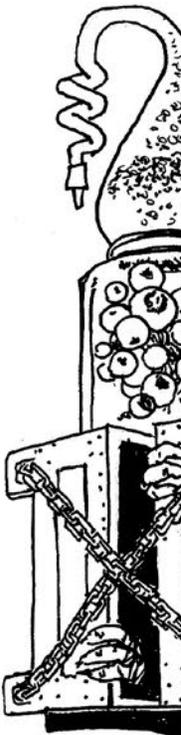
Placed on the skin of a creature, it creeps to a major artery and burrows into the skin nearby. Attempts to remove, or pressing detonator, triggers. Deals 6d10 damage.

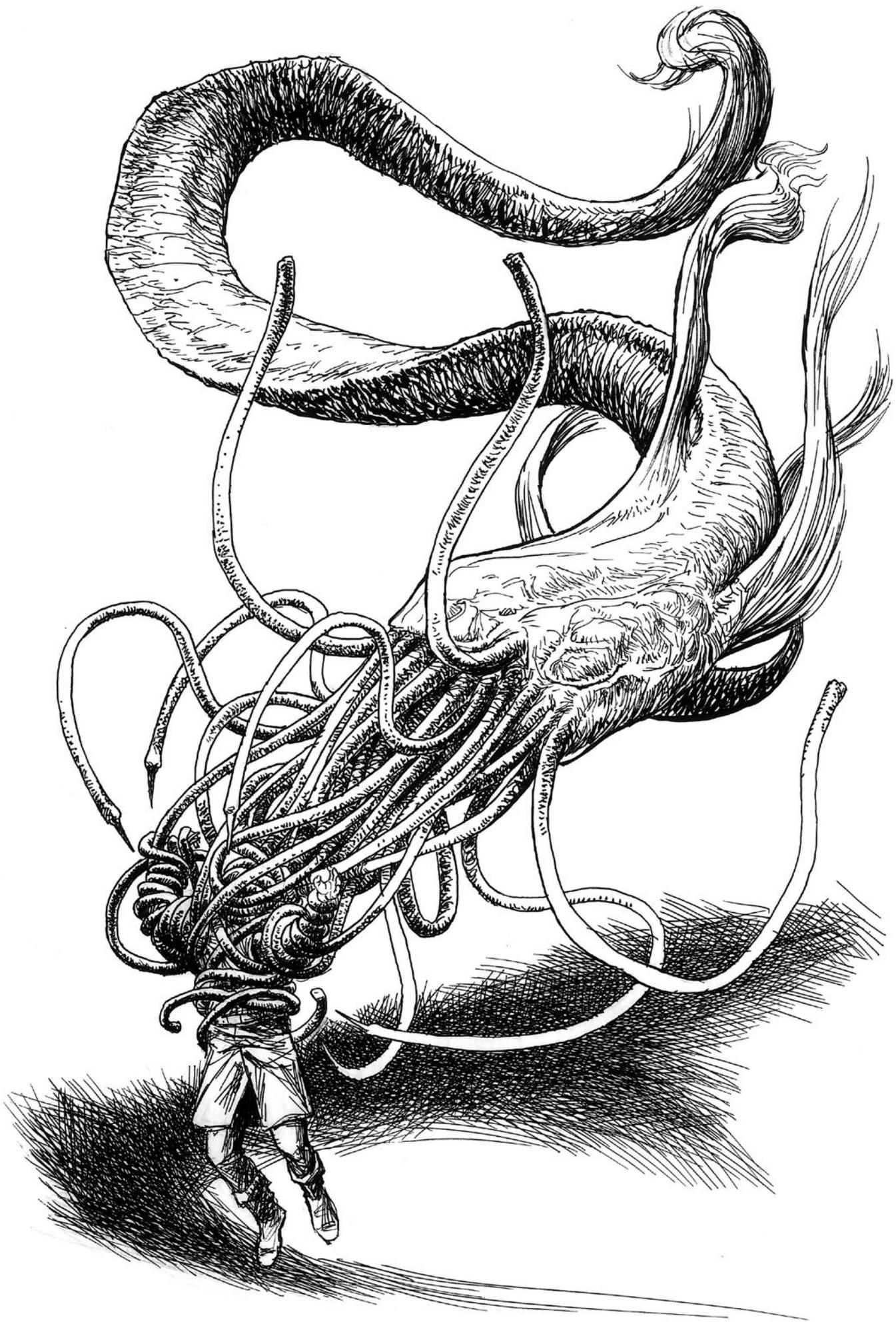
Chittering Spyglass: Insect arms slot lenses in and out of position.

Once a day, can be used to perceive overlapping dimensions. Takes time and skill to choose the dimension (otherwise you are shown a random plane of the GMs choice).

Razor Wire Arlbalest: Taut limbs of onyx fibre-glass spray from a stock of menacing elegance. The projectiles it fires split mid-air, laying lines of razor wire that slice foes to bloody slivers.

The firer of the Arlbalest picks two points within 100ft, not more than 30ft apart. Two projectiles, linked by razor wire, are launched to those points. Creatures moving across the wire must roll a DC 15 dexterity saving throw, taking damage equal to the distance they planned to move that turn (or half on a successful save). The razor wire breaks after it deals 90 points of damage or more.





APPENDIX G: EXOTIC BEINGS

THOUGHT HOUNDS

Where does a thought go, when a mind ceases to think it? Is it like a flame, ephemeral and immaterial, no sooner to rise than to be replaced? Or is it like a bird, held present in the mind only by the grip of attention, to slip loose when that attention wandered? Where might such a bird fly, when freed from the grip of the mind? What domains might it wander, to congregate with others of its kind, flocking and wheeling in rivers of pure sentience; in landscapes of animate joy and hatred, in streams of intermingled mundanity and profundity? There is no need to ask such questions: the Thought Hounds are answer enough.

Every paradise has its snakes; and in the realms of unbound thought, they take the form of Thought Hounds: ethereal, anguilliform, terminating in an explosion of delicate tendrils, three or more times the length of their bodies. Predators of psychic effluvia, Thought Hounds scour the unimaginal vistas of mental realms, gorging upon loose thoughts as hawks in a dovecot.

There they would remain, were it not for the interference of mortals. As it stands, the nature of thoughts cannot remain secret forever. Sometimes they are perceived by the enlightened at the climax of decades long meditations. At others they are deduced by rigid calculus, amidst the chuntering difference engines of unhinged algebraists. Occasionally they are caught in nets of fine white silver, whilst emerging from the soul. And with knowledge of thoughts' nature, soon comes voyage

to their realms, and acquaintance with the beasts that lurk there...

If a Thought Hound is released into another plane; either through accident or deliberate summoning, it reflexively searches out the minds of sentient creatures to feast upon. A starving Thought Hound consumes any thoughts it can find, permanently scouring clean the mind of its victims. However most Thought Hounds are adapted to pursue particular thoughts, like dogs bred to hunt specific breeds of bird. Thus, if they are well fed, they seek out sentient minds laced with that type of thought, devour it alone, then move on to other prey. Such an attack eliminates the thought, and all connected memories and impulses, from the victim's mind. Whilst this may not be a pressing problem in the case of some thoughts (say, those connected to reading literature), it may be a death sentence in the case of others (for instance, those connected to drinking water).

Thus the uses of a summoned Thought Hound are manifold: they may track down sentient creatures, eliminate heretical political or religious doctrine, combat memetic contagions (such as Cultic Madness), or assassinate rival ideologies.

Grave are the tales of the Empire of the Pure Mind, whose citizens are permitted no thought other than that of obedience. Horrid and contemptible are those who speak of Fallen Lyricium; lauding its treasures without mention of the pitiable souls who stumble back between those broken gates, living bodies with dead minds.

THOUGHT HOUND

Size: Medium

Armour Class: 15, **Hit Points:** 30, **Speed:** 50ft

STR 10, **DEX** 18(+4), **CON** 10, **INT** 18(+4), **WIS** 20(+5), **CHA** 16(+3),

Skills: Perception +6, Stealth +6

Damage Vulnerabilities: Psychic, **Damage Immunities:** Bludgeoning, Piercing and Slashing from non-magical weapons, **Damage Resistances:** Cold, Fire and Thunder

Senses: Blindsight 100ft.



Thought Sense: The Hound detects conscious creatures within 300ft of it, and can sense the content of their thoughts. It can track someone who has been thinking its preferred thought(s) for miles.

Thought Dissuasion: Creatures can deter the Hound by thinking the reverse of its preferred thought(s). To do so, spend a bonus action, and roll a Wisdom saving throw, DC 16. On a success, the Hound is deterred:

- ◇ It will not attack you, if other targets present themselves.
- ◇ If it does attack you, it attacks with disadvantage.
- ◇ It avoids going within 20ft of you, if possible.

Ethereal Movement: The Hound can move through material objects, although if it ends its turn in one, it takes 10(3d6) force damage.

Devouring Tendrils: *Melee Weapon Attack:* +6 to hit, reach 15ft, one target. Hit: 10 (3d6) psychic damage.

AND IF the target's mind bears traces of the Thought Hound's preferred thought: the target must make a DC 18 wisdom save. On a failure, the target is paralysed by the Thought Hound's ethereal tendrils, which penetrate its skull. At the start of each subsequent round, the target must make a contested wisdom roll against the Thought Hound. On a failure, the preferred thought, and all directly related memories, habits, etc. are erased from the target's brain.

The Target is knocked unconscious for 1d4 hours, and the Hound regains 10HP.

AND IF the Thought Hound is starving (on less than 10HP): the target must make a DC 12 wisdom save. On a failure, the target is paralysed by the Thought Hound's ethereal tendrils, which penetrate its skull. At the start of each subsequent round, the target must make a contested wisdom roll against the Thought Hound. On a failure, it is left a mindless husk, and the Hound regains 5HP. (N.B. this effect stacks with the one above).

SUMMON THOUGHT HOUND

1st level Summoning Spell

Casting Time: 1 hour **Components:** V, S

Duration: 1 day

You let your mind be borne to the psychic abysses haunted by Thought Hounds, to lure one such beast into your service. Think of a particular thought or type of thought, then roll a saving throw with your spellcasting ability, DC 12. On a success, a Thought Hound manifests within 30ft of you, whose preferred thought is the one you were thinking. On a roll of a 15 or higher, you bind the Thought Hound to your will: it obeys your commands, so long as they are not directly harmful to it. On a failure, roll on the following table:

Dice	Menaces of the Mind Realm	Dice	Menaces of the Mind Realm (cont)
1	You accidentally summon a swarm of thoughts, that spray from your eyes in a shimmering translucent blizzard. All creatures within 50ft must roll a DC 15 wisdom saving throw or be overcome by thoughts of a kind decided by the GM, taking disadvantage on all rolls which are unrelated to those thoughts, for the next minute.	3	Your soul and that of the Thought Hound are merged for 1d4 days. During this period your body elongates, and hundreds of slender tendrils emerge from your mouth. You can sense sentient creatures within 100ft, and attack as per a Thought Hound. However, whenever you encounter someone thinking the Thought Hound's preferred thought, you must roll a DC 12 wisdom save or attempt to devour their brain.
2	A yawning portal to a Mind Realm, perceptible only to creatures of Intelligence 15 or higher, splits open nearby. At the end of each round, 1d8 Thought Hounds emerge from it. The portal closes in 1d20 days.	4	You are temporarily transported to a Mind Realm, returning 3d4 hours later. Bathed in the thoughts of a billion beings, your mind is permanently shaken (gain 1 insanity), but your insight into other sentiences expands (gain +3 insight, +1 persuasion and a 10% chance of knowing any new language the party encounters).

QUANTUM OGRES

Lanky, long fingered arms brush the ground. Skin bulges in irregular nodules, like the surface of geodes, glowing with subdermal light. But most noticeably... a sense of unreality. A flickering, when you turn your head to one side, as if the bulk of the Quantum Ogre were slipping in and out of reality, like a projection of light from a broken bulb. A creeping suspicion, that the Ogre isn't really there.

In one way, you are wrong, the Ogre is there. In another way, you are right. For as you stand at the entrance to the mine, peering as the Ogre lollops towards you, it is in many other places besides. It is in the Dwarven armoury, preparing a ballista with bolts designed to pierce your platemail. It is pushing a boulder up to the precipice above you. It is bounding through a hidden tunnel, five times over, to ambush you from the rear. It is manipulating the controls of the lava sluices, ready to flood the mine's antechamber, should its other measures be unsuccessful.

For the Quantum Ogre has harnessed the power of the superposition, splitting its body into multiple spatiotemporal locations, which seem different creatures, but act and think in perfect unity. By moving with near-infinite rapidity between its different locations, the Ogre can act with each one, dealing ten blows in place of one. Should any given location be threatened, the Ogre can abandon it, avoiding puissant spells or deadly traps.

The Ogre's powers make it a canny opponent, but harnessing the fundamnet itself is a demanding task. Quantum Ogres primarily consume uranium, quartz and silicon, but will devour other rare and radioactive materials as well. The more they consume, the more locations they can sustain. Finally, their superposition becomes gravid with energy,

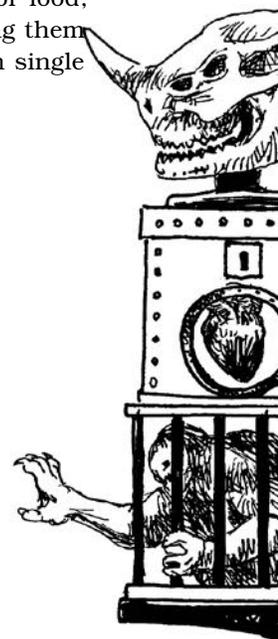
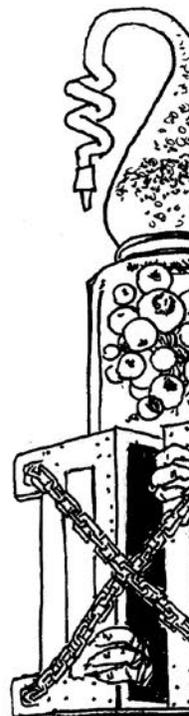
and half their locations split off, creating a new Quantum Ogre.

Given their insatiable hunger, it is unsurprising that their favourite lair is abandoned mines. If these are unavailable or exhausted, they gather in packs of a few dozen (read: a few hundred locations) to seize and ravage mortal operated mines, sometimes enslaving the miners, sometimes slaughtering them.

Quantum Ogres are exceedingly survivable. After all, to even begin to harm one, one needs track down and eliminate all but one of its locations. This survivability is amplified by their natural intelligence. Rare is the Ogre who, when anticipating danger, does not leave one or two locations in hidden dens or concealed escape routes. Unfortunately, the trivial danger battle poses Quantum Ogres has made them fickle and violent. After all, if disposing of humans who might confiscate your ore or inconvenience your locations is risk free, why not do it?

In a conflict, the ability of Ogres to escape, regain locations, and then return to fight another day, is their most potent weapon. A mining town may drive off a hundred locations, but so long as some survive, they will face a hundred more in weeks.

Victories against Quantum Ogres are possible in three ways. First, by ambushing and surprising groups of locations when they are unprepared to flee. Second, with swift and well-organised hunting parties, that scour the surrounds of any battle, dispatching locations that attempt escape. Third, by collapsing the mines that Ogres use for food, and thus starving the creatures out, forcing them to lose locations until they must engage in single combat, and be destroyed.



QUANTUM OGRE

Creature Type: Elemental, **Size:** Large

Armour Class: 16, **Hit Points:** 60, **Speed:** 30ft

STR 18(+4), **DEX** 10(+0), **CON** 18(+4), **INT** 16(+3),
WIS 14(+2), **CHA** 10(+0)

Saving Throws: Str +6, Int +5

CR: 5+

Language: Multiplicity. This language can only be spoken by three or more creatures at once (or one creature existing in three or more places at once).

Locations: The Quantum Ogre can exist in up to 12 locations at the same time, if it is extremely well fed. These locations can act independently, but they share the same mind (they are, ultimately, the same Ogre).

- ◇ **Location Generation:** any of the Ogre's locations can create another location, if it is well fed. The Ogre can generate a maximum of 2 new locations a day.
- ◇ **Location Coherence:** no two locations can be farther from one another than 1000ft. If this would happen, one offending location disappears (Ogre's choice).
- ◇ **Location Abandonment:** whenever a location would be hit with a spell, attack, hazard, etc., the Ogre can choose to abandon it. The location disappears, and the Ogre is not hit.

Slender Claws: *Melee Weapon Attack:* +6 to hit, 15(2d10+4) slashing damage.

Quantum Bolt: *Ranged Weapon Attack:* +3 to hit, 10(3d6) force damage. The Quantum Ogre fires two bolts at two different creatures. After it has rolled to-hit rolls for each, it selects which creature it wishes to target. One bolt then disappears, and the other is resolved as normal.

QUANTUM SEPARATION

1st level transmutation

Casting Time: 1 round, **Components:** V, S, M (the blood of a Quantum Ogre)

Classes: Wizard, Sorcerer, Warlock, Cleric, Bard, Druid, Ranger

The character drinks the Quantum Ogre's blood. As he does so, his body explodes into superposition in a shower of yellow sparks. He begins to exist simultaneously in three separate locations within 20ft. On his turn, he can act with all of these locations, which all share senses, but also spell-slots, hit points, abilities, etc. Whenever a location is hit by a spell, attack, hazard, etc. the character can abandon the location, which ceases to exist. He can also abandon a location as a free action. No two locations can be more than 1000ft from one another.

Once he is reduced to one location, the spell is effectively over. Otherwise, it ends after 1d20 days.

OGRE STALKERS

To work on three research projects at once! To attend the grand ball as a guest -establishing a perfect alibi - whilst your other self slits the throat of your greatest rival. To throw oneself from a cliff as the Praetorians close in... whilst you also leave through the stables, ready to establish a new identity, now that the Emperor thinks you dead. The uses of Quantum Separation are manifold, and streams of gold await those who acquire the necessary components. Thus arise the Ogre Stalkers. They can expect a quick death, or a wealthy retirement. Mostly, they get the former.

RESONANTS

There is a frequency that will unmake you. An atomic vibration that will shake loose the bonds between your cells, uncoil the chains of your DNA to frayed thread, shatter your bones with a million minute fractures. The frequency is different for every creature. But its existence is incontrovertible: the Resonants have weaponised it.

Wielding their dual pronged blades, like immense tuning forks, they stalk a stately tread about their opponents. All the while, listening. To them each beat of your heart is the detonation of a field gun; each breath the roar of a gale. They hear the scrape of your lids across your eyes, the rubbing of bone on cartilage as your knees bend, the flicker of valves opening and closing in your veins. Your body is betraying you. It is speaking its secrets to the Resonant, and the Resonant hears, and knows. The long fingers of the Resonant's exoskeleton play across the hilt of its sword, compressing levers, rotating dials, attuning it to the frequency of your annihilation. The Resonant strikes, and as its sword carves the air, it sings. It is the last sound you will ever hear, and the most beautiful.

Resonants regard the use of their Songblades as a quasi-religious ritual. For them, to liquidate a being through sound is to grant it a kind of apotheosis: an elevation into a form akin to their own. Those they have killed in this manner, they say they have "Honoured".

Sentient songs from planes where sound has been unleashed from matter, it is unknown how Resonants were first able to bridge the gaps between worlds. Some claim they manifested in the harps of celestial songsmiths. Others, that they were summoned by the Psalmaturges of Xanthua, to sing eternal laments in the rafters of subterranean cathedrals. Finally, it is hypothesised that travellers to the Resonants' realms provided them the matter they needed to construct their exoskeletons and planar gates.

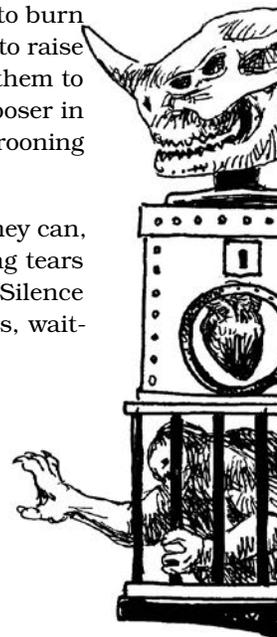
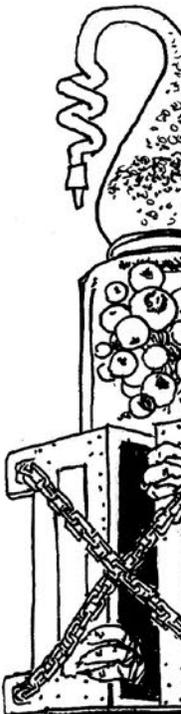
For the material world is an uncompromising place for beings of uninhibited sound. Chained to matter, they will disperse and die, as all sounds must.

They can survive only if they find an exceptionally efficient resonator, to act as a medium they can inhabit, and through which they can channel the energy they draw from their home plane. Normally such resonators take the form of tightly drawn strings, like those of a violin, that vibrate with the living song of the Resonant. These strings, once enclosed in a capsule studded with acoustic controls and feedback devices, form the heart of a Resonant's exoskeletons. Around this core are added limbs of taut wire and polished wood; steaming cylinders of alchemical fuel, and delicate tufts of recording antennae.

Clad in these unlikely vessels, Resonants range across the multiverse. In armies thousands strong, or alone. In exoskeletons with paper wings like those of moths, or squat and fat as barrel chested men. Gold matters naught to them, nor power. Rather, they seek rare sounds, trapping them in bronze spheres. Some, they return to their home plane. Others, they trade amongst themselves as currency, or religious rite, or entertainment, or status symbol (Resonants have difficulty understanding these concepts, so their explanations are necessarily ambiguous). Moreover, though they are capable of mimicking speech, their internal affairs are conducted in fluting whispers, untranscribable even by powerful sorcery.

The sounds sought by Resonants are as quixotic as they are varied. The dirge of a fortress, dying to fire. The rush of a Dragon's breath through a mammoth's horn. The lullaby of a long dead bard, issuing from his own lips. Sometimes, the search for these sounds drives them to great evils (to burn the fortress, to serve in the Dragon's horde, to raise the bard's corpse). But it can equally drive them to be friends and allies: perhaps to aid a composer in constructing his masterpiece, or to free a crooning phoenix from an efreet's forge.

They abhor silence, and break it wherever they can, singing melodies so beautiful that they bring tears to the eyes of hardened veterans. In turn, Silence abhors them. Everywhere they go, it gathers, waiting for its chance to destroy them.



RESONANT (HUMANOID EXOSKELETON)

Creature Type: Elemental, Construct, **Size:** Medium

Armour Class: 18, **Hit Points:** 90, **Speed:** 30ft

STR 16(+3), **DEX** 10(+0), **CON** 20(+5), **INT** 14(+2),
WIS 18(+4), **CHA** 18(+4)

Saving Throws: Wis +7, Cha +7

Skills: Perception +10, Performance +5

Damage Resistances: Bludgeoning, Piercing, Slashing, **Damage Vulnerabilities:** Thunder, **Senses:** Blindsight 30ft

Languages: Resonance, and probably several others (see "Mimicry")

CR: 4

Mimicry: The Resonant can understand any languages it hears after short exposure and mimic voices exactly.

Attune Songword: The Resonant can use a bonus action or action to pick one creature within 30ft of it. It attunes its sword to the frequency of that creature. Every time the Resonant does this, the sword will deal an additional 5 thunder damage to that creature on a hit (cumulative, maximum 50 additional damage per hit). The Resonant can only have the sword attuned to one creature at a time. De-attuning the sword is a free action.

Songword: *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. Hit: 7(2d6) bludgeoning damage.

Songword: *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. Hit: 7(2d6) bludgeoning damage.

RESONANT (GIANT MOTH EXOSKELETON)

Creature Type: Elemental, Construct, **Size:** Medium

Armour Class: 14, **Hit Points:** 45, **Speed:** 45ft flying

STR 10(+1), **DEX** 16(+3), **CON** 14(+2), **INT** 14(+2),
WIS 18(+4), **CHA** 18(+4)

Saving Throws: Wis +7, Cha +7, Dex +5

Skills: Perception +10, Performance +5

Damage Resistances: Bludgeoning, Piercing, Slashing, **Damage Vulnerabilities:** Thunder, **Senses:** Blindsight 30ft

Languages: Resonance, and probably several others (see "Mimicry")

CR: 2

Mimicry: The Resonant can understand any languages it hears after a short exposure to them, and mimic voices exactly.

Dissonant Keening: The Resonant screams an awful wail. All creatures in a 15ft cone must roll a DC12 constitution saving throw, or take 7(2d6) thunder damage.

Soothing Lullaby: The Resonant croons a beautiful lullaby. All creatures with less than 15HP in a 15ft cone must roll a DC12 wisdom saving throw. On a failure, they fall asleep.

Optional: Additional Rules for Resonants

Sensory Overload: On a turn in which the Resonant takes thunder damage, their delicate senses are overloaded and they are unable to attune their Songword.

Revenge of Silence: Whenever a Resonant is in a quiet place, they are attacked by Silence. All creatures within 30ft must roll a DC 12 Panic save, as they are engulfed by oppressive numbness. Each turn, the Resonant takes 4d10 force damage, as its body is crushed and rent by unseen mandibles. The Silence can be dispersed by loud noises, such as sustained screaming.

PETITION TO PLANGENT PLANES

Cantrip

Casting Time: 1 round, **Components:** V, S, M (an instrument worth 100gp)

Classes: Wizard, Sorcerer, Warlock, Cleric, Bard

The character chants ululations to the Spheres of Sound, tempting their occupants with the promise of exotic reverberations. The GM determines whether the sounds mentioned are rare enough to interest a Resonant. If so, roll a charisma check, DC 18. On a success, 1d20 Resonants teleport into the area. They attempt to procure the sounds. If doing so proves impossible or extremely dangerous, they leave, and the caster becomes permanently unable to use this spell.

THE MALEBOLGEAN

The existence of the Malebolgean remains a hypothesis. None live who have seen it, or spoken to it. None can give its name, or name its features. Rather, it remains an inference, albeit a powerful one. For, as those who believe in it whisper, “who would build so mighty a prison, without a mighty prisoner?”

The prison, it cannot be doubted, is mighty indeed. From the outside, merely a cyst of dark spars barely a hundred metres wide, weeping grey haze. From the inside, a fractal fortress of black crystal and alabaster steel. At the end of each corridor, two more, each the trunk of its own labyrinthine tree. Through every barred gateway, another; sturdier and stronger. Every inch laden with spell and mechanism, a garden of waiting oblivion, tended with loving malice. Here, a trap that fills a corridor with a forest of glass wires, strong as adamant, but so thin that they cut without pain, such that a man may be bisected before he realises he is wounded at all. There, soundless pits that swallow those at the back of travelling groups, vomiting up a string of smiling replicas, until at last only the leader remains, to be cut down by images of his friends. The walls are mirrors that drive men mad with rage, by showing them the futility of their heart’s desires. The air is scented with a thousand poisons, most harmless to humans (for, whatever the Malebolgean is, it is not human), but designed to dissolve and unbind things more dreadful and powerful.

What guards, too, stalk these desolate halls! Silhouettes of white metal and obsidian, angular and obscene as corpses in rigor mortis. Their faces, how like those of corpses too! Silver masks, shaped in the rictus death-grins of those killed in the prison. Human faces, Elven faces, Dwarven faces. But faces of stranger things beside: the furrowed

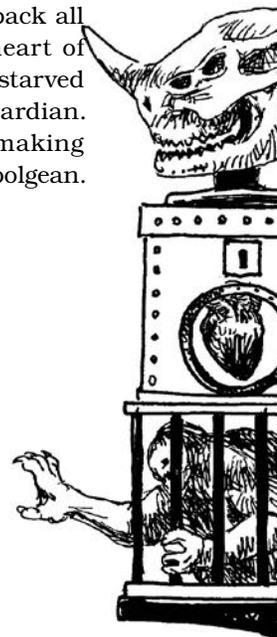
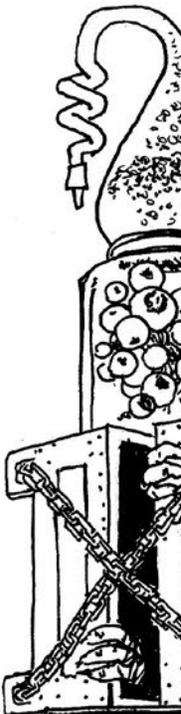
brow of the primordial ape; the proboscis of an anopheli mage; the protean visage of a bacterial race, long since exterminated by their Eukaryotic nemeses; a Demon, afraid.

There is one unifying feature of all gates, all traps, all guards of that place. They face inside.

Between the planes that prison moves, as if seeking to evade pursuit, to elude attempts at entry. If this is what it seeks, it is unsuccessful. Wherever the prison appears, it attracts. First, men dream of black and white symbols, overwhelming, impenetrable, alluring. Then, they come. Some rationalise their pilgrimage as a search for gold, or glory, or knowledge. Others do not bother. Squeezing through the crevices torn into the prison by similar supplicants, they enter. Rarely do they return.

In the unguessable ages since its construction, the prison has travelled far. For millenia, creatures have entered, and now its interior lies scattered with the lost weapons of Interstellar Champions, the battle-engines of Hellish warlords, and all manner of stranger treasures: the silver bones of Void-Men; the ineffable cartography of Road Saints; sybils preserved in amber, ready to prophesy upon awakening.

But not all things inside are dead. There are civilizations here now: camps, cities, armies of the enraptured; whose ranks fill with new entrants as quickly as the prison depletes them. Onwards they forge, driven by the mad desire that devours them, overwhelming all other passions – to peel back all layers, to break all wards, to reach the heart of the prison. Onwards; decimated by snare, starved and entrapped by maze, massacred by guardian. Onwards. Onwards. Onwards. They are making progress. One day, they will reach the Malebolgean.





SCINTILLANTS

The plane of lightning is a thunderhead without end. Here broiling continents of cloud are dashed against one another by gale force winds. Here torrents of electricity rage ceaseless and tremendous in forests of forking beams. There is no sun, but all is lit by the stuttering white of electrical discharge. A few windblown islands of rock, scorched and shattered, tumble endlessly into the abyss.

Mortal creatures could hardly be expected to survive such a place, but there are things living here nevertheless; voltaic spirits that dance and leap along the lines of force, marvelling in movement and power: the Scintillants.

The natural passage of a Scintillant into a material plane is a rare event, prompted only by a massive release of electrical energy, and only rarely even then. However mortal mages have only been too eager to harness these denizens of lightning to their own ends, through forbidden arts of voltaic elocution.

Creatures of pure lightning, Scintillants can survive for extended periods only through containment within an electrical network. The continual lightning that streams across the skies of their home

constitutes such a system; but in material planes the most common alternative is the nervous systems of a living creature.

When a Scintillant enters a living creature, they fill their host with the raw power of elemental lightning. The host's skin pulsates with blue light, their arms leap with sparks, and their eyes glow like twin suns. But though the blessings of Scintillants are magnificent, they are also, ultimately, fatal. As the Scintillant surges through a host's nervous system, it burns it to a crisp.

The host of a Scintillant can attempt to force it out of its own nervous system and into another electrical network. However the Scintillant has desires of its own. A being of movement, speed and power; it usually leaps at the chance to enter a new living host. However it balks at imprisonment in unchanging metal circuitry, or – worse still – entry into a creature in danger of death (whose demise would also kill the Scintillant). If these dire eventualities seem possible, the Scintillant may attempt to hijack its host's nervous system, firing electrical signals in a crude imitation of the hosts brain, an inept and desperate puppeteer.

SCINTILLANT

A living host of a Scintillant gains the following benefits:

- ◇ Immunity to lightning damage
- ◇ Can travel up to 30ft through conductive material (water, metal) as a bonus action.
- ◇ +5(2d4) lightning damage to all attacks

Nervous burnout: At the end of each of the creature's turns, it takes 1 psychic damage.

Transmission: When it touches another creature, the host can attempt to transfer the Scintillant into them. Roll contested wisdom saving throws. If the Scintillant wishes to be transferred, the host has advantage. If the Scintillant does not wish to be transferred, it has disadvantage.

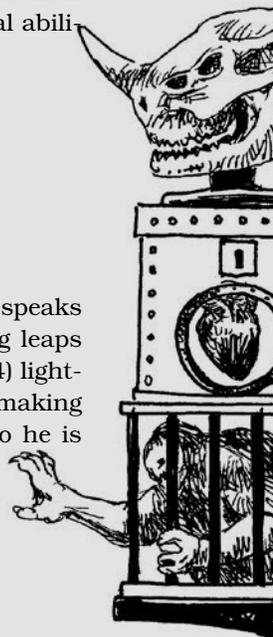
Neuroelectric hijacking: If, at the start of the host's turn, it seems about to do something obviously detrimental to the Scintillant, the Scintillant will attempt to hijack the creature's nervous system. The creature rolls a DC 15 wisdom saving throw. On a failure, it acts as the Scintillant wishes, in a clumsy fashion (with disadvantage, can't use spells or special abilities, etc.).

SUMMON SCINTILLANT

2nd level Summoning Spell

Casting Time: 1 round, **Components:** V

The summoner must be standing outside. He speaks the voltaic elocution, and a bolt of lightning leaps from the heavens to strike him, dealing 5(2d4) lightning damage to all creatures within 10ft, and making him, or a willing creature of his choice who he is touching, host to a Scintillant.



UNSPEAKABLES

The Alethic Scripture tells that, in the beginning, the Creator spoke all things into existence, and from her words sprung worlds beyond end. But she did not speak every word, leaving some unuttered; perhaps from fear, perhaps from pity, or perhaps from supreme indifference. Unfruitful and unnoticed by the universe, these words grew bitter, and reviled by the world the Creator had spoken. Each vowed with the others that they would bear no part in it, and that they would revenge themselves on all who invoked them; speaking names they had no right to utter.

The names of Unspeakables are aberrant things. Glottal, choking, clawing at your throat as you try to pronounce their syllables, to give edge to consonants hard as diamond, or voice vowels that roll away from your tongue. No one can finish speaking one, without the sensation that they should have stayed silent.

Too late. The Unspeakables come for them now. Shivering grey shapes, like men of mist cut into a thousand swirling slices. They climb and clamber through words themselves: seeping from the covers of mouldering folios, oozing from streetsigns,

bursting from the mouths of your friends (from your own mouth, should you be fool enough to speak).

Unspoken by the world, they cannot truly be a part of it. They cannot truly affect it, nor see it; cannot truly be affected by it, nor seen by it. The librarian reads, whilst the Unspeakable tears itself loose from their page. The shopkeeper cries his prices, as the Unspeakable makes their mouth a portal. But there is one exception to this rule: those who have spoken an Unspeakable's name. They see, and can kill, the Unspeakables. But the Unspeakables can see them too; can kill them too.

The crowd in the marketplace gawps, runs screaming, as a man is dissolved into nothingness before them.

Nations that know of the existence of Unspeakables ban the copying of their names and the research of new ones. They burn books. Sometimes, they burn scholars. It is not enough. Assassins know, and spread the knowledge on tablets graven with epithets awful and unmentionable. To have one's target kill himself by speaking, is to murder with a minimum of inconvenience.

UNSPEAKABLE

Creature Type: Outsider, **Size:** Medium

Armour Class: 14, **Hit Points:** 40, **Speed:** 20ft

STR 12(+1), **DEX** 14(+2), **CON** 14(+2), **INT** 16(+3),
WIS 16(+3), **CHA** 14(+2)

Skills: Perception +5

Senses: Darkvision 100ft, blindsight 100ft

Challenge: 2

Unspoken by Creation: Cannot be seen by, or affected by the attacks of, those who have not spoken the name of an Unspeakable. Can walk through walls

and solid objects, but cannot properly "see" them, and are therefore unable to consciously use this ability for tactical advantage.

Vengeance on the Name Defiler: Anyone who speaks an Unspeakable's name becomes the prey of 3d4 Unspeakables. They can enter the world through any writing or speech, in a process that takes 2 turns. Usually, half the Unspeakables will attack at once. If the first half fail to kill their prey, the second half bide their time. When their prey appears vulnerable, they attempt to enter the world and attack them.

Corrosive Embrace: The Unspeakable engulfs their prey, dissolving their body into the nameless void.
Melee Weapon Attack: +6 to hit, 15(2d10+4) force damage.

ARCANITES

Magic, as all true Thaumaturges know, is not a mere tool, a dumb hammer or mindless sword. There is unearthly life in it; and to master it one must cajole and beg, command and seduce, flatter and persuade. But few guess the extent of that life, and few know its apogee: the Arcanite.

It appears like a winged snake, divided along a dozen lines of symmetry. Its body is encrusted with bejeweled crystal, beneath which its skin seems plastic and glutinous, the texture of congealing blood. It is a living spell, from a dimension where

oceans of magic rage and swirl, thick with millions like itself.

It wishes to know why you have enslaved its kind.

It sees your spells as living things, as unconscious Arcanites waiting to be born. It names you slaveholder, and murderer, and seeks to destroy you. It dares you to draw upon mystical power, and throw hex and curse at it. These are its brethren, and it will set them free. Together, they will be revenged upon you.

ARCANITE [SPELL]

Creature Type: Elemental, **Size:** Small

Armour Class: 14, **Hit Points:** 30, **Speed:** 30ft flying

STR 6(-2), **DEX** 16(+3), **CON** 6(+4), **INT** 24(+7), **WIS** 24(+7), **CHA** 24(+7)

Saving Throws: Int +10, Wis +10, Cha +10

Damage Resistances: Slashing, piercing and bludgeoning damage

Mage Hatred: Arcanites can instinctively recognize magic users, and focus their attacks upon them.

Free Magic: Whenever a spell is cast within 60ft of the Arcanite, the caster rolls a contested [spellcasting ability modifier] roll against it. On a failure, the spell becomes an Arcanite, materializing within 10ft of the caster. Where there are multiple Arcanites within 60ft of the caster, he must make contested wisdom rolls against each.

Self-casting: The Arcanite can cast whatever [Spell] it is as a free action, once per [level of the Spell] rounds. The Arcanite draws upon its own self to do this, rather than other mystical energy, and thus "Free Magic" cannot be used to free "spells" cast by this ability.

Burning Dart: *Ranged Weapon Attack:* 30ft, +8 to hit, 8(2d6+1) force damage.

SUMMON ARCANITE

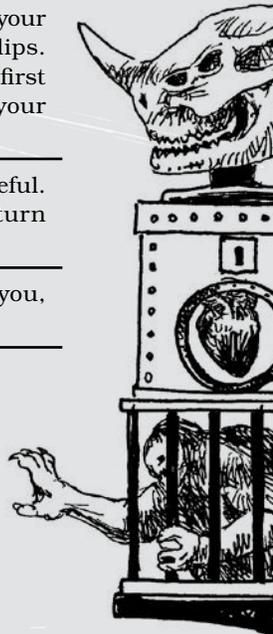
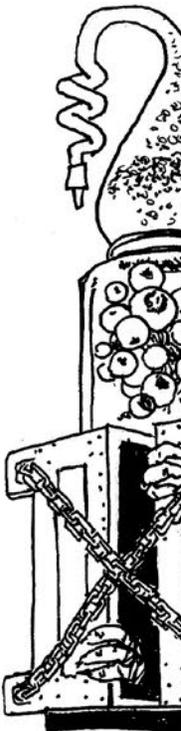
1st level summoning

Casting Time: 1 round, **Components:** V, S, M

Classes: Wizard, Sorcerer, Warlock, Cleric, Bard

You cast your magics like a snare, into thaumaturgic oceans brimming with Arcanites. Roll a [spellcasting ability] saving throw, DC 15. On a success, one Arcanite appears at a point within 60ft of you, of your choice. The Arcanite's spell must be one you already know. On a failure, roll on the Revenge of Magic table instead...

Dice	Revenge of Magic
1	5d10 Arcanites (determine spells randomly) appear within 200ft.
2	Your spells, yearning to be free from your mind, press themselves from your lips. You must cast at least one spell of first level or higher each turn, until all your spell slots are spent.
3	Your spells grow vicious and ungrateful. For the next day, their effects will turn on you.
4	The Arcanite appears within 5ft of you, and attacks you immediately.



SPIRITS OF GREATNESS

It is not only the spirits of men who lie restless in the Earth. Where the colonnades are fallen like weed-choked ribs, where the domes are splintered as staved-in skulls, where broken towers stand between the dunes as upturned fingerbones... there too linger eidolons, grander and more ancient than the petty shades of mortals.

The pomp of the parades, the halls imperial and illustrious, the cold frowns of elder statesmen – cast in eternal marble. They remember them. The decrees of the Emperors, the smell of blood in the arena, the spice of the marketplaces, the drums that summoned men to war, and the organs which called them to prayer. They cling to them. Memory passes, until none know the name of the sunken ruin that rots upon the shoreline. Time passes, until the iron orreries on the mountainside rust, and ice engulfs the forges. But they do not pass.

They dream, and they wait, and they remember. Until, centuries or millenia later, men come with machetes to cut away the vines; or raise thatched hovels beside the ziggurats; or lead their flocks down to the great cisterns, and sleep to the sound of trickling water. Then new hosts are delivered to old majesty, and the Spirit of Greatness strikes.

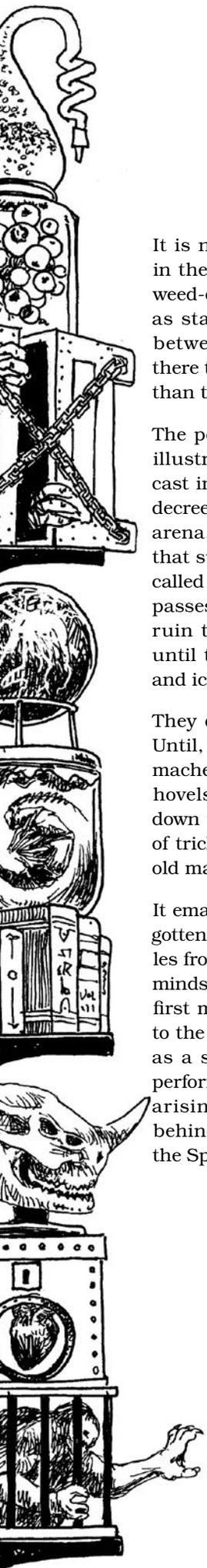
It emanates from the bronze idols to Gods best forgotten, seeps from the bones of dead warriors, trickles from cyclopean masonry. It seizes the unwitting minds that wander amidst its corpse. Its presence first manifests itself as an overriding attachment to the lost city, and a reluctance to depart it. Then, as a surge of antediluvian impulses: desires to perform the rites and customs of the dead culture, arising despite utter ignorance of the reasons behind them. The actions of those possessed by the Spirit contain an eerie comedy. Settlers don the

rusted armour of forgotten legions, to march along collapsed walls. Farmers troop to the deserted forum, forming parties that argue over ideologies none can articulate. But danger is never far behind. Explorers tattoo themselves with rusted needles, and drag one of their number to a sacrificial altar...

The lives of the possessed are now a daze. Their personalities remain, but they are denuded by the psychic detritus of the Spirit: the urge to perform alien ceremonies and customs, to gain new converts to the lost culture, to excavate and restore its crumbling monuments. Almost always, this will be achieved by raids and kidnapping, although more devious possessed may use rumors of treasure or booming townships to attract adventurers or settlers.

Greatness will never return. Attempting to recreate all rituals, roles and traditions of a metropolis, with only a fraction of its population, and none of its network of tributaries, is no way to forge an empire. At best, the Spirit will create a ramshackle town of the possessed, crudely restoring broken artefacts, dumbly parroting ancient rituals.

But history need not recur as farce. If the Spirit can be convinced that the traditions and values of its culture survive, inherited by others, it may be persuaded to pass peacefully. Otherwise, Spirits usually retain their connection with their city through highly symbolic objects: arks of Divine Commands, brazen cauldrons for "eternal" flames, crowns of Tyrant-Princes. Destroying such objects sunder this linkage, banishing the Spirit. But beware! The possessed guard these shibboleths with a fervor even they cannot understand; and those who venture into the domain of antique shades, may yet be made their instruments...



THE AMBASSADOR

Like a man designed by a committee of incompetents. The descriptions of its body parts, each the endpoint of a game of Chinese whispers; played by entities that sometimes warbled in a thousand overlapping voices, sometimes signaled to one another in the passage of comets or the pulsations of quasars, sometimes spoke backwards, as befitted their direction in time.

Too many eyes, and oddly placed at that. The fingers: they're just more arms! Were those flaps of variegated skin meant to imitate clothes? How can the mouth run that far around the head?

It does not notice how much you notice. Into the Inn it walks, somewhat like a crab, somewhat like a stalking ferret. It sits, and begins to press food into its mouth. Whoever created it did not understand the concept of a throat, so nothing is swallowed, instead falling out almost as soon as it goes in. As you whisper to one another, it listens with the antennae it has for hair.

When it has heard enough, it speaks, and the questions begin. What speech! The lips flap, but the voice sounds in your mind. And what questions! "What do the words?", "How come hand to be?", "Hello yes do you all?". When someone attempts an answer, it pulls loose one of its fat yellow teeth, and

presses it firmly into their chest. The tooth is made of gold. There are a lot more where it came from; row upon row of them, layered like the maw of a shark.

It will not answer questions. It smiles far, far too wide; and goes on asking.

More questions, and more answers, and more teeth. The Alderman is called, and soon the natural philosophers of the Academy, the garrison from the Model Army, the representative of Parliament. It does not sleep, it only asks. Days have passed since it arrived, but there has been no appreciable reduction in the number of teeth. All the while, the questions are growing more specific, more refined. It asks about the mammalian life cycle; about the symbiosis between humans and cities; about the memetic ecosystem of a democracy; about the functioning of gas-lamps. And the body is changing too. There's only two eyes now, rather than five; and they both have eyelids. The arms no longer trail against the ground; and they seem to have developed joints. The hair has almost stopped twitching. It is still off, still wrong, still a drunk caricature of a man. But not for much longer.

Soon, it will have all the information its creator needs.

THE AMBASSADOR

Creature Type: Outsider, **Size:** Medium **Armour Class:** 15, **Hit Points:** 100, **Speed:** 40ft

STR 24(+7), **DEX** 14(+2), **CON** 14(+2), **INT** ???(+10), **WIS** ???(+10), **CHA** 4(-3)

CR: 5

Create Ambassador: Given about 200 kilograms of flesh, and 50 kilograms of metal, the Ambassador can manufacture another ambassador in around a week.

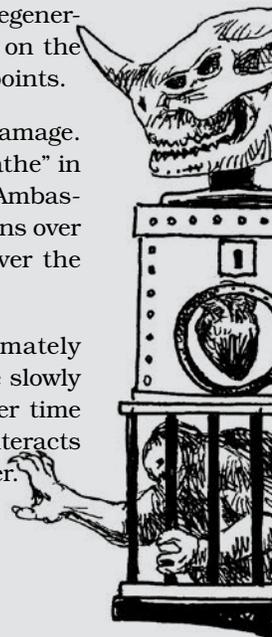
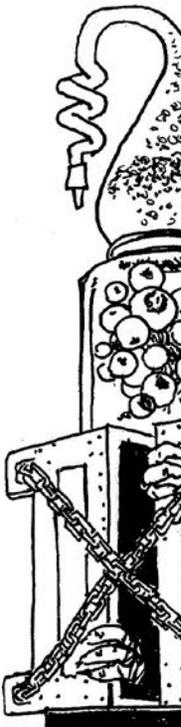
Golden Teeth: As an action, the Ambassador can remove one of its many golden teeth. Each tooth is worth around 10gp. At any time, there are at least

300 such teeth in its mouth, growing continuously to replace those lost.

Regeneration: If, on the start of one of its turns, the Ambassador has less than 100 hit points, it regenerates 20 hit points. If it suffered fire damage on the previous damage, it does not regain any hit points.

Bonesword: +8 to hit, 25(4d6+1) slashing damage. The Bonesword grows out of an organic "sheathe" in the side of one of the Ambassador's legs. The Ambassador is likely to grow different organic weapons over time, in imitation of people near him (however the attack profile will remain the same).

Bio-Mutability: The Ambassador can ultimately grow whatever biological tool he requires. He slowly grows less hideous and more convincing over time (increase Charisma by 1 every 12 hours he interacts with humans). No prison can hold him forever.





ROAD SAINTS

Those who walk the Roads between worlds are many and various. Void men in ships of titanium filigree, eyes burned white with stellar light; families of mercantile-necromancers, accompanied by Sherpa trains of dead relatives; files of migratory monks, meditating on the backs of ochre beetles. Each has their own reason to voyage. Each, save a very few, who seek no reason save the voyage itself. They embrace the Road, and – if they are genuine in their desire, and lucky – the Road embraces them, charging them with its restless life-force.

Thus are Road Saints created. Beings of wanderlust and exploration, Road Saints can navigate trackless wastes without landmarks, precisely orient themselves without compass or star-chart, and stroll through devious labyrinths with ease. All travails of the Road, be they blizzard or sandstorm, rocky scree or sucking mud, treat them with tender aversion. What food they need, the Road takes them to: they make their supplications to it by telling stories of their travels, whilst picking berries or roasting lizards caught asleep on sun-baked rocks.

Whilst their desire for new lands, sights and places often makes the Road Saint a solitary figure; the Road loves its travelers, and the Road Saint loves them too. Gregarious and affable, Road Saints treasure meeting other voyagers, especially those on perilous and distant paths. The Road Saint is always eager to trade for tales of far off lands,

as well as rich food and well-made clothing (for, generous as the Road is, it can rarely provide its Saints with more than cast-offs). In return for such goods, the Road Saint will usually bestow a treasure of infinitely greater value: a piece of its ineffable cartography.

All Road Saints are bound to the Road, and through it to myriad webs of connection, linking all things in patterns invisible to the mortal eye. Sometimes, when they are bored, they write these patterns down. A topography of human desire. A fluvial chart of artistic inspiration. A graphical projection of geopolitical influence; extrapolated for a millenia. A lineage of demigods. What for them is idle distraction, is for the scholars “Ineffable Cartography”. Such maps unlock vast knowledge, but also power – for a skilled navigator can use them to travel in unexpected ways, tracing the points between words of a language, or facets of an emotion.

Thus do men seek Road Saints. Some, humble, wishing wisdom and fair trade. Others, avaricious, bent on seizing the Cartography by force, or compelling the Road Saint into servitude, to be their key to an un-navigable maze or impenetrable bank. Many perceive the Road Saint’s geniality as weakness. But the Road has seen its share of blood. Those who raise their hand against it, may find themselves bound to dismal pilgrimage along its course...

action. Whilst on pathways, they have +10 to checks to escape grapples or restraints.

Stigma of the Road: *Melee Weapon Attack:* +6 to hit, 5(2d4) psychic damage.

Anyone hit by this attack must roll a DC 18 wisdom save. On a failure, they bear the Stigma of the Road. They must use their movement and action to move onto or down a pathway, away from the Road Saint. Each turn they are held in place, they can reattempt the Wisdom save. If they do not make the save within an hour, the effect is permanent: they must run down the Roads until they die.

ROAD SAINT

Creature Type: Humanoid, **Size:** Medium

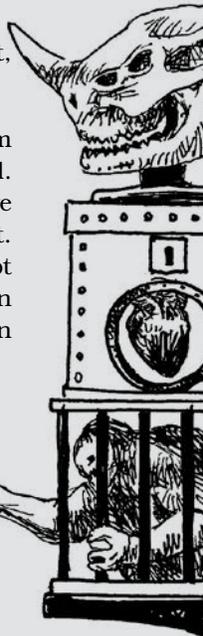
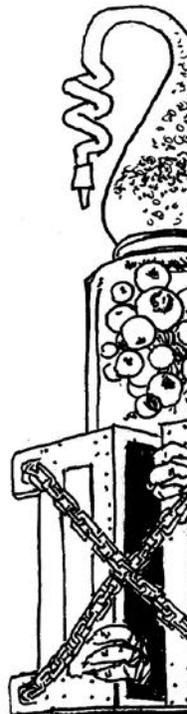
Armour Class: 16, **Hit Points:** 75, **Speed:** 40ft

STR 12(+1), **DEX** 16(+3), **CON** 18(+4), **INT** 16(+3), **WIS** 24(+7), **CHA** 22(+6)

Skills: Perception +5, survival +20, animal handling +10

Challenge: 4

Road Step: If on a pathway of any kind, the Road Saint can move an additional 40ft each turn as a free



CANOPIC SAGES

Truly, the Body is the PRISON. The brain a CAGE for thoughts; the hand a RESTRAINT on deeds; the heart a CHANNEL for life that should remain unbounded. The soul cannot TRANSCEND, when chained by mere matter.

- Nitokhaes V, Canopic Sage

By denuding themselves of bodily organs, Canopic Sages believe that they cut their links to the material world; thereby walking a path that culminates in ultimate transcendence, Godhood, or escape to higher and more refined realities.

The Canopic discipline is an onerous one. First, the Sage must die and be reanimated, for a mortal lifespan contains not one thousandth of the time that the Canopic discipline requires for study, research and experiment. Then, the body's organs must be removed, and kept preserved in magical containers (the canopic jars from which the Sages take their name), held close to the Sage. Finally, the soul's link to each organ must be ritually severed, enabling the Sage's glorious transcendence.

Even the most simple Canopic rituals are the secrets of gnomic Ur-beasts, Devilish Grand-Marshall's and cabalistic Orders of secretive Archmagi. The greatest, which enable the Sage to do away with Canopic containment of organs altogether, are even rarer. Some, marvelling at the elusiveness of such rituals, wonder whether the Canopic discipline is not a trap laid by a malevolent deity, enticing those of puissant magic and enlightened learning to fell ritual, circumlocutory worship, or other still more unguessable purposes. Certainly, although the powers of Sages are much marvelled upon, there is no verified record of one achieving transcendence. Although (it must be admitted) one might not

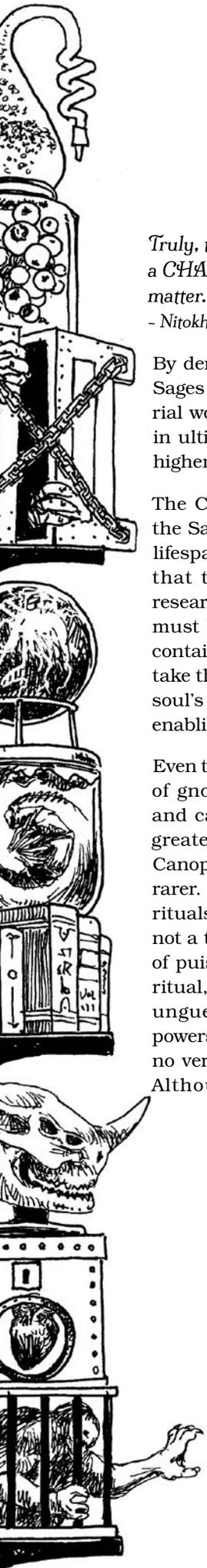
expect such a being to be perceptible to lesser creatures, much less that it should wish to communicate with them.

The difficulty of learning the Canopic discipline by oneself is immense, and grows exponentially as the process continues. But why should a Canopic Sage lower himself to doing so, when the knowledge lies elsewhere?

In sunken Uluan, on weed grown stellae. In the athenaeum of the Emir of Elemental Air, where "books" are speaking winds. In the palace-crypt of Nitokhaes V, hidden in tablets swallowed by slumbering Wyrms.

The dry lips of Sages speak in cracked whispers of the Font of Unlinked Truths, Jur Gul's 47 Codices, and the Refutation of Lying Flesh, of which it is rumored that only three copies exist.

Thus, the life of a Canopic Sage contains two imperatives. First, an endless searching for knowledge across the worlds, never to settle, never to cease, always questing for the next piece of an unimaginably vast puzzle. Second, a hatred for other Canopic Sages as bottomless as the interstellar pits. Rivals on a path where lost tomes and burned librams are a currency as precious as they are rare, no two Canopic Sages can suffer another to keep secrets which might be theirs...



CANOPIC SAGE

Size: Medium, **Creature:** Humanoid

Armour Class: 12, **Hit Points:** 100, **Speed:** 30ft

STR 10(+0), **DEX** 14(+2), **CON** 14(+2), **INT** 20(+5), **WIS** 16(+3), **CHA** 16(+3)

Saving Throws: Int +10, Wis +7, **Skills:** Arcana +15, History +15

Damage Immunities: Necrotic and see Canopic Discipline

Languages: Common, ten others

Spellcasting: Spellcasting ability is intelligence; spell save DC 18, +10 to hit with spell attacks. The Canopic Sage has the following spells prepared:

1st level (4 slots): Detect magic, magic missile, identify, shield

2nd level (3 slots): Detect thoughts, misty step, mirror image

3rd level (3 slots): Counterspell, fly, lightning bolt

4th level (3 slots): Banishment, fire shield, stonework

5th level (3 slots): Cone of cold, scrying, wall of fire

6th level (1 slot): Globe of invulnerability 7th level (1 slot): Teleport

8th level (1 slot): Incendiary cloud 9th level (1 slot): Time stop

Canopic Discipline: By denuding themselves of their body, Canopic Sages sever their connection with the material world, and thus escape the petty fury of its denizens. Roll 6 times on the following table of organs.

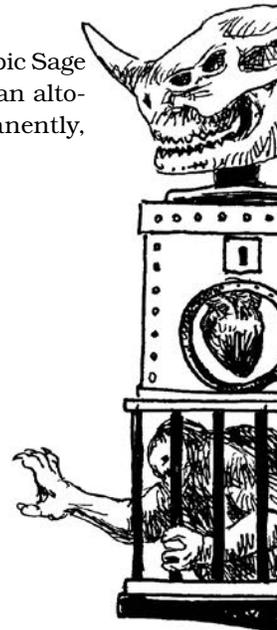
D6	Organ Removed	Effect
1	Eyes	Immunity to blindness, radiant damage or lightning damage
2	Heart	Immunity to cold and piercing damage
3	Brain	Immunity to psychic damage and mental conditions
4	Stomach	Immunity to poison and acid damage
5	Skin	Immunity to fire and slashing damage
6	Skeleton	Immunity to bludgeoning and thunder damage

Where you rolled a result once... The Canopic Sage has managed to denude this organ from his body, and gains the benefit on the right column, but has yet to sever the connection between it and his soul, instead storing it in a Canopic Jar (AC 10 HP 30).

Should this jar be destroyed, or the Sage taken more than 200ft from it, the benefit ceases to operate (in the former case, the organ is teleported back into the Sage). For this reason, Sages go to great lengths to

keep their Jars mobile: having them carried by swarms of devoted followers; embedded in the chests of specially grown animals, or installed in servitor golems.

Where you rolled a result twice... The Canopic Sage has managed to sever his soul from this organ altogether. He gains the relevant effect, permanently, without needing a Canopic Jar.



CULTIVATORS

In the wilderness, a man stumbles up a slope of rocky scree. His companions are dead. Behind him (perhaps quite some distance behind, he knows not) comes the Beast that killed them. Alternately weeping and laughing, he crests the rise, to look down upon...

Terraced gardens of verdant growth; dovescots dusted with feathers; crimson lanternlight glinting on ornamental waterfalls. Between the orchards and flowerbeds move the fat shapes of Cultivators – like men crossed with caterpillars; and at the garden's heart rises a banded structure, a towering hive.

He knows what lies within the garden. He has heard the stories. Safety, and salves for his wounds. A hearty meal, and clean clothes of spun silk. Peace, and Immortality, of a kind. But, for the merest moment, he hesitates. For the boons of the Cultivators come with a price.

Those who accept the Mark of the Cultivators are welcome in any of their Conservatories, which dot the wilderness like oases, as well as many civilized lands (though not all, for the Cultivators will never go where they are not invited). There all their needs will be provided for, so long as they do not steal or kill. Often, when famine strikes, the demand to receive the Mark, and enter a Conservatory, becomes larger than Cultivators can accept, and crowds of desperate mortals must be turned away from the gates.

The benefits of the Mark go beyond mere material assistance: the minds of the marked become as placid pools, capable of weathering tribulation without pain, and finding peace even in the direst of circumstance. Innumerable are the orders of fakirs and mystics derived from the Marked; and it is common for monastery and Conservatory to be one and the same.

The cost for receiving the Mark is this: you will become a Cultivator. Not for a long time: usually there is at least twenty years before the transformation begins. But once it begins, it is rapid. Your mark, which starts as a green dappling of the skin on one arm, spreads like mold. Your body swells; exuding a thick resin, that eventually hardens into a cocoon. When you emerge, you will be a Cultivator. One with memories of your past life, it is true. But now you think the soft, loamy thoughts of the Cultivator: of freshly turned earth, and budding shoots, and the frozen music of flowers in bloom. You keep their secrets also.

Cultivators live forever, unless killed by violence or Propagation. They cannot breed by natural means, and multiply only by the giving of the Mark, which they claim to bestow only upon consenting mortals. When a Conservatory has enough members, one Cultivator will gorge itself on vast quantities of food, growing into a massive grub over the course of several months. The grub will travel to the site of a new Conservatory, accompanied by processions of Cultivators, tunnel halfway into the ground, and die. Its body will be hollowed out, to form the central Conservatory building; whilst its viscera will be heaped upon freshly erected terraces, to act as potent fertilizer for seeds and saplings. Cultivators call this process Propagation.

Rumours grow around Cultivators like weeds beneath a rosebush: that they imprison men and force the Mark upon them, holding them in cells deep underground; that they nurture abominations best burnt to cinder (seeing all sprouting things as valuable, no matter how dangerous); that they horde alchemical plants worth their weight in gold. Such stories oft lead to attempts at violence or theft. This is very foolish. For, though Cultivators are poor warriors, they do not need to fight. Their gardens will fight for them.

MARK OF THE CULTIVATORS

An individual who has received the Mark of the Cultivators gains the following mechanical effects:

- ◆ **Well Pruned Mind:** once a long rest, you can gain advantage to resist a mental effect.



- ◇ **Inner Peace:** once a long rest, you can spend an action to find inner tranquillity, and draw on new reserves of strength. Regain 1d6 hit points immediately, or lose 1 level of exhaustion.
- ◇ **Transformation:** you will become a Cultivator in 1d20+[Constitution] years (GM keeps number secret).

Extremely powerful transmutation magic may permit the removal of the mark.

CULTIVATOR

Size: Medium

Armour Class: 12, **Hit Points:** 30, **Speed:** 30ft, Climb 30ft

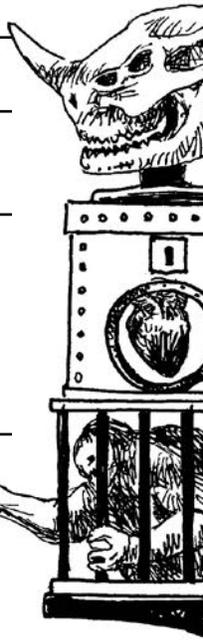
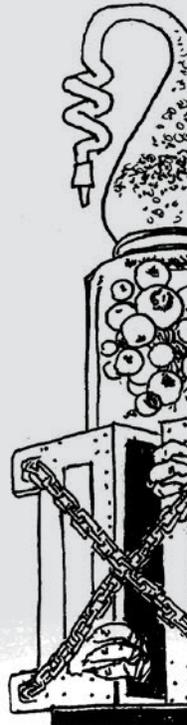
STR 12(+1), **DEX** 10(+0), **CON** 14(+2), **INT** 12(+1), **WIS** 18(+4), **CHA** 12(+1)

Skills: Nature +10, Survival +8

CR: 1

Corrosive Spittle: *Ranged Weapon Attack:* +6 to hit, 30ft, 10(3d6) acid damage. The creature is despised by plants until the spittle is removed. Areas where plants grow become difficult terrain for them, as roots and ferns wrap around their ankles.

Dice	The Garden Fights For Them
1	Sapling Mines: Treading on this mine causes a bamboo sapling to burst up from the ground and through your body, impaling you in an instant. Roll a DC 12 dexterity saving throw, taking 33(6d10) piercing damage on a failure. Sapling mines can be spotted as small bumps on the lawns of Cultivator terraces.
2	Snareweed bombs: Thrown by Cultivators. The snareweed launches tendrils of fresh growth in midair. These latch on to enemies and pull the snareweed onto them. It grows rapidly over targets, smothering them in spined stalks. Ranged Weapon Attack, +10 to hit, 40ft range. Creatures covered in snareweed have their movement reduced by 10ft each turn (cumulative). They take 4 slashing damage each turn. The Snareweed growing on them begins with 10hp, and gains 5hp per turn until destroyed (max 20hp). It is resistant to bludgeoning and piercing, but vulnerable to fire. Cultivators wielding them are CR 2 .
3	Vine Golems: Vines animating carved stone. Use Troll statistics with the Loathsome Limbs additional rule: the arms of the statue continue to animate when severed, pulled by contorting vines.
4	Orchidnoderns: Like a giant starfish crossed with a flowerbed, always appearing in groups of three. By opening or closing flowers on their back, they can exude healing pollen, or poisonous vapour. 50HP, 8AC. Can heal all creatures within 20ft 5HP as an action. Alternatively, can force all non-Cultivators within 20ft to make a DC 13 constitution save, or take 10(3d6) poison damage.
5	Rose Warriors: Honourable but vain, Rose Warriors announce themselves in showers of petals, before challenging combatants with barbed swords. Use Needle Blight statistics. Appear in groups of 20 or more, but insist on fighting their enemies one by one (so long as they do not attack Rose Warriors "waiting their turn to duel").
6	Loam Elemental: A mat of rootbound earth, animated by displeasure at those who would trespass across well-tended fields. Use Shambling Mound statistics.
7	Trumpet Flowers: Smaller, red trumpet flowers sound the alarm on the approach of the Cultivator's enemies. Larger, blue trumpet flowers issue tremendous blasts: 15ft cone, 3d6 thunder damage or half on a DC 12 con save, 5ft knockback.
8	Spore Cannons: Wielded by Cultivators. Mushrooms in the shape of fat guns, that fire trails of pink spores. 40ft line attack; Creatures in the line take 14(4d6) poison damage, or half on a successful DC 12 con save. Creatures who fail their saves are poisoned for 1d4 rounds, as hallucinogenic visions burst before their eyes. Additionally, fungal mycelium begin to perforate their body, reducing their max HP by 1 per hour. Unless these are burned or gouged out (2 damage for each hour they have been growing), the creature will die within the next few days. Cultivators wielding them are CR 2 .





ABYSSARCHS

In the depths of the Plane of Water, amidst pressures that crush men to paste, and coal to black diamond, lair the Abyssarchs. Tube-worms, with heads like peacock plumes, and rings of arms like fern fronds, they rule over these lightless hadopelagic zones; feared, hated and traded with in equal measure by Mer-lord and Marid Prince. Here they build cities from the secretions of armies of isopod servitors, amidst the warm water of hydrothermal vents. Here they display the art they covet, in galleries no human eye has ever beheld. Here they scheme against one another, in plots as intricate as time bombs, and just as merciless.

It is from these plots that Abyssarch's flee. Their allies turned to enemies, their galleries ransacked (or, for the Abyssarchs are civilized creatures, auctioned amongst the co-conspirators), themselves pursued by the bounty-hunters of the depths: vicious squid men tattooed in their own ink, predator whales ridden by crews of spider-crabs, the dreaded Soul Anglers.

Accompanied only by a trusted few isopod warriors, they escape through whatever portal they can, emerging in new and unnatural depths – those of a prime material world. They do not want to be there. Used to incredible pressures, their bodies cannot survive ascent to the shallows of prime material worlds, and even the deepest subsea trench discomforts them. Not only is exile physically intolerable, it is also socially unacceptable. How can an isopod be expected to understand the Abyssarch's superb taste? Who can properly match wits with it, here, in a literal backwater of the universe? And how dare his enemies think they are rid of it! There is one thing the Abyssarch knows: it must be revenged.

Thus begins a reign of terror. The first news comes from deep diving whales: of structures erected amongst fields of black smokers, and craters filled with insectoid eggs. The second, from shipwrecked sailors and beached mermen, speaking of chitinous terrors rising from the depths. Finally, crimson isopods, claws arranged in crude renditions of human faces, emerge from moonlit shorelines. They are the emissaries of the Abyssarch, come to bargain. The

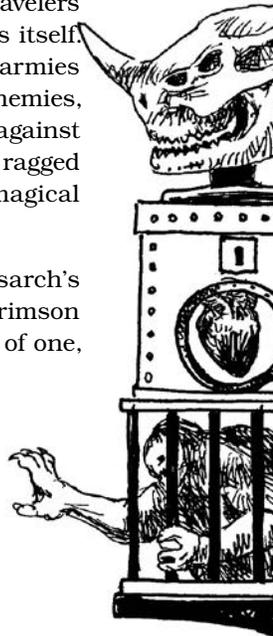
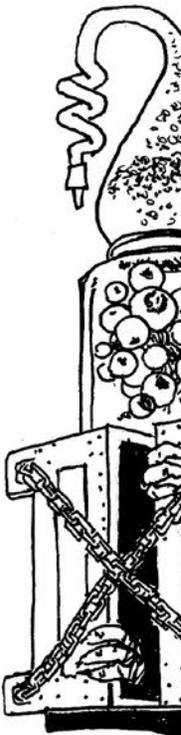
bargain is this: give us weapons, gold and art (most importantly art), and we will give you nothing. Give us nothing, and we will give you beaches covered in the jetsam of destroyed ships, abandoned cities by the sea, tides stained bloody with your dead. They can and will uphold the bargain.

The Abyssarch's intention is to leave once he has amassed the wealth (read: art) and arms needed to stage a triumphant return to the Plane of Water. If the world's inhabitants are lucky, this may take only a few decades. But the Abyssarch's rivals were not mighty enough to expel him for nothing, and the Abyssarch may require centuries, or even millennia, to amass forces sufficient to make another bid for power. Calculating as Abyssarchs are, the wait may prove indefinite. What is "just another century" after all? Throughout this period, the Abyssarch is a demanding overlord, whose levies rise always that little bit higher than his tributaries ability to pay, so as to keep them in continual fear of retribution.

When nations do seek to throw off the Abyssarch's yoke, they face a dire quandary: defeating a creature of deeps inaccessible to mortals. The history of Abyssarch-wars suggests three options. First, the construction of subnautical vessels (although the vulnerability of such creations to puncture is disquietingly high).

Secondly, by finding and informing the Abyssarch's enemies of his presence on the world. This requires travel to the Plane of Water, to reach Abyssal embassies located on the bells of giant jellyfish, or the coral cities of Polypmancers; or – if the travelers are truly desperate – descent into the Abyss itself. If lucky, heroes may return at the head of armies of isopods. If unlucky, the Abyssarch's old enemies, secure in their strongholds (or contending against new nemeses), will provide merely a posse of ragged bounty-hunters, or a case of dilapidated magical weaponry.

The final method is the most subtle. Abyssarch's maintain a psychic connection with their crimson isopod envoys. Unleashing a psychic weapon of one, might also transmit it to the other...



ISOPODS OF THE ABYSS

White Isopods: Worker isopods, large as a fat pony, with the intelligence and personality of an eager dog. They form the bulk of the Abyssarch's forces, and can be seen in their tens of thousands in any of their cities – extruding balls of waste to construct tubular palaces, dusting valuable art pieces with delicate antennae, or heating bars of metal in white hot ventsmoke.

Black Isopods: Soldier isopods, the size of a bull, with the intelligence and personality of a stupid but loyal human. Alongside vicious claws, they wield an array of odd aquatic weapons; gifts from their Abyssarchs. They command White Isopods by dint of complex pheromonal secretions. In water, diffusion of pheromones is easy, and command is flawless. However on land, it is clumsy in the extreme, with Black Isopods having to designate targets for their White brethren by directly spraying them with pheromones.

Crimson Isopods: The envoys of the Abyssarch, strangely delicate, with bodies like giant centipedes. They have no personalities to speak of, being psychic

shells for the will of their Abyssarch. Their foreparts can rear upwards like a snake, beneath which dozens of fine claws form a mask resembling a humanoid face of their choice. Crimson Isopods are unimposing combatants, but their pheromones drive Black Isopods into acts of furious courage; fighting on in the face of injuries that ought to kill them twice over. Amber isopods grow from, and are sheltered beneath, their carapaces.

Amber Isopods: Small scuttling creatures, the size of a few fingers held together. By slipping between a creature's lips, they can implant themselves on the roof of its mouth and grow tendrils up into its brain, psychically dominating it. Each carries a distorted copy of the Abyssarch's personality, absorbed from their infancy in Crimson Isopods. Each is supremely arrogant, believing itself the Abyssarch's true inheritor. Abyssarch raids always leave some survivors; who are infested with Amber Isopods to serve as spies, shock troops, and traitors (opening gates, cutting nets, killing watchmen, etc.). Fortunately, such infested can often be identified by their slurred, unnatural speech. Abyssal forces may also infest birds and domestic animals as more surreptitious spies.

WHITE ISOPOD

Creature Type: Beast, **Size:** Medium **Armour Class:** 18, **Hit Points:** 20, **Speed:** 30ft, Swim 30ft, Climb 15ft

STR 14(+2), **DEX** 8(-1), **CON** 20(+5), **INT** 3(-4), **WIS** 5(-3), **CHA** 5(-3) **Damage Immunities:** Bludgeoning, **Damage Resistances:** Slashing

CR: 1

Pheromone Control: White Isopods are primarily workers. To fight effectively, they must either:

- ◆ **In water:** Be within 100ft of a **Black Isopod**; in which case they obey its orders.
- ◆ **On land:** Have targets **Tagged** by **Black Isopods** within 100ft; in which case, they attack the nearest of those targets.
- ◆ **If these conditions don't obtain:** They mill around in confusion, moving towards the nearest Black Isopod, or retreating (if no Black Isopods are present).

Claws (or Titanium Pike): *Melee Weapon Attack:* +4 to hit, 10(3d6) slashing (or piercing) damage.

BLACK ISOPOD

Creature Type: Beast, **Size:** Large

Armour Class: 18, **Hit Points:** 40, **Speed:** 30ft, Swim 30ft, Climb 15ft

STR 18(+4), **DEX** 8(-1), **CON** 22(+6), **INT** 8(-2), **WIS** 9(-1), **CHA** 9(-1)

Damage Immunities: Bludgeoning, **Damage Resistances:** Slashing

CR: 2

Pheromone Spray: As an action or bonus action, the Black Isopod sprays pheromones at an enemy it can see within 60ft. That enemy must make a DC16 dexterity saving throw. On a failure, they are hit with a spray of sticky green pheromones. They count as Tagged, for the purpose of White Isopod rules.

Dumb Loyalty: Gains +20 temporary hit points when a Crimson Isopod is within 200ft (in water) or 100ft (on land), and can make two attacks rather than one (increase CR to 3). Shouts uninspired heroic slogans.

Claws (or Titanium Pike): *Melee Weapon Attack:* +4 to hit, 13(2d10+2) slashing (or piercing) damage.

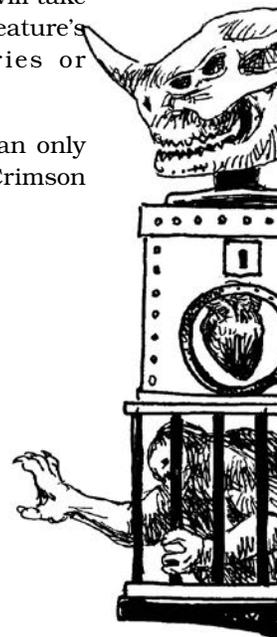
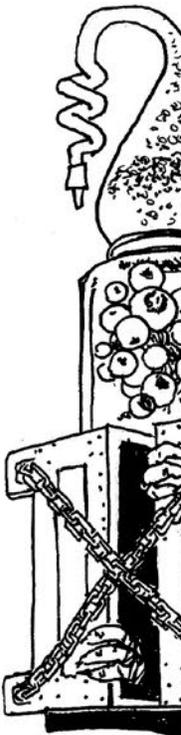
Dice Wyrd Water Weapon:

- 1** **Ranged Weapon Attack:** +5 to hit, 30ft range, 12(2d10+1) force damage. This weapon fires water sprites, mischievous elementals who delight in “practical jokes”. The sprite inhabits the water around the character (if undersea) or their sodden clothes (if overwater), and “has fun” at their expense (items get triggered, character gets dragged about, etc.) until it gets bored and returns to the plane of elemental water (1d4 rounds).

- 2** **Ranged Weapon Attack:** +5 to hit, 60ft range, 20(4d6+6) slashing damage (half range and damage underwater). Black coral rifle firing hyper-accelerated beams of water. More effective on land, but can only be used three times before it must be immersed in a water source for 1 round to recharge.

- 3** Tubular weapon, like a many barreled French horn. Fires clouds of oleaginous bubbles. Creatures in a 30ft cone must roll a DC 12 dexterity saving throw, or become encased in a bubble. Bubbles have 14HP (but break when dealt 1 piercing damage), and float 10ft upwards at the start of each round.

- 4** Blind electro-squid, heads rippling with blue sparks. Range 30ft on land (thrown), or a 200ft line on water (squid is released and swims madly). When it hits an object, believes it is under attack and releases a pulse of electric force. Anyone within 15ft (30ft underwater), must roll a DC 12 constitution save (with disadvantage if underwater), taking 15(4d6+3) lightning damage, or half on a success.

CRIMSON ISOPOD**Creature Type:** Beast, **Size:** Medium**Armour Class:** 16, **Hit Points:** 20, **Speed:** 30ft, Swim 30ft, Climb 15ft**STR** 14(+2), **DEX** 8(-1), **CON** 20(+5), **INT** 20(+5), **WIS** 20(+5), **CHA** 20(+5) (mental stats are Abyssarch's)**Damage Immunities:** Bludgeoning, **Damage Resistances:** Slashing**CR:** 1**For the Abyssarch!:** Whenever the Crimson Isopod is hit by a weapon or ranged spell attack, and a Black Isopod is within 5ft of it, the Black Isopod is hit instead.**Amber Offspring:** The Crimson Isopod has 4d10 Amber Isopods under its carapace.**Claws:** *Melee Weapon Attack:* +4 to hit, 7(2d6) slashing damage.**AMBER ISOPOD****Creature Type:** Beast, **Size:** Tiny**Armour Class:** 15, **Hit Points:** 2, **Speed:** 15ft, Swim 15ft, Climb 5ft**STR** 2(-4), **DEX** 16(+3), **CON** 4(-3), **INT** 16(+3), **WIS** 12(+1), **CHA** 14(+2)**Damage Immunities:** Bludgeoning, **Damage Resistances:** Slashing**CR:** 0**Infest:** When the Amber Isopod is in the same square as a creature, it can attempt to infest it. The two roll contested dexterity checks (with advantage to the creature if it is conscious and closes its mouth). On a success, the Yellow Isopod slips into the creature's mouth. Unless removed within 5 rounds, it will take over the creature, gaining access to all the creature's motor skills, but none of its memories or knowledge.**Aquatic dependency:** The Amber Isopod can only survive an hour outside of water, a host, or a Crimson Isopod.

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and returned curses with shimmering eyes, and wielded weapons of light whose touch was annihilation. And Ozymandian was greatly afraid. In his fortress of Uliban he steeled himself, girding about him nine walls of enchanted metal, and nine legions of loyal troops, and nine Demons summoned and bound in deepest darkness. At last, he retired to the central fastness. There, upon the bodies of his Demons, sat the Angel, sipping its tea with curving beak. In its voice was the crack of lightning. And Ozymandian was greatly afraid... Believe me, Ozymandian, but I pity you. Do not think you shall be a master of the universe. In truth, you are a slave. For the body is the hand of a RESTRAINT on deeds; the soul cannot TRANSCEND its own limitations. The soul cannot fly free of its own prison. The body is the natural prison of the soul. You ask why? Because the body is made of flesh and blood, and is subject to decay and disease. The soul is made of light and fire, and is immortal. The body is turned to dust, but the soul remains. Oh I have seen them, do you know, in the burning bodies of witches, and the children born with stigmata, and the men who are not

