

# \* THE Last Days OF Anglekite \*



NAME

CLASS

LOOK

ARMOR

HIT POINTS

DAMAGE

LEVEL

HP

ALIGNMENT

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

**STRENGTH**  WEAK -1  
STR

**DEXTERITY**  SHAKY -1  
DEX

**CONSTITUTION**  SICK -1  
CON

**INTELLIGENCE**  STUNNED -1  
INT

**WISDOM**  CONFUSED -1  
WIS

**CHARISMA**  SCARRED -1  
CHA

MOVES

BONDS

RACE



DRAGONIC VESSEL

The Pyrewyrm is an endless font of apocalyptic fire, not so much a living being as a primal force. This world's death given form. And you? You've taken in some of that fire, and it fills you now, burning you away and leaving a servant of the Pyrewyrm in your place. But oh, that fire burning in your veins...destruction is the greatest narcotic.

When you become a transformed servant of the Pyrewyrm, turn to page 85.

CORRUPTED VESSEL

The Things From Outside drip into the world through cracks and holes, taking root wherever they can. Sometimes the Things infect their victims, and sometimes they offer a deal. You have their corruption inside you—the power they offer—and you can feel your soul dribbling away from the spiritual rot. Can you escape your fate, or will you give yourself over to their sweet decay?

When you are corrupted by the Things From Outside, turn to page 87.

LIBERATED

You know the Things From Outside. You know their corruption. You've had it inside of you, twisting and churning, rending you apart. You are scarred and damaged, but you are free of it now. And you are ready to bring pain onto those Things. You are ready to burn their corruption out of this world. You have become the scourge of the rot.

When you become free of the corruption after having had it inside of you, turn to page 90.

DEMONSKINNED

The demons of Pandemonium are not without the tricks they used in their hellplanes. Terrible deals, tempting offers, chains and leashes in forms mortals would never recognize. One of their greatest tricks is the grafting of their own flesh onto the body of another. Granting strength and demonic influence, and transforming that person, slowly but surely, in such a delightful way. They still offer such a transformation, to those willing to pay the price.

When you have a piece of demonic flesh grafted onto your body by the demons of Pandemonium, turn to page 93.

BLINDSEER

The Blind Taurics have kept the teachings of the Ebon Prophet for themselves for centuries. The Blindsight is their gift, and theirs alone. They guard such knowledge, fearing what could happen if others found it. But the end is coming, and times are changing. And perhaps now, to force the world to confront the truth of their prophecies, they will share that knowledge with one who deserves it. May the Dead Gods take mercy on that poor soul.

When you are granted the Blindsight of the Blind Taurics, turn to page 108.

NECROPOLITE

Depending on your point of view, the Necropolis is either a magnificent city of glorious logic and ruled by reason or a terrifying monolith of black stone and green light, home to those who should rightfully be dead. To some, however, perhaps the City of the Dead is a community to be joined. All that is required is death, and rebirth into the cold.

When you die and arise an undead citizen of the Necropolis, turn to page 96.

PESHARYN SCIEN

The Pesharyn Werewolves were blessed, and great, and powerful. Theirs was a kingdom that brought honor and glory to the Crater Basin, and to their Lady Moon. Or so they would tell you, anyway, from their ruins and hidey holes, where they lament their lost glory and rage against the injustice of their fall. But that glory and power is still there to be taken, if you know how to take the Moon's silver light into yourself...

When you pledge yourself to the Moon and drink of her blood, turn to page 100.

ANGLEKITE ADVENTURER

Riches! Celebrity! Riches! Glory! More riches! The Anglekite Adventurer's Guild offers them all, and the deeper you involve yourself with it, the more you'll get in return. Just working for the Guild will fill your pockets. Joining the Guild will get you a home. And signing the Charter to become a blood-member? Wealth. Status. Joy. Or, well, so the fliers would have you believe.

When you sign the Anglekite Adventurer's Guild Charter as a blood-member, turn to page 103.

VAMPIRE HUNTER

Vampires are their most common prey, but the term is not specific. Vampire Hunters will hunt anything they see as monstrous. Strange. Unnatural. They take and sacrifice lives without thought in their hunts. Their eyes are empty and freezing. They laugh at the sight of death. They are unequivocally the best at what they do: hunting monsters and killing them. Better even than Adventurers of the Anglekite Guild. And all the while, they become ever more monstrous than those they hunt.

When you let innocents get hurt or die in the course of your hunt for Monsters, turn to page 106.

