

Page of Nechrubel

These sacrificial creatures are born covered in scars that contain the whole of the Calendar of Nechrubel and turn blood red when the Psalm comes to pass.

Begins with 77s and d3 Omens.

HP: Toughness + the number of Miseries that have occurred

Pages of Nechrubel are covered in a thick web of scars that make them terrible to look upon and harder than almost anyone. Roll 3d6+3 for Toughness. Roll 3d6-3 for Presence.

Until a Misery occurs, Pages of Nechrubel have no abilities. Once the Miseries begin, the Page gains the abilities that are tied to the Psalms of the Miseries that have occurred.

1. The earth opens before you and the dead walk beside you. You may use the **Foul Psychopomp** Power once per day without expending a use of Power or a chance of failing.

2. The creatures that now cover the earth answer your call and you may talk to all things born of Miseries and command their respect.

3. Your teeth grow sharp like fangs and you hunger for sentient flesh. Gain a d6 bite and heal 1 HP whenever you damage an intelligent creature.

4. Demons writhe beneath your flesh and drive you to commit great sins while protecting you from harm. You always count as wearing tier 2 armor that is never damaged or harmed.

5. Death has suffused into your soul and you have become death. You may use the **Death** Power once per day without expending a use of Power or a chance of failing and are immune to the Power.

6. As darkness takes the land, your eyes become dark orbs that nothing can be hidden from. Invisible and hiding creatures are instantly known to you.