INFERNUM
Book of the Damned
Volume I

Infernum
Book of the Damned

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A Passage Into Hell

PROLOGUE

Wherein our narrator awakes to find himself in Hell, and meets a guide who shall bring him through the Nine Circles; also, the nature of the clouds of Hell.

I awoke on a plain of hot dust. My mouth was full of bitter ash, my tongue was swollen and parched. I rolled onto my back and looked at the tortured clouds far overhead. A contrail of purplish vapour spiralled down from the lowest cloudbank to my prostrate form and I surmised I had fallen from some great height.

I lay there a while, broken in body and mind. I could not remember who or what I was; but I knew this was damnation.

The wind sounded like a scream.

A shadow fell across my face, cast by a pale man in dusty clothes. By his slight translucence I surmised he was dead. Curiously, his beard was slightly blue in colour. 'You have fallen, sir,' he said, 'and cannot get up.'

I acknowledged that this seemed to be the case.

'I shall assist you,' he offered.

I observed that I had not expected such charity in Hell, to which he replied that he would most likely trade me to some avaricious demon anyway, but that accepting him as guide and captor was a better option than waiting for some desperate stalker to come upon my shattered form. I acquiesced, and he reached down and picked me up with some difficulty.

'My name is De Rais,' he said.

'I cannot remember my name,' I replied, apologetically.

'That is because of the Lethe Clouds,' he said, pointing to the curious yellow-purple cumuli above. 'The waters of the River Lethe are vaporised by great factories and pumped into the air above the First Circle. All those who fall into the Infernum are stripped of their memories for a time; indeed, many never recover. You'll see those wretches as we travel. Your memories may return – mine did.' He smiled at some unknown pleasure.

I THE EMPTY CIRCLE

The narrator and De Rais cross the First Circle of Hell on a riding spawn; there, they meet three demons who are bypassed by De Rais, who then explains the terrible purpose of the agonies of the damned.

He pulled my body to the side of a strange lizard-like creature and strapped me to its flank. 'This is a riding spawn,' he explained, 'a mindless beast of burden akin to a demon.' The creature appeared to be in some discomfort – its legs had been stretched out as if by a rack until they were three times their natural length, to increase the riding beast's stride. De Rais slipped his transparent heels into the stirrups, prodded it with wicked goads and the beast began to lumber across the dusty plain.

From my raised perspective, I could see that this great plain extended to the horizon, but was dotted with massive buildings outlined against the seething sky. Some were great chimneys, belching out clouds. Others resembled fortresses piled up on fortresses, all towers and walls and bastions defending some anonymous stretch of dust. The tallest structures were brass pillars that reached up beyond the clouds and were wreathed in crackling lightning.

'This is the First Circle of the Pit,' said De Rais gaily, as if he were showing me around some charming city or floral garden. 'The Empty Circle. Not the most imaginative of names, but who'd waste poetry on such a barren place? Still, you get a lot of souls landing here, so it's worth the demons' while building fortresses.' He gestured at one particularly impressive barbican. 'That belongs to Savar of the Sturrach. Charming fellow. He's up here as a punishment for eating too many of his troops.'

'So Hell is as the poet Dante saw it?' I asked.

De Rais shook his head. 'Of course not. He was Italian, and therefore misguided. He got the shape of the Pit right, but the Pit is not Hell.' I asked him to expand on this, and he did (De Rais quite loved the sound of his own voice). 'The Infernum is the empire shared and quarrelled over by the Nine Great Houses of the demon-kin. The Pit is a vast chasm divided into nine circles, which makes up the majority of the territory claimed by the Infernum. And Hell… Hell is the Pit and all points beyond, for ever and ever, amen.'

'What made the Pit?'

'The same force that raised those brass pillars,' he said cryptically. 'Now hush – some demons are about.' I looked, and saw three figures hunched over a fourth. One was the size of a man, but its limbs were those of an insect, its hide was rugose and scaly, and its head resembled that of a bird. The second was on fire, and looked like a burning stick figure beneath the flames. The third measured nearly ten feet tall while hunched over and was covered with plates of black iron clumsily bolted to its grey skin. They were gathered around a vaguely humanoid figure composed of whitish spirit-stuff. It resembled De Rais' form to a degree, but where he was shaped as he must have been in life, this soul was sexless and anonymous. It could have been anyone. The demons had pinned the soul down with stakes and the second demon was pushing its burning fingers into the soul's stomach.

De Rais rode up, careful to keep me on the far side of the riding beast from the demons so they could not see me. I heard him hail them, and they replied in guttural voices.

'What are you doing on that spawn?' challenged one, 'you should be down here! This pathetic scrap of plasm won't feed all of us! How would you like to have the hairs of that little blue beard used to tie your organs together, so that when we shake you, they're all torn apart?'

'Touch me,' said De Rais quickly, 'and you risk the wrath of my lord and master.' I saw him reach down and draw back his shirt, revealing a brand on his chest. The demons recoiled. He spurred the spawn and it began to scuttle on, chittering little gasps of pain with each step.

Once we had left the demons in our wake, I ventured to enquire what the demons were doing with the unfortunate soul. 'Torturing it, of course,' replied De Rais, 'the very meat and coin of this whole empire is torment. Bleed a soul, force it into paroxysms of agony, and it gives up a piece of itself. Demons need that to survive. Every soul in torment is food and fuel for the demon-kin. If a demon does not eat, it starves and that is not a pleasant sight. They live to torture and they torture to live.'

'But you are a dead soul, De Rais,' I observed, 'why are you too not being tormented?'

'The demons permit certain choice servants a measure of… freedom,' he said, and would elaborate no further.

After some hours of travel, we came to the brink of the Pit, and I looked down into Hell.

II THE TEMPEST CIRCLE

The pair enter the Second Circle, a land of howling winds, towering mountains, and sharp rocks. De Rais describes the Nine Great Houses of the Infernum, their different natures and current dispositions; also, the infamous Free Cities and the current trials besetting demon-kind are discussed.

The vertigo of staring down into the Pit was almost enough to kill.

The memory of standing on a high mountain and seeing all the kingdoms of the world flashed into my mind. All the kingdoms of Hell were spread out beneath me. Mile upon mile of black industrial wasteland,

of blasted heath, of tortured field and burning land – the terrain was infinitely varied, but there was no pleasure or comfort to be found anywhere that did not come from the suffering of another. Standing there on the brink of the Pit, I was deafened by the chorus of screams and buffeted by waves of rising heat from the raging inferno beneath.

I do not know how long I was transfixed there. In the uttermost dark I saw a light – a gout of flame which rose towards me. I watched as a great rolling ball of flame slowly rose up through all the circles until it passed by me. The heat of its passage seared my face, and I felt the flank of the riding spawn quiver and singe.

'Ninth dawn,' said De Rais in a hushed tone. 'Each morning, the Morningstar rises from the palace at the heart of the city of Pandemonium. It rises through the Nine Circles, bringing light to each in turn.'

The border between the first and second Circles was marked by a line of castles and fortifications. As we passed them, I saw that the pre-eminent feature of these buildings were all the dungeons, prison yards and forges turning out links of chain. We passed through this region slowly, waiting in line behind huddled masses of captive souls and their demon keepers. Beyond the gates of the fortress, we came upon a rocky landscape, lashed by winds and storms. De Rais' path wound its way through twisted stone outcrops and over deep ravines.

'This is the Second Circle, Tempest. The storms here are eternal.'

I inquired as to the nature of the brand that De Rais bore. He evaded the question, but it did cause him to launch into a lengthy discourse on Infernal politics.

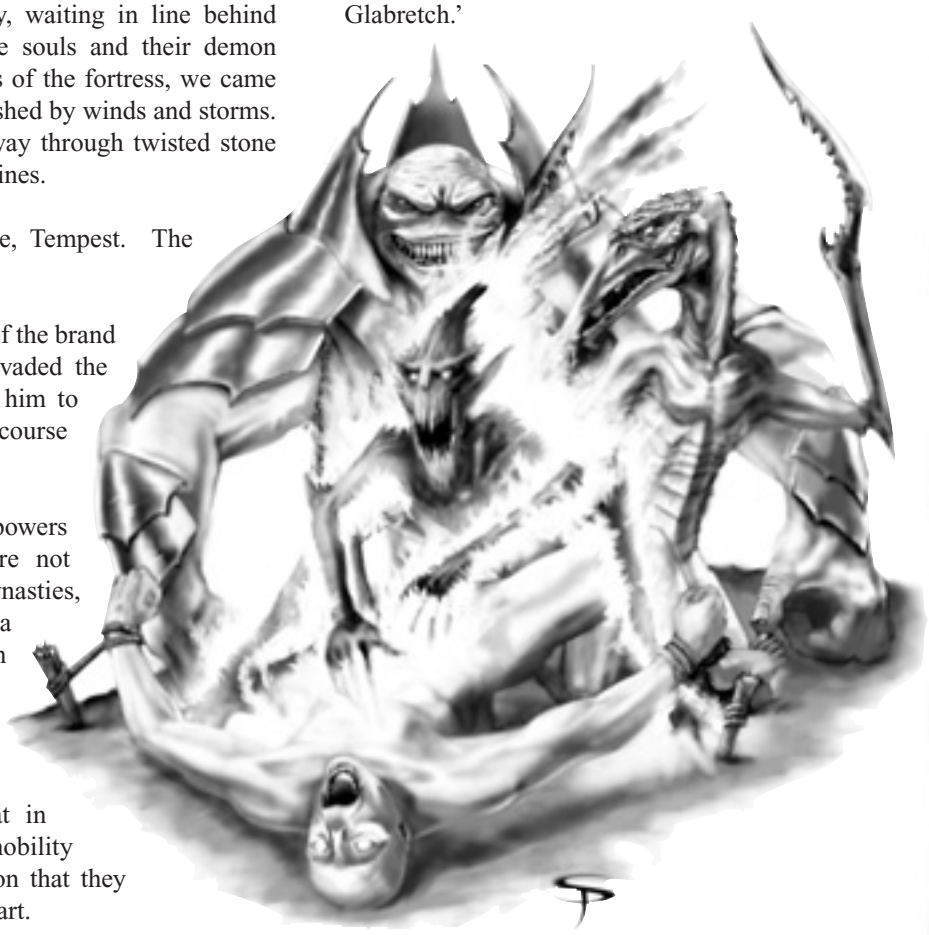
'The Houses are the real powers in the Infernum. They're not quite the same as mortal dynasties, but all the demons in a House share some common heritage. It is said that the House founders were once commanders in the old legion, but you don't want to go repeating that in polite company. The nobility doesn't like any implication that they weren't around since the start.

'There are nine Great Houses and innumerable lesser ones orbiting them. We're technically in Haimon territory at the moment, but they take little interest in their holdings here in the Second Circle. The big Haimon estates are in the next circle, with all the dead. Haimon's power comes from their legions of damned souls. They put the dead to work for them.

'House Astyanath and House Riethii have equally few holdings this far up in the Pit. They don't like to travel too far from the entertainments of the capital, Pandemonium. Astyanath likes pain and Riethii prefers pleasure, but they share enough common interests to work together much of the time.

'Glabretch, on the other hand, are permitted only a handful of fortresses below the Fifth Circle. They're plague-makers and disease-mongers, not to mention flesh-crafters. They'd pay well for a slave like you, actually; they need lots of raw materials and test subjects.

'Carthenay could pay the most, of course. There's no banker like a demon banker and the Carthenay coffers are bottomless. They own most of the Seventh Circle, which makes them almost as popular as the Glabretch.'



De Rais paused in his discourse to take a sip from a waterskin. 'I don't need to drink, of course, being dead, but the Limbo dust does so stick in one's throat. Where was I? Ah, Carthenay.

'Carthenay would be besieged by half the other Houses if it weren't for the Carthenay mercenary bands and their on-again, off-again alliance with the Sturrach. The Sturrach are Hell's pre-eminent warriors and generals, so they're as insufferable as you can imagine. No style, no grace, just a lot of marching up and down and blowing things apart. House Sturrach holds much of the Fifth Circle; every so often they'd gang up with Carthenay and try to take the Sixth, but all that's changed now.'

'Things change in Hell?' I asked, somewhat surprised.

'Yes. And quite drastically of late. The Sixth Circle holds Dis, the great forge city. The lords of Dis have declared themselves free from the rule of the Houses, and have somehow managed to break free of the Covenants holding them.

'A Covenant,' he clarified, 'is a sworn and unbreakable bond.' He rubbed his chest. 'To be held in a Covenant means you owe your soul to the debt-holder. It's one of the few things that keep the Houses together, so Dis' freedom is an abomination to the whole Infernum.

'Now, Dis' rebellion has spread to half a dozen other circles, and freedom and the Breaking of Oaths is on the lips of half the younger demons. It's quite upset the whole anthill. House Zethu, especially, is in trouble – they used to rule in Dis. The Free Cities have taken half of Zethu's holdings and the greater part of its influence.'

'Why have Carthenay and Sturrach not conquered Dis?' I wondered.

'House Sturrach has been under pressure from the Eighth House, Oblurott, for a while. It's unlike the fat slugs of Oblurott to stir themselves for long enough to make war, but they've marched their forces down from the Third Circle to threaten Sturrach holdings on the Fourth, and Sturrach's always been vulnerable to starvation.

'The Ninth House, the Lictat, is a coalition of lesser houses. They're upstarts, and would have been crushed by the other eight if it weren't for the crisis in Dis – which makes certain parties such as myself very suspicious of the Lictat. Their holdings are primarily behind us, on the marginal land of the Second Circle.'

Our mount toiled up to the peak of one particular sharp mound of broken glass and then collapsed in a heap. De Rais sighed. 'We'll have to walk down to the Third Circle.'

I looked down the scree of shattered glass and beheld a vast muddy plain sloping down into the Pit. In the distance, the Morningstar's light glittered off a river snaking through the land.

III THE CIRCLE OF TEARS

Their riding spawn having died from neglect, the pair progress by foot to the Third Circle of mud and monsters; putting off a discussion of monsters for a future time, they talk about mud and the rivers of the Pit. The narrator begins to recall something of his past. They take ship upon the river Acheron and so come to Moloch.

We soon found a road leading from the edge of the Second Circle. The mud had swallowed the road in several places, and De Rais seemed increasingly nervous. 'There are wild spawn roaming around here. I spent several decades being endlessly eaten by carnivorous blind children and have no desire to repeat the experience. We should hurry.'

As we slogged through the clinging mud, I inquired as to the nature of spawn, and how they differed from demons. He shushed me, saying that he had no time for such a digression as we might both be devoured by some renegade beast. The muddy plain was cut with many trenches and embankments, and by means of these shelters we avoided the spawn that De Rais feared.

'Haimon or Oblurott should do something about those things,' muttered my guide, 'but both are more interested in sending monsters rampaging through the other's holdings than in making the roads of Hell safe for honest travellers.'

'But you are not an honest traveller, De Rais,' I cried out, and in saying it I knew it to be true. He started to reply, but was interrupted by a yelping horde of amorphous damned souls, who came swarming up the channel in the mud-field. The herd of souls was driven by a trio of hulking, brutish demons wielding barbed whips. 'Haimon diggers,' said De Rais hastily, 'souls looking for souls.'

As we watched, the herd of souls began snuffling and rooting around in the mud. They made animal grunts of pain as they worked. Suddenly, one of them called out as she found something hidden in the muck. A

slaver demon strode forward, smashing the herd out of the way and trampling them underfoot. It reached the triumphant soul and knocked her away. She mewled like a pet cat, confused by its master's mistreatment, and I realised that these souls remembered almost nothing of human reason or dignity.

The demon dug into the ground and drew up a fresh damned soul. It slung its prize into a sack on its back, the other drovers whipped the herd of souls back into line and the whole motley parade moved on across the plain.

'Souls fall from the clouds,' said De Rais as if it was the most natural thing in the world. 'The Houses gather and process them.

'Now,' he added, 'we should be near a weep-canal, which will bring us to the rivers.' Indeed, we soon came upon a deep cutting in the mud, where hundreds of souls with curiously bloated heads were being tortured by enthusiastic demons. Their tears flowed into a stone-lined channel at the base of the cutting, creating a serviceable canal. Boats moved upon this ghastly canal, boats made of human fingernails, twisted flesh, beetle carapace, congealed blood and less savoury things.

We boarded a ship carved from a huge skull and De Rais explained the nature of the rivers of Hell.

'Phlegton is a river of molten metal. It rises in the Second Circle and flows down to the industrial heartland of the Sixth by means of a long series of locks and canals. I'm told that it's quite vital to those who forge weapons and build fortresses, but that strikes me as quite dull.

'The Acheron, which we'll be crossing in a moment, marks the boundary between the upper and middle sections of the Pit, just like the Styx divides middle and lower Hell. Both those rivers wind in and out of the caverns and tunnels that surround the Pit – and those places are outside the jurisdiction of the Houses. I do not think we shall go that way; we shall travel on the Acheron until we reach the Fourth Circle, and there we shall bid it farewell. In places, the Styx is awash with blood, which scabs into swamps and marshlands on the Fifth.

'The Lethe rises in the mines of the Fourth Circle. Of all the rivers, it is the most troublesome, as its waters wash away memory. Its vapours are pumped into the upper airs, to make new-fallen souls more tractable, but most of its waters are locked away behind great dams.

'Finally, there is the Cocytus, that flows through Pandemonium, the river of black ice. The demon capitol is protected by a moat of hungry darkness that is not good to look upon.'

On the boat, we dined with the demon crew. De Rais ate a little meat and drank a little wine, but without apparent hunger or pleasure. The demons had a trio of souls tied to the mast of their vessel, and would keelhaul them daily to provide some free plasmic iliaster, but for the main part they fed off bottled agony from the hold. I found myself growing hungry as I watched them and even took a little agony from the scraps they left at the table.

Ahead, the low mud plains gave way to the towering mountains and gaping cave mouths of the Fourth Circle. The boat was tossed by rapids and nearly carried off into

chasms several times, but the demons held tight to ropes and tillers and we navigated the torrent to dock at a city carved into the living rock.

IV THE CIRCLE OF TOIL

The narrator and his guide discuss the nine breeds of demons; their purposes and natures are described; the demonic relationship to spawn is discussed, also certain unmentionable procedures involving spawning pits.

'This is the City of Moloch,' said De Rais as he lead me through the streets, 'a seat of Zethu. The Fourth Circle has many mines and foundries, wherein toil many millions of slaves. Most are damned souls, but there are a few condemned demons amid their ranks.'

Moloch's iron towers and smokestacks loomed above us. On the outskirts of the city, I could see low brickwork tenement-prisons where these labourers were chained. The bulk of the city consisted of massive factories, with the streets and markets and civic buildings clinging to the outer shell of the factories like rust stains. Crowds of fiends jostled through the narrow alleys of Moloch and pushed through the slag heaps and ash clouds that seemed omnipresent in the city. I noted that, for all their riot of horrible shapes and features, there seemed to be similarities of shape and form. I mentioned this observation to De Rais.

'Indeed, there are nine breeds of demon, each one shaped for a specific purpose. That spindly thing, there, with the head of a jackal – it is a stalker, a hunter of escapees and a killer-by-night. Its big companion is a slaver, one of the soulkeepers. These two breeds are the jailers of the Infernum.

'The armies are full of flying fiends and monstrous hulks. We'll see them in the Fifth Circle, beyond Moloch. I prefer not to associate with such brutes.

'That little flying imp, there – that's an imp, surprisingly. I was rather hoping to meet a malcubus here in the city (now there's a worthy dinner companion), but Moloch's probably too industrial and crowded with demons for that rarefied breed. Why, before Dis' revolt, the only breed you'd normally see here were little artificers.

'There are quite a few beasts here, too; they may look like animals, but they are among the most powerful sorcerers and shape-shifters among the breeds. Deceivers too, spies and tricksters in the service of the House nobles. It's quite amusing to see how they have crammed a thousand years worth of wealth and greed into this little city.'

The 'little city' was some seven miles across and contained millions of demons.

'Of course, appearance means nothing. As a demon grows, it changes and mutates into new forms – flesh is a lie, you know.'

Now that De Rais had explained, I could see the various breeds moving around the streets and squares of Moloch. That crowd of souls being shovelled into furnaces was being corralled by slavers; the squat little gnome-things working on a huge chemical works were artificers and the winged messengers flitting through the streets were imps. High above, I saw cruel-faced nobles and their beast advisors looking down disdainfully from palace balconies.

Demon after demon after demon, each one with a terrible, insatiable hunger for the agony of mortal souls; generation after generation, uncounted millions spawning and filling up all the cities and tortured places of this broken Pit of Hell… I began to feel quite faint, yet strangely euphoric.

De Rais, for his part, was droning on about the nature of the demonic form.

'Spawn – the common beasts of the fields and woods of hell – share the same consistency of flesh and the general semblance of demons, but they lack any *animus* or spirit. They feed on plasm or meat or each other. They can live on almost anything, really. The demons do tame and use some forms of spawn, but most are nothing but vermin or dangerous monsters.

'When a spawn is slain, its death throes produce more spawn. Bigger, well-fed spawn give rise to other great beasts. Look over there, at the stockyard. There's a gorgoth being fattened up on plasm (that's what all those souls are being chopped up in the blender for). When it's almost fit to burst, that hulk will drive a spear into the gorgoth's belly and kill the spawn. The slavers with the nets, there, they'll catch the new spawn and carry them off.

'Demons do not reproduce in the same way, fortunately – if they did, then the battlefields of the Infernum would be littered with mewling little demons. Instead, they use spawning pits. When a demon is hurled into one of those acidic baths, it dissolves, and new demons are born from its ruin. It's a very impressive sight. It also means that being captured in battle is the worst fate a demon can look forward to.'

Noticing my discomfort, De Rais seized my arm. The dead man's phantasmal flesh was clammy to the touch. 'I have hired a carriage,' he said, 'it will bring us across the Iron Road to the Sixth Circle. He had long since stopped mentioning his supposed plan to sell me to some demon slaver. It was evident that he could have sold me in Moloch, so I came to realise he must have some other plan for me.

I felt obscurely angry, but also very, very hungry.

V THE CIRCLE OF SLAUGHTER

The unlikely companions progress along the Iron Road that crosses the war-torn lands of the Fifth Circle. The narrator remarks on the futility of war and is corrected by De Rais. During a siege on a demon's fortress, they encounter an angel and the narrator is further educated on the horrors of Hell.

The Iron Road leads from the burning mountains and volcanoes of the Fourth Circle to the fortified cities and hills of the Sixth, on the shores of the Phlegton and the Styx. It is iron in parts, where great metal viaducts arch over pits and holes. In other places, it is a wide road of stone quarried from the mountains. In the worst places, it is made of calcified souls.

The Iron Road and the other byways of the Fifth Circle have to be of surpassing strength. It is here, above the Styx, that the Houses fight their border skirmishes and petty wars. Open war below the Styx, De Rais reminded me, was a catastrophic and rare event, an escalation of hostilities that normally signified the destruction of a whole House or city. In the wars of the Fifth Circle, the Houses could try each other's defences and armies without risking utter destruction.

I wondered openly why anyone would fight over such a desolate landscape. Millennia of demonic warfare had torn the ground open in thousands of oozing, burnt gashes. The clouds were thick black smoke, the rain was blood and acid and oil. Carcasses of fallen demon and spawn were littered everywhere and there was an ever-present fog composed of an uncountable number of shredded and pulverised souls. Yet the wars still continued: from the windows of our carriage, I could see the red horizon flare and burn with new explosions of hellfire, and I could dimly hear the screams and the sounds of carnage.

'They fight for trade routes, like this Iron Road,' remarked De Rais. 'They fight for prisoners, for soul gathering rights and tribute and so on. Most of all, though, they fight because their masters in the lower circles order it – it culls the younger demons and keeps the masters from being threatened by some young usurper.'

We passed a fortress made of carved bone. It was surrounded by a screeching flock of fiends, who hurled balls of acid and hellfire at its walls. 'Why is that fortress in such a place?' I asked. 'Surely there are more defensible places than this flat plain?'

'A demon's fortress is more than just a defensive fortification,' explained my guide. 'They are spiritual defences, protecting him against sorcery from without. They are places to store souls he has personally claimed, or torture palaces to provide him with iliaster. Presumably, this particular region has many souls falling into it and the tower has some trap to collect them for that demon's personal use

instead of letting them be gathered by House collectors.'

With a tremendous crack, a section of the upper wall of the fortress broke away. It tumbled to the bloody ground, dripping acid and burning with green flame. The fiends roared in triumph and swooped into the breach in the tower's defences. A bright and pure white light shone out from the breach, and another figure leaped into the sky. Magnificent feathered wings spread and for a moment, their light drove back the shadows of Hell.

'An angel!' I gasped. Even De Rais seemed momentarily impressed, but he soon covered it with his customary cultivated disinterest. 'Angels still fall, just as some say they did at the beginning of Hell. Just as the souls of unworthy humans are thrown into this realm, so too are those angels who fail some ineffable test. The Lethe Clouds rob their memories too, just as they robbed yours.'

A flaming sword cut at the swarming fiends. The wrath of the fallen angel was a glorious sight, and the fiends fell back in dismay.

'He may remember nothing of Heaven, but he still fights against the hellkin,' I said.

'Feh! Don't mention that story in polite circles. Wherever those angels fall from, there is no reason to assume that it is any brighter or better than here or the mortal realm. All existence is torment for those who serve, and pleasure for those who rule,' snapped De Rais in an irritated tone. 'He fights for the same reason I serve my master. Look at his right breast and you will see the Sturrach seal. The House has Covenanted that angel.'

Indeed, I could see a demon's mark seared into the angel's flesh. My spirits fell. I looked at De Rais' chest, wondering what demon's mark he bore, but he carefully closed his shirt to hide the mark.

Our carriage rolled on. Behind us, I heard the angel roar in agony as the fiends closed in.

We crossed the Styx on a great bridge of black iron that arched over a marsh.

VI THE INDUSTRIAL CIRCLE

The travellers pass by the Free City of Dis, where they are beset by a highwayman. They come to reassess their relationship. Also, the guide discusses the differing philosophies of the Great Houses and the Free Cities for the elucidation of the narrator.

On the far side of the Stygian marsh was a forest of twisted, leafless trees. Things crept in the shadows of the underbrush and beyond the trees I could see decaying ruins and rusting hulks. 'One of the lesser houses – Bure or Bule or something – once held this territory. The Riethii destroyed them, but never bothered claiming their land. It's full of brigands and mercenaries now… mortals, too.'

I frowned at this mention of mortals in Hell. 'It's not so uncommon. Sorcerers and half-breeds mostly, but occasionally some poor fool finds a doorway into the Pit and gets stuck here. They don't last long.' De Rais paused a moment, then leaned forward. 'There's even a city of humans, somewhere up in the Second or Third Circles. A terrible embarrassment for the lords of the underworld, no? Still,' he smirked, 'demons have undergone worse indignities.'

'Such as?'

'Oh, being exiled from a House and having to turn mercenary. Being captured and thrown into a spawning pit. Trapped in a binding circle by some sorcerer and forced to serve him and so on. Attending a Glabretch vomit party.'

He was interrupted by our coach driver – specifically, by the coach driver's head, which went flying past our window. The spawn pulling the coach were reined in and a demon appeared at our window. Its face was a mass of crawling maggots. One of its arms ended in a cylindrical spur of bone that resembled the muzzle of a gun. 'So,' said the maggots in chorus, 'you lickspittle lackeys of the corrupt Houses think to travel through the free territory of Dis?'

'I am not a servant of the Houses,' I began to say, 'I don't know what I am. He captured me!'

De Rais' boot suddenly smashed into my mouth and I fell, stunned. He whispered something into the highway-demon's ear (at least, I surmise it was an ear) and the highwayman scurried off. Before I could react, De Rais was kneeling on the small of my back and had a knife to my throat. His voice was silky and almost regretful.

'Why, I thought we had an arrangement. I could have left you to be churned into plasm by the first little demon who found you on the First Circle. I could have sold you to any of a hundred slavers. I could have fed you to a spawn. But instead I bring you in more luxury

than any soul deserves through six circles! And this is how you repay me! By trying to betray me at the first opportunity!'

I reminded De Rais that we were in Hell. 'Indeed we are! Why, by rights I should demand you Covenant with me and owe me a life debt! But I have other plans for you! Now, should I cut your throat here or do you swear to travel with me to Pandemonium?'

I assented that I would, and he released me. The demon had gone, as had the head of our coachman. De Rais indicated that I should take the reins and I realised that I remembered how to drive the vehicle. We continued in silence for some time.

'Dis lies yonder,' said De Rais, pointing off to a great valley lit by a burning river. 'The river is Phlegton, which flows with molten metal. The city is built on its banks.'

I asked how he had convinced the demon from Dis to let us go. He answered with a discourse on the differing politics of the Infernum.

'The Houses believe that they are the rightful rulers of Hell. The lords of the Houses are all ancient and exceedingly powerful, and it is almost impossible for any demon to rise to their level. They have stagnated; the only way to advance is through assassination. None of the Houses are powerful enough to control Pandemonium, and they're all too paranoid to ally with each other or share power.

'They keep the younger demons in line through regular culls and Covenants. The Free Cities actually propose a breaking of Covenants and rule by accord instead of might alone. Some have even *emancipated* the damned souls and mortals and treat them as the equals of demons instead of food! It's enough to shock the Riethii!

'The Houses make their claim on rulership of Hell on more than just pure power. They claim their ancestors built Hell and the Pit. The thinkers of the Free Cities are trying to destroy this claim by finding proof of the Luciferine heresy.'

'And that is?' I prompted, knowing De Rais was waiting for me to ask.

'Why, it's the myth that the fallen angels were the first denizens of Hell. According to the story, they made the demons by mating with the spawn and creating a hybrid race. They built a demon army for themselves and then that army turned on them and overthrew them. Obviously, the Houses don't like that story – not only does it show that their noble ichor is actually muddied with that of the spawn of the fields, but it also demonstrates that their claim is based on treachery and uprising.

'And treachery and uprising are exactly what the Free Cities represent and what the nobles fear.'

'And what of Lucifer and the first fallen angels?' I asked.

'In Pandemonium, the great capitol city, there are the Priests of the Morningstar. Officially, they tend to the great fiery globe that brings night and day to the Pit… but there are vaults and temples in their care that no-one enters. Who knows what they have in there?'

My lip had split where De Rais had kicked me, and it had begun to bleed. I tasted the wound. It did not leak watery plasm, as I thought it would. Nor was it mortal blood. I was neither dead nor a human, though I appeared to be both. What was I?

VII THE CIRCLE OF UNHOLY

DELIGHTS

The pair travel onto the Seventh Circle, where the Great Houses have their gardens and pleasure-palaces. They attend a demonic ball. The narrator learns more of iliaster and the etiquette associated with it, and certain discoveries are made.

The border from the Sixth to the Seventh Circles was marked by a great wall, carved with scenes of torment and suffering. De Rais relaxed visibly as we passed beyond sight of Dis.

'Ah, the Seventh! Best of all the circles, you know. I spent many happy years here.'

'Are you not a damned soul, condemned to eternal torment?'

'I am in the service of a demon. My master lifted me out of torment in the machines to serve him as an aide and courtier. Only a tiny fraction of the damned retain the wit and memory of themselves after passing through the Lethe Clouds, and only a tiny fraction of those have the courage and audacity to win a demon's favour. Permit me my indulgences.'

We passed through a vast forest, the Wood of Suicides. The trees moaned as we drove by. Parts of the wood were sculpted like some ornate formal garden and I espied fountains of blood and living statues of frozen plasm decorating the grounds.

'If there were time, I might show you the Astyanath Theatre of Knives, or the many-coloured desert, or any of the other pleasures. But we are late.' We turned down a lane in the wood. 'A demon lord of my acquaintance is holding a ball and I have business there.'

The lane ended in a massive pair of silver gates, as complex and beautiful as a spider web, that opened at our approach. Beyond, I saw a vast mansion made from snail-shell. In the courtyard before us were hundreds of demons, cavorting and playing and conspiring. 'Are you the only damned attending this party, De Rais?' I wondered.

'Of course not. Look.' He pointed to a fabulous assortment of torture devices scattered throughout the courtyard. Wispy souls were trapped in each machine and the demons were sipping the iliaster yielded by tormenting the poor damned. Unlike the thin gruel-like plasm I had seen elsewhere, the draughts the demons took at this party were rich in colour and smell. The hunger that had gnawed at me earlier returned and I eagerly followed De Rais through the demon crowds.

I brushed by one demon covered with spiders. Another had six arms, each of which ended in a pincer-like claw. Succubi of surpassing beauty pressed their naked flesh against me and whispered hot endearments in my ear, but I pushed by them. Massive demon lords with horned heads strode through the crowd, heedlessly crushing lesser guests as they spoke in grinding tones about weighty matters. Little imps shot through the air, squeaking rumours and scandal. I overheard a hundred snippets of bizarre, Byzantine politics and plot.

'– Dis will have to be dealt with. If not Zethu, then Glabretch –'
'– gave an angel a dukedom! Really, just because a fallen acts like a demon doesn't mean –'
'– and she ate their child in a fit of pique. Just because they don't have to be hurled into a spawning pit doesn't mean they shouldn't –
'– ensorcelled his master. They say he poisoned him with Lethe-water, and intends –'
'– a thousand souls, maybe two. But no more. It's a buyer's market, what with –'
'– bile rifles! It works wonders against their armour. We had them on the run in –'
'– entrails. Again with the entrails. You have no imagination –'
'– dams are breaking, and Carthenay won't pay. If nothing's done –'
'– vasion from the Broken Lands. We should annex the whole place and be done –'
'– break free. It's quite good for a damned. Apparently he's here to get the spell –'
'– immolate you, and then cut your spine –'
'– lightful, and most refreshing –'
'– destroyed by the Benandanti. Every month, without fail. I say –'
'– mixed with pain. Here, I shall demonstrate.'

I stopped, for I had come upon one of the torture machines. A tall demon was standing by it and extolling its virtues like a mountebank.

'Unlike simple torture, where the soul is merely discomforted, the production of Agony requires that its pain be absolute. A soul, being composed of plasm, has no organs or nerves, no flesh or bone – but it has the *memory* of these things. Leave the soul in place long enough and the plasm settles in accordance with the memory. The bodiless soul grows organs and nerves, the fruit we shall pluck to make Agony.'

The demon gestured to the machine. I saw that the

soul within it was far more human in shape than any I had yet seen, save De Rais. Metal spikes transfixed it in a dozen places and tubes were attached to its wrists, thighs and neck. It was gagged with a flap of conjured flesh. The demon turned a wheel, the spikes quivered and then withdrew from the soul. The damned soul threw itself against the bonds of the machine in utter agony. The tubes began to fill with a red liquid coming out of the body and a blue liquid flowed in. The demon tapped the blue line. 'We must keep the subject conscious, for the best flavour.'

I glanced behind me. One of the incubi – the male counterparts of the succubi – had transformed itself into the shape of a prepubescent boy, and in this form had quite seduced De Rais, who was leading the child off into the gardens. I could see De Rais' shirt hanging open, and I could make out the details of the seal on his chest. It was familiar to me.

I turned my attention back to the demon at the torture machine, who was drawing off the Agony. 'Normally, it would take many souls to produce even a drop of this precious substance. This is a particular rare and sturdy vine, well suited to lethal torment.' He poured the red liquid into several chalices and began to pass them out. I took one and sipped it. A great thrill ran through me. It felt like water in the desert, like homecoming after a long journey.

Satisfied, I returned to the carriage, to wait for De Rais and the last stage of our journey.

VIII THE CIRCLE OF THE MALEBOLGE

The pair travel into the heart of the Infernum, where they see the great thrones of the demon houses on the outskirts of the city called Pandemonium. There, the narrator is introduced to the nature of Sorcery and certain secrets are revealed. The nature of the narrator is discovered; also, what happens upon this discovery.

While the mountains of the Second Circle thrust into the howling winds like razors, and the sullen mountains of the Fourth are like slag-heaps of dull iron, the mountains of the Eighth are grander and more impressive than any towers of the Earth. They reach out like grasping claws from the steep sides of the Pit, almost touching in the centre. The mountains are divided by ten great valleys, nine of which are claimed by the Houses.

The last valley is the road to Pandemonium. It is not paved with good intentions, but with skulls.

Our carriage clattered along its uneven surface. In some places, the upper layer of skulls had been worn away, revealing deeper and deeper levels of bone. Ever since the party in the Garden of Unholy Delights, De Rais had clutched a leather bag to his chest and guarded it jealously.

For my part, I drove the carriage down the road with certainty. I remembered every step of the way.

As we travelled the valley, I could see the towers of the House citadels. The fortress of House Sturrach loomed over the intervening mountains. Vast flights

of regimented fiends circled it constantly and the low rumble of war machines echoed down the valley. On the far side, House Astyanath's home was a thing of coils and spikes and hooks, like a rose made from steel. A strange burning red flame hung over it.

'Tell me of sorcery, De Rais,' I said.

He shifted uncomfortably. 'It is a magical art. By means of sorcery, one may raise and control spirits. Demons can be summoned and bound in pentagrams and circles. It can also be used to ward a place to prevent demons from entering – that was how I won the favour of my demon lord. An enemy's palace was guarded against demons, but not souls, so he plucked me out of the fields and sent me in as a spy.'

'What else can sorcery do, De Rais?'

'Many things.' His expression was pale. 'There are spells of transformation, of destruction. Of necromancy, of seeing things far away or long past.'

I urged the spawn drawing the carriage to greater speed. We were approaching a massive fortress of green jade; its gates stood open and ready to welcome us.

'You said a fortress can protect a demon from spells from without. Does this mean that a demon has no protection against spells cast *within* the fortress?'

'…yes.' The answered reluctantly. The heat of the Agony I had drunk arose within me, and a wisp of smoke rose from De Rais' brand.

'De Rais. Am I your master? Do you bear *my* seal?'

His lips trembled and his hands shook, but he could not deny my will. 'Yes.'

IX THE CIRCLE OF PANDEMONIUM

Wherein the narrator describes the ambitions of all demons, and tells us what is done in Hell.

With that admission, the veils fell from my mind and the mortal shape fell from my body. My wings spread. Armour plate erupted over my flesh and acid began to drool from my primary jaws. A serrated sword of bone extended from my tail and impaled the treacherous De Rais.

'YOU BETRAYED ME, DE RAIS. YOU WOULD HAVE LURED ME BACK INTO MY OWN HOME WHILE I WAS WITLESS AND UNDER YOUR INFLUENCE.'

I tore him asunder a dozen times. I swallowed chunks of him. I spat acid into his eyes and ripped his brains from his skull. I murdered him over and over and it still wasn't enough.

I had come home to Hell.

I took flight above Pandemonium. The ice river of Cocytus ground its way through the moats of the capitol below me. Above me, the Morningstar began its slow descent and night began to fall across the circles.

De Rais. wasted Still, On my long journey down the Pit, I had been denied iliaster by the treacherous Much of my might was gone, away through starvation. I could rebuild. That which does not kill me makes me stronger and I shall rise on the trampled corpses of my foes.

This is the way of the demon. This is how I shall conquer Lucifer's kingdom…

Introduction

You are in Hell.

Everywhere around you, there is torment and suffering. The demons, the rulers of Hell, torture human souls to wring iliaster from them. This iliaster is the very substance of the soul – without it, the soul is reduced to nothingness. Without it, the demons starve.

The hordes of the Infernum fight bitter wars over these souls; the Nine Great Houses are delicately balanced and even a little extra strength could be the decisive factor that brings victory in the wars of Hell. Above the Pit of the demons hang the Lethe Clouds, which rob those who fall into Hell of their memories. Souls rain down daily, tumbling into the Pit to be hunted down and captured by hungry demons.

Sometimes, an angel falls like a shooting star, crashing into Hell as punishment for some unknowable offence in Heaven.

For an eternity, there has been nothing in the Infernum except constant war and constant suffering. Those in power grind those beneath them into the burning dust, while those below plot and conspire to overthrow their masters and take their place and all bow before the might of the warring Houses. Now, there is dissent and opposition even against their might, as the Free Cities declare their independence and threaten the hegemony of the Houses.

War is coming to Hell. Anyone, even a mortal, could conquer the Pit and become a lord of Hell.

Conquer or suffer. These are the only choices in the Infernum.

Infernum: Book of the Damned

This is the player's book for the *Infernum* roleplaying game and it is split into three sections. **Part I: Into the Infernum** starts with the **Basics,** containing invaluable information for those new to roleplaying games. Players may take the role of demons, mortals or fallen angels; these options are described in the **Races of the Infernum** chapter. Demons may possess a **Breed** or a **House** affiliation, while extra rules for **Angels** and **Mortals** are described in those respective chapters.

Part II: To Live & Die in the Pit contains basic rules and everything you need to know to play your game. *Infernum* uses a variation of the standard OGL rules for **Skills**, **Feats** and **Combat**, so experienced players need only skim those chapters. **Survival in the Infernum** describes the basics of life in Hell, while **Miscellaneous Rules** covers other unusual situations.

Equipment describes the weapons of war and methods of torture used by the demons.

Part III: Lore of the Nine Circles details the specific rules that govern the Infernum and make it such a unique and dangerous place. Demons develop **Mutations** over time. If angels or mortals follow the **Downward Spiral** into Corruption, then they too may mutate. The Downward Spiral also describes the rules for Covenants, demonic bargains that can even hold the treacherous spirits of the hellkin. Finally, **Sorcery** describes the magic that can summon or bind demons.

The following books in this series are *Book of the Tormentor* and *Book of the Conqueror*. The *Book of the Tormentor* is the Games Master's guide to the Infernum and its denizens, including full rules for adversaries and the Nine Great Houses. The *Book of the Conqueror* gives rules for fortresses, mass combat and conquest. Together, the three books comprise a full roleplaying game where conflict and conquest are the chief goals of any would-be denizen of the Infernum.

Glossary of Terms

Acheron: One of the rivers of the *Infernum*; it marks the division of the *Upper* and *Middle Hells*. Acheron is known for its treacherous route in and out of the *Pit*.

Agony: A richer form of *plasmic iliaste*r, known for its healing properties and addictive rush.

Angel: According to some beliefs, an inhabitant of *Heaven*. By tradition, the first *fallen angels* became the demonic race. Angels resemble beautiful winged humans composed of pure *iliaster* and will.

Angel, Fallen: An *angel* cast out of *Heaven*. The passage through the *Lethe Clouds* destroys the memory of the *angels*, so they cannot recall their former glory.

Artificer: A *breed* of *demon,* known for their small

stature and skills with machinery

Astyanath: The Cruel, a *House* of *demons* known for the artistry of their torture.

Beast: A *breed* of *demon*, known for their animalistic appearance and ingenious minds.

Binding: The trapping of a *demon* or *angel* in a magical circle by means of *sorcery.*

Breed: One of nine types of *demon*, each of which has a place in *Infernal* society.

Breach: A *demon* or *angel* who has been severely wounded to the point at which its *iliaster* is leaking from the vessel of its body.

Carthenay: The Hoarders, a *House* of *demons* known for their greed and mercantile nature.

Circle: One of the nine regions of the *Pit.*

Cocytus: One of the rivers of the *Infernum*, Cocytus is a river of black ice that flows through *Pandemonium.*

Corruption: Spiritual taint; *demons* are utterly corrupt, *mortals* and *angels* may become so. Only those who are corrupt may be trapped by a *Covenant*.

Covenant: A magical bond between two *demons*, placing one in the debt of another.

Damned: A *soul* of a dead *mortal* condemned to *Hell.* Damned are tormented by *demons* to obtain *iliaster*, especially *plasmic iliaster.*

Deceiver: A *breed* of *demon,* known for their skills at spying and mastery of Possession

Demon: An inhabitant of *Hell*, said to be descended from the *First Fallen*. Demons feed on *iliaster* to avoid becoming *dissolute.* Each demon belongs to a *breed* and may be a member of a *House.*

Dis: The largest and most famous of the *Free Cities.*

Dissolute: A *demon* who is denied *iliaster* becomes *dissolute,* a state of weakness and vulnerability.

Early Tribe: Any of the tribes of escaped *mortals* who hide from the *demons* in *Upper Hell*.

Eighth Circle: The *Circle* of the *Malebolge* containing the fortresses of the nine great *Houses.*

Extraction Rig: A necessary tool for collecting *iliaster* from tortured *damned.*

Faustian: A *mortal* who has mastered sorcery and is considered an honorary *demon.*

Fiend: A *breed* of flying *demon.*

Fifth Circle: The *Circle* of Slaughter; the primary battleground of the *Pit.*

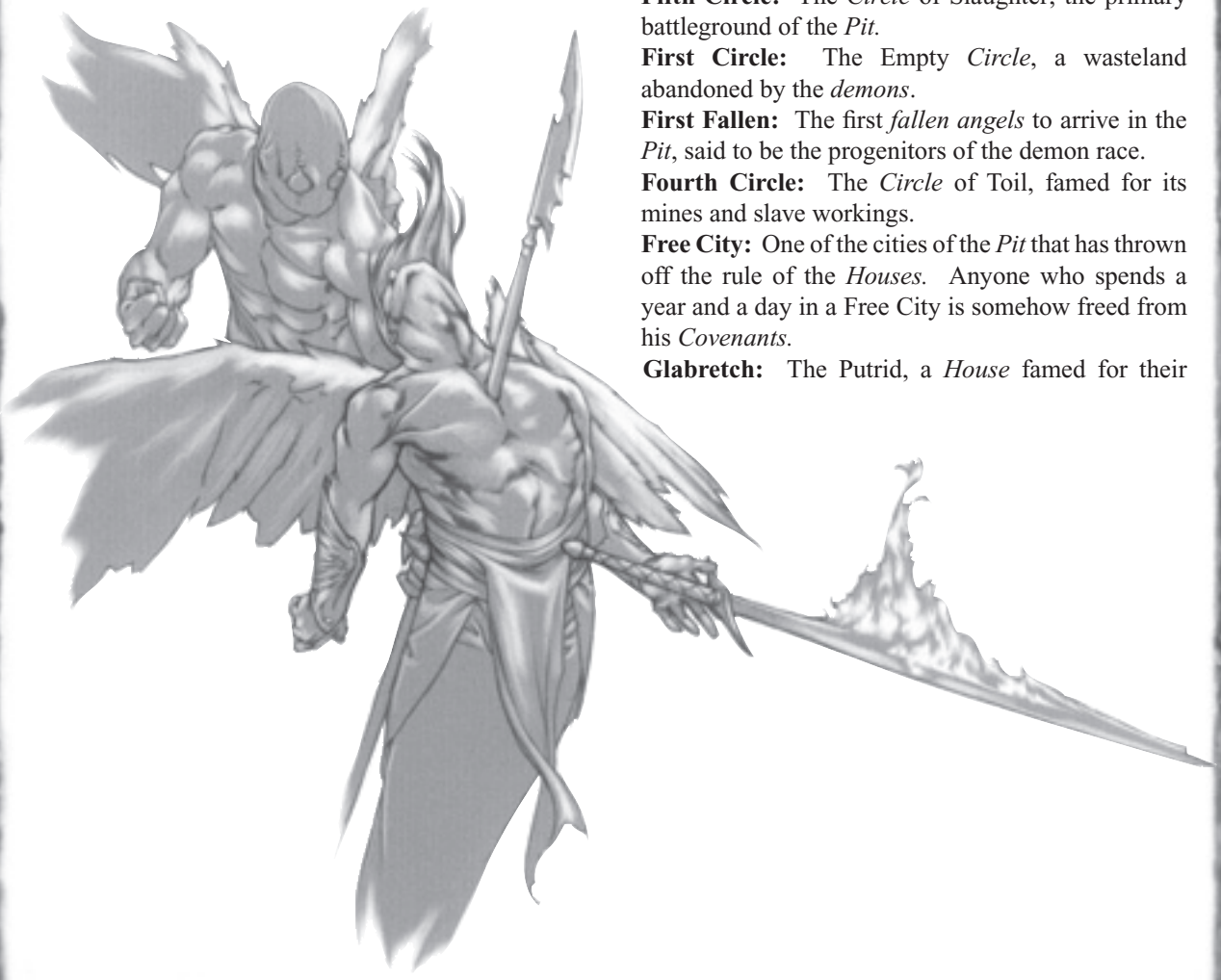
First Circle: The Empty *Circle*, a wasteland abandoned by the *demons*.

First Fallen: The first *fallen angels* to arrive in the *Pit*, said to be the progenitors of the demon race.

Fourth Circle: The *Circle* of Toil, famed for its mines and slave workings.

Free City: One of the cities of the *Pit* that has thrown off the rule of the *Houses.* Anyone who spends a year and a day in a Free City is somehow freed from his *Covenants.*

Glabretch: The Putrid, a *House* famed for their



control of disease.

Haimon: The Deathly, a *House* known for their mastery of necromancy and the damned.

Harrower: A *mortal* knight of the Knights of the Harrowing, dedicated to destroying the *Infernum*.

Heaven: A mythical realm, said to be the home of *angels.*

Hell: The realm containing the *Pit* and all the caves and seas beyond.

Hellkin: Another term for *demons*.

House: One of the *demonic* families. There are Nine Great Houses and innumerable lesser ones. The Houses control the supply of *iliaster*.

Hulk: A *breed* of *demon* created for battle.

Ichor: The analogue of blood in *demons* or *angels.*

Iliaster: The essence of the soul; the food of *demons.*

Imp: A *breed* of *demon* of Small size, with the power to fly.

Infernum: The government of the *Pit* and, by extension, all the *hellkin*. It is made up of the Houses. Colloquially, the known and explored portion of *Hell* encompassing the *Pit* and its *surroundings.*

Infernal: Of or pertaining to the *Infernum.*

Lethe: One of the rivers of *Hell*, the *Lethe* flows from the *Fourth Circle*. The waters of the *Lethe* cloud the memory of those who touch them.

Lethe Cloud: The clouds made from vaporising the river *Lethe*; these hang above the *First Circle.*

Lictat: The Usurpers, a *House* that recently rose to be counted among the great.

Lower Hell: Collectively, the *Seventh, Eighth* and *Ninth Circles*; the stronghold of the *Infernum.*

Lucifer: By tradition, the captain of the *First Fallen* and original king of *Hell*.

Malcubus: A *breed* of *demon*, divided into male incubi and female succubi.

Malebolge: The ten great pits of the *Eighth Circle*, each of which contains a fortress of a great *House* or the road to *Pandemonium.*

Middle Hell: Collectively, the *Fourth, Fifth* and *Sixth Circles;* the section of the Pit most warred over by the *Houses.*

Moloch: An industrial city on the *Fourth Circle,* held up as a counterpoint to treacherous *Dis.*

Morning Star: (1) Another title for *Lucifer*. (2) A sphere of flame that rises each day from *Pandemonium*, bringing light to the *Pit.*

Morningstar, Priests of the: An order of *demons* who tend the *Morningstar*.

Ninth Circle: The city of *Pandemonium* and its suburbs.

Oblurott: The Gross, a *House* noted for its love of gluttony.

Pandemonium: The capital city of the *Infernum* located in the *Ninth Circle.* The prize the *Houses* war over.

Phlegton: A river of molten metal.

Plasm: The blood of the *damned*.

Plasmic Iliaster: The commonest form of *iliaster* consumed by demons, produced by torturing *damned.*

Pit: The massive hole in *Hell* where the *Infernum* is located. According to legend, the *Pit* was formed by the impact of the *First Fallen*.

Riethii: The Seducers, a *House* of alluring *demons*.

Second Circle: The Tempest *Circle*, a windswept rocky wilderness.

Seventh Circle: The *Circle* of Unholy Delights, the gardens and pleasure-places of the *Houses*.

Sixth Circle: The Industrial *Circle*, once the heartland of the *Infernum*, now beset by the heresy of the *Free Cities.*

Slaver: A *breed* of *demon* assigned the task of watching over the *damned*.

Sorrow: An exceedingly rare form of *iliaster*.

Soul: (1) The spiritual essence of a being. (2) One of the *damned*.

Sorcery: A form of magic that is especially potent against *demons*. Chief among its properties are *binding, summoning* and *warding.*

Spawn: Mindless beasts that are kin to *demons*, but lack any spirit.

Spawning Pit: A vat of chemicals and magic that destroys any *demons* thrown into it; new *demons* then crawl out of the ruin of their 'parent'.

Stalker: A *breed* of *demon* tasked with hunting for freshly fallen *damned*.

Sturrach: The Bloody, a warrior *House* of *demons.*

Strain: A form of *iliaster* commonly used in industry.

Styx: One of the rivers of the *Pit*, it divides the Middle and Lower Hells.

Summoning: Magically transporting a *demon* to a place using *sorcery.*

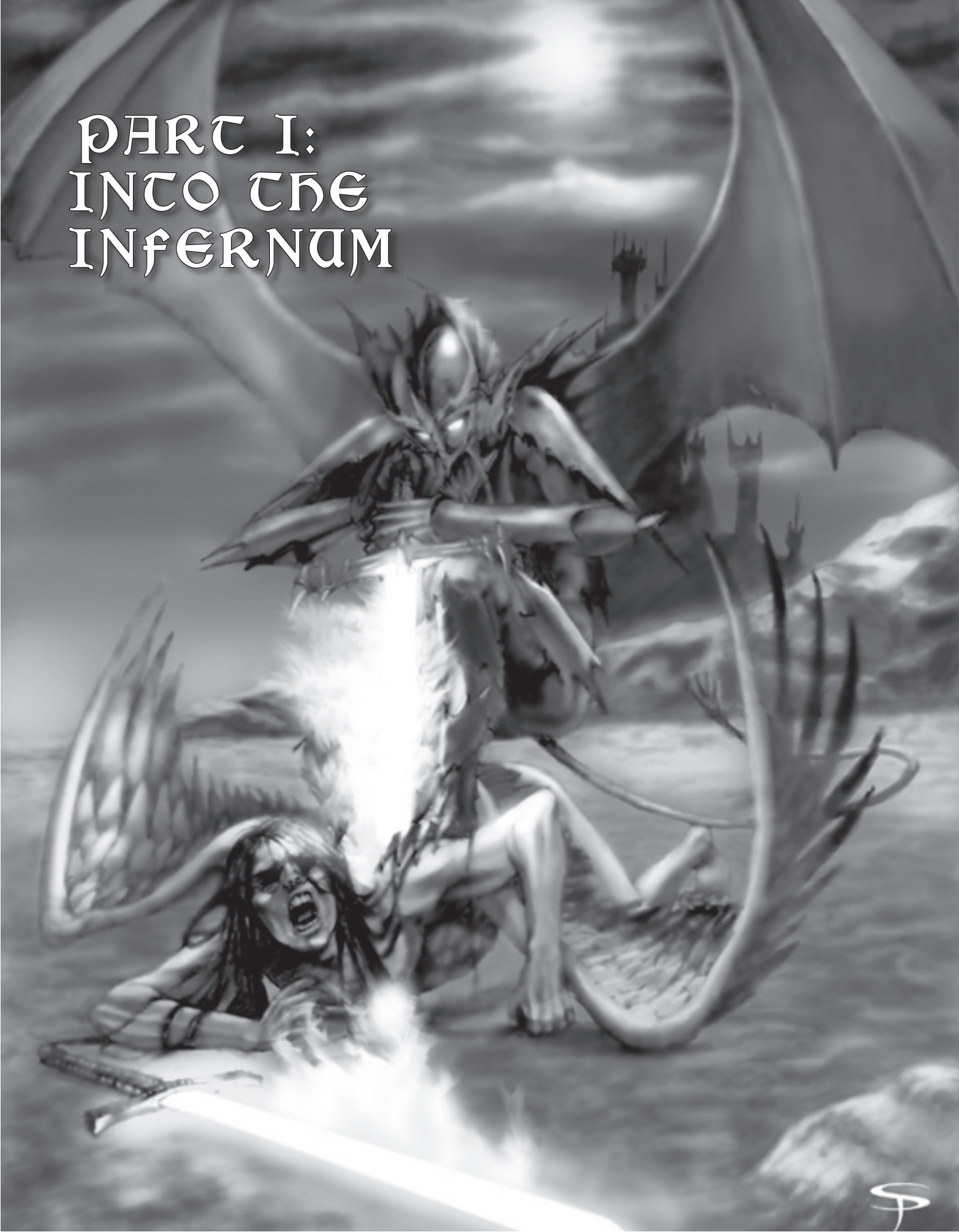
Third Circle: The *Circle* of Tears, a muddy plain.

Torture Palace: A factory for the torture of the *damned* to make *iliaster*.

Upper Hell: Collectively, the *First, Second* and *Third Circles,* a region considered largely irrelevant by the *Houses*.

Warding: A magical spell created by *sorcery* that keeps *demons* from passing.

Zethu: The Unveilers, a *House* famed for its mastery of technology, magic and secrets.



PART I: INTO THE INFERNUM

The Basics

If you are familiar with roleplaying games, especially those using the OGL system in other Mongoose Publishing books, you can skip most of this chapter. For those of you new to roleplaying, read on…

A roleplaying game is something between collaborative storytelling, a board game and improvised theatre. All but one of the participants are the Players, who each create a character using the setting and rules contained in this book. The remaining participant is the Games Master, who describes the scenes and arbitrates the encounters faced by the Players' characters. The Games Master is the world, the antagonists, the allies and the supporting cast – the Players' characters are the heroes (or the villains…).

During play, the Games Master begins by describing what the characters can see and hear, where they are, and what they know about the situation. The Players describe what their characters will do or say in character. The Games Master, guided by the rules, determines and describes the results of the characters' actions.

Infernum: The View from the Edge

You are in Hell.

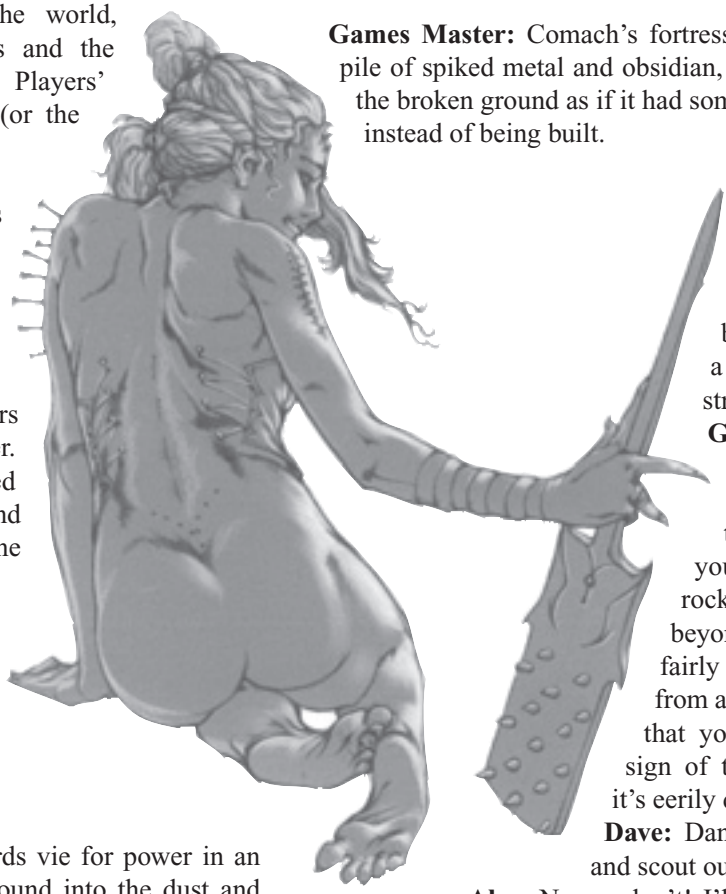
All around you, demon lords vie for power in an endless war. Souls are ground into the dust and tormented to extract the spiritual energy called *iliaster*, which fuels the wars of the demons. Fugitive mortals and fallen angels ally with or oppose the demonic factions, clinging to a morality born in another world or giving in to the diabolic corruption of the Pit.

The only way to survive in Hell is to fight in this war, to play the demon's game and destroy your enemies before they destroy you.

Conquer or be conquered.

An Example of Play

The four players are Sarah, playing the succubus Kyri; Alan, playing the hulk Hroth; Dave, playing the fallen angel Daniel; and Phil, playing the mortal sorcerer Alistair. The four are currently on the trail of an enemy of theirs, the demon Comach. They have tracked Comach to his fortress.



Games Master: Comach's fortress is a towering pile of spiked metal and obsidian, pushing out of the broken ground as if it had somehow surfaced instead of being built.

Alan: You mean, as if it came up from beneath. Could this be the top of a much bigger structure?

Games Master: Possibly. You can't tell from this distance – you're still in the rocks and debris beyond its walls, fairly well hidden from any guards. Not that you can see any sign of them. In fact, it's eerily quiet.

Dave: Daniel will fly up and scout out the castle.

Alan: No you don't! I'll grab the angel before he takes off.

Hroth (Alan): No, you fool! They'll see you.

Daniel (Dave): Do not restrain me, demon. If you want to see your quarry dead, you'll let my fly.

Games Master (grinning as the characters turn on each other): Are we rolling for initiative?

Sarah: I'll, er, stand between them if I can.

Kyri (Sarah): Calm down, both of you. Going out

in the open is just stupid – even if it's just Comach in there, he'll see us.

Alistair (Phil): Is that so undesirable? We could just announce our presence and wait for him to starve to death. He's fled from us before, so it's a safe assessment that he believes he can't take us in a fight. And while my spells can't touch him inside that fortress, I can blast him if he comes out.

Hroth (Alan): We can't wait that long. We were told to have him dead within a week.

Alistair (Phil): Well, that only applies to you and Kyri. I've got a nice place in Pandemonium to go back too – you two will have your heads torn off if you fail.

Hroth (Alan): If I am to die, mortal, then I shall not die alone. I'll –

Kyri (Sarah): Yes, this is productive.

Sarah (to the Games Master): Can we sneak up to the entrance of the fortress? Or close enough to the walls to climb in a window or something?

Games Master: It'd be tricky. There's a section of clear terrain between the broken ground you're in and the broken ground surrounding the fortress proper. You'd only be exposed for a round or two, though, if you're running.

Alan: Can I see any guards yet?

Games Master: Give me a Spot check. It'll be opposed by the guards' Hide check result (both Alan and the Games Master roll dice. The Games Master knows there are no living guards in the fortress, but he rolls anyway to keep the players guessing).

Alan: Spot of 14.

Games Master: You don't see anything. There are lots of windows and arrow-slits where there could be guards.

Alan: Ok. How about Daniel flies up and distracts any guards, then the rest of us run and force open one of the doors?

Sarah: What if they shoot us while we're running?

Alan: They'll be shooting at the big shiny target angel and he can stay out of range.

Dave (sulkily): That's what I was suggesting in the first place.

Phil: That's a plan.

Later: the Players have managed to break into the fortress, but have still seen no sign of Comach, nor have they encountered any other guards.

Games Master: Ok, Hroth smashes open the next door. Beyond is a torture chamber, filled with all sorts of horrid machines. There are smashed bottles on the ground and you smell the distinctive tang of spilt iliaster.

Kyri: Damn. I could have used the pick-me-up.

Hroth: There'll be feasting later when we bring Comach's head back.

Alan: Any exits?

Games Master: Another big bone door on the far wall.

Alan: I head through it.

Dave: Hang on a second. There are torture machines – are there any damned souls being tormented here?

Phil: We don't have time to extract anything from them. Alistair follows Hroth to the far door, and orders the angel to follow.

Daniel: I don't want to torture the poor beings – I want to know if they know where their tormentor went!

Kyri: Oh yes. One forgets that souls have uses other than pain… and pleasure.

Games Master: If you're searching, give me a Search check.

Dave: Right (rolls a d20). A 16. Plus my wonderful zero ranks in Search, plus my Intelligence modifier of +1. Total of 17.

Sarah: I'll poke around too in a disinterested fashion.

Games Master: There's one tattered soul hanging from hooks. Its head lolls at an angle as if its spectral neck was broken, and its eyes are empty. It's still as conscious as souls get, though.

Dave: I kneel in front of it and take it down from the hooks, gently. Er. And I spread my feathered wings to block it from seeing the demons behind me.

Daniel: Be not afraid. Can you speak? Do you know where Comach has gone?

Alan: While he's questioning the soul, I'll push on through the door. I want Comach.

Games Master: Cool. The next room contains the corpses of two other demons. Both hulks, both smaller than you. They've been torn to pieces.

Alan: Uh-oh.

Phil: I've got a bad feeling about this…

Games Master (to Alan and Phil): Hang on a moment.

Games Master (to Dave and Sarah, as the damned soul): Release… sweet release. I dreamed of it for so long.

Daniel: Yes. I am here to release prisoners from bondage and end suffering. But I must know where Comach is.

Damned Soul (Games Master): …he's gone. He wrung me dry, then cast a spell. He vanished, not ten feet from where you're standing. Then the screams started.

Games Master: The effort of speaking is too much for the soul. It slumps down in your arms, on the verge of dissolving into ectoplasm.
Daniel: He's gone.
Kyri: Comach?
Alistair: The soul?
Daniel: Both.
Alan: Hroth comes back in from the next room.
Hroth: The guards are dead.
Daniel: Comach used sorcery to transport himself somewhere else.
Alistair: I can probably use his spell to find out where he went.
Kyri: There's no time. It's a trap!
Games Master: As if commanded by her words, you hear the doors of the fortress slam shut. From somewhere above you, you hear a growl that makes the ceiling shake. Roll for initiative…

Basic Rules

Infernum uses a variation of the OGL system. It requires several types of dice – 4 sided, 6 sided, 8 sided, 10 sided, 12 sided and 20 sided.

A 4 sided die (the singular form of dice) is also called a d4. The 'd' stands for dice. Hence, rolling a 6 sided dice will be shortened to 'roll a d6' in the text. The number of dice rolled is noted in a similar way – 8d6 means roll eight 6 sided dice and add the results together.

One last dice note concerns the idea of a d100, also called a d%. This is also called a percentile roll in roleplaying parlance. To do this, roll a d10 twice. The first roll is for the tens digit; the second roll is for the ones digit. If you were to roll a 4 and then a 2, that generates the number 42. When rolling a percentile, two 0s count as the number 100.

Multipliers

Certain modifications to dice rolls exist within the rules that, instead of adding a set number or an addition die or dice to a roll, multiply the result. These are listed as 'x2' or some other multiplication value. Multipliers apply to every numeric modifier and the basic dice involved in the roll but *not* to additional dice added as a modifier to the roll.

Multipliers can stack but regardless of their values, they stack in a specific way. When a check or value has two or more multipliers, the highest value multiplier is kept and every additional multiplier increases the first one's value by 1.

The Core Mechanic

When in doubt about how to resolve any given action, keep this simple piece of advice in mind. Any attempted action that has some chance of failure can be handled by rolling a 20 sided die (d20). To determine if a character, be it a Player Character or one controlled by the Games Master, succeeds at a task, do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare result to a target number.

If the result equals or exceeds the target number, the character succeeds. If the result is lower than the target number, the character fails.

Actions

Simple actions are things that do not require rolls except in the most adverse of conditions. Under normal circumstances, a character is allowed to devour a damned soul without needing to make a die roll for success. If that same character had just been hit by a blast of hellfire from a succubus' spell, it might be a different story. Whenever a character needs to make a simple action, something they can normally do everyday with no special skill or talent required, the Games Master will generally simply declare success or, like in the example just given, require a roll (also called a 'check') or simply declare failure.

Contested actions make up the largest part of the rule mechanics for combat and skills in this book. Everything that a character does that might have a chance of failing because of someone else's actions, skills or abilities, results in a contested roll. Contested checks are never guaranteed and even the most masterful of archers can miss his mark once in a while. Saving throws, which are a special type of check made to see if a character can escape the effects of something adverse, are another kind of contested roll.

A term used during contested rolls is DC, short for Difficulty Class. The DC of a contested check is the number a d20 check plus or minus modifiers must

roll to succeed. A roll that is lower than the given DC for an action fails. The d20 is the most common type of die rolled during an average gaming session, making it crucial to the system and the single most important die for any Player to own.

Though it is often a convention to allow all rolls of 20 on a d20 to be an automatic success, this is not always the case. By the same token, a roll of 1 (called a 'natural' 1 because it is the actual result on the die roll, just as with a 'natural' 20) is not an automatic failure. Instances in the rules where a natural 1 or 20 indicate automatic success or failure will be clearly marked in the text of the rules themselves.

Ability Scores

Every character has six basic abilities. Each one represents some aspect of that character's mental or physical prowess.

Ability Modifiers

Each ability, after changes made because of race, generally has a modifier ranging from –5 to +5. Ability score modifiers can range higher than +5, but they cannot go lower than –5 because the status of a creature or object changes when its ability scores drop to 0. See below for further details.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that are not die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The Abilities

Each ability partially describes your character and affects some of his actions. Abilities are not the sum total of a character's personality or capabilities, but they do provide the framework around which skills and d20 checks are typically made, making them a very important part of the character's description.

Strength (STR)

Strength measures a character's muscle and physical power. Strength also limits the amount of equipment a character can carry.

A character's Strength modifier is applied to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). *Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.
- Climb, Jump and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

Ability Scores and Modifiers

Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30–31	+10
32–33	+11
34–35	+12
36–37	+13
38–39	+14
40–41	+15
42–43	+16
44–45	+17
Etc…	

Dexterity (DEX)

Dexterity measures hand-eye co-ordination, agility, reflexes and balance.

A character's Dexterity modifier is applied to:

- Ranged attack rolls, including those for attacks made with bows, firearms, thrown weapons and other ranged weapons.
- Armour Class (AC), provided that the character can react to the attack.

- Reflex saving throws, for avoiding explosions and other attacks that can be escaped by moving quickly.
- Balance, Drive, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble and Use Rope checks. These are the skills that have Dexterity as their key ability.

Constitution (CON)

Constitution represents a character's health and stamina.

A character's Constitution modifier is applied to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1 – that is, a character always gains at least one hit point each time he advances in level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks.

If a character's Constitution score changes enough to alter his Constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (INT)

Intelligence determines how well a character learns and reasons.

A character's Intelligence modifier is applied to:

- The number of skill points gained each level (but a character always gets at least 1 skill point per level).
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search and Warcraft checks. These are the skills that have Intelligence as their key ability.

Wisdom (WIS)

Wisdom describes a character's willpower, common sense, perception and intuition. While Intelligence represents one's ability to analyse information, Wisdom represents being in tune with and aware of one's surroundings. A character with acute senses normally has a high Wisdom score.

A character's Wisdom modifier is applied to:

- Will saving throws (for negating the effect of psychic and mind-altering effects).
- Heal, Listen, Profession, Sense Motive, Spot and Survival checks. These are the skills that have Wisdom as their key ability.

Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting.

A character's Charisma modifier is applied to:

- Bluff, Diplomacy, Disguise, Gather Information, Grovel, Handle Spawn, Intimidate, Perform and Seduction checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

Finally, the skill of Sorcery does not have a single controlling attribute.

When an ability score changes, all attributes associated with that score change accordingly. Most of these changes are also retroactive; a character receives or loses additional hit points for previous levels if an increase or decrease in Constitution occurs. One important exception to this retroactive

rule regards Intelligence. A character does not retroactively get additional skill points for previous levels if he increases his intelligence, nor are skill points lost if Intelligence is lowered for any reason.

Generating Ability Scores

To determine a character's beginning ability scores, the Players should use one of the following rolling methods, *as chosen by the Games Master.* Once the initial scores are rolled, they are modified depending on the character's type (and breed, for demons).

Standard Generation Method (4d6, drop lowest): To generate a set of ability scores for a character, the Player rolls 4d6 and discards the die with the lowest face value. This will create a score between 3 and 18. Repeat this procedure five times. Once six values have been generated in this way, the Player may assign them as he wishes to the six ability scores.

Competent Variant (2d6+6): As above, but instead of rolling 4d6, the character rolls 2d6+6 for each ability score. This creates characters who have no real weak points, but are unlikely to be brilliant at everything.

Heroic Variant (8+1d10): Characters created using this system will be good at everything and quite possibly superlative in several fields. Ability scores start at a value of 8 and get a bonus equal to 1d10, rolled separately for each statistic.

Hardcore (Straight 3d6): Roll 3d6 six times and assign them in the following order: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. This variant is brutal and rather punishing.

Basic Array (Set Values): Do not roll; instead, assign the following values in any order: 13, 12, 11, 10, 9, 8.

Competent Array (Set Values): Do not roll; instead, assign the following values in any order: 15, 14, 13, 12, 10, 8.

Heroic Array (Set Values): Do not roll: instead, assign the following values in any order: 18, 17, 15, 13, 12, 10.

Which Variant to Use?

Unless you have a pressing reason not to go with the standard generation system, use it – it works perfectly well.

Hardcore is recommended only for mortal games or one-offs.

Competent works well for average demon games or mortal games that will see a lot of combat and danger.

Heroic suits high-powered demon games very well.

In general, point buy and fixed array favour demons more than humans, as demons tend to specialise in different fields anyway, which is what point buy and (to a lesser extent) fixed-array promotes.

Point Buy (25 points): Instead of rolling dice, the player buys the character's ability scores from a pool of points. All ability scores start at 8. Scores have the following point costs:

Score	Point Cost	Score	Point Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

In standard point buy, a character has a pool of 25 points to buy ability scores.

Variant - Buying Down: A Player can reduce his character's ability scores below 8, gaining one point into his pool for every ability score reduction. This is in addition to the normal pool of points.

Competent Point Buy (28 points): As above, but the character has a pool of 28 points.

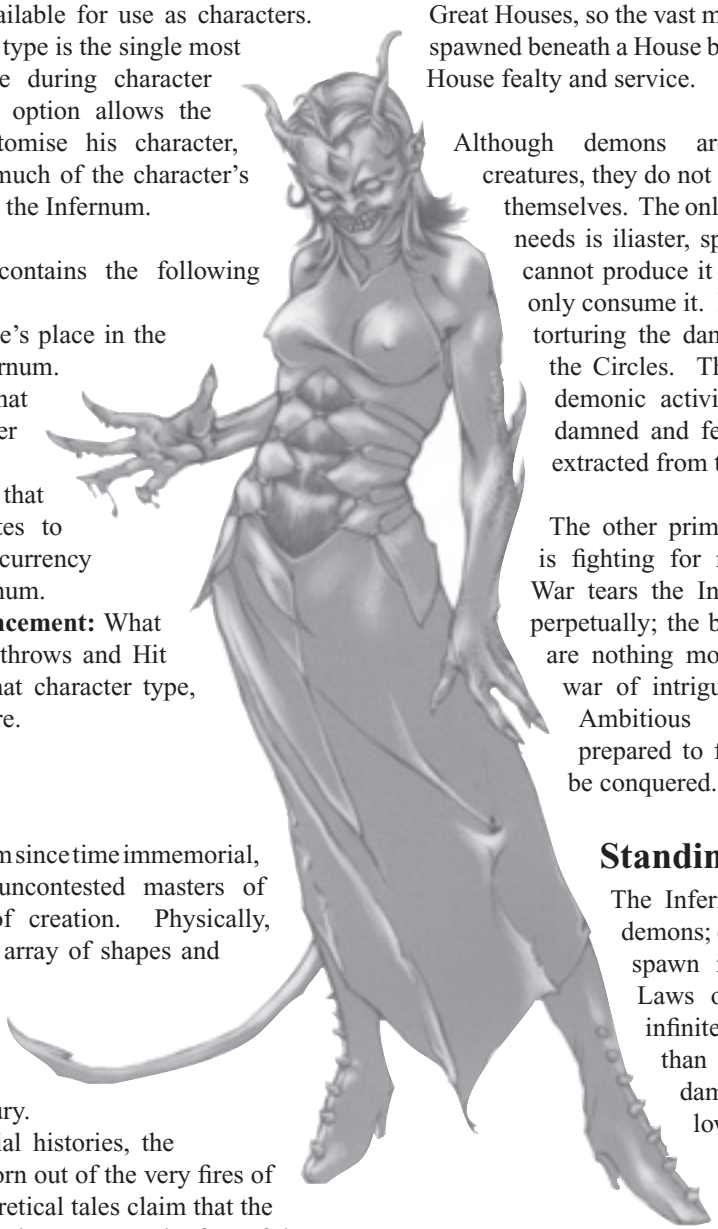
Heroic Point Buy (32 points): As above, but the character has a pool of 32 points.

Races of the Infernum

Player characters in *Infernum* are normally drawn from the ranks of the demons and from the few mortals unfortunate enough to have found themselves in Hell. At the Games Master's discretion, the races of the damned and the fallen angels may also be available for use as characters. The choice of character type is the single most important choice made during character creation – while each option allows the Player to further customise his character, the basic type defines much of the character's abilities and standing in the Infernum.

Each character type contains the following information:

- **Standing:** That type's place in the hierarchy of the Infernum.
- **Base State:** What rules that character type must obey.
- **Iliaster:** How that character type relates to iliaster, the primary currency and fuel of the Infernum.
- **Abilities and Advancement:** What skills, feats, saving throws and Hit Dice are used by that character type, and how it gains more.



Demons

The rulers of the Infernum since time immemorial, the demons are the uncontested masters of these lower reaches of creation. Physically, they come in a bizarre array of shapes and change constantly during their lifetimes, growing larger and more powerful with every passing century. According to the official histories, the earliest demons were born out of the very fires of the Ninth Circle, but heretical tales claim that the progenitors of the demonic race were the first of the fallen angels.

'Progenitors' is perhaps the wrong word. With a few notable exceptions, demons do not reproduce sexually as mortals do. New demons are born from the deaths of older ones; when a demon is thrown into one of the great spawning pits, it dissolves and a host of new hell-larvae crawl out. These spawning pits are almost all under the control of one of the Nine Great Houses, so the vast majority of demons are spawned beneath a House banner and so owe that House fealty and service.

Although demons are physical, fleshy creatures, they do not need to eat to nourish themselves. The only sustenance a demon needs is iliaster, spiritual energy. They cannot produce it themselves; they can only consume it. Iliaster is obtained by torturing the damned souls that litter the Circles. Therefore, the primary demonic activity is torturing these damned and feeding on the iliaster extracted from them.

The other primary demonic activity is fighting for more damned souls. War tears the Infernum apart almost perpetually; the brief periods of peace are nothing more than masks for a war of intrigue and assassination. Ambitious demons must be prepared to fight and conquer, or be conquered.

Standing

The Infernum is ruled by the demons; even the lowliest hell-spawn is, according to the Laws of Pandemonium, of infinitely greater importance than the most powerful damned. In practice, lowly demons are considered little more than vermin – the nobles and warlord of the houses are ancient, powerful beings who can hardly remember being a pitiful, new-spawned maggot. Still, should a new-spawned demon survive and thrive, there are no barriers to its advancement.

The Nine Great Houses are the great powers of the Infernum and most demons will belong to one or other of these Houses. There are independent demons, spawned of exiles and mercenaries, and there are also demons in the infamous Free Cities. Belonging to a House or city ensures that the demon has a patron and ready access to iliaster, but also means that the demon owes a debt to his masters. Independent demons owe nothing, but also risk starvation.

A demon character must choose which House or City it owes fealty to, or if it is an independent.

House Astyanath: (See page 44) Covenant Owed: 10
House Carthenay: (See page 45) Covenant Owed: 13
House Glabretch: (See page 47) Covenant Owed: 8
House Haimon: (See page 49) Covenant Owed: 10
House Lictat: (See page 50) Covenant Owed: 5
House Oblurott: (See page 52) Covenant Owed: 10
House Riethii: (See page 54) Covenant Owed: 10
House Sturrach: (See page 55) Covenant Owed: 12
House Zethu: (See page 57) Covenant Owed: 12

Level	Base Attack	Good Save	Poor Save	Mutation	Iliaster Reserve
1	+1	+2	+0	Breed/House	7
2	+2	+2	+0	Random	8
3	+3	+3	+1	Chosen	9
4	+4	+4	+1	Breed/House	10
5	+5	+4	+1	Random	11
6	+6/+1	+5	+2	Chosen	12
7	+7/+2	+5	+2	Breed/House	13
8	+8/+3	+6	+2	Random	14
9	+9/+4	+6	+3	Chosen	15
10	+10/+5	+7	+3	Breed/House	16
11	+11/+6/+1	+7	+3	Random	17
12	+12/+7/+2	+8	+4	Chosen	18
13	+13/+8/+3	+8	+4	Breed/House	19
14	+14/+9/+4	+9	+4	Random	20
15	+15/+10/+5	+9	+5	Chosen	21
16	+16/+11/+6/+1	+10	+5	Breed/House	22
17	+17/+12/+7/+2	+10	+5	Random	23
18	+18/+13/+8/+3	+11	+6	Chosen	24
19	+19/+14/+9/+4	+11	+6	Breed/House	25
20	+20/+15/+10/+5	+12	+6	Random	26
21	+21/+16/+11/+6	+12	+7	Chosen	27
22	+22/+17/+12/+7	+13	+7	Breed/House	28
23	+23/+18/+13/+8	+13	+7	Random	29
24	+24/+19/+14/+9	+14	+8	Chosen	30
25	+25/+20/+15/+10	+14	+8	Breed/House	31
26	+26/+21/+16/+11	+15	+8	Random	32
27	+27/+22/+17/+12	+15	+9	Chosen	33
28	+28/+23/+18/+13	+16	+9	Breed/House	34
29	+29/+24/+19/+14	+16	+9	Random	35
30	+30/+25/+20/+15	+17	+10	Chosen	36

Free City: (See page 59) Covenant Owed: 7
Mercenary Demon: (See page 59) Covenant Owed: 5
Unaligned Demon: (See page 58) Covenant Owed: None

A demon's standing also determines its starting gear.

Base State

- A demon is *breached* when reduced to negative hit points.
- Demons are technically genderless, but many adopt one gender or the other as an affectation.
- Demons must sleep and breathe.
- Demons age, but have an indefinite life span. They do not suffer ageing effects.
- A demon must obey its Covenants and is vulnerable to effects that target demons, such as summoning and binding.
- All demons have Fire Resistance 5.
- A demon begins at Corruption 15.

Iliaster

Demons cannot produce iliaster. A demon must consume one iliaster per level per day or become Dissolute. Demons can also use iliaster to activate their demonic mutations.

A demon can hold a limited amount of iliaster. The iliaster reserve of a demon depends on its level. A demon may drink more iliaster than its maximum reserve, but loses iliaster at the rate of one point per round when above its maximum reserve.

Covenants

Demons are naturally deceitful and dishonourable; to prevent demonic society from collapsing completely, the system of Covenants is enforced strictly through the use of sorcery. A demon that gives its word *must* keep it, or suffer severe psychic stress. The rules for Covenants are on page 221. The higher the debt owed to a character's initial patron, the more sway the patron has over the demon's actions.

Abilities

A demon's skill points, saving throws, Hit Dice and ability score modifiers are determined by its choice of Breed (see page 33). Its favoured skills are determined by its Breed and House. A demon begins with the Simple Weapons Proficiency, a feat determined by his House and one feat of his choice.

A demon also gains mutations, special powers related to the transformation of its body. There are five forms of mutations:

- **Breed Mutations** and **House Mutations:** Breed Mutations are determined by the demon's breed; House Mutations by its House. A demon gains a Breed or House mutation (demon's choice) every three levels. If a demon has no Breed or House, it gains a random mutation whenever it would normally gain a Breed or House mutation.
- **Chosen Mutations:** A chosen mutation can be selected from any of the available mutation chains (general, Breed or House)
- **Random Mutations:** A random mutation works like a chosen mutation, but is randomly determined from the Random Chain Generator table (page 191).
- **Noble Mutations:** Each House has a number of special mutations that are only available to higher-ranking members of that House. A character must be a titled member of that House to gain these abilities. Noble mutations are added to the demon's available mutation chains, so are gained when the demon gains a chosen mutation. See *Book of the Tormentor* for more details on these.

Demon Character Concepts

Of the three main character types in Infernum, demons are perhaps the most conventionally powerful and the easiest to play. They are on top of Infernal society and have the support of the Houses. Demon Players should pick a small number of mutation chains and focus on those – lucky rolls with random mutations can help immensely here. Players should be aware of the purpose of each breed and play to that, putting hulks on the front line and letting slavers focus on iliaster production. Having a constant source of iliaster is vital for a demon.

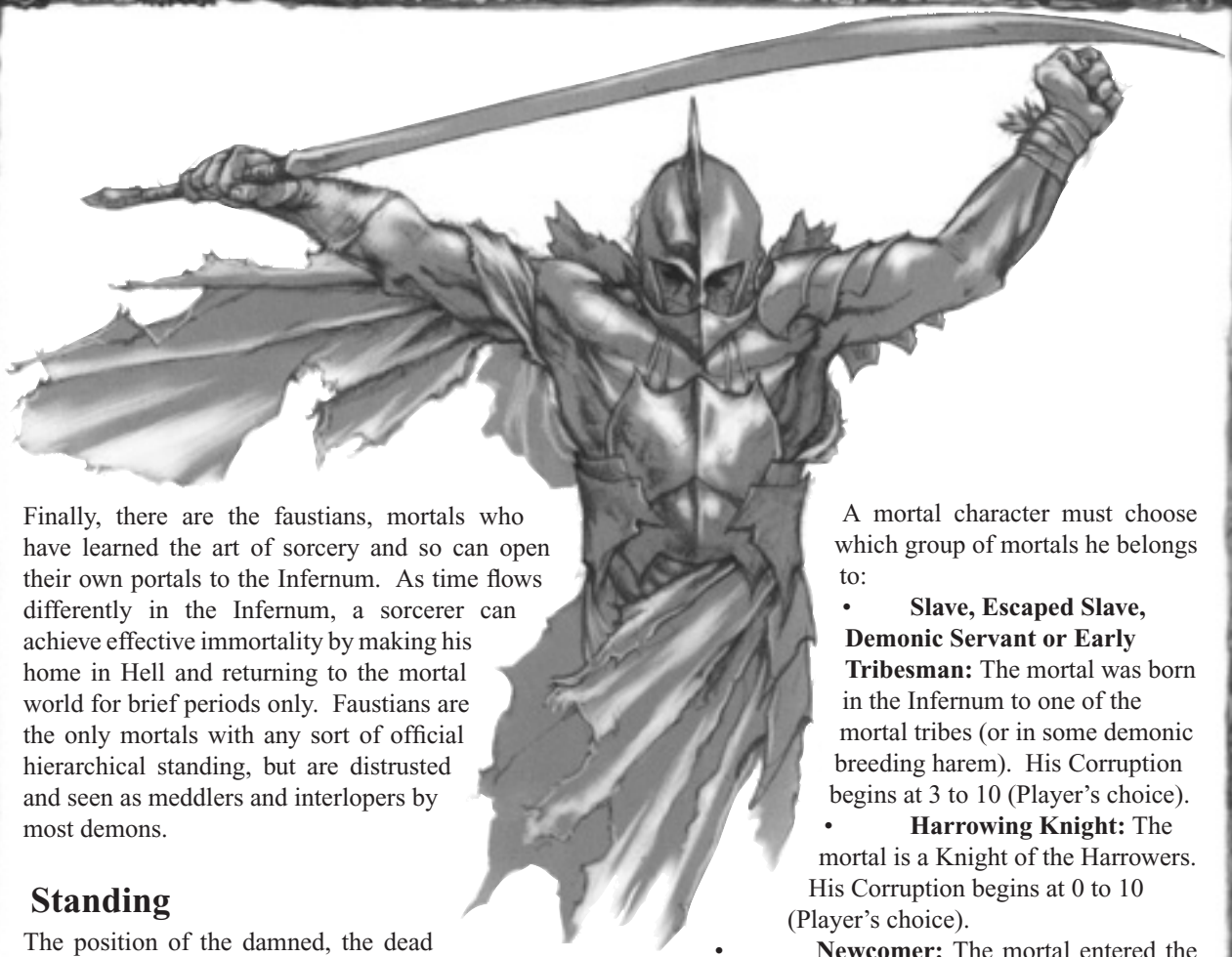
- A loyal and ambitious member of a demonic House, trying to advance up the ladder by pleasing its superiors and furthering its House's goals. The character aims to get a barony or other holding as soon as possible.
- A mercenary demon, trying to start a fresh war between two Houses for its own profit.
- A demonic sorcerer, delving into hidden lore and lost secrets of sorcery.
- An explorer, mapping the caves and caverns beyond the Pit and recovering lost souls from the wilderness.
- A rogue demon, out for revenge on the rival who wronged it.

Mortals

Mortals come from the world of creation, from Earth, the mortal realm – but for many, the Earth is but a folktale passed down through generations and Hell is the only reality. For others, Earth is the 'real world' and the Infernum is a nightmare they cannot awaken from. A few even chose to be here in Hell.

Every so often, the Infernum spasms and vomits out a hellgout, an extrusion of Hell that drags a section of the mortal world down into the abyss. Others enter the Infernum through smaller portals to the mortal realm or are abducted by a demon returning to its hellish abode. These unfortunates find themselves still alive, yet trapped in the Infernum. Few survive for long – those who do not fall victim to the sulphur clouds and burning skies are devoured by demons – but there are always a handful of survivors who have the strength of body and mind to endure life in Hell.

Astonishingly, there are some who have even learned to thrive in the Infernum. There are tribes of humans who were born here in Hell. They live in caves sealed with demon-skin flaps to keep out the poisonous air and herd spawn crossbred with earthly animals for food, or in hell-wrought castles constantly besieged by demons. These tribes sometimes ally themselves with one House or another, serving as spies or assassins who can pass through magical wards with ease.



Finally, there are the faustians, mortals who have learned the art of sorcery and so can open their own portals to the Infernum. As time flows differently in the Infernum, a sorcerer can achieve effective immortality by making his home in Hell and returning to the mortal world for brief periods only. Faustians are the only mortals with any sort of official hierarchical standing, but are distrusted and seen as meddlers and interlopers by most demons.

Standing

The position of the damned, the dead humans, is very clear – they are worse off than slaves, fit only for torture and processing. When faced with the paradox of a living human in the Infernum, the official policy is to turn the living human into a dead one as soon as possible. Mortals might be outside the hierarchy, but damned are clearly at the bottom of it.

However, the mortals' standing as outsiders makes them very useful to the demons. Uncorrupted mortals can pass through the defensive wards and spells that guard fortresses; mortals are also immune to the crippling bonds of oaths and favours than bind demonic society together. A mortal can be a very, very useful ally for a demon to have (furthermore – any mortal who has survived in Hell for any length of time is presumably a tough and canny fighter, one which a young demon might be better off avoiding).

The faustians are considered 'honorary demons', and have the same rights and privileges as any other.

A mortal character must choose which group of mortals he belongs to:

- **Slave, Escaped Slave, Demonic Servant or Early Tribesman:** The mortal was born in the Infernum to one of the mortal tribes (or in some demonic breeding harem). His Corruption begins at 3 to 10 (Player's choice).
- **Harrowing Knight:** The mortal is a Knight of the Harrowers. His Corruption begins at 0 to 10 (Player's choice).
- **Newcomer:** The mortal entered the Infernum only a short time before, through a portal or hellgout. His Corruption begins at 0 to 5 (Player's choice).
- **Faustian:** To be a faustian, the character must know Sorcery. His Corruption begins at 6 to 11 (Player's choice).

See Mortals, page 60, for starting equipment and more details on each of these choices.

Mortal Ageing

Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
35 years	53 years	70 years	+2d20 years

[1] At middle age, –1 to Str, Dex and Con; +1 to Int, Wis and Cha.
[2] At old age, –2 to Str, Dex and Con; +1 to Int, Wis and Cha.
[3] At venerable age, –3 to Str, Dex and Con; +1 to Int, Wis and Cha.

Corruption

The Infernum is a foul place and it draws foulness to it. Corruption is a measure of how blighted and twisted a character's body and soul are. It ranges from 0 to 20. In the mortal world, the only way to gain Corruption is through evil deeds, but Corruption has no effect there until the mortal dies.

Those who have a high Corruption (10+) are condemned to the Infernum and when they die become damned. Those with an extremely high or low Corruption yield especially potent iliaster when tormented.

A character in the Infernum can gain more Corruption through exposure to tainted, hellish environments (see *Book of the Tormentor*). A high level of Corruption allows a mortal, damned or angelic character to gain demonic powers, but also makes the character vulnerable to sorceries, favours and other dangers that normally affect only demons.

Demons are technically utterly corrupt (most are Corruption 20). Other characters can fall to the level of the demons, or try to hold onto some level of sanity and morality.

The player of a mortal character can choose his character's beginning Corruption. A high Corruption indicates an evil or tainted soul; a low Corruption signifies purity, but both make the character a target for hungry demons.

A character with a high Corruption develops random mutations (see page 227).

Base State

- A mortal is *dying* when reduced to negative hit points. If reduced to –10 hit points, the mortal dies (and may return as a damned).
- Mortals must eat, drink, sleep and breathe.
- Mortals age, and have a limited life span.
- While his Corruption is below 15, a mortal does not have to repay Covenants. A mortal cannot be affected by some forms of sorcery.

Iliaster

The iliaster of a living mortal manifests as an almost indomitable will. When drawing on his will, the mortal makes a Will save; the DC for this Will save begins at DC 5 and increases by +5 each time he attempts it that day. A successful Will save produces 1d6 iliaster. This is a swift action (a free action that can be attempted once per round). After resting for eight hours, the DC drops back to 5.

A mortal character may spend an iliaster point to:

- Automatically stabilise when dying.
- Activate an item or vehicle fuelled by iliaster.
- Alter fate (see page 65).

A Mortal cannot retain iliaster for long; he loses one iliaster per round. The amount of iliaster a mortal can spend in one round is also limited; see the table below.

Level	Max Iliaster/ Round	Level	Max Iliaster/ Round
1	1	11	6
2	2	12	7
3	2	13	7
4	3	14	8
5	3	15	8
6	4	16	9
7	4	17	9
8	5	18	10
9	5	19	10
10	6	20	11

Abilities

Mortals have no ability score modifiers.

Mortals may choose any seven skills as favoured skills. They get extra favoured skills depending on their background (see page 60).

A mortal's attack bonus, saving throws, hit points, skill points and feats advance according to the progressions chosen below. A mortal character may choose between two Good, two Average and one Poor progression.

Base Attack Progressions

Level	Good	Average	Poor
1	+1	+0	+0
2	+2	+1	+1
3	+3	+2	+1
4	+4	+3	+2
5	+5	+3	+2
6	+6/+1	+4	+3
7	+7/+2	+5	+3
8	+8/+3	+6/+1	+4
9	+9/+4	+6/+1	+4
10	+10/+5	+7/+2	+5
11+	+1 per level	+¾ per level	+½ per level

Saving Throw Progressions

Good: The character has three Good saving throw progressions.

Average: The character has two Good and one Poor saving throw progressions.

Poor: The character has one Good and two Poor saving throw progressions.

Level	Good Save	Poor Save
1	+2	+0
2	+2	+0
3	+3	+1
4	+4	+1
5	+4	+1
6	+5	+2
7	+5	+2
8	+6	+2
9	+6	+3
10	+7	+3
11+	+1 per two levels	+1 per three levels

Hit Point Progressions

Good: 1d12 hit points per level.

Average: 1d8 hit points per level.

Poor: 1d6 hit points per level.

Skill Point Progressions

Good: (8 + Int bonus) skill points per level (x4 at 1st level).

Average: (4 + Int bonus) skill points per level (x4 at 1st level).

Poor: (2 + Int bonus) skill points per level (x4 at 1st level).

Feat Progressions

A mortal gains one feat every three levels and a statistic increase every four levels, just like other characters. Mortals start with two feats.

Good: One bonus feat every two levels, starting at 1st level.

Average: One bonus feat every three levels, starting at 2nd level.

Poor: One bonus feat every four levels, starting at 4th level.

Mortal Character Concepts

Mortals are physically much weaker than demons, but they can be considerably more focused characters. While a demon must deal with the vagaries of random mutations, a mortal can choose to focus on having lots of skill points, or a high base attack bonus and hit points, or lots of feats. The mortal ability to spend iliaster gives the character huge bonuses for a few brief periods each day.

- A faustian sorcerer, out to bind as many demons as possible to increase his power base.
- A newly arrived mortal, trying to survive.
- A Knight of the Harrowing, on a quest to kill a particularly foul monster.
- A former slave, trying to find the damned soul of a friend and rescue it from torment.

Fallen Angels

Heaven is a lost memory of perfect light. The fallen exist in burning darkness.

It should not be thought that those who fell with the Morningstar were the only angels to have failed. The Great Work is unforgiving and harshly tests its agents. Those who cannot endure are banished and hurled into the Infernum. Just as mortal souls plummet into the pit, so too does the occasional angel.

These angels are stripped of most of their power and memory, as well as their dominion over some aspect of the Great Work. All that is left to these fallen is an overwhelming sense of loss and sorrow, and their innate angelic potency. This inner reserve of iliaster makes these newly-fallen angels a prime target for every hungry and ambitious demon in the Infernum; few new-fallen survive for long. Those who do must abandon their arch standing and dive into the moral abyss, becoming more demon than the demons themselves.

There are tales of renegade angels, exiled from Heaven but too good for Hell, who cut a bloody swathe through the demon hosts to redeem themselves; but who has faith in such tales these days?

Standing

A fallen angel is a prize beyond measure, thanks to their vast inner reserves of iliaster. Therefore, the normal fate of a new-fallen is to be hunted down by packs of demons and drained of their power. The angels that do survive normally do so by making themselves indispensable or unassailable through alliances or conquests. While the Infernum may be the domain of demons, an angel or mortal with sufficient will can carve out a home here.

Base State

- Angels appear as handsome or beautiful winged humans. A sizeable minority of angels have no discernible gender.
- Angels do not need to eat, drink or breathe. They do need to sleep.
- An angel reduced below 0 hit points is *breached*.
- Angels begin at a Corruption of 1 to 10 (Player's choice).
- Angels can be *summoned*, *bound* and *warded* out just like demons using sorcery.

Iliaster

Angels can neither produce nor absorb iliaster. However, they do begin with a powerful reserve of 40 + 2d20 iliaster. New-fallen angels do not know how to replenish this reserve; unlike demons, mortals or damned, they cannot simply drink iliaster from a vessel.

An angel may spend a point of iliaster to:

- Activate an angelic ability.
- Heal 1d6 points of damage.

Abilities

Angels have a +4 modifier to any two ability scores at 1st level. They gain 1d10 hit points per level. Angels gain 4 + Int bonus skill points per level (x4 at 1st level). Angels have good Will saves and can choose between having good Reflex and poor Fortitude saves or vice versa. Angels also gain angelic gifts, as described below. An angel starts with Martial Weapons Proficiency and two feats of its choice.

Angels have the following favoured skills: Concentration (Con), Heal (Wis), Listen (Wis), Perform (any) (Cha), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex) and Warcraft (Int).

As an angel advances, it may choose a path. See page 67 for descriptions of the angelic paths.

Fallen Angel Abilities

1st	**Wings:** An angel retains its feathery wings. It can fly at 40 feet per round with average manoeuvrability.
2nd	**Holy Aura:** Any creature with a Corruption of 15 or higher must make a Will save (for DC see Demonic Mutations chapter, page 188) to come within ten feet of the angel. Once a creature makes a successful Will save, the angel's holy aura cannot affect the creature for 24 hours. Activating this ability costs one iliaster per ten rounds (one minute) of protection.
3rd	**Aegis:** The angel can now channel iliaster into its aura to enhance its protection. Spending a point of iliaster gives the angel a +3 deflection bonus to AC. Multiple iliaster can be spent, to a maximum deflection bonus of +9. This protection lasts for ten minutes.
4th	**Flaming Sword:** By spending one iliaster, an angel may make any slashing weapon he holds into a flaming weapon. The weapon flames for ten minutes or until the angel drops it, whichever comes first. This is a more efficient version of the normal flaming weapon property.
5th	**Improved Flight:** The angel's flight speed increases to 60 feet per round and good manoeuvrability.
6th	**Awe-Inspiring:** The angel gains a +4 enhancement bonus to Charisma.
7th	**Exorcise:** If the angel touches a possessed character and spends one iliaster, it can force the possessor to make an opposed Will save against the angel. If the angel wins, the possession ends.
8th	**Blessing:** The angel can now bless another character. This costs four iliaster; for the next 24 hours, the character gains a Holy Aura identical to that described above. Alternatively, it may bless a weapon, making it Holy (see page 186) for ten minutes.
9th	**Greater Flight:** Flight speed increases to 100 feet per round and the angel gains perfect manoeuvrability. The angel may now fly between the planetary spheres.
10th	**Wrath of God:** The angel can now bring down the wrath of God upon a target. The angel may spend ten iliaster when making an attack; the victim must make a Fortitude save at a DC equal to the damage dealt or be killed instantly.

Level	Base Attack	Good Saves	Poor Save	Angelic Gifts
1st	+1	+2	+0	Wings
2nd	+2	+2	+0	—
3rd	+3	+3	+1	—
4th	+4	+4	+1	Holy Aura
5th	+5	+4	+1	Path 1
6th	+6/+1	+5	+2	—
7th	+7/+2	+5	+2	Aegis
8th	+8/+3	+6	+2	Path 2
9th	+9/+4	+6	+3	—
10th	+10/+5	+7	+3	Flaming Sword
11th	+11/+6/+1	+7	+3	Path 3
12th	+12/+7/+2	+8	+4	—
13th	+13/+8/+3	+8	+4	Improved Flight
14th	+14/+9/+4	+9	+4	Path 4
15th	+15/+10/+5	+9	+5	—
16th	+16/+11/+6/+1	+10	+5	Awe-inspiring
17th	+17/+12/+7/+2	+10	+5	Path 5
18th	+18/+13/+8/+3	+11	+6	—
19th	+19/+14/+9/+4	+11	+6	Exorcise
20th	+20/+15/+10/+5	+12	+6	Path 6
21th	+21/+16/+11/+6	+12	+7	—
22th	+22/+17/+12/+7	+13	+7	Blessing
23th	+23/+18/+13/+8	+13	+7	Path 7
24th	+24/+19/+14/+9	+14	+8	—
25th	+25/+20/+15/+10	+14	+8	Greater Flight
26th	+26/+21/+16/+11	+15	+8	Path 8
27th	+27/+22/+17/+12	+15	+9	—
28th	+28/+23/+18/+13	+16	+9	Wrath of God
29th	+29/+24/+19/+14	+16	+9	Path 9
30th	+30/+25/+20/+15	+17	+10	—

Fallen Angel Character Concepts

There are far fewer angels in Hell than there are demons or even mortals, so it is hard to generalise about angelic character concepts. It is usually best to just start with a confused and newly-arrived angel, survive until 3rd level, and then see which path best suits the character. A path starts at 5th level, but it is easiest to work towards the desired Corruption level by starting well in advance.

- A newly-fallen angel, trying to escape demonic hunters.
- An angel seeking to discover its past and the reason for its fall.
- A bitter, vengeful angel, taking out its anger on enemy demons.

Group Concepts

Infernum characters are much more fractious and violent than those of other roleplaying games. Most demons will happily murder a mortal as soon as they see him and then stuff his soul into a torture device. Making other beings suffer is the foundation of Infernal society and is the fundamental nature of the hellkin. However, this creates obvious problems in a party of roleplaying game characters.

It is possible to just accept the adversarial nature of *Infernum* – if all the players are happy with plotting and fighting against each other, then the game can centre on their power plays and conflicts. The system of Covenants and the limited amount of iliaster means that the characters have clear goals to fight over. Demon-centred games are especially prone to this sort of infighting, but even mortals know that they do not have to outrun the demons, just the slowest member of their group.

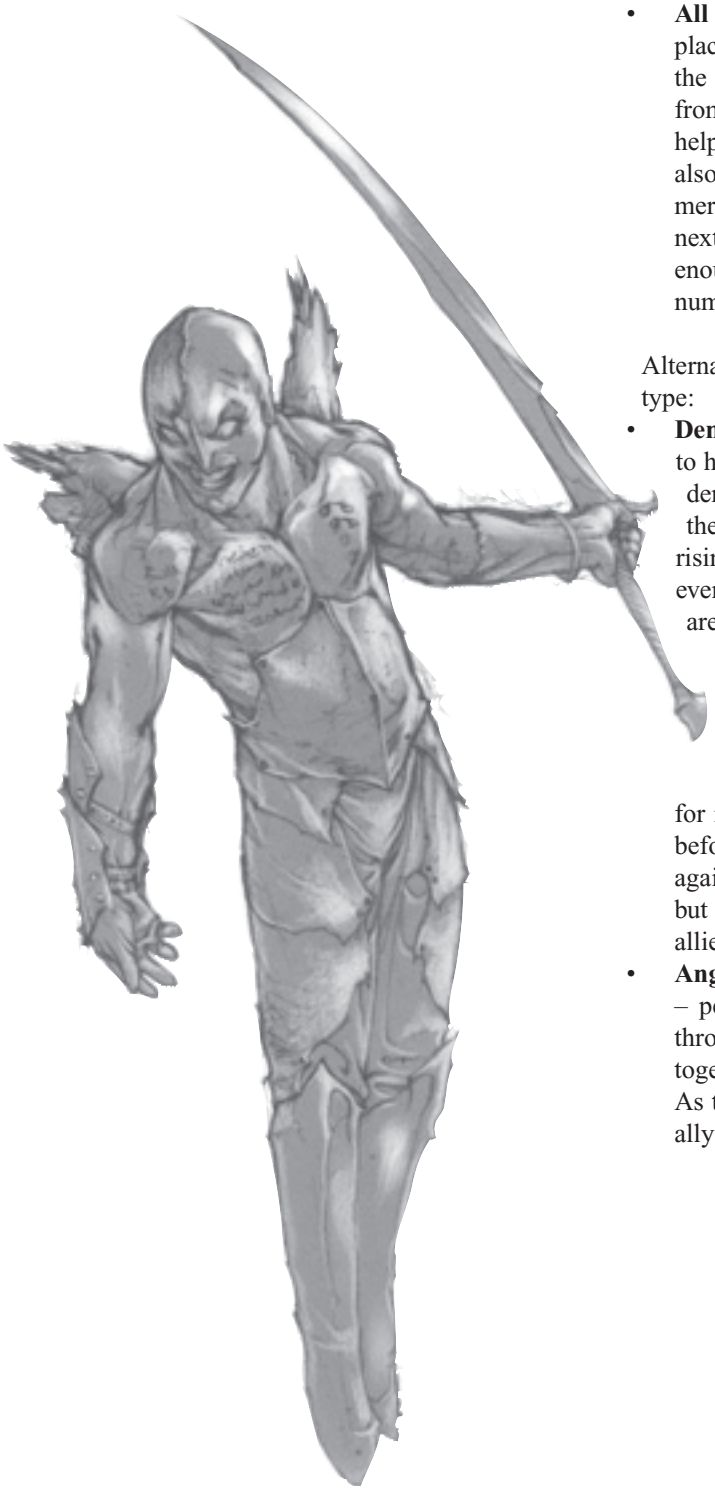
Alternatively, the characters can work together towards some goal. Packs of demons might band together to bring down a particular foe, or might agree to aid each other as they rise to power. A circle of allies can swiftly destroy enemies that are far beyond them individually.

One important decision that must be made is whether or not the group will be mixed. Angels, demons and mortals rarely associate, although such partnerships are not impossible. Some potential mixed groups are:

- **Demons, Faustians and Demon Servants:** Faustian sorcerers are *de jure* demons, so they can be included in demonic groups. Similarly, mortal servants are regularly employed to bypass *wardings* and assassinate rivals. This works like an all-demon game; the mortals could even be 'promoted' to demon status over time, or else use their mortal status to give them leverage in demon society.
- **Angels and Mortals:** An angel could be the centre of a group of mortals; the angel is their ace-in-the-hole or secret weapon, while the mortals act as the angel's eyes and ears and help keep it hidden from demon hunters. The angel's moral fortitude could keep the mortals true and faithful and stop them

from slipping into Corruption. Any Early tribe or the Knights of the Harrowing would be glad to include an angel among their number.

- **Renegade Demons and Mortals:** Demons driven out of Infernal society need all the help they can get, so they might associate with mortals. Mortals, for their part, need demonic guides and spies. A 'safe' demon can be a useful tool for a group of mortals to use.



- **Demons and Lost Mortals:** Similar, a group of demons could offer hospitality to a mortal new to the Infernum. Mortals are sometimes adopted as pets or playthings by demons, and a sufficiently skilled mortal can carve out a place in a demon's court as sorcerer, scholar or entertainer. The Law of Hospitality gives the mortals the protection they need while under the demons' roof (see page 145).
- **All Character Types:** There are two obvious places for mixed groups – the Free Cities and the mercenaries. Both places accept all comers, from damned to demons, so long as a character helps protect the city or can handle a sword. Both also provide plenty of scope for adventuring – mercenary groups have the next contract and the next battle, while the besieged Free Cities have enough politics, intrigue and combat to keep any number of characters busy.

Alternatively, the characters can all be of a particular type:

- **Demons:** The standard all-demon campaign is to have all the characters be scions of a particular demon House. Initially, they need to work off their starting Covenant; after that, they are the rising stars of the House and therefore targeted by every paranoid superior who fears the characters are after its place.
- **Mortals:** There are two obvious organisations for groups of mortals – the Early tribe and the Knights of the Harrowing. Both wage a war against the Infernum and need more troops. Both groups also search for newly arrived mortals, hoping to recruit them before they are killed or Corrupted. Fighting a war against evil in Hell may seem like a hopeless task, but the despair is lifted somewhat when you have allies.
- **Angels:** All-angel groups are exceedingly rare – perhaps a whole flight of angels fell together through some shared sin, or they have banded together to defend themselves against the demons. As they approach their choice of path, they could ally with one of the few angelic groups.

Demon Breeds

While the spawn of the Infernum come in an uncountable variety of shapes and sizes, they are divided into nine distinct breeds. Once, each breed had a particular task in the hellish legions, but such unity of purpose and design has long since been lost. The breeds have crossed and devolved in thousands of ways over the centuries, so now breed is of far less importance than a particular demon's loyalty to house or city.

Still, a demon's breed does determine much of its power and appearance.

The nine breeds are:

- **Artificers:** Engineers and sorcerers.
- **Beasts:** Animalistic monsters.
- **Deceivers:** Tricksters and spies.
- **Fiends:** Flying horrors; the cavalry of the hordes.
- **Hulks:** Massive combat monsters.
- **Imps:** Small flying demons; scouts and messengers.
- **Malcubi:** Seductive demons, originally created to spawn new armies.
- **Slavers:** Made to watch over captives and torture foes.
- **Stalkers**: Bred to track and capture souls.

Each breed lists its skills, ability score adjustments and that breed's Mutation Chain. The skills listed become class skills for the character.

Artificers

The devils in the machine, artificers are the foundation of the modern Infernum. The wondrous engines and cunning torture chambers that process millions of souls a day and fill the vast reservoirs of Soul Power for the Houses were built by the artificers. The weapons of the demonic legions were forged by artificers; the war-chariots and bio-mechanoid siege monsters were bred and trained by artificer handlers. The vast black economy of torment relies on their efforts.

Small wonder, then, that the artificers were the prime movers in the revolt of the Free Cities. For the first time, the servant caste of demons tried to claim privileges reserved for the nobler fiends. In the Free Cities, the artificers are lauded on the streets as heroes; in the Houses, the pendulum has swung the other way and the artificers are treated little better than damned, to keep them down in their place. The ichor of enslaved artificers oils the wheels of industry.

Physically, artificers are small, squat creatures who become progressively more mechanical as they grow. They reinforce this image by wearing ornate suits of armour made from scrap metal and salvaged pieces of machinery. Their most notable feature is their supple, many-fingered hands.

House Artificers: Zethu, Sturrach, Haimon and Glabretch are all dependent on the constant work of their artificer legions. Any House involved in the heavy industry of the Sixth Circle, or who hopes to maintain a naval fleet, tanks or any sort of technological base needs artificers. It is perhaps easier to list which Houses do not make widespread use of artificers – Riethii has little need for them and Lictat lacks the wealth to make use of them.

Free Artificers: Free artificers flock to the cities, where their talents are needed. Many mercenary bands also need artificers to maintain their weapons and vehicles, not to mention torture devices and extraction rigs. That the artificers' work is vital is recognised by all in the Infernum.

Ability Scores: Int +2, Str –2

Hit Dice: d6

Saving Throws: Good Fortitude & Will, Poor Reflex

Base Armour Bonus: +3

Natural Weapons: Claw 1d4

Breed Skills: Appraise (Int), Concentration (Con), Craft (any), Decipher Script (Int), Disable Device (Int), Handle Spawn (Cha), Knowledge (any), Sleight of Hand (Dex), Spot (Wis), Torture (Wis)

Skill Points/level: 6 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Small. Artificers have a base movement of 20 feet per round

Chain of the Artificer

The Artificer's Chain brings the demon into symbiosis with the machines. Older artificers are rarely encountered on their own; most have merged with some massive war machine or living fortress. Artificers who were punished or bullied earlier in their lives use their mighty mechanical bodies to garner revenge.

I – Machine Empathy (Mental): An artificer can listen to the groans and creaks of a machine to discern its nature or its problems. By making a Wisdom check (DC 10) and spending one minute examining a device, an artificer can determine the basic purpose and function of a device, its basic properties and whether or not it is damaged or functioning properly.

II – Improved Armour (Physical): Plates of armour and machine parts grow on the demon's body. Its natural armour bonus increases by +3.

This link carries a drawback: the demon's movement drops by 5 feet per round.

III – Remote Control (Psychic): By touching a machine, an artificer can establish a psychic link with the device. The artificer may now control the machine by spending one iliaster per round as if it was standing at the controls of the machine. An artificer may have only one such link at any time.

IV – Improved Armour (Physical): The demon's armour now covers every inch of its body. Its natural armour bonus increases by another +3 (to a total of +6).

This link carries a drawback: the demon's movement drops by another 5 feet per round (to a total of –10 feet).

V – Possess Machine (Psychic): An artificer may now physically merge with a machine by touching it; this works just like the normal form of possession, but only works on machines. The machine must have at least one moving part; a demon could possess a gun but not a sword using this ability.

This link carries a drawback; if an artificer is in physical contact with a machine when it is damaged, it takes part of the damage in proportion to its current hit points. For example, if a machine has 150 hit points and the artificer has 50 hit points, then the artificer takes one quarter of the damage dealt and the machine takes three quarters.

Beasts

The beasts of Hell are named as such because of their animalistic features; even the most humanoid of them resembles a ghastly hybrid of human and animal shapes, while elder beasts are even more grotesque. However, they are not dumb, feral spawn. The beastly nature of these beings is in their actions, not their appearance. The beasts are the most cunning, cruel and amoral of all demons. They are the scholars who invented the torture palaces, the sorcerers who bind souls and trap mortals and the advisors who argue for war.

As a beast grows, it becomes more and more animalistic. Some beasts resemble combinations of animals with, for example, the head of wolf, body of a lizard and wings of a bat, while others bear the traits of a single animal, beginning as a hybrid of cat and man, then becoming more and more feline until it walks on all fours.

House Beasts: Zethu and Haimon both have great numbers of beasts in their ranks; alarmingly, so does House Riethii. Carthenay has relatively few beasts, but those few are notoriously cunning and miserly. Sturrach is the only House to deploy its beasts in the field, where they serve as war-sorcerers and scouts for the Sturrach legions.

Free Beasts: Most free beasts are hermits, lurking in the wildernesses of the Upper Circles or even in the caves beyond the Pit, where they pursue their own abstruse and occult projects. Other beasts join with mercenary groups, where the other demons can help with the beasts' lack of hands and tools.

Ability Scores: A beast can choose one of the following ability score packages:

- +2 Str, –2 Dex, Claw 1d6
- +4 Str, –2 Dex, –2 Cha, Bite 1d8
- +2 Dex, –2 Str, Claw 1d4
- +4 Dex, –2 Str, –2 Con, Claw 1d4
- +2 Con, –2 Cha, Bite 1d8
- +4 Con, –2 Cha, –2 Dex, Bite 1d10

Hit Dice: d8

Saving Throws: Any two Good, one Poor

Base Armour Bonus: +4

Natural Weapons: See ability scores above

Breed Skills: Concentration (Con), Craft (hellfire, script) (Int), Decipher Script (Int), Heal (Wis), Knowledge (any), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Sense Motive (Wis), Sorcery (Varies), Swim (Str), Torture (Wis)

Skill Points/level: 4 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Medium

Chain of the Beast

The Beast's Chain swiftly warps the demon's body into a progressively more animalistic form. This forces the demons to rely more and more on their enhanced mystical and physical abilities instead of tools and weapons; of all the hellkin, the beasts have benefited least from the rise of industry.

I – Scent: A beast can detect the presence of hidden foes within 30 feet by scent alone. It can also track by scent by making a Survival check (DC 10 normally) to follow a trail.

II – Size Increase: This link carries a drawback; all armour and weapons must be specially made or adapted for the creature, as its shape becomes stranger. This doubles the cost of all such worn equipment.

III – Modified Ability Scores: Apply the ability score modifiers for the beast's chosen package again (adding a +2 bonus to bite or claw damage).

IV – Bestial Mind (Mental): The demon may now spend three iliaster to re-roll any Will saves against mind-affecting effects.

This link carries a drawback: the demon becomes a four-legged thing. It can no longer use its primary forelimbs for carrying or the fine manipulation of objects.

V – Modified Ability Scores: Apply the ability score modifiers for the beast's chosen package again (adding a +4 to bite or claw damage).

Deceivers

The deceivers are perhaps the most powerful of the breeds politically and hold positions of power in all the Houses. This standing comes from the deceivers' original purpose as officers and intelligence agents in the armies of Hell; when the Houses took power, the deceivers were more than ready to step in as leaders and commanders, replacing their old masters with smooth treachery.

Deceivers have a range of useful abilities, but they are best known for their mastery of Possession. Along with their malcubi allies, they are the courtiers of the Infernum, although their power is balanced by the military might of the fiends and the economic influence of the slavers.

Physically, a deceiver looks… human, perfectly human. While a wingless malcubus might pass for

an exotic and alluring human, a deceiver could walk down a street on Earth without drawing attention. While gender is largely an affectation for this breed, most deceivers have chosen one or the other and look like an ordinary, if handsome, example of the sex. The one flaw in the deceiver's human guise is the flaw that every deceiver develops – some small imperfection like a tail or cloven hooves or cat's eyes or a chill touch that gives away the demon's true nature.

House Deceivers: While the deceivers generally claim pre-eminence in all the Houses, their influence is challenged in all of them. In Sturrach they must share power with the fiends; in Riethii with the malcubi, in Zethu with the artificers and beasts and so on. The deceivers do manage to reinforce their influence in the Houses by refusing to deal with lesser demons, and only speaking to each other in inter-House negotiations. This 'noble pact' has preserved the deceiver's standing in the face of adversity.

Free Deceivers: Free deceivers who wish to survive need allies; lone nobles are brought low by packs of jealous bandits and hungry spawn unless they are singularly powerful demons. The deceiver breed has managed to retain much of its standing in the Free Cities, leading many to grumble that they exchanged one master for another, identical master.

Ability Scores: +2 Charisma.

Hit Dice: d8

Saving Throws: Good Will, Poor Fortitude & Reflex

Base Armour Bonus: +2

Natural Weapons: None

Breed Skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Grovel (Cha), Hide (Cha), Knowledge (law, local, nobility & royalty)(Int), Listen (Wis), Sense Motive (Wis), Torture (Wis)

Skill Points/level: 6 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Medium

Chain of the Deceiver

The Deceiver's Chain gives the demon the power to understand others, so it may best delude and manipulate them.

I – Fell Insight (Mental): The demon gains an unnatural insight into the thoughts and desires of others. The demon gains a +4 racial bonus to Diplomacy and Sense Motive checks.

This link carries a drawback; the demon develops a subtle physical flaw that distinguishes him as a demon. This may be chosen by the Games Master or the Player (with the Games Master's permission).

II – Possession (Psychic): By touching a target and spending five iliaster, the deceiver can attempt to possess the target. This is a full-attack action if done in combat and requires a touch attack.

III – Mesmeric Glance (Psychic, Mind-Affecting): The demon can now hypnotise enemies with a glance. This is a gaze attack that costs three iliaster to activate; the demon can maintain the gaze for as long as it wishes so long as it does not move. Those within 30 feet of the demon's gaze must make a Will save each. If the victim fails one Will save, he is dazzled; if he fails two in a row, he is stunned, and if he fails three in a row, he is fascinated until the gaze ends.

IV – Hellfire (Hellfire): The deceiver can spit a gout of hellfire. The gout is a cone ten feet long. Spitting the gout is an attack action that costs three iliaster.

V – Claim: The deceiver can now force others into Covenants. When it possesses a target, it may spend any amount of possession points to establish a Covenant of equal strength. Activating this ability costs seven iliaster and ends the possession.

Fiends

Fiends are the flying cavalry of Hell. In form, they are the closest to the angelic model; each fiend sports a magnificent pair of bat wings that carry them soaring through the skies of Hell. Fiends are proud, cruel demons who strongly believe in their own pre-eminent place in the legions of the Infernum.

The fields also hold the position of heralds and messengers in the Houses. Fiends are trusted to fly far and wide, carrying missives and tidings between various Infernal lords. This gives the fiends a certain amount of diplomatic immunity; anyone who interferes with a fiendish herald draws the wrath not only of the fiend's master, but also of all those who rely on the swift commerce of messenger fiends.

While the power of hellfire is not unique to this breed, they are generally acknowledged as the most skilled crafters of the burning curse. In battle, hellfire bursts rain down from the circling flights of fiends, precisely incinerating the enemy.

House Fiend: House Sturrach is best known for its fiendish legions, which soar in regimented ranks above the war-torn Fifth Circle. Fiends hold high positions in all the Houses, especially Carthenay and Astyanath. Lictat has few of the fiendish breed, while Oblurott fiends are generally seen as laughably fat and runty demons.

Free Fiends: Like deceivers, free fiends often suffer all the pent-up jealousy and hate normally directed towards their arrogant brethren in the Houses. They do well as mercenaries and are also in great demand as messengers, bringing news between different Free Cities.

Ability Scores: Dex +2, Con –2

Hit Dice: d10

Saving Throws: Good Reflex, Poor Fortitude & Will

Base Armour Bonus: +3

Natural Weapons: Claw 1d8

Breed Skills: Balance (Dex), Concentration (Con), Craft (Hellfire), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Warcraft (Int)

Skill Points/level: 4 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Medium

Chain of the Fiend

The Fiend's Chain is one of the most distinguished mutation chains, gifting the breed with its magnificent wings and mastery of hellfire.

I – Wings (Physical): The demon can now fly at 30 feet per round with average manoeuvrability.

II – Hellfire Bomb: At the cost of three iliaster, a fiend can create a five foot wide sphere of hellfire around itself as an attack action. If the fiend is flying,

then this globe falls from the fiend and drops up to 250 feet before vanishing. The fiend must make a ranged touch attack to hit with a dropped hellfire sphere and the sphere can only hit enemies below the fiend's flight path. If created on the ground, the sphere acts as a five-foot burst before vanishing. The sphere automatically vanishes on contact with the ground.

III – Improved Flight/Size Increase: The demon's flight speed increases to 60 feet per round with good manoeuvrability. Its size increases by one category.

This link carries a drawback; as the fiend's wingspan increases, its wings become more vulnerable. The demon counts as being one size category bigger for the purposes of determining its armour class.

IV – Hellfire Breath: The demon can now fire a cone of hellfire 30 feet in length at a cost of five iliaster as an attack action. Creatures caught in the cone may make a Reflex save to take half damage.

V – Demon of the Wind: The fiend may now fly at a rate of ten miles per round, but cannot interact or attack when flying at this speed. This ability is used to travel swiftly across the skies of Hell.

Hulks

Hulks are the front-line troops of the armies of the Infernum. In terms of mentality, they are one step above mindless spawn, but they were never bred for complex thought. They were made to break angels. Even the least of the hulks are walking mountains of muscle and armour plate, spitting gouts of hellfire and carrying weapons that are like slabs of spiked metal. Greater hulks look more like war machines than living creatures as they stride across the battlefield, bathed in ichor and hellfire.

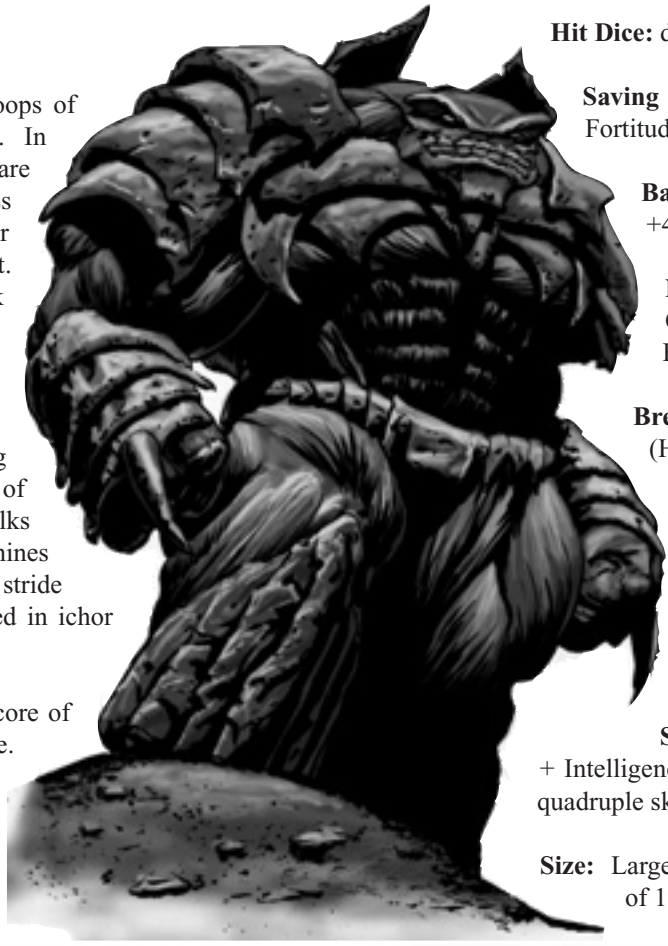
Hulk legions make up the core of the armies of each House. Most are kept in huge fortresses, waiting for the next massive offensive, as few hulks have the wit to deal with anything other than battle. Free or renegade hulks are usually recaptured or destroyed by the House authorities as the demons are too powerful and too valuable to be allowed to vanish into the wilderness.

The few Hulks with intelligence and ambition above the average, quickly rise to positions of power within the Houses. They are among the cruellest warlords in Hell.

House Hulks: Surprisingly, House Sturrach does not have the greatest number of hulks; that particular honour belongs to the Oblurott. Sturrach hulks tend to be better trained, though. All the Houses use the hulks as shock troops (or, in the case of Zethu, as mobile test-beds for weapons). Hulks outside the military are rare, but there are a large number used as Carthenay loan repayment enforcers.

Free Hulks: Free hulks who are not dragged back to the House militaries almost always become mercenaries. Their combat abilities are just too valuable not to be put to use in the creation of carnage.

Ability Scores: Str +4, Con +4, Dex –2, Int –4, Wis –2.



Hit Dice: d12

Saving Throws: Good Fortitude, Poor Reflex & Will

Base Armour Bonus: +4

Natural Weapons: Claw 1d8, Secondary Bite 1d10

Breed Skills: Craft (Hellfire), Handle Spawn (Cha), Heal (Wis), Intimidate (Str), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), Swim (Str), Warcraft (Int)

Skill Points/level: 4 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Large – hulks have a reach of 10 feet.

Chain of the Hulk

The Chain of the Hulk causes the demon to grow bigger and bigger. The sheer size of elder hulks is breathtaking, especially when they are girded in their armour and in the full splendour of their wrath.

I – Rage: A hulk can enter a rage once per day as a free action by spending five iliaster. In a rage, a hulk temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armour Class. The increase in Constitution increases the hulk's hit points by two points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. These extra hit points are not lost first the way temporary hit points are. While raging, a hulk cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate and Ride), the Concentration skill or any abilities that require patience or concentration. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the hulk loses the rage modifiers and restrictions and becomes fatigued for the duration of the current encounter.

II – Size Increase.

This link carries a drawback; the hulk now cannot end its rage prematurely, nor may it leave a combat while there are foes still standing. It can overcome this bloodlust by making a Will save (DC 15).

III – Armour (Physical): The hulk's natural armour bonus increases by +3.

IV – Size Increase.

V – Tireless Rage: The hulk is now no longer fatigued after raging.

Imps

Generally considered to be the least powerful and influential of the demon breeds, imps are more often found as advisors and scouts than as lords and generals. The small and physically unimpressive imps are used to being underestimated. Their chubby bodies are held aloft by spindly bat-wings and their faces are a mess of bulging eyes and jagged teeth, as if the imps were made to be twisted parodies of fiends.

The imps like it this way. They can be found in every House, serving powerful warlords and wealthy nobles. They may be servants, but they are almost invariably trusted servants, with the ear of their masters. The best place for an imp is to be perched on the shoulder of a more powerful demon, whispering advice and suggestions.

House Imps: Every House has vast numbers of imps flitting around their fortresses. The obvious exception is House Sturrach – the harsh military discipline and constant combat wipes out most imps early. Oblurott imps also have short life spans; most grow too fat to fly and get trodden underfoot. Carthenay and Lictat both have imps in positions of high authority.

Free Imps: Free imps are relatively rare. Most are forced to survive as thieves or else attach themselves to a more powerful protector. Because bigger demons tend to ignore imps, they can slip in and out of the Free Cities, acting as spies or double agents.

Ability Scores: Str –2, Con –2, Dex +4, Int +2, Wis +2, Cha –2

Hit Dice: d6

Saving Throws: Good Reflex & Will, Poor Fortitude

Base Armour Bonus: +2

Natural Weapons: Claw 1d4

Breed Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Disable Device (Int), Gather Information (Cha), Grovel (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Spot (Wis), Tumble (Dex)

Skill Points/level: 4 + Intelligence modifier per level; quadruple skill points at 1st level

Size: Small. Imps have a base movement of 20 feet.

Chain of the Imp

The Imp's Chain is seen by most demons as a long line of weaknesses. Certainly, the demon's body mutates and shrinks, but a Small size can be an advantage in stealth and secrecy.

I – Wings (Physical 2): The imp grows a pair of stubby bat wings. It can now fly at 40 feet per round with average manoeuvrability.

II – Shrink: The demon can now reduce its size to Diminutive at the cost of two iliaster per minute. Activating this ability is a free action. Only the demon shrinks – not its equipment or armour.

This link carries a drawback; the imp becomes instinctively servile and fearful. It suffers a –4 penalty to any attempt to resist Intimidation.

III – Suggestion (Psychic): By spending three iliaster, the imp can make a suggestion to a target that can hear the imp's voice. The target must make a Will save or follow the imp's suggestion if it is reasonable; the suggestion manifests in the target's mind as his own idea, so a suggestion that is totally out of character for the target is unlikely to work.

IV – Improved Shrink: The imp can now reduce its size to Fine at the cost of four iliaster per minute. Activating this ability is a free action. Only the demon shrinks – not its equipment or armour.

V – Possession: The imp can now *physically* possess creatures by shrinking, flying into their ear and controlling them by manipulating the brain. This works just like the normal form of possession, but the imp cannot be removed by exorcism.

Malcubi

For most demons, gender is an optional extra, a luxury generally reserved for the highest echelons of infernal society. The malcubi are the only breed that is always divided into two sexes – male incubi and female succubi. They have the gift of spawning new demons without the need for spawning pits or sorcery, so they hold a special place within the hierarchies of the Houses.

Both forms of malcubi are beautiful and alluring, bred for their seductive and manipulative abilities. They are the favoured courtesans and pleasure-slaves of the noble demons, but those who dismiss malcubi as nothing more than hellwhores are foolish: malcubi are quite capable of rising to positions of power without relying on their undeniable charms. Still, the reputation that all malcubi earned their status on their backs clings to the breed.

House Malcubi: Unsurprisingly, House Riethii is full of malcubi. House Astyanath and, oddly, House Haimon also have many malcubi. Every demon court has numerous malcubi. Of course, only a fraction of the malcubi rise high enough to attend court, so there is a backstreet and backstairs culture of backstabbing and seduction in every House.

Free Malcubi: The lives of free malcubi are far less pleasant. The breed is traditionally associated with the upper echelons of the Houses, so those forced to live outside their protection are often blamed for their deeds.

Ability Scores: Wis –2, Cha +2

Hit Dice: d8

Saving Throws: Good Reflex & Will, Poor Fortitude

Base Armour Bonus: +2

Natural Weapons: Claw 1d6

Breed Skills: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Listen (Wis), Perform (Cha), Ride (Dex), Seduction (Cha), Sense Motive (Wis), Torture (Wis)

Skill Points/level: 4 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Medium

Chain of the Malcubi

I – Allure: Malcubi have a +4 racial bonus when making Seduction checks and a +2 to Diplomacy and Grovel checks. Furthermore, an incubus can sire new demons upon a mortal or noble demon female or succubus; a succubus can bear the children of mortals, incubi or male nobles. These demon pregnancies come to term in a very short time (1d12 weeks). The *Book of the Tormentor* has full rules for such half-demons.

II – Flying (Physical 2): The malcubus grows wings giving it a flight speed of 50 feet (average).

III – Taste Dreams (Psychic): The malcubus can now spend three iliaster to enter the dreams of a mortal or demon it has touched. A malcubus can have a maximum number equal to its Charisma bonus of contacts for this power at any one time. While in the victim's dreams, the malcubus can observe and make small changes to the dreamscape.

This link carries a drawback: the malcubus now loses one and half times as much iliaster as normal each night it sleeps alone.

IV – Dream Teleport: By spending ten iliaster when using the Taste Dreams ability, the malcubi can teleport to the sleeping body of the target of Taste Dreams.

V – Domination (Psychic, Mind-Affecting): The malcubus may now completely consume the thoughts and desires of another creature by spending five iliaster when inside a target's dreams. The target is allowed a Will save; if this is failed, the target suffers a –4 distraction penalty to all skill checks and a –10 penalty to resist the malcubus' influence. This is a mind-affecting effect.

Slavers

To the damned, the slavers are the only face of Hell that they commonly see. These brutes till the pain fields and work the torture palaces. They drive the damned to the markets and agony factories, keeping the vital iliaster flowing into the coffers and feeding troughs of the Infernum. The slavers wallow in pain and are hated above all other demons by the damned.

Physically, the slavers are tall, bloated creatures with wide lolling grins that seem to mock the damned as they are tortured. The broad backs of the slavers are covered with wicked curved spikes, which damned can be tethered to or even impaled on. They commonly carry whips, but are adept at using every form of torture device and cruel weapon.

House Slavers: Every House has numerous slavers tending to the pain fields, the soul prisons and the torture palaces. House Haimon slavers are famed for their efficiency; House Carthenay's for their ability to wring the most work out of a particular soul. The only House that places little emphasis on slavers is House Zethu, who prefers to use purely mechanical methods to extract iliaster.

Free Slavers: Free slavers have to carve out their own niche; the Free Cities and mercenary bands do not have the vast numbers of souls to be tended and tormented that the Houses do. Many enter into partnerships with free stalkers, who find the souls for the slavers to practice their arts on.

Ability Scores: Str +2, Int –2

Hit Dice: d8

Saving Throws: Good Fortitude, Poor Reflex & Will

Base Armour Bonus: +3

Natural Weapons: Claw 1d6

Breed Skills: Appraise (Int), Craft (torture devices, weapons and armour), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Spawn (Cha), Heal (Wis), Intimidate (Str), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Survival (Wis), Torture (Wis)

Skill Points/level: 4 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Medium

Chain of the Slaver

The well-named Slaver's Chain gives the demons the ability to control and manipulate the under-class of souls they enslave.

I – Soulshape: The demon can physically reshape damned souls, automatically gaining the Craft (soulshaping) skill as a favoured skill. Activating this ability costs one iliaster per three levels of the target soul.

II – Size Increase.

III – Command (Mind-Affecting): A slaver can spend five iliaster to issue a one-word command; anyone within a 40-foot cone in front of the slaver must make a Will save or obey the command for one round. This is an attack action.

This link carries a drawback; the demon's taste for cruelty grows. If a slaver's target in combat or torture surrenders or is reduced to 0 hit points, the slaver must make a Will save (DC15) to prevent itself continuing to attack or torture the victim for 1d4+1 rounds. It may choose to feed from a breached demon instead of attacking or torturing it.

IV – Size Increase.

V – Terror of the Slaver (Mind-Affecting, Fear): A slaver may spend five iliaster when facing one or more damned souls. The slaver then makes an Intimidate check as an attack action. The souls must make a Will save (DC equals the result of the Intimidate check). If the soul fails, it is panicked for 1d6 rounds. This ability affects a maximum number of souls equal to the level of the slaver, affecting the closest souls first.

Stalkers

The wilderness of the Infernum is a haven for escaped damned or renegade demons. The chains and walls of the Houses have a limited reach. There are forests where no House patrols dare go, caverns that have not been mapped in millennia. The stalkers are bred to hunt down those who flee beyond the reach of House armies. Like wolves, they eat up the long miles, remorselessly tracking down their prey.

Stalkers are the most independent of the breeds; many of them are almost renegade already. They spend much time in the borderlands, the politics and wars of the pit seeming distant and irrelevant compared to the here-and-now of the hunt. Few stalkers rise high in the House hierarchies.

Stalkers are tall and thin-limbed, with more joints than seem proper. Their heads resemble those of jackals, with gleaming eyes, pricked ears and thin fangs. Their senses have an animal-keenness; a stalker can smell blood on the wind or hear the muffled cries of a dying mortal over great distances. They never lose the trail and never stop hunting.

House Stalkers: House Haimon and House Astyanath have the greatest population of stalkers. Haimon use them to track down escapees, while Astyanath

regularly hunt souls and captured demons through their private woodland preserves for entertainment. Stalkers serve as scouts and trailblazers for all the Houses. Carthenay has the fewest stalkers.

Free Stalkers: Free stalkers are exceedingly common. They are also well able to survive by tracking down fresh souls and selling them on the open market. Most groups of renegade demons include at least one stalker, to ensure they can find sustenance in the wild.

Ability Scores: Con +2, Cha –2

Hit Dice: d8

Saving Throws: Good Fortitude & Reflex, Poor Will

Base Armour Bonus: +3

Natural Weapons: Bite 1d6, Secondary Claw 1d4

Breed Skills: Climb (Str), Escape Artist (Dex), Gather Information (Cha), Handle Spawn (Cha), Hide (Dex), Intimidate (Str), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str)

Skill Points/level: 4 + Intelligence Modifier per level; quadruple skill points at 1st level

Size: Medium. Stalkers have a base movement of 30 feet.

Chain of the Stalker

The Chain of the Stalker improves the demon's senses and speed. However, stalkers tend to become increasingly predatory and obsessed with the hunt.

I – Scent: A stalker can detect the presence of hidden foes within 30 feet by scent alone. It can also track by scent by making a Survival check (DC 10 normally) to follow a trail.

II – Swift Movement (Physical): The stalker's legs grow longer and its movements grow swifter. Its base movement increases by ten feet.

III – Shadow Dreams (Psychic): If the Stalker is hunting a target, it may project nightmares at that target. The target must make a Will save (see page 188 in the Demonic Mutations chapter for details on mutation saving throw DCs) when sleeping; if the save is failed, then the target does not recover from fatigue by resting that night. Activating this ability costs three iliaster per use and can only target one enemy at a time.

This link carries a drawback; the Stalker becomes obsessed with its target. When hunting a target, the stalker suffers a –2 penalty on all skill checks not directly related to locating its prey.

IV – Know the Prey (Psychic): If a stalker has tasted the blood, plasm or ichor of a creature, it can spend one iliaster to know what that creature perceives and feels that round.

V – Burst of Speed: The stalker can move with incredible speed; it doubles its movement and gains an extra attack at its full bonus when making a full attack action. It also gains a +2 bonus to Armour Class. Activating this ability for one round is a free action and costs three iliaster.

This link carries a drawback; the stalker can now only gain half the normal amount of iliaster from any source other than creatures it has personally hunted down.

The Houses

The Nine Noble Houses rule the Infernum, if any institution can be said to truly rule such a war-torn and chaotic realm. Through bonds of Covenant and blood, through steel and fire and through black magic and treachery, the Houses have established their ascendancy over all the lesser armies, cities and leagues of the hellkin.

Although the members of each House are tied together by blood, advancement in their hierarchies is based not on inheritance and right of birth, but on sheer power. Might makes right; therefore, the immortal aristocracy of the Houses attempts to ensure that any rising demon is either destroyed or else bound by restrictive Covenants before it can threaten their position. The Houses spend considerably more time plotting against their own lower ranks than they do conspiring against each other.

The foundation of the House's power is their control of souls. The vast majority of damned souls are imprisoned in the fields and torture palaces of the noble Houses; the supply of iliaster is controlled by the nobility and doled out grudgingly to the lesser demons.

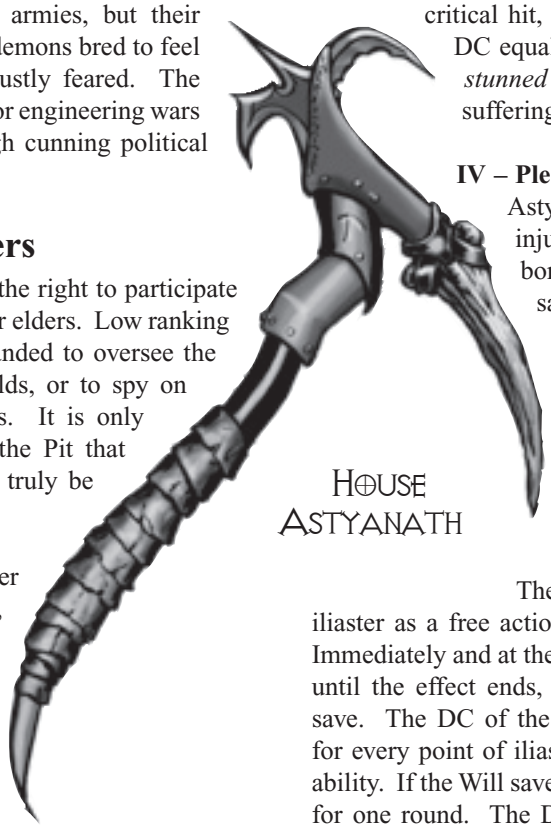
House Astyanath – The Cruel

'I did not expect to meet an angel here.'
'Astyanath have always been accepting of the fallen. They welcome my kind here.'
'But do the Cruel Ones not cause the most pain and suffering of all the Houses? What liking have they for angels?'
'We suffer the most of all, and they are connoisseurs of pain. This is a gilded cage for their entertainments.'

Astyanath likes to style itself as the most cultured and civilised of the Houses. Its members are dedicated to pain. They are aesthetes of sadism and perversion. The Astyanath are arrogant beyond compare, convinced of their utter superiority – and certainly, only the Riethii exceed the Cruel Ones in political influence. For almost two centuries, an agreement called the Rose Accord has united those two Houses in alliance, making them an almost unassailable power bloc.

Their mastery of torture makes the Astyanath experts in the production of iliaster. They are master artists and expert tormentors, capable of plunging souls into unfathomable pain. The Astyanath vineyards produce the most delicious Agony and their parties are legendary affairs of decadence and excess.

The Astyanath estates are all in the lower Pit, in the Seventh and Eighth Circles. The only Astyanath demons commonly encountered in the upper Hells are master torturers sent to deal with a particularly troublesome victim. Militarily, the Astyanath have one of the smaller standing armies, but their Joyous Legion, consisting of demons bred to feel pleasure when wounded, is justly feared. The Astyanath are also notorious for engineering wars between their enemies through cunning political stratagems.



House Astyanath

Astyanath Characters

Astyanath demons must earn the right to participate in the sybarite excesses of their elders. Low ranking Astyanath are usually commanded to oversee the House estates and torture fields, or to spy on other Houses and Free Cities. It is only with age and experience of the Pit that the joy of inflicting pain can truly be appreciated.

A beginning Astyanath character is given (1d4+1) x 5 crowns, a simple weapon of its choice and a bottle of agony containing three doses of the drink.

The Astyanath favoured skills are: Craft (torture device) (Int), Diplomacy (Cha), Grovel (Cha), Intimidate (Cha), Perform (Cha) and Torture (Wis).

House Feat: Exotic Weapon Proficiency (flayer) or (stinger).

House Chain of Astyanath

The Astyanath Chain gives the demon the signature thorns of the Cruel Ones, as well as an appreciation and taste for suffering.

I – Thorns (Physical): Small barbs and hooks grow from the demon's skin and spine, remarkably like the thorns of a rose. The demon adds 1d4 points of damage to any attacks it makes with natural weapons or through grappling.

II – Endure Agony: The Astyanath can continue to fight while reduced below zero hit points, at the cost of one iliaster per round.

III – An Understanding (Psychic): By establishing a psychic link with the victim of torment, the Astyanath can precisely understand which tortures the victim is most vulnerable to. The demon gains a +4 insight bonus to Torture checks.

This link carries a drawback; the demon's love for pain makes it vulnerable to injury. If the demon suffers a critical hit, it must make a Will save at a DC equal to the damage suffered or be *stunned* for 1d4 rounds as it enjoys the suffering.

IV – Pleasure for Pain (Mental): The Astyanath now feels pleasure when injured. It gains a +2 morale bonus to all attack rolls or Will saves made in any round when it has taken damage since its last action.

V – Astyanath's Kiss (Psychic, Mind-Affecting): By touching a foe, the demon can cause that target to suffer unimaginable agony. The demon spends any amount of iliaster as a free action when activating this ability. Immediately and at the start of every round thereafter until the effect ends, the victim must make a Will save. The DC of the Will save is increased by +3 for every point of iliaster spent when activating this ability. If the Will save is failed, the victim is stunned for one round. The DC for the Will save drops by –1 each round until reduced to DC 0, whereupon the effect ends.

House Carthenay – The Hoarders

'The profit margin on trade in metals is eight percent. On weapons, fifteen percent. On drugs, twenty-nine percent. On war, thirty-three percent. On souls, forty percent. What does this tell you?'
'That we should trade in souls.'
'No. That all trade is an expression of control, and that control brings power.'

The wealth of House Carthenay is legendary. Their strength is founded on the cyclopean Vaults of

Mammon, where treasures beyond count or compare have been locked away for centuries. House Carthenay is the backbone of the infernal economy; the trade in souls and iliaster would collapse into open war if it were not for the Carthenay's domineering hand.

The Carthenay's wealth is not solely in coin and soul; they have extensive, heavily fortified estates throughout the Pit. They have also proved willing to deal with anyone and House Carthenay merchants can be seen from the shores of the Sunless Sea to the First Circle. These merchants are glad to escape the dull bureaucracy and grey emptiness that dominates the fortresses of the House. For all their wealth and power, most elder Carthenay are utterly consumed by a dull, miserly greed. They acquire endlessly and without purpose. The halls of the House are grey, quiet places, where the only sound is pens scratching in ledgers and the endless fall of dust.

House Carthenay relies on mercenary troops and an infrequent alliance with House Sturrach, originally forged to balance the Astyanath/Riethii Rose Accord. Their notorious wealth has proved to be a disadvantage in the past; Carthenay is constantly targeted by raiders and pirates hoping to loot their vaults.

Carthenay Characters

Carthenay demons are expected to protect and expand the family's holdings. While Carthenay demons are often permitted to draw on the House's vast wealth to aid their schemes, they must account for every penny they spend and must always show a profit. The Carthenay will have their pound of flesh, one way or another.

A beginning Carthenay character is given (1d4+1) x 5 crowns, and may borrow up to 100 crowns more, but these must be repaid within six months at an interest rate of 33%.

The Carthenay favoured skills are Appraise (Int), Concentration (Con), Decipher Script (Int), Knowledge (architecture, law, history, local) (Int), Sleight of Hand (Dex) and Search (Int).

House Feat: Iron Will.

House Chain of Carthenay

The so-called Golden Chain focuses on enhancing the demon's fortune and standing.

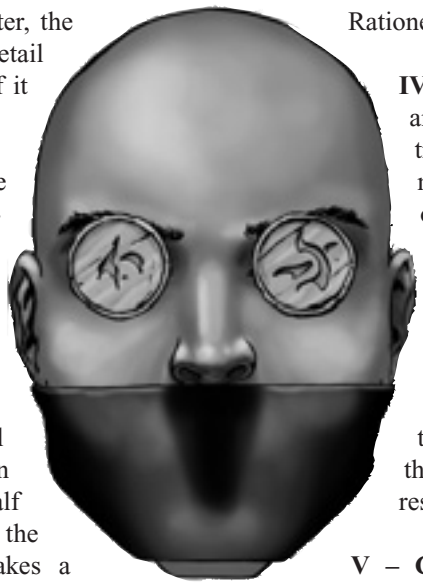
I – Misers and Lawyers (Mental): Carthenay delights in legal trivia and obscure sub-clauses and the best way to get one over on a foe is to remember everything. By spending one iliaster, the demon can precisely recall some detail of a conversation or encounter as if it had a perfect photographic memory.

II – Shit Gold: By spending one iliaster, the demon can produce 1d4 horn coins (see Equipment page 164) from any orifice.

III – Rationed Blood: When injured, the demon can essentially negotiate a repayment scheme with its foe. Instead of taking the full damage from an attack, the demon spends five iliaster. It then takes half the original damage that round. In the subsequent rounds, the demon takes a fraction of the remaining damage each round. The fraction is determined by how long the demon wishes be repaying the wound for; if the demon wishes to pay over 20 rounds, it takes 1/20th of the remaining damage each round. Once the wound is repaid, the demon must pay interest on the injury. It takes a further amount of damage equal to the number of rounds it repaid the injury over.

Example: A demon is struck for 50 points of damage. Not wanting to take all this damage at once, it uses its Rationed Blood ability. It spends five iliaster to only take half the damage this round, and repay the remaining damage over further rounds. If it chose to pay over five rounds, then it would take 25 damage in the round it was first injured (half the original damage) and one-fifth of the remaining damage over the next five rounds (five points per round). It then has to pay the interest, which is equal to the number of rounds of repayment. In this case, the repayment was over five rounds, so in the sixth round the demon takes another five points of damage.

If the demon chose to repay the damage over 12 rounds, it would take two points of damage every round for the next 12 rounds, then another 13 points of interest damage in the 13th round. Any remainders left over from dividing the damage are added to the interest damage. The demon always takes at least one damage per round when using Rationed Blood.



House Carthenay

IV – Transmutation: By touching an inanimate object, the demon can transform it into gold. The demon must spend one iliaster per five pounds of weight of the object. Devices with moving parts are rendered useless when turned to gold; simple weapons still work, but suffer a –2 penalty to all attack rolls and break or blunt after a successful attack. If the targeted object is in the possession of another character, that character may make a Will save to resist the transmutation.

V – Carthenay's Deal (Blasphemous): The demon may now attempt to forcibly purchase the soul of another. The demon must touch the target and spend two iliaster per level of the target. If the demon does not spend enough iliaster, nothing happens. The two then make three opposed Will saves; the winner gains a Covenanted debt from the loser. This debt begins at a Strength of 20.

House Glabretch

House Glabretch – The Putrid

The fruit in the orchards of Glabretch are living humans. They hang from the trees. Branches and twigs penetrate and perforate every orifice and organ, carrying life-sustaining sap into the human body. Each human is infected with a different cocktail of diseases, which causes them to rot and bloat even as they hang on the branches. Sometimes, grotesquely, they ripen.

The fallen never knew disease or discomfort until they entered the Pit. Sickness is the great innovation of the Glabretch. They twisted and perverted life as it first bloomed throughout creation and have used their occult diseases to rise to a position of power among the Houses. Glabretch is perhaps the most isolated of the Houses, the

unwelcome black sheep of the Hellish family. If the other Houses had their way, the Glabretch estates would be sealed off, the Glabretch demons would be banished or destroyed and the name of the Putrid House would be forgotten.

However, Glabretch is virtually unassailable. Its army is one of the strongest, but more than that, the thought of what the filth-sorcerers of the Glabretch must have hidden in their vaults and pits terrifies even the demons. Should Sturrach or Haimon wipe out the Glabretch, then surely some terrible and lethal plague would be loosed on the Houses. Hell might be emptied of demon-kind in a single day.

Even just *ignoring* the Glabretch is not an option. The House's scions have the irritating ability to thrive anywhere in the Pit. Any marginal land or blasted wastes can be claimed as Glabretch estates and swiftly converted into plague pits through Putrid magic. While the Glabretch holdings are still centred mostly on the Fifth Circle, they have claimed much of Upper Hell unofficially. Their expansion is still curtailed below the Styx (indeed, Glabretch nobles intending to visit the House Citadel in Malebolge must either be summoned or else travel in enclosed gondolas or carriages).

Glabretch finances are in poor shape; they take much more delight in inflicting new and amusing diseases on their slaves than on working them for iliaster. Therefore, the Glabretch give their demons an unprecedented degree of independence in furthering the House's interests. Opportunism is next to filthiness in the eyes of the Glabretch.

Glabretch Characters

The Glabretch are quite generous towards their low-ranking demons; they may not receive much backing, but neither are they heavily indebted to the House. Low-level demons are encouraged to explore the Pit before their Glabretch heritage becomes obvious and they are deemed unclean by other demons.

A beginning Glabretch character is given (1d4+1) x 5 crowns and a simple weapon of its choice.

The Glabretch favoured skills are Bluff (Cha), Craft (soulshaping) (Int), Disguise (Cha), Grovel (Cha), Handle Spawn (Cha), Heal (Wis), Knowledge (arcana)(Int) and Sorcery (varies).

House Feat: Toughness.

House Chain of Glabretch

The Glabretch Chain is related to the infamous Chain of Disease, but concentrates on mastery of the demon's internal parasites and flora instead of spreading plague to others.

I – Fungal Coating (Physical): The demon's hide becomes coated with a thick layer of filth and disgusting growths. This gives it a Damage Reduction of 2/fire.

This link carries a drawback; the demon suffers a –2 penalty to all Seduction checks.

II – Lesser Fortification: The demon's innate toughness, coupled with the general rot of its flesh, means that it can shrug off damaging attacks. If the demon suffers a critical hit, there is a 25% chance that the critical hit is reduced to a normal hit.

III – Ghastly Vitality: The bacteria and parasites of the demon's body grow to macroscopic size and fall under the demon's control. Platelets the size of a man's thumb and blood cells the size of eyes crowd their way through the demon's veins. The demon can now spend one iliaster to heal 1d6 points of damage to itself. Spending iliaster in this fashion is a full-round action and any amount may be spent at a time.

IV – Greater Fortification: There is now a 50% chance that any critical hits dealt on the demon become normal hits.

V – Glabretch's Wallow (Blasphemous): The demon's spiritual corruption becomes manifest. By spending one iliaster, it gains Damage Reduction/ holy equal to its Corruption score for one round.

House Haimon – The Deathly

In the heart of every Haimon fortress, there is a bell made of a single huge skull dipped in bronze. It tolls sometimes, in the night, but makes no sound.

This is the ninety-third secret of Haimon. The elders of the House listen solemnly to the tolling of the bell, but never reveal what it whispers to them.

In their mansions carved of bone, the silent lords of Haimon rule over a kingdom of the dead. They are the necromancer-lords, the masters of death. They are quietly, coldly fascinated by the *transition* from life into death. They care little for tormenting souls – they care little for anything – but death obsesses them.

The Haimon have the largest stock of damned souls of all the Houses, but they seem to have little interest in their wealth. Their stalkers are especially skilled at finding and retrieving souls and the House harvests more souls in the Upper Hells than any three other Houses combined. They put their damned slaves to work for them, so are not as awash in iliaster as they could be. The Haimon could indulge themselves in excesses that could make the Oblurott blush, but they are focused on their necromantic arts to the exclusion of all pleasure or distraction.

This attitude and mysterious, sinister purpose makes the Haimon the wild card in the politics of the Pit. Their armies have been dispatched to support one House or another in the wars, but they make no long-term alliances. They attend the councils in Pandemonium, but have little interest in dealing with the other Houses except when the Haimon need something.

The Haimon estates are located in the Second and Third Circles. They are cold, grim places, quiet as the empty grave.

Haimon Characters

The Haimon nobility tend to be private and secretive. Often, they will ignore the younger demons of the House entirely, until they need something and send the demons to fetch it.

A beginning Haimon character is given (1d4+2) x 5 crowns.

The Haimon favoured skills are Concentration (Con), Craft (soulshaping) (Int), Decipher Script (Int), Knowledge (arcana, law) (Int), Move Silently (Dex) and Sorcery (varies).

House Feat: Skill Focus.

House Chain of Haimon

The Haimon Chain gives the demon great powers of necromancy and control over the dead.

I – Cold as the Dead (Mental): House Haimon demons are notoriously cold and unfeeling, which gives them an advantage in negotiations. The demon gains a +4 racial bonus to any attempts to resist Influencing attempts.

The demon's flesh turns cold and chill when this link develops.

II – Soulshape: The demon can physically reshape damned souls using the Craft (soulshaping) skill. Activating this ability costs one iliaster per three levels of the target soul.

III – Animate Dead (Blasphemous): By touching a corpse and a damned soul at the same time, the demon can implant the soul in the body as an animated corpse. This costs one iliaster per three levels of the soul; unwilling targets may make a Will save to resist the demon. See *Book of the Tormentor* for rules on animated corpses.

IV – Master of Sorcery (Mental): The House Haimon seal appears on the demon's forehead. The demon gains a +4 insight bonus to all Sorcery checks.

V – Haimon's Way (Blasphemous): When this link manifests – nothing happens. However, at any point after that, the demon can choose to kill itself and reanimate its body as an undead thing. When this is done, the demon is instantly restored to full hit points. It can continue to gain levels, but gains no further mutations. However, it also no longer needs to feed on iliaster to survive and is not subject to dissolution.

House Lictat– The Usurpers

'Who is Lictat?'
'The founder of our House, of course, just as Riethii made the Riethii or Sturrach made the sons of Sturrach.'

'The only demon to bear the name Lictat was slain two hundred years before House Lictat dragged itself up from the gutter. Why do you honour it so?'
'Perhaps a new House must make a heritage for itself from scratch.'
'That is a lie.'
'So it is. Lictat himself would have approved.'

The Lictat is an uneasy compromise between the ancient and inviolate traditions of the other eight Houses and the unthinkable revolutions of the Free Cities. House Lictat is comprised of demons from half-a-dozen lesser houses that banded together. Such alliances are not unusual, but normally last only for a short period before they tear themselves apart. The Lictat Pact was different.

In the deepest Hell, in the place called Malebolge there are ten valleys. One is the road to Pandemonium. Eight of the others hold the great palaces of the Houses. The ninth valley holds a ninth palace, which in the oldest records of the city was once ruled by a ninth House. The House is long since gone, and the gates of its palace were sealed by impenetrable sorcery. The Houses had warred over it for a time and then gave up when it proved inaccessible.

Thirty years ago, the eight Houses awoke to find that the gates of the palace had opened and that the Lictat had claimed it.

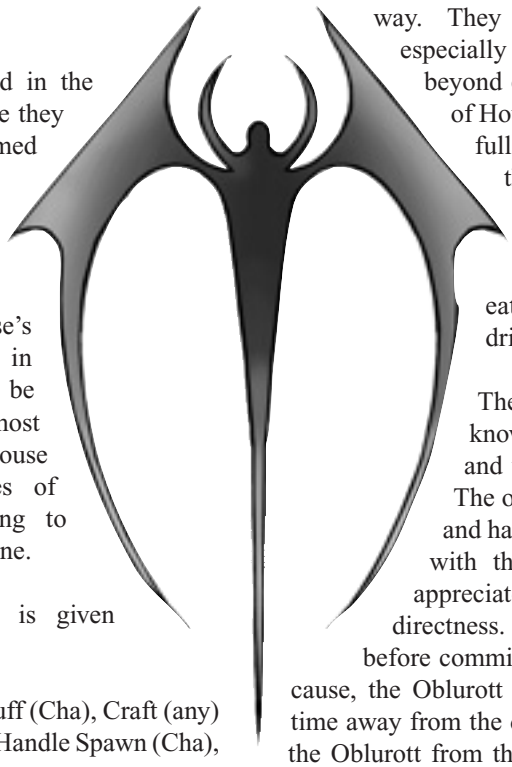
Of course, the established Houses were unwilling to share power with a newcomer, and House Lictat had to defend itself. It recruited new members from among the deposed demons of the Upper Hells. Its motley army of free damned, renegade demons, deserters and fallen angels managed to survive – and then the revolt of Dis transferred the wrath of the Houses from the Malebolge up to the Sixth Circle.

The upper echelons of House Lictat are a mystery even to its own members. The 'middle management' of the House, the diplomats and captains and estate-managers, are all either members of the original coalition of lesser Houses or else are new recruits. The masters of House Lictat are unknown, shadowy figures, more defined by their absence than their presence. Some suggest they are fallen angels, or that the House is a puppet run by Haimon or Riethii

or another faction. It is this uncertainty that has kept most of the free demons from flocking to Lictat's banner – the House offers legitimacy, but at what price?

Lictat's estates are concentrated in the wastelands of Upper Hell, where they clash with Glabretch for unclaimed territory.

House Lictat



Lictat Characters

Lictat characters face an uncertain future. The House's estates are still under siege in many places, so characters may be assigned to the front lines almost immediately. Elsewhere, the House risks its demons on schemes of espionage or exploring, hoping to cement its position among the nine.

A beginning Lictat character is given (1d4+1) x 5 crowns.

The Lictat favoured skills are Bluff (Cha), Craft (any) (Int), Gather Information (Cha), Handle Spawn (Cha), Hide (Dex) and Ride (Dex).

House Feat: Any.

House Chain of Lictat

There is no Lictat Chain. Lictat characters roll for a random mutation when they would normally gain a House Mutation.

House Oblurott – The Gross

'Why eat food like a mortal, when all the demon form requires is iliaster?'
'You think like a Haimon, my lad! Consider the Great Chain of Being; the little plants and lichens thrive on the light from the Morningstar; the lesser spawn and the mortals feed on them, the bigger spawn eat them, and we eat the bigger spawn! In doing so, we consume all that brings strength and health.'
'I see no health or special strength here. I think you should reconsider your policies.'
'Shut up, food. I'm tired of talking to you.'

House Oblurott

More and more and more – that is the Oblurott way. They crave excess in all things, but especially in food. They are gluttons beyond compare. In the massive feasts of House Oblurott, mortals are packed full of food until they explode and the demons eat the bursting entrails; they warp spawn into greasy cathedrals and eat their very feast-halls; they eat and eat and eat and drink and drink and drink and are still not satisfied.

The Oblurott are not subtle. They know what they like, what they *need* and will go to any lengths to get it. The other Houses, especially the arch and haughty Astyanath, dislike dealing with the Gross, but even they must appreciate the Oblurott's strength and directness. While other Houses will hesitate before committing their troops or iliaster to a cause, the Oblurott charge ahead – waiting means time away from the dinner table. That said, rousing the Oblurott from their gluttonous sloth is difficult. This combination of unpredictable inaction and direct attack has served the Oblurott well in the past.

The Oblurott armies rely heavily on specially bred spawn. A side effect of the Oblurott's vast food farms is the production of especially dangerous war-beasts, which are kept starved so they can feast on the enemy. The victorious Oblurott then eat their war-beasts. The Oblurott estates are located throughout the Pit, but their most fertile are on the muddy Third Circle.

Oblurott Characters

Oblurott characters are usually assigned a place on the House estates. The elder demons of the Oblurott are surprisingly cunning and shrewd, but will forget about a low-ranking demon unless it shows up regularly at banquets.

A beginning Oblurott character is given (1d4+1) x 5 crowns.

The Oblurott favoured skills are Appraise (Int), Diplomacy (Cha), Drive (Dex), Handle Spawn (Cha),

Knowledge (local, nobility & royalty) (Int), Perform (Cha) and Torture (Wis).

House Feat: Weapon Focus (bite).

House Chain of Oblurott

The Oblurott Chain is notoriously vile, as the demon's body warps in accordance with the fleshy excesses of its heritage.

I – Gross Flesh (Physical): The demon becomes obscenely fat. This gives it Damage Reduction 5/ slashing.

This link carries a drawback; the demon's flying speed (if any) is reduced by one third (round down).

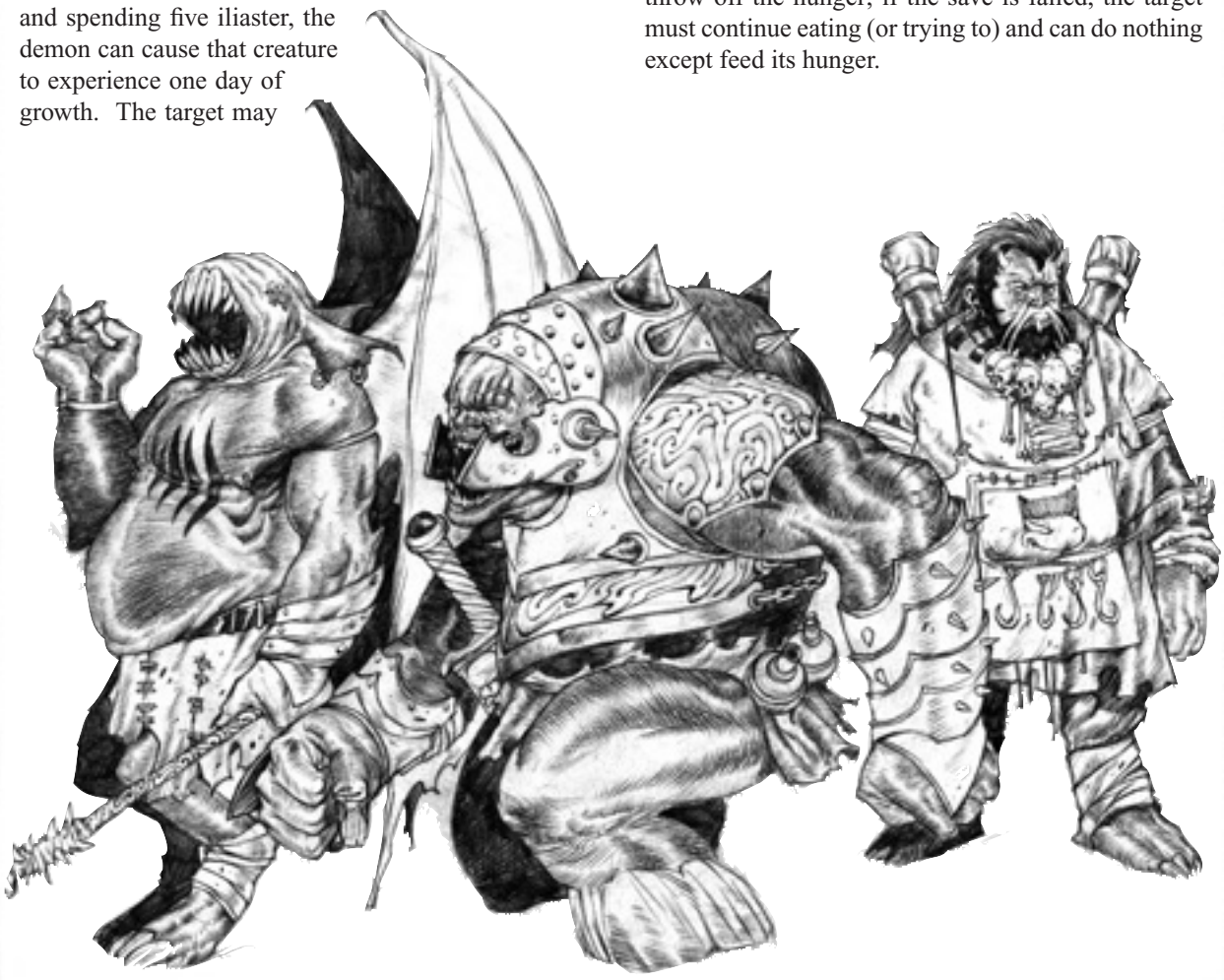
II – Metabolism Control: The demon becomes able to control its own metabolism. By spending two iliaster, it gains a +4 bonus to one Fortitude save.

III – Excess Growth: The demon can now spread unnatural vitality and growth to those around it. By touching another creature and spending five iliaster, the demon can cause that creature to experience one day of growth. The target may make a Fortitude save to resist this effect. The target regains hit points, ability damage and so on as if it had rested for a full 24 hours, but also must spend iliaster/eat food as if 24 hours had passed.

IV – Insatiable Hunger (Psychic, Mind-Affecting): The demon's aura now instils a feeling of hunger in those around it. Anyone within 30 feet of the demon who is not feeding in some fashion suffers a –2 distraction penalty to all attack rolls and skill checks due to the constant gnawing hunger. The target may make a Will save to resist this effect.

This link carries a drawback; the demon grows so fat that its movement is reduced by ten feet.

V – Oblurott's Hunger (Mind-Affecting): The demon's appetite is so great that it can make others eat themselves. The demon targets any one creature affected by its aura of Insatiable Hunger and spends seven iliaster. That target must spend its next action eating, either through conventional means or by making a bite attack on the nearest target. The target may make a Will save in each round after the first to throw off the hunger; if the save is failed, the target must continue eating (or trying to) and can do nothing except feed its hunger.



House Riethii– The Seducers

On the Seventh Circle, there stands a place called House of Joy where the most beautiful of the young Riethii are sent. There, they are taught two things. Firstly, how to reduce any being, even the most innocent or strong-willed, into a quivering thing of insatiable lust. And secondly, how to suppress their own pleasure or joy in any act. In that House, the elders of the Riethii forge their weapons for the next age of the war.

House Riethii

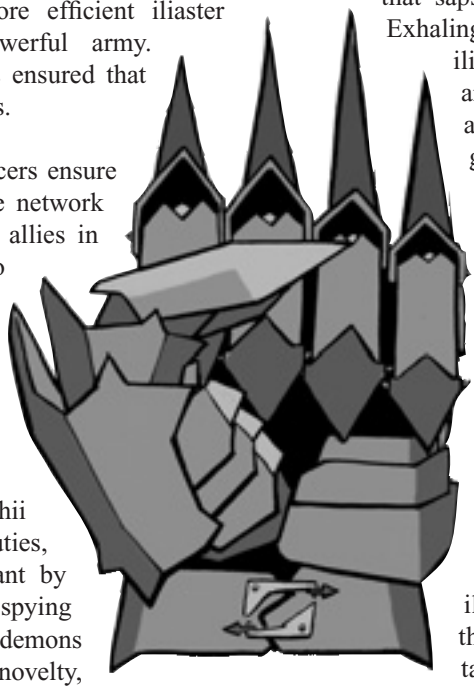
If the Astyanath indulge in the glories of pain, then House Riethii is utterly dedicated to the pursuit of the pleasures of the flesh – or so they claim. In truth, Riethii is just as fascinated with pain; the pain of obsession, of craving, of twisted lust and depravity. The elder scions of Riethii are utterly jaded; there is no variation, no perversion they have not tried, but still they desperately try to satisfy their empty desires.

Politically, the Rose Accord binds the Riethii to the Astyanath in an unholy alliance. The bond has been profitable for both Houses; the Riethii have the edge in sorcery and sheer number of souls, while the Astyanath have more efficient iliaster production and a more powerful army. Together, the Rose Accord has ensured that the prosperity of the two Houses.

House Riethii's spies and seducers ensure that it has the best intelligence network of any of the Houses; like its allies in Astyanath, Riethii prefers to avoid war through deception and blackmail. The House's estates are mostly in the Seventh and Eighth Circles.

Riethii Characters

Young demons of House Riethii are often assigned diplomatic duties, such as establishing a Covenant by seducing some rival demon or spying on another House. The elder demons have an endless appetite for novelty, so anything that can tickle their jaded palates will win acclaim and influence within House Riethii.



House Sturrach

A beginning Riethii character is given (1d4+1) x 5 crowns and a simple weapon of its choice.

The Riethii favoured skills are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Seduction (Cha) and Sense Motive (Wis).

House Feat: Related Knowledge.

House Chain of Riethii

The Riethii House chain combines the undeniable physical charms of the Seducers with mind-warping powers to break down the moral defences of others.

I – Demonic Allure (Physical): The demon becomes more sexually attractive, either through obvious transformations (in the case of humanoid creatures like malcubi) or through pheromones (in the case of Beasts and other bizarre monsters). The demon gains a +4 bonus to Seduction checks.

II – Sweet-Smelling Vapours (Mind-Affecting): The demon can now breathe out a pinkish vapour that saps the will of those who inhale it. Exhaling this vapour costs the demon three iliaster; all within the demon's reach are affected by it. Exhaling the gas is a move action. Those who inhale the gas must make a Fortitude save; if the save is failed, the victim suffers a –2 penalty to all Will saves and Concentration checks while in the demon's presence.

III – Endurance: The Riethii are notorious tireless. The demon is immune to the effects of fatigue or exhaustion.

IV – Drain Strength: By touching or kissing another character, the Riethii may drain strength or iliaster from the target. Activating this ability costs two iliaster. The target is permitted a Fortitude save to resist. If the saving throw is failed, the victim suffers 1d6 points of temporary Strength damage or loses 1d6 points of iliaster. The Riethii gains an equal amount

to the Strength or iliaster lost.

V – Riethii's Embrace (Blasphemous): The Riethii now exudes corruption. Anyone who engages in physical congress with the demon commits an SR 20 sin (see page 224).

House Sturrach – The Bloody

'What will the Sturrach do when there is no more Hell to conquer?'
'We shall storm Heaven and slaughter angels by the flock.'
'And then?'
'Grind the mortal world beneath our heel.'
'And then?'
'Find new worlds to invade.'
'War without end, then?'
'War without end. That is the plan.'

The armies of House Sturrach have drowned the Infernum in blood a thousand times, and will do it a million times more. Theirs is the pre-eminent army of Hell, theirs is the spoil of skulls and the hellfire blast. In truth, it is fairer to say that the army of Sturrach has a noble House attached to it; the needs of the army take precedence over all else in the House. Every high-ranking demon is a general or war-sorcerer; almost every lowly demon is a foot soldier in the hellish legion.

Several times, House Sturrach has threatened to conquer the entire Pit; at the height of its power, Sturrach legions controlled every Circle from the First to the shore of the Styx. An alliance of the other Houses, combined with infighting among the Sturrach leadership lead to the defeat of the Sturrach armies in the Battle of the Ash Ghosts. Since then, House Sturrach has been closely watched by the other Houses; any advancement on its part is quickly opposed by a coalition. The Sturrachs have managed to establish an alliance with the bankers of House Carthenay, but this is more to balance the Rose Accord and for the Carthenay to put a brake on Sturrach ambition than anything else. The Sturrach profit more from the alliance; they need conquests or

outside support to avoid mass starvation.

The Sturrach estates – or, more accurately, military fortresses – are mostly on the war-torn Fifth Circle.

Sturrach Characters

The Sturrachs are the obvious choice for any military conflict. The demons can be found on the front line of any of the Infernum's wars or civil conflicts. Young Sturrach demons are often sent to pick fights or conquer isolated outposts of other Houses.

A beginning Sturrach character is given 1d4 x 5 crowns and three simple or martial weapons of its choice.

The Sturrach favoured skills are Climb (Str), Craft (hellfire) (Cha), Drive (Dex), Intimidate (Str), Knowledge (history, infernography) (Int), Ride (Dex), Spot (Wis) and Warcraft (Wis).

House Feat: Martial Weapons Proficiency.

House Chain of Sturrach

The Sturrach Chain focuses on the art of war. The demon instinctively develops its killing skills.

I – Warrior's Horns (Physical): The demon develops the distinctive curved horns of the House. This gives the demon a +2 bonus to armour class.

This link carries a drawback; the demon can no longer wear headgear that is not specially made for it.

II – Combat Gland (Mental): The demon can now enter a chemical combat trance while fighting. It may enter this trance as a free action by spending any amount of iliaster. The trance lasts for one round per point of iliaster spent. While in the trance, the demon gains a +2 bonus to attack rolls, but cannot take any actions except attack actions and activating combat mutations.

III – Taste for Blood: The demon can now lick the blood or ichor from its blade or claws when it attacks another character and gain sustenance from it as a move action. The demon is healed of 1d4 points of damage after each round it wounds another character. Note that this requires the demon drink the blood of its foes, which may have ill effects.

IV – War Form (Shapeshift): The demon may alter

its body into a war form. When this link is selected, the demon may select one or more links that it does not have in Chains it already possesses. The demon may now gain access to those links while in its war form. Shifting into the war form costs five iliaster per link. If the demon gains one of the war-form's links normally, it may select another link in a chain to replace it for the war-form. The demon remains in war-form for one round per character level.

V – Sturrach's War (Mental): The demon becomes a master general. It may spend any amount of iliaster to gain a point-for-point insight bonus to a Warfare check. Any amount of iliaster can be spent activating this ability.

House Zethu – The Unveilers

The fires of Moloch burn ceaselessly. Day and night, the machines grind on. Once, production capacity was limited by the weaknesses of fatigued flesh. Now they replace tired limbs with steam appendages and exhausted minds with spells and cogs. The lights never go out and the machines never stop.

The House of the Unveilers is the smallest of the demonic Houses. Zethu's estates are the smallest and its numbers the least of any of its peers. Despite this, Zethu is perhaps the most influential house in the present day. Zethu's talents lie in the fields of engineering and sorcery. They have, in their own eyes, brought the Infernum out of the dark ages and into an era of progress. In ages past, demons would torture individual souls and fight with crude swords and claws. Now, tens of thousands of damned can be tormented by cunning agony-fuelled machines and the battlefields are torn by hell-cannon blasts and stalking bio-mechanoid war-beasts.

This is progress.

Zethu's meteoric rise from the least influential House to rulers of Hell has been stalled by the revolt of Dis and the Free Cities. Of all the Houses, Zethu lost the most influence – indeed, no-one is quite sure how much of Zethu's strength has been lost, and many suspect that the House is now something of a paper tiger. The Zethu made many enemies during their rise and if Dis is not returned soon, these enemies may bring the Unveilers down.

The estates of House Zethu are primarily located on the Sixth Circle.

Zethu Characters

In Zethu's hour of need, it must rely on the few younger demons loyal to it. Zethu demons are positively overworked; one day, they are defending the House estates from attack, the next, they are sent into Dis to retrieve vital parts. At least the House is generous with equipment and backing.

A beginning Zethu character is given 1d4 x 5 crowns and three simple or martial weapons of its choice.

The Zethu favoured skills are Concentration (Con), Craft (any)(Int), Decipher Script (Int), Drive (Dex), Knowledge (any)(Int) and Sorcery (varies).

House Feat: Exotic Weapons Proficiency (shattergun).

House Chain of Zethu

The Zethu chain enhances the demon's mental capacities and cunning.

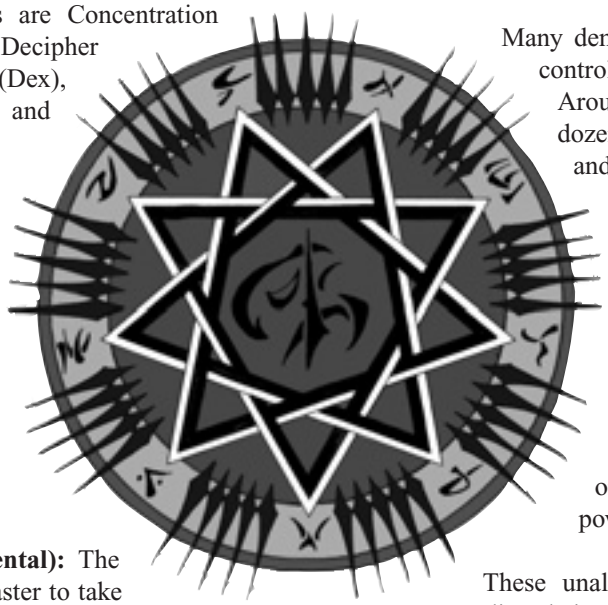
I – Demonic Insight (Mental): The demon may spend three iliaster to take 15 on any skill check that involves evil works and malice, such as Craft (torture device), various forms of Influencing, Torture, Sorcery and so on. Taking 15 works just like taking 10 or 20.

II – Boost: The demon gains the Boost Armour or Boost Weapon feat and may use it despite being a demon.

III – Sorcerer's Blood: The blood of the Zethu is awash with magical energy. The demon may convert its hit points into iliaster when casting sorcerous rituals at a rate of three hit points to one iliaster. Converting hit points in this fashion is a free action.

IV – Evil Thoughts (Mental): The demon's mind becomes progressively more twisted. When this link is selected, the demon may transfer ability score points from its Charisma and Wisdom to its Intelligence. This transfer is on a one-for-one basis and is permanent.

V – Zethu's Thought: The demon may now use Intelligence as the controlling attribute for all Sorcery checks, no matter what the ritual is.



House Zethu

Unaligned Demons

'What's it? What's it?'
'It's like a dead'un in visage, my sweet, but 'sall pink and bleedin'.'
'I know whatsit. It's alive.*'*
'Really? How do we stops it, then?'
'Ye just poke it. It leaks a bit more, then it falls over.'

Many demons are outside the direct control of any of the great Houses. Around each of the nine orbit dozens of smaller houses, gangs and factions, many of which control no more than a single barony or even just a stretch of Hell gone unclaimed by the Houses. These demons do not have easy access to the regular supply of iliaster produced by the torture palaces of the Houses and so must trade or steal the life-sustaining power.

These unaligned demons survive by trading their services or military support, or by controlling sites like industrial facilities, important passes, fortresses or productive mines or soul fields.

The chaos created by the revolt of the Free Cities has given the unaligned demons' new strength. With growing opposition to the House's established hegemony, the support of the unaligned demons is more important than ever. The Houses have even been bolstering their strength by accepting long-allied lesser Houses in as full members.

A beginning unaligned demon has (1d4) x 5 crowns and 2d6 points of bottled iliaster.

Unaligned demon favoured skills are Survival (Wis), Torture (Wis) and any four others.

Mercenary Bands

'So, three crowns per demon per day; officers and specialists get another five each and a 50 crown bonus per head when you break the Haimon legion. We have a bargain?' scowled the Carthenay. Its distaste at spending such a sum was clear.

'You've got all that on you,' asked the mercenary demon. 'Cos we've been burned before, and my troops are half-dissolute and rowdy.'

'You doubt the Carthenay coffers,' scoffed the broker. 'Look upon this and wonder,' it crowed, and threw open a chest. A pile of coins glittered in the russet light of the Morningstar.

'Right, lads! Take the coin and its head – we'll blame it on the Haimon and wait until the Carthenay are desperate 'fore we offer our services again.'

The constant wars between the Houses give endless employment to mercenaries. Several Houses – Carthenay foremost among them – rely upon mercenaries for the bulk of their forces, but all of them call on hired help in certain circumstances. Notably, the mercenary bands are far more willing to employ non-demon warriors. Half-breeds, free damned, mortals – even fallen angels can fight under the mercenary banners and all have powers and skills denied to the hellkin.

Infernal wars tend to be cyclical, though. While the Houses are always at war, a battle on the Second Circle is no good for a band stuck on the Eighth. Mercenary units therefore tend to sail the Styx and Acheron, or else use the tunnels beyond the Pit for fast travel to war-zones. Some bands even make a habit of having themselves Summoned into battle.

The centre of the mercenary trade is the city of Golgotha, where hundreds of mercenary bands and brokers haggle for death in the streets. Golgotha is one of the largest consumers of weapons and other war material in the Infernum. It is also notoriously violent and lawless. Bizarrely, the city has been adopted by an angel, who has vowed to bring peace to Golgotha's streets. Several notable mercenary bands have been slaughtered by the vengeful seraph.

A beginning mercenary has 1d4 x 5 crowns, one weapon of its choice and 2d6 points of bottled iliaster.

Mercenary demon favoured skills are Survival (Wis), Warcraft (Int) and any four others.

Free Cities

'Citizen Michelle Gaimon of the free dead, your city needs you. You are to report to the Dis District Seven Sacrifice Facility tomorrow morning at dawn for some 20 hours of service. Your selfless devotion to freedom is noted and appreciated by Dis City Council. Should you refuse this duty, you shall be condemned to Dis District Seven Sacrifice Facility for some 40 hours of service and your housing privileges shall be revoked.'

The Free Cities represent the first real change in Infernal society since the foundation of the Houses. The demons of the Free Cities have somehow rejected the bonds of Covenants and are free from the control of their masters. Anyone who spends a year and a day in a Free City has their Covenants broken, and Covenants cannot be enforced within the walls. This freedom even extends – somewhat – to the dead. Within the Free Cities, the damned are not property, but are free.

They are still tortured, but this torture is done for the good of the city, not out of malice or hunger, so the damned are expected to willingly and joyfully submit to the torturer's ministrations. The Free Cities need all the strength and loyalty of their citizens if they are to endure in the face of the Houses' aggression.

Dis is the greatest of the Free Cities, the lynchpin of their defence and the symbol of their resistance. Other, lesser cities have declared for Dis throughout the Infernum, although as yet no city below the Sixth has dared rebel. There are rumours of dissent and conspiracy even on the unhallowed streets of Pandemonium.

The citizens of the Free Cities face starvation, siege and implacable hostility from the Houses. It is not open war, not yet, but a clash is coming. Not every demon in the Free Cities believes in the cause of freedom – indeed, some days it is hard to find any who are not just using the curious Covenant-breaking power of the cities to escape a harsh master – but they all claim to be believers and earnestly mouth the slogans and declarations of the revolution, 'A new order and a new justice in Hell!'

Demons of the Free Cities are poor, but are expected to arm themselves to defend the cause. They begin with 1d3 x 5 crowns and a single simple weapon of their choice.

Demons of the Free Cities favoured skills are Craft (any) (Int) and any five others.

MORTALS

For almost as long as there have been demons in the Infernum, there have been mortals. According to some traditions, Lilith, Adam's first wife, was banished to Hell. House records contain accounts of mortal slaves being bred in captivity within a few centuries of their founding. Faustians of sufficient power have been part of the Infernal aristocracy by virtue of their demon-binding spells since ancient times.

Mortals rarely live long in Hell without protection. Leaving aside such mundane problems such as the lack of drinkable water, the oppressive or lethal environments or the lack of air, the demons do not take kindly to mortal trespassers. The damned tend to be much more tractable and easier to deal with.

Still, mortals can be useful tools to the hellkin. Mortals are not bound by warding spells and Covenants, making them ideal spies, diplomats and assassins when given proper training and weaponry. They can bear half-demon children, or be transformed into demonic creatures themselves. They are a delectable dish for hungry demons. Therefore, all the Houses have at least a few farmed humans, bred like beasts of the fields. They are treated like cattle for the most part, but rarely an exceptional specimen might be given some special role or standing as a chosen servant of the demons.

Some farmed humans have escaped over the millennia, fleeing into the distant, uninhabited sections of the Upper Circles or even leaving the Pit entirely. They have formed into several dozen small tribes of a few hundred people, colonising caverns which they seal off with spawn-leather flaps to keep out the sulphur clouds. These tribes collectively refer to themselves as the Early – they have come to Hell before they die, instead of afterwards. Some of the Early tribes have a surprisingly high level of industry, capable of producing their own firearms and vehicles, but others are barely above stone age technology. Most rely on swords and armour to defend themselves; making a basic sword is relatively easy and a stout blade is dependable even in Hell.

Other humans have entered the Infernum through hellgouts, when a section of Hell erupts into the mortal world and draws a section of it down into the abyss. There are also occasional portals between the mortal realm and Hell, and unfortunate humans have wandered through these portals, never to return. The most notable – from the perspective of the demons, anyway – of these hellgouts came when an order of mortal knights was drawn into the Pit. These knights swiftly adapted to their new environment and – calling themselves the Harrowers – declared war on the whole of the Infernum. Surprisingly, the demons have never been quite able to crush these upstarts; through a combination of sheer heroism and warding magic, the knights survived. Their original holy war has become somewhat corrupted over the centuries and now many of the Harrowers are little more than mercenaries.

Mercenary bands composed of both demons and mortals are common in the Infernum. As the demons are cut off from the regular House-controlled supplies of iliaster, they must rely on their mortal allies for help. Combined, mortals and demons are much more effective than they are apart, so the mercenary lifestyle is one of the best ways of surviving in the Pit – assuming the mortal has the combat skills needed to make it through battles with demons.

In the Free Cities, mortals have the same rights as demons. To some of the Early tribes, the Free Cities are a wondrous promised land, and it is whispered that if a man can cross from the First Circle all the way down to the Sixth, he shall win his place of rest and pleasure in the Cities. The Free Cities are nowhere near as idyllic as these distorted rumours suggest, but they are more welcoming to mortals than other demon cities.

Slave & Escaped Slave Characters

Humans make better labourers than the damned; on average, they are stronger and think faster. The souls of the damned are worn thin by centuries of torment, while the spirit of a mortal has not yet been totally obliterated. However, the trouble of keeping mortal slaves alive means that only a few Houses have extensive slave collections.

House Oblurott has by far the most mortals in its possession, who are fattened up for the dining table. Few of these slaves survive beyond adolescence; most burst during a feeding sluice. Despite having the most slaves, they also have the fewest escapees; it is hard to run fast when one has been human *foie gras* all your life.

The Riethii fleshlands have almost as many mortals;

the lustful Riethii delight in perversions and excesses of human sexuality, and they need playthings and partners for their games. The Riethii positively encourage their slaves to attempt to escape – some enjoy the thought of the mortal yearning to return to the ecstatically agonising embrace of the demons, while others look forward to punishing the slaves once they are recaptured.

Astyanath slaves must be kept alive using the finest infernal surgery and sorcery, as the pain offered by the House is so intense living flesh cannot endure it. The slaves who escape from the Astyanath dungeons are invariable insane, remembering nothing except the desire for freedom. This incredible determination keeps them alive through the tortures and they are among the most implacable foes of their former masters.

Carthenay only invests in human slaves when the market for them is particularly bullish. They keep a small number of humans in their vaults and have them produce a new generation when necessary. Excess humans are slaughtered and converted into damned.

Glabretch has as many human slaves as the Riethii; they are used as test subjects for the demon's diseases and spores. The Glabretch slaves have the best chance of escape, as they are often left to wander the blighted test zones. Of course, these slaves carry diseases out with them, so few Early tribes will accept former Glabretch chattels into their ranks.

House Zethu treats its human slaves as test subjects for bizarre experiments. The House lacks the skills to keep humans alive, so it tends to purchase its slaves from Astyanath or Riethii.

House Haimon's interest in living slaves is minimal; they find them distasteful and seek to convert them as soon as possible.

Sturrach's use of slaves is equally limited; the few mortals enslaved by House Sturrach are assassins or spies. The generals of the Sturrach armies consider mortals to be more trouble than they are worth as servants, not to mention needless complications in the lines of supply.

Finally, House Lictat considers mortal slaves to be an opportunity for it to expand its influence in the Pit, and it is actively hunting newly arrived mortals and trying to establish large human farms in the Upper Circles. It has even captured entire Early tribes to stock its farms.

Mortals enslaved by the Houses have no possessions – often, they are not even given clothing. They have no belongings but what they can steal from their demonic taskmasters. A slave character begins with 2d6 crowns worth of salvaged equipment.

Slaves have the favoured skills of Concentration (Con), Craft (any), Disable Device (Int), Escape Artist (Dex), Handle Spawn (Cha) and Open Lock (Dex).

Demonic Servants & Mercenaries

The precarious balance between the Houses is largely reliant on Covenants and wardings. Demons are naturally chaotic, warlike, monstrous beings, and no threat or alliance could endure in the Pit without supernatural reinforcement. Warding spells keep demons out of various strategic areas; Covenants ensure that demons do not turn on their rulers.

Mortals are largely free of both these restrictions. Only the truly corrupt are bound by the magic of Covenants, so those who are not wholly tainted can make and break bargains with impunity. As for wardings, mortals can tread on any number of pentagrams and binding circles without fear. Assassins, spies,

saboteurs and House-trained warlocks are selected from among the ranks of the slaves.

Other demonic servants offer their skills to the Houses in exchange for protection and power. Some newcomers to Hell are tough enough to survive, but choose to betray their own humanity and throw their lot in with the hellkin. Indeed, the demons have secret spells that transform a mortal into an immortal demon.

The chosen servants of the demons are equipped much like their masters. The character starts with the same starting package as that offered by the House or demon faction he belongs to (see page 44).

Demon servants have the same favoured skills as those taught by their House or faction.

Early Tribes

The Early tribes are the descendants of slaves, but they were born free and proud – in Hell. They are mortals native to the infernal regions and they have learned to survive in the abyss.

Most of the tribes have escaped to the relatively safe environs of the higher Circles, especially the ravines of the First and caves of the Second Circles. They dwell in enclosed spaces that they can wall off to keep out noxious gases. Most tribes subsist on a diet of spawn-meat and gathered weeds, although underground farms are not unheard of. They also raid demon fortresses and outposts for supplies, but the Early are always on the brink of starvation.

While the Early rarely have anything in the way of technology or industry, they are far from primitive and are quite capable of making inventive use of whatever weapons they can steal from the demons – or from other humans, as the Early tend to consider anyone from outside the tribe as an enemy. Early tribes have little use for the damned, as they have been betrayed several times by damned quislings willing to do anything for relief from torment. The few Early tribes with sorcerers do sometimes reshape damned into weapons or armour, but the demons see Early sorcerers as a threat and mercilessly hunt them down with stalkers.

There are dozens of tiny Early tribes, constantly being wiped out or enslaved by demons only to be replenished by escapees. The few larger tribes are considerably more powerful and were established. These are:

- **The Sons of Bor:** The most warlike of the Early, the Bori support themselves by sending mercenary bands to the lower circles. The strength and skill of their savage warriors is respected even by the demons and any attempt to conquer the Bori lands in the First Circle would result in dozens of bands turning on the aggressors. Still, controlling the Bori would be a fine prize for any demon.
- **The Branded** is a league of ex-slaves and is the largest of the Early tribes. They actively encourage and help slaves – both mortal and damned – to escape from demonic control. They are more of a belief or an aspiration than a tribe, which means that they have reappeared after having been wiped out several times. The Branded have once again grown numerous, which means that a punitive expedition from Oblurott or Lictat is overdue.
- **The Tribe of Emnas** is the only tribe in possession of a full-scale fortress, formerly the home of a Haimon demon named Saidan. Emnas managed to drive the demon from its home and his descendants

have held the castle for generations. Saidan fled to the Lower Circles, where it has risen high in its House despite its early disgrace. The fortress is regularly besieged by demon forces, but as yet it has not fallen a second time.

- **The Ironfont:** The only Early tribe to be located below the Second Circle, the Ironfont control a tributary of the Phlegtos, the river of molten iron that provides much of the Infernum's industry. Using captured Zethu equipment, they have built a significant industrial base in their fortified cavern. However, due to constant depravation by demons and their nightmarish environs, the Ironfont humans are sickened and tainted, and must trade with the other tribes for food and fresh workers. In times of need, the Ironfont have even employed slaves to work their forges.

Characters that begin as members of the Early Tribes begin with 2d6 crowns worth of scavenged equipment.

Early tribe favoured skills are Craft (any), Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis) and Survival (Wis).

Knights of the Harrowing

According to their traditions, the Knights of the Harrowing were once crusaders in the East. They held a mighty fortress on the borders of the Holy Land against the infidels and Saracens. Their faith and strength of arms were legendary and it was said of them that every one was destined for Heaven. One dark day, the skies above their fortress caught fire and the land twisted and warped as the gout encompassed them. The knights, being good Christians, recognised that they had fallen into Hell.

A great quest lay before them. Just as Christ had harrowed the forces of the Adversary during the three days between Good Friday and Easter Sunday, it was clear that their mission was to bring holy war down upon the forces of the Pit. Mustering sword and shield, horse and armour, courage and faith, the crusaders began their assault on Hell.

Miraculously, the Harrowers have kept much of their original faith and strength. They have several hidden fortresses in the Upper Circles and have learned the art of sorcery which gives them a significant edge against the demons. They are still a holy order, but now admit any mortal who is of good heart and will fight against the demons. They also number angels and souls among their ranks; even Harrowers who die continue to fight as damned. One day, they believe, they shall break the power of Hell and be permitted to take their places in Heaven.

The fortresses of the Harrowers are perhaps the only significant military opposition to the armies of the Houses, but secrecy is still their best defence. The Harrowers have learned to ride quickly on riding spawn and raid House slave pits or torture palaces, rescuing enslaved mortals or stealing vast quantities of precious iliaster. The Harrowers work to keep the Houses at each other's throats; the more the demons kill each other, the weaker Hell becomes.

Houses Sturrach and Carthenay have implacable hatreds towards the knights; all the other Houses have, at some point, had direct dealings with the order and are willing to use them as tools.

Low-ranking members of the Knights of the

Harrowing are equipped with 1d4 x 5 crowns worth of equipment. Their favoured skills are Concentration (Con), Handle Animal (Cha), Heal (Wis), Jump (Str), Ride (Dex) and Warcraft (Int).

Free City Humans

Mortals in the Free Cities are treated much like demonic servants of the Houses, but have marginally more rights and freedoms. However, the Free Cities desperately need iliaster, so unless the human performs missions for his home city, then he is politely but firmly butchered and tormented for iliaster – for the good of the city, of course.

Mortals in the Free Cities begins with 1d3 x 5 crowns and a simple weapon of their choice. They have the same skill selection as demons of the Free Cities.

Newcomers

While Hell is largely divorced from the mortal world and there are no vast packs of hungry demons marauding Earth to carry off souls, there are still connections between the two realms. Hellgouts are rare in this age, but are not unheard of. Hell vomits out a tongue of its infernal nature that engulfs a section of the mortal realm. The mortal realm becomes more and more hellish until it is drawn wholly into Hell. Few of the mortals living in the hellgout survive this process, as spawn and demons rampage through the corrupted zone and the dangerous conditions of Hell take precedence over mundane reality.

Small portals between the two realms also exist, doorways big enough for a single demon or mortal to traverse between the worlds. These portals can sometimes manifest naturally in regions aligned with the evil forces, but more often they are constructed by sorcerers. A mortal who steps through a portal has a good chance of survival if the portal goes to one of the safer sections of the Infernum.

Very few humans come into the Infernum this way; hellgouts only occur every decade or so and generally no more than a dozen or so humans survive the transition. The traffic through portals is harder to measure, but the number of humans entering the Pit unknowingly (as opposed to faustians deliberately coming to Hell) cannot be more than five or so every year. Newcomers are by far the rarest type of mortals in the Infernum.

Curiously, Hell's time flows differently to that of the mortal realm. In the 'present' of the Infernum, mortals can be drawn from any time from the 1600's

to the 2100's. Newcomer mortals have whatever basic equipment they could salvage from the hellgout-stricken area, or whatever they carried through the portal. This can include up to three simple or martial weapons. Newcomer mortals have any five skills as favoured skills.

Faustians

Ancient books of lore contain the secrets of sorcery. By means of sorcery, demons can be summoned out of Hell and bound in confining pentagrams. The sorcerer can bargain with these demons, trading favours for increased power and demonic gifts. Most sorcerers swiftly realise that they will be even more powerful in Hell than they are on Earth, and use magic to travel into the Pit.

The strange relation of time in Hell to time in the mortal realm also means that a sorcerer can achieve effective immortality through residing in Hell.

By demonic tradition, sorcerers are counted among the ranks of the demons instead of being treated as mere mortals. Many become true demons, transmuting themselves into hellkin through sorcery. Others amuse themselves by playing with Infernal society; sorcerous bindings and wardings can trap the

most powerful demon. The only defence against such mortal manipulation is, strangely, another mortal; a sorcerer might be able to confine a demon lord in a circle, but has no way of defending himself against the blade of a mortal assassin.

Most sorcerers are self-taught or have their magic passed on from a single master. There are orders and cults of sorcery, but the demons dislike such organised threats to their rule. Currently, the only active orders are the Disciples of the Black Thorn (who are allied with House Lictat), the Cult of the Beast (who are more a loose association of like-minded sorcerers than a real organisation) and the Malthian League (who are avowedly independent and study sorcery for its own sake).

As sorcerers are considered demons, they have the same starting package as a demon of whatever House or group they are allied with. Faustians always have Sorcery and Knowledge (arcana) as favoured skills, in addition to the favoured skills of their allied group.

Controlling Fate

Mortals in the Infernum have the ability to control the flow of random events through iliaster. The origin of this ability is unclear; some have suggested that mortals were never 'meant' to be in Hell while still alive and the mutable substance of the realm responds to their living wills. Others believe that the control of fate is a gift of the divine, given to protect and aid those who find themselves in dire need.

It is this gift that has allowed mortals to survive in the face of demonic aggression. All the living humans in the Pit would long ago have been rooted out and destroyed if it were not for their ability to warp the tides of fortune.

A mortal can use iliaster to accomplish the following effects:

- Boost a Weapon or Armour.
- Penalise the Rolls of Other Characters (1 iliaster per –3 penalty).
- Boost his Own Dice Rolls (1 iliaster per +3 bonus).
- Increase damage from an attack by +2.
- Stabilise When Dying (1 iliaster).
- Influence Events (varies).

Generating iliaster is a swift action for mortals; spending it on controlling fate is a free action (usable once per round).

Boost a Weapon or Armour

If the character has the appropriate feat, he may spend iliaster to boost his weapons or armour.

Penalise the Rolls of Other Characters

Each point of iliaster spent gives a –3 luck penalty to one attack roll, saving throw, skill check or ability check made by another character. The target character must be within sight of the mortal. The character can either apply all the iliaster to a single roll (in which case the character must ready an action to apply the iliaster to the opponent's roll) or he can apply generalised 'bad luck' to a target or group of targets (in which case the Games Master chooses when each point of iliaster spends itself to deal a –3 luck penalty on a roll, at a rate of one point per roll). Any iliaster applied as bad luck dissipates after 2d6 rounds, even if not all the iliaster has been used as penalties to a target's dice rolls.

Example: Nika, a mortal, is hiding from a band of four stalkers. She wishes to remain unseen, so she applies bad luck to the whole group of stalkers. She makes a Will save to generate iliaster, and generates five points. These points are then applied to the Spot rolls for the stalkers. As only one point is applied at a time, four of the five iliaster becomes four –3 penalties, one for each of the stalker's Spot checks. The fifth point will 'hang around' for 2d6 rounds, and will be applied at the Games Master's discretion to a roll that will penalise the stalkers. As it happens, one of them moves downwind of Nika, and makes a Wisdom check to sense her. Fortunately, the penalty from the bad luck makes the stalker fail the Wisdom check and Nika goes undiscovered – for now.

Boost his Own Dice Rolls

By spending iliaster, a mortal can boost one of his own attack rolls, skill checks, ability checks or saving throws. Each point of iliaster spent gives a +3 luck bonus to the roll. Any amount of iliaster can be spent on this roll. The mortal can also spend iliaster to give himself generalised 'good luck' for 2d6 rounds, in which case the Games Master will apply the iliaster at appropriate times to the character's rolls, but no more than one iliaster point can be spent on each roll.

Example: One of the stalkers has doubled back and intends to capture Nika. Before the combat begins, she again draws on iliaster and gives herself three points of good luck. In the first round, the stalker attempts to

grapple her – the Games Master assigns one point to give her a bonus to her attack of opportunity to resist the attack and then to her opposed grapple check to avoid being grappled when her attack misses. Luckily, she manages to break free of the stalker's grasp.

On Nika's action, she draws on iliaster and spends three points to give herself a +6 bonus to her attack roll. When she hits, she spends another two iliaster to increase the damage by +4.

Increasing Damage from an Attack by +2

The mortal can spend iliaster to increase the damage from an attack. Each point of iliaster spent increases the damage by +2. Any amount of iliaster can be spent to boost an attack but the iliaster must be spent before the attack roll is made. Each point only boosts a single attack; if a character makes multiple attacks in a round he must choose to boost the damage of any of them individually.

This ability can be used to boost the damage of any attack that the mortal makes directly with natural, melee or ranged weapons, or spells.

Automatically Stabilise When Dying

A mortal at –1 or less hit points is dying (see page 121). By spending one iliaster, the character automatically stabilises without having to roll.

Influence Events

This is the subtlest of the mortal abilities. By infusing iliaster into reality, the mortal can shape events according to his will. Improbable co-incidences and the perfect timing of random events can be forced to occur as the mortal requires. The more iliaster spent, the more reality shifts to accommodate the mortal. Through this power, humans can accomplish astonishing feats of heroism and defiance even in the face of Hell.

To influence events, the mortal states his desired goal and spends any amount of iliaster, referred to as the fate pool. From that point on, whenever there is a chance that events could conceivably move towards that desired goal, the Games Master rolls 1d20. If the result is *less than or equal to* the amount of iliaster remaining in the fate pool, then the event resolves in a way that is beneficial to the mortal. If the result of the d20 roll is greater than the fate pool, then the event resolves as it would normally.

The fate pool dwindles over time; after each successful roll, the iliaster remaining in the fate pool drops to an amount equal to the dice roll. For example, if the fate pool contained ten iliaster, and the Games Master rolled a seven (a success), then the fate pool would be reduced to seven iliaster.

The fate pool can also affect dice rolls of others in the same way as iliaster can be used to boost or penalise rolls, as described above; however, each point of iliaster spent only gives a +1 luck bonus or –1 luck penalty.

Finally, the fate pool decreases by one point each hour.

A mortal can only have one fate pool active at a time; he can replenish an active fate pool, but only to a maximum of its initial total.

The goal of a fate pool should be expressed in terms of a destiny or deed to be accomplished by the character.

Example: Having been captured by the stalker, Nika now wishes – understandably – to escape from the demon's prison before it murders her. She has only five iliaster left, so she spends this on establishing a fate pool with the goal 'escape from prison'. *Spending five iliaster gives a fate pool of five points. The first random event that might help Anita escape from prison is the demon dropping a key. The Games Master rolls a d20 and gets a 15 – a failure, but at least it does not reduce the fate pool. The key stays securely attached to the stalker's ear.*

The second event that might affect Nika's escape from prison is the demon killing her immediately instead of another human prisoner. This is a random decision on the demon's part, so the fate pool can affect it. The Games Master rolls again, and gets a two. The demon decides to kill another human instead, and the fate pool is reduced to two.

However, Nika is spared for the moment, and after resting she can draw up more iliaster and replenish the pool. She's not beaten yet…

Fallen Angels

No creature living in Hell can truly remember Heaven. It may be that this is an innate property of the Infernal Realm, that the truest torment of all is being denied even a glimpse of the shining crown of all creation. The Houses maintain that Heaven is a lie and that there are merely gradations of torment handed down by those who conquer to those who are conquered.

The fugitive mortals and tortured damned souls of the Infernum sometimes point to the existence of fallen angels as proof of Heaven – but look into the eyes of one of the fallen, and you will not see the light of the divine reflected there.

Like damned souls, fallen angels plummet into the Pit through the Lethe Clouds. The fall of an angel is an immeasurably rarer event than the damnation of some dead mortal – if the damned drop like rain upon the parched earth of the Pit, then the angels descend like catastrophic meteors. During their long, long fall, much of the innate power and grandeur of the angels is stripped from them; their majesty and might are cruelly and deliberately torn away (angels half-remember shafts lined with knives and shining hands that tear at their wings). The choking Lethe Clouds complete this destruction of the celestial, removing the angel's identity and memories of whatever blissful existence it enjoyed before the fall. The clouds even blur the angel's knowledge of *why* or *how* it fell.

An angel crashes into the Infernum as a weak, broken, tortured shell of its former glory, denied even the knowledge of the crime for which it is being punished.

The angel is still an angel despite its fall, though; a being of great power. If the legendary First Fallen founded the Infernum; why can their younger cousins not rule it?

Surviving the Infernum

Even damaged and reduced in power, an angel is still a valuable prize. The angelic form is composed wholly of iliaster, iliaster so pure and fine that all an enterprising demon needs to do is pop the angel in a blender and feast on what flows forth. The fall of an angel brings whole swarms of stalkers and fiends out to hunt it down.

The other factions also watch for the falls of angels. Mortal groups such as the Early tribes or Knights of the Harrowing willingly include angels among their ranks, or hunt them to use as bargaining chips in negotiations with demons. If a new-fallen angel is captured by an unfriendly group before it remembers how to defend itself, its immortal existence will be snuffed out swiftly and painfully.

Those few angels who managed to evade capture in those dangerous first few days soon face another problem; their natural reserves of iliaster do not replenish themselves. While the spirits of mortals are infinitely self-renewing and demons can quaff potions brewed from tortured souls, angels cannot naturally profit from the suffering of others. A fallen angel starts with a reserve of 40+2d20 iliaster points and is stuck with this reserve until at least 5th level.

The Choice

At 5th level, an angel has adapted to the Infernal environment and regained enough of its former power to embark on one of the three paths. These paths are

essentially compromises that allow the angel to regain something of its former power. The angel's path is determined by its current Corruption score.

At a Corruption level of 5 or less, the angel is on the Path of the Divine Will.
At a Corruption level of between 6 and 14, the angel is on the Path of the Mortal.
At a Corruption level of 16 or higher, the angel is on the Path of the Dark Inheritor.

At 5th level and every 3rd level thereafter, an angel advances one step on whatever path it is currently on until it completes the path. An angel can hold steps in multiple paths if its Corruption rose or fell significantly between character levels.

Path of the Divine Will

'This is God's will,' said the angel, as the bodies burned.

The Path of the Divine Will requires the angel to attempt to hold true to the will of a forgotten Heaven. Those who follow this path believe that each angel was bound by a particular aspect of Creation and they try to reclaim this lost purpose. An angel who recovers its sense of purpose regains iliaster when it defends or promotes its purpose.

Many angels who follow this path come to uphold some aspect of Creation that exists in the Infernum; there are angels of Hope, of Freedom, of Suffering and of Flame dwelling in the Pit. Some believe that the purpose of an angel is stripped from it as it falls and that these angels have chosen new purposes from those present around them. Others believe that angels who are bound by Infernal things are simply much more prone to falling.

Common Purposes

- **Guardian Angels:** The angel protects a particular type of person (children, healers, artists, soldiers) or group of such people.
- **Angels of an Action:** The angel protects and promotes a concept like Communication, Seafaring, Swords or Understanding.
- **Angels of a Place:** Angels set over a particular planet, nation or region. In Hell, angels have adopted one Circle or another and tried to promote and beautify their homes.
- **Angels of Righteousness:** Fallen angels have tried to lead the mortals out of Hell, redeem themselves, free the damned and so on.

I – Choice of Purpose: The angel must select a purpose, an aspect of creation or mode of behaviour that it will make the centre of its fallen existence. This purpose must be expressed in a single word or short phrase, and must be something that beings other than the angel can accomplish. Finally, this purpose must be open-ended, as it must be something that can sustain the angel for eternity.

Once per day, when the angel significantly protects or furthers its purpose, it gains 1d6 points of iliaster. Should the angel allow its purpose to be diverted or damaged without attempting to protect it, it loses one point of iliaster per level.

II – Set Over: The angel now becomes sensitive to its purpose. By concentrating, it can tell where the current closest significant threat to its purpose is, or where it is needed. This ability is by no means infallible, but can guide an angel to help its purpose.

III – Improved Iliaster Gain: The angel may now gain iliaster from protecting its purpose twice per day.

IV – Skill Bonus: The angel gains a +4 racial bonus to one skill of its choice. The selected skill must be somehow related to the angel's purpose.

V – Improved Iliaster Gain: The angel may now gain iliaster from protecting its purpose three times per day.

VI – Authority: The angel may now spend iliaster to exert its authority over its chosen concept. For every point of iliaster spent, a target creature within 120 feet of the angel gets a +2 divine bonus to a skill check or a +1 divine bonus to an attack roll or saving throw when engaged in an activity related to the angel's purpose. Spending iliaster in this fashion is a free action.

VII – Improved Iliaster Gain: The angel may now gain iliaster from protecting its purpose four times per day.

VIII – Sublimation of the Self: The angel and its purpose are now indistinguishable. Should the angel

be slain, it will reform so long as someone in the Infernum still believes in its purpose. The time taken to reform depends on how many believe in the angel's cause.

Number of Followers	Time to Reform
One	100 years
Less than 12	10 years
Less than 100	One year
Less than 1,000	One month
Less than 10,000	One week
Less than 1,000,000	One day
1,000,000 or more	One hour

The restored angel appears at a random location in the Infernum with one hit point.

IX – Improved Iliaster Gain: The angel may now gain iliaster from protecting its purpose five times per day.

Path of the Mortal

'I've got something to tell you?'
'What?'
'I'm not from Cleveland.'
'What?'
'I once dwelt in the third mansion of Heaven, and looked upon the face of the Most High. I flew with the choirs of seraphim and cherubim in eternal adulation of the Divine.'
'What?'

An angel travelling the Path of the Mortal takes the middle road; it no longer cleaves to the purity and divine purpose of Heaven, but neither does it fully fall and succumb to the temptations of Hell. Mortals can renew their own iliaster thanks to their free will and indomitable spirits; by studying humanity, an angel can learn to copy this ability.

I – Of Mortal Form (Shapeshift): At the cost of one iliaster, the angel can shapeshift into human form. While in human form, the angel appears perfectly human. It loses its +4 racial bonus to two statistics and cannot use its angelic abilities. However, once per day, the angel may generate iliaster like a mortal by making a Will save (see Races of the Infernum, page 28). Unlike a mortal, however, the iliaster produced in this fashion does not dissipate at a rate of one per round, but instead is added to the angel's reserve.

II – Improved Iliaster Gain: The angel may now gain iliaster as a mortal twice per day.

III – Slings and Arrows: The angel now needs to eat, drink and sleep as a mortal does. However, this does give it a +2 insight bonus to any Bluff, Diplomacy or Sense Motive checks made when dealing with mortals.

IV – Improved Iliaster Gain: The angel may now gain iliaster as a mortal three times per day.

V – Free Will: At a cost of five iliaster per round, the angel may spiritually masquerade as a mortal while in mortal form. As such, it can ignore binding circles, wards and other magical effects that specifically target angels. For all intents and purposes, the angel is a mortal while this ability is active.

VI – Improved Iliaster Gain: The angel may now gain iliaster as a mortal four times per day.

VII – Angel Will: The angel may now gain iliaster as mortal while in angelic form.

VIII – Improved Iliaster Gain: The angel may now gain iliaster as a mortal five times per day.

IX – Transfixed between the Poles: The angel has now integrated its mortal and angelic natures. It may use its Free Will ability while in angel form at no cost. It now counts as a mortal whenever it would benefit the angel.

Path of the Dark Inheritor

'You're an angel,' she wept, 'you're supposed to be the good guys.'

The angel smiled. 'Oh, but we are. Don't you see? You deserve all this.'

The Infernum was founded by fallen angels. Stripped of its bonds and moral restrictions, an angel is a virtually unstoppable foe. The wind of their passage is like a hurricane; their wrath is terrible and beautiful as the dawn. Some among the fallen argue that if Heaven has rejected and exiled them, why should they not claim a new dominion in Hell? Those who follow the part of the dark inheritor become more and more demonic, feeding on suffering and conquest until they are as foul as anything that crawled from the spawning pits.

I – Demon's Hunger: The angel becomes able to metabolise iliaster extracted from damned souls in the form of plasmic iliaster, Agony and so on. Doing so is difficult for the angel; whenever it attempts to drink iliaster, it must make a Fortitude save at a DC equal to five plus the amount of iliaster consumed in the last 24 hours. If the saving throw is failed, then the angel vomits up all the iliaster it consumed in the last 24 hours, plus an amount equal to the margin of failure. If the angel does not have enough iliaster in its reserve, it takes ability score damage as if breached.

II – Improved Iliaster Gain: The angel may now ignore one drink of iliaster per day for the purposes of making Fortitude saves to keep the iliaster down.

III – Mutation: The angel gains a random mutation.

IV – Improved Iliaster Gain: The angel may now ignore two drinks of iliaster per day for the purposes of making Fortitude saves to keep the iliaster down.

V – Mutation: The angel gains a random mutation.

VI – Improved Iliaster Gain: The angel may now ignore three drinks of iliaster per day for the purposes of making Fortitude saves to keep the iliaster down.

VII – Mutation: The angel gains a random mutation.

VIII – Improved Iliaster Gain: The angel may now ignore four drinks of iliaster per day for the purposes of making Fortitude saves to keep the iliaster down.

IX – Mutation: The angel gains a random mutation.

Angelic Factions

There are far too few angels for these groups to be anywhere near the scale of the demonic Houses or even the mortal tribes. The angelic factions are much more like philosophies or loose political groups than formal alliances. Each faction is tied to one of the paths that allow the angels to survive when cut off from Heaven.

An angel does not have to be part of a faction; newly-fallen angels have nothing but scorched rags and an abiding sense of terrible loss.

The **Unaligned** are the largest yet least powerful of the angelic factions, being composed of those angels who are newly fallen and have not yet chosen a new path. The Unaligned see other angels as their only true allies in Hell, so they try to rescue them as soon as they fall.

Unaligned angels begin with 2d6 crowns worth of gear.

The **Lamentations**, or more properly, the Choir of the Lamentations see themselves as Heaven's lost children, and endeavour to reclaim their place through redemption. The Lamentations have sometimes directly opposed the actions of the Houses, but for the last few centuries, they have hidden from the rest of the Pit's denizens and concentrated on prayer and seeking the will of the divine. The Lamentations do covertly oppose the more grotesque excesses of the Houses, but tend to do so through mortal or demonic agents.

Lamenters begin with 1d6 x 5 crowns worth of gear.

The **Heirs of the Fallen** is something of a gentleman's club for evil angels. Most of its members are advanced along the Path of the Dark Inheritor and are members of one House or another. They sponsor lesser angels into becoming honorary demons. The Heirs can draw on the resources of any of the Houses, making them a uniquely influential cross-Infernal group – but their obvious belief in the Luciferine Heresy about the origins of the Houses make them suspect.

Heirs of the Fallen begin with 2d6 x 5 crowns worth of gear.

Finally, the **Renegades** have turned their back on their angelic nature altogether. Most behave must like humans, joining the Early tribes or Knights of the Harrowing, or become mercenaries. They treat any mention of their heavenly heritage with disdain. Renegades begin with 1d6 x 5 crowns worth of gear.

Part II: To Live & Die in the Pit

Skills

If you buy a favoured skill, your character gets one rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy a non-favoured skill you get ½ rank per skill point. Character type descriptions indicate which skills can be purchased as favoured skills and how many skill points (modified by a character's Intelligence modifier to a minimum of one per level) are gained when a character gains a level.

Your maximum rank in a favoured skill is your character level + 3. Your maximum rank in a non-favoured skill is one-half of this number (do not round up or down).

Using Skills: To make a skill check, roll: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers). This roll works just like an attack roll or a saving throw – the higher the roll, the better. Either a character is trying to match or exceed a certain Difficulty Class (DC), or he is trying to beat another character's check result.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an *untrained* skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability for each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armour check penalties and bonuses provided by feats, among others.

Using a Skill

When a character uses a skill, the Player makes a skill check to see how well he does. The higher the result of the skill check, the better. Based on the circumstances, the result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number a Player needs to roll.

Circumstances can affect this check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he would fail.

Skill Checks

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armour check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score on your skill check in order to succeed.

Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Walking across a slightly uneven floor (Balance)
Easy (5)	Estimating the value of a common item (Appraise)
Average (10)	Climbing a tree (Climb)
Tough (15)	Calming an angry demon by taking responsibility for your failure (Grovel)
Challenging (20)	Keeping your mind focused on a sorcerous ritual while under attack (Concentration)
Formidable (25)	Deactivating an bomb before it explodes (Disable Device)
Heroic (30)	Defeating a Sturrach legion in battle (Warcraft)
Nearly impossible (40)	Summoning an angel (Sorcery)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Opposed Check Examples

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha/Str)	Special[1]
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)

[1] An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

Trying Again

In general, a character can try a skill check again if he fails and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill he does not possess, you make a skill check as normal. The skill modifier does not have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check. Many skills can be used only by someone who is trained in them; a character cannot attempt a check using a skill that cannot be used untrained.

Influencing

Some skills (Diplomacy, Grovelling, Intimidate and Seduction) are Influencing skills; they involve one character trying to influence the emotions of another. Some creatures are immune to Influence and cannot be affected by these skills.

Favourable and Unfavourable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check. The chance of success can be altered in four ways to take into account exceptional circumstances.

- Give the skill user a circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts) or possessing unusually accurate information.
- Give the skill user a circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
- Reduce the DC to represent circumstances that make the task easier, such as having a friendly audience or doing work that does not have to be done, to a basic standard.
- Increase the DC to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Most bonuses or penalties due to conditions should be on the order of plus or minus two; more extreme conditions call for higher modifiers.

Time and Skill Checks

Using a skill might take a round, take no time or take several rounds or even longer. Most skill uses are standard actions, move actions or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (six seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favourable conditions and eliminate the luck factor.

Taking 10

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result

as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10.

Taking 20

When you have plenty of time (generally two minutes for a skill that can normally be checked in one round, one full-round action or one standard action), you are faced with no threats or distractions and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he could complete the task.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap. This can be done in several different ways; each combination is adjudicated using its own set of rules.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters' Climb check.

Aid Another

You can help another character achieve success on his skill check by making the same kind of skill check in a co-operative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his check, as per the rule for favourable conditions. You cannot take 10 on a skill check to aid another. In many cases, a character's help will not be beneficial or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results you cannot aid another to grant a bonus to a task that your character could not achieve alone.

Skill Synergy

It is possible for a character to have two skills that work well together. In general, having five or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you are making an untrained skill check, since using a skill that a character does not have any skill ranks in is effectively an unmodified ability check.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here. Here is the format for skill descriptions.

Skill Name

The skill name line includes (in addition to the name of the skill) the following information.

- **Key Ability:** The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has 'none' as its key ability because the use of this skill does not require a check.
- **Trained Only:** If this notation is included in the skill name line, you must have at least one rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of zero). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).
- **Armour Check Penalty:** If this notation is included in the skill name line, an armour check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armour check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

- **Check:** What a character ('you' in the skill description) can do with a successful skill check and the check's DC.

- **Action:** The type of action using the skill requires or the amount of time required for a check.
- **Try Again:** Any conditions that apply to successive attempts to use the skill successfully. If the skill does not allow you to attempt the same task more than once or if failure carries an inherent penalty (such as with the Climb skill), you cannot take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.
- **Special:** Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices or race.
- **Synergy:** Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See the Synergy Bonuses table below for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).
- **Restriction:** The full utility of certain skills is restricted to characters of certain classes or characters that possess certain feats. This entry indicates whether any such restrictions exist for the skill.
- **Untrained:** This entry indicates what a character without at least one rank in the skill can do with it. If this entry does not appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character cannot attempt checks with this skill (for skills that are designated as 'trained only').

Synergy Bonuses

Skill	Gives Synergy Bonus To	Gets Bonus From
Appraise	—	Appropriate Craft
Balance	—	Tumble
Bluff	Diplomacy, Grovelling, Intimidate, Sleight of Hand, Disguise	—
Climb	—	Use Rope
Craft	Appraise	—
Diplomacy	—	Bluff, Knowledge (nobility & royalty), Sense Motive
Disable Device	—	Knowledge (engineering)
Disguise	—	Bluff
Gather Information	—	Knowledge (local)
Grovelling	—	Bluff, Perform
Handle Spawn	Ride	—
Intimidate	Torture	Bluff
Jump	Tumble	Tumble
Knowledge (arcana)	Sorcery	—
Knowledge (architecture)	Search for secret doors	—
Knowledge (engineering)	Disable device	—
Knowledge (Infernography)	Survival	—
Knowledge (history)	Knowledge (law)	
Knowledge (law)	—	Knowledge (history)
Knowledge (local)	Gather Information	—
Knowledge (nobility)	Diplomacy	—
Perform	Grovel, Seduction	—
Ride	—	Handle Spawn
Search	Survival (following tracks)	Knowledge (architecture)
Seduction	—	Bluff, Perform
Sense Motive	Diplomacy	—
Sleight of Hand	—	Bluff
Sorcery	—	Knowledge (arcana)
Survival	—	Search, Knowledge (infernography)
Tumble	Balance, Jump	Jump
Torture	—	Intimidate

Appraise (Int)

The demon's gaze felt like it was flaying him alive. The merciless burning eye seemed to peer into the very depths of his damned soul, evaluating and judging and mocking every thing he valued, everything he was.

'I'll take it,' muttered the demon to the slaver. A handful of bloody coins changed hands.
Then he discovered what being flayed alive really felt like.

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate

the value at 50% to 150% (2d6+3 times 10%) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20 or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.

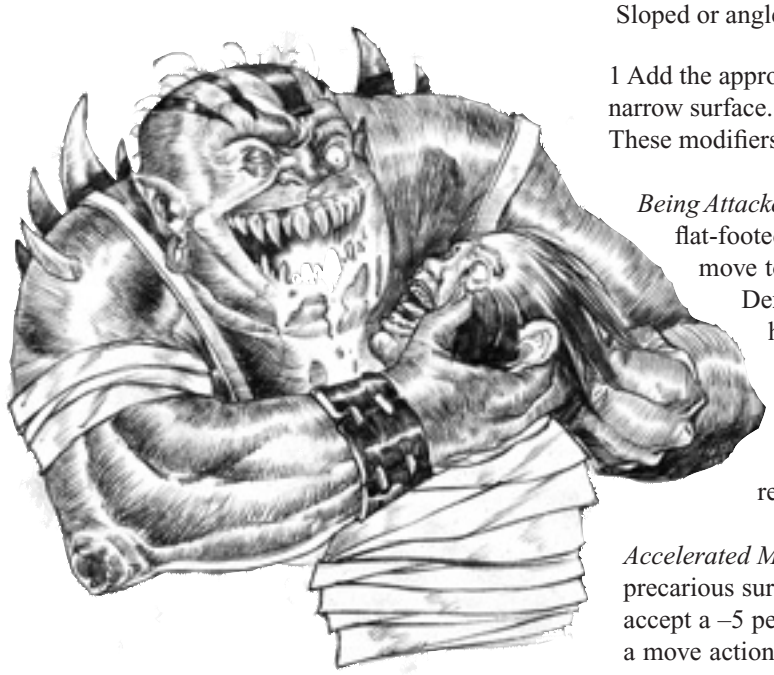
These bonuses stack.

Action: Appraising an item takes one minute (ten consecutive full-round actions).
Try Again: No. You cannot try again on the same object, regardless of success.
Synergy: If you have five ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.
Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Balance (Dex; Armour Check Penalty)

The bridge to the fortress was a razor blade over a pit of flame. 'Bloody winged imps,' muttered the thief as he inched along the pathway, 'think they're so superior, just 'cos…'

There was a breath of air, a pestilent exhalation that birthed a little breeze, and he was gone.



Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for one round. A failure by four or less means you cannot move for one round. A failure by five or more means you fall. The difficulty varies with the surface, as follows:

Narrow Surface	Balance DC[1]	Difficult Surface	Balance DC[1]
7–12 inches wide	10	Uneven flagstone	10[2]
2–6 inches wide	15	Hewn stone floor	10[2]
Less than 2 inches wide	20	Sloped or angled floor	10[2]

1 Add modifiers from Narrow Surface Modifiers, below, as appropriate.
2 Only if running or charging. Failure by four or less means the character cannot run or charge, but may otherwise act normally.

Narrow Surface Modifiers

Surface	DC Modifier[1]
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

1 Add the appropriate modifier to the Balance DC of a narrow surface.
These modifiers stack.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you cannot move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have five or more ranks in Balance, you are not considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. Moving twice your speed in a round

requires two Balance checks, one for each move action used. You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

Action: None. A Balance check does not require an action; it is made as part of another action or as a reaction to a situation.
Special: If you have the Agile feat, you get a +2 bonus on Balance checks.
Synergy: If you have five or more ranks in Tumble, you get a +2 bonus on Balance checks.

Bluff (Cha)

'I don't lie,' she insisted, 'I don't need to.' She looked up at him, her inhumanly alluring features red-lit by the flames, 'you do it to yourselves.'

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually one round or less) or at least believes something that you want it to believe, so long as it is fairly plausible. Bigger lies give penalties to the Bluff check.

Feinting in Combat: You can also use Bluff to mislead an opponent in mêlée combat (so that it cannot dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next mêlée attack you make against it. This attack must be made on or before your next turn. Feinting in combat does not provoke an attack of opportunity.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. Using the Bluff skill in this way incurs a penalty of –20. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message to another character without others understanding it. The DC is 15 for simple messages or 20 for complex messages, especially those that rely on getting across new information. Failure by four or less means you cannot get the message across. Failure by five or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

Action: Varies. A Bluff check made as part of general interaction always takes at least one round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message does not take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Special: If you have the Persuasive feat, you get a +2 bonus on Bluff checks.

Synergy: If you have five or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate and Sleight of Hand checks, as well as on Disguise checks made when you know you are being observed and you try to act in character.

Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	–5
The bluff is believable and does not affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

Climb (Str; Armour Check Penalty)

'The cliffs over which the molten metal of Phlegton plummets are exceedingly sheer. It is said that there is no way to climb them save the various twisting

staircases and towers that were built by aeons of labour.'

This is not true – it is possible to climb the cliffs near the falls, where the rock is softened by the heat of the flowing metal. A sufficiently determined soul can drive his hands into the burning stone and so slowly, agonisingly make his way up the cliffs. Every moment is agony, as flesh is seared and bone digs into stone.

It is a testament to the torments of the Lower Circles that many make the attempt.

Check: With a successful Climb check, you can advance up, down or across a slope a wall or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by four or less means that you make no progress and one that fails by five or more means that you fall from whatever height you have already attained.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

Climb DC	Example Surface or Activity
0	A slope too steep to walk up or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against or a knotted rope or a rope affected by the *rope trick* spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree or an unknotted rope or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Climb DC Modifier[1]	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
–5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

[1] These modifiers are cumulative; use any that apply.

You need both hands free to climb, but you may cling to a wall with one hand while you take some other action that requires only one hand. While climbing, you cannot move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also cannot use a shield while climbing. Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a –5 penalty, you can move half your speed (instead of one-quarter your speed).

Catching Yourself When Falling: It is practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It is much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he is within your reach. Doing so requires a successful mêlée touch attack against the falling character (though he can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by four or less, you fail to stop the your fall but do not lose your grip on the wall. If you fail by five or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it is generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires

a separate Climb check. Catching yourself or another falling character does not take an action.

Special: If you have the Athletic feat, you get a +2 bonus on Climb checks.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than zero, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a –5 penalty. Such a creature retains its Dexterity bonus to Armour Class (if any) while climbing and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Synergy: If you have five or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope or a rope-and-wall combination.

Concentration (Con)

'I won't give up. I won't give up. I won't give up.'

The baying of the hellhounds grew louder, and the sword was still cold and dead in her hands.

'I won't give up. I won't give up. I won't give up.'

The pack leader closed on her. She raised the heavy blade into a clumsy guard.

'I WON'T GIVE UP,' and the sword flared like burning magnesium.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather and so on) while engaged in some action that requires your full attention. Such actions include casting a spell or using a skill that would provoke an attack of opportunity. In general, if an action would not normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarises various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Concentration DC	Distraction
10 + damage dealt	Damaged during the action.
10 + half of continuous	Taking continuous damage during the damage last dealt action.
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below decks in a storm-tossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust or debris.

Draw on Soul Power: A mortal character can use Concentration instead of a Will save to draw on Soul Power. The check DC is the same as the normal Will save DC (see page 28), but using Concentration allows a mortal to practise the discipline of drawing on his spiritual power.

Action: None. Making a Concentration check does not take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success does not cancel the effect of a previous failure.

Craft (Int)

The foundries and factories of the Infernum work ceaselessly. The sound of the hammers, the hiss of molten metal, the screams of the raw materials and the groaning of the workers are a constant clamour. This is the sound of industry. This is the sound of progress.

Like Knowledge and Perform, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

Check: The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

Each item lists its cost and the DC to make it. The cost of the raw materials for most items is one third of the base cost; items including exotic materials like souls have special costs. Each week or fraction thereof spent working on the item represents one skill check. If you fail a check by four or less, you make no progress this week. If you fail by five or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Creating Masterwork Items: You can make a masterwork item – a weapon, suit of armour, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. This increases the Craft DC of the item by half again.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

The list of Craft specialities below is not exhaustive; variations like Craft (art) or Craft (clothing) are possible.

Craft (engines) *Trained Only*
This skill allows a character to build soul-powered devices from scratch, including engines and engine parts, siege machines and other vehicles.

Craft (fortresses) (Int) *Trained Only*
This skill allows a character to build fortresses, prisons and other buildings. See *Book of the Conqueror* for more details on fortresses.

Craft (gunsmithing) (Int) *Trained Only*
This skill is used to forge soul-powered ranged weapons such as hellcannons and bile rifles. See page 169 for more details on such weapons.

Craft (hellfire) (Cha)
This skill is used to manipulate the infernal flames breathed by some demons. A demon may use Craft (hellfire) instead of a straight Fortitude roll to create a blast of hellfire.

Craft (script) (Int)
This skill is used for writing documents using calligraphy or eloquent language. It is also used for forging such documents. Forgeries are detected using the Spot or Decipher Script skills; the examiner's skill check is opposed by the Craft check.

Craft (soulshaping) (Int)
This skill lets a character who can soulshape alter the shape of a soul. Commonly, this is used to transform one of the damned into a building block, door, artwork or similar object. The result of this check also determines how difficult it is to undo the shaping (whether by force of Will or by another character using soulshape to free the damned) – use the result of this check as the DC for undoing any changes.

Desired Shape	Craft Soul DC
Just a mess	5
Simple geometric shape	10
Specific shape (building block)	12
Artwork	15 or higher
Adding armour	4 per point of natural armour class
Adding claws or teeth	12
Binding to a weapon	Level of the soul +10

Craft (torture devices) (Int) *Trained Only*
This skill lets the character make devices for inflicting pain and harvesting iliaster from the damned. See page 219 for more details on torture.

Craft (weapons & armour) (Int) *Trained Only*
This skill lets the character forge hellish weapons and armour. See page 165 for more details on weapons.

Try Again: Yes, but each time you miss by five or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Synergy: If you have five ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

Decipher Script (Int; Trained Only)

'Er… it says I CALL UPON THEE, STAR OF THE MORNING. I CALL UPON THEE, LU–'
'I won't say that name out loud. Not here.'

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent).

If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. Success means that you do not draw a false conclusion; failure means that you do. Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you cannot tell whether the conclusion you draw is true or false.

Action: Deciphering the equivalent of a single page of script takes one minute (ten consecutive full-round actions).

Try Again: No.

Diplomacy (Cha; Influencing)

'My liege, there are certain things you are unaware of. Permit me to clarify…' The advisor's sibilant voice began to weave a picture with hissed, soothing words. It was persuasive, alluring, fascinating. If he lied once, I did not catch it. Even from my hiding place beneath the leathery curtain, I felt the pull of his words.

He was so damned reasonable, he had to die, but my hands still shook as I loaded the gun.

Check: You can change the attitudes of others with a successful Diplomacy check; see the Influencing Non-Player Character Attitudes sidebar on the next page, for basic DCs. In negotiations, participants roll opposed Diplomacy checks and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Unlike the other influencing skills, Diplomacy works in all situations and can be used to persuade the other character of almost anything, given a high enough skill check result. However, convincing someone of a course of action by logic and clever words is more difficult and time-consuming than the other methods of influence; increase the DC of all Diplomacy-based Influence checks by +5.

Action: Varies, depending on the length and nature of your speech.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Synergy: If you have five or more ranks in Bluff, Knowledge (nobility and royalty) or Sense Motive, you get a +2 bonus on Diplomacy checks.

Influencing Non-Player Character Attitudes

Characters can use the **Diplomacy**, **Grovel**, **Intimidate** and **Seduction** skills to alter the attitudes of other characters. Use the table below to determine the effectiveness of checks.

	New Attitude (DC to achieve)				
Initial Attitude	**Hostile**	**Unfriendly**	**Indifferent**	**Friendly**	**Helpful**
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

During any Influencing attempt, a character may make a Sense Motive check opposed by the target's Bluff to discern the target's rough goals in making the Influence attempt – a character could realise that the target is deliberately trying to seduce him and does not have any real desire for him – but this does not affect the result of the Influencing check. A target may attempt to result an Influencing check by making a skill check to resist, opposed by the Influencer's influence skill check; if this check is successful, the new Attitude is one worse than it would normally be.

Diplomacy is the most flexible, but also the most difficult. There is no set result for a Diplomacy attempt, but the DC is increased by +5 over the values listed in the table above. Diplomacy is resisted with Diplomacy.

Diplomacy Results

Attitude	**Means**	**Possible Actions**
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Does not much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Grovelling works best when the Influencing character appears weaker than the target. Mortals and damned are almost always weaker than demons – unless the non-demon is known to be a particularly potent individual, then use the DC listed above. Demons who are five or more levels lower than the target also use the listed DC. When creatures are attempting to Grovel to their peers, the listed DC is increased by +10. Grovel is resisted with Sense Motive.

Grovelling Results

Attitude	**Means**	**Possible Actions**
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Mistrusts you	Watch suspiciously, torture, destroy
Indifferent	Unimpressed by your grovelling	Dismiss or imprison
Friendly	Amused by your grovelling	Insult and torment, but will probably not kill
Helpful	Impressed by your grovelling	Trust and use as a servant

Intimidation works best when the Influencing character appears stronger than the target. Mortals and damned are almost always weaker than demons – unless the non-demon is known to be a particular potent individual, then increase the listed DC by +10. Demons who are five or more levels lower than the target also increase the listed DC by +10. Otherwise, use the listed DC. Intimidate is resisted with Intimidate.

Intimidation Results

Attitude	Means	Possible Actions
Hostile	Infuriated by your attempt	Attack, interfere, berate, flee
Unfriendly	Infuriated by your attempt	Intimidate, insult, attack
Indifferent	Unimpressed by your Intimidation	Ignore
'Friendly'	Shaken (–2 on attack rolls, saving throws, skill checks and ability checks.)	Advise, offer limited help, advocate
'Helpful'	Frightened (as shaken, but will flee from you if possible; if it cannot, it will aid you)	Protect, back up, heal, aid

Seduction works best between peers. It relies primarily but not exclusively on sexual and emotional appeals; increase the DC by +5 or more for unlikely pairings or lack of appeal. A successful Seduction check generally leads to some sort of bonding between the Influencer and the target. Seduction is resisted with Concentration.

Seduction Results

Attitude	Means	Possible Actions
Hostile	Repulsed by your attempt	Attack, interfere, berate, flee
Unfriendly	Infuriated by your attempt	Intimidate, insult,
Indifferent	Uninterested in your Seduction	Ignore
'Friendly'	Interested; will become Helpful as per a Diplomacy check after sex/emotional bonding	Protect, back up, heal, aid
'Helpful'	Lustful; as above, but will be angered and confused if sex is withheld.	Protect, back up, heal, aid

Disable Device (Int; Trained Only)

'Insolent wretch!' roared the fiend. 'You dare break into my fortress to steal my masterworks?' He snatched a hellcannon off the worktable. 'I will make a necklace of your scorched bones!'
'I broke in here ten minutes ago,' I said, 'how do you know that hellcannon still works?'
'You think I am foolish enough to listen to your lies?' he spat as he pulled the trigger. There was a very big boom.
'No, I just think you're foolish,' I said to the scorched bones as they fell to the floor.

Check: The Disable Device check is made secretly, so that you do not necessarily know whether you have succeeded.
The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs. If the check succeeds, you disable the device. If it fails by four or less, you have failed but can try again. If you fail by five or more, something goes wrong. If the device is a trap, you spring it. If you are attempting some sort of sabotage, you think the device is disabled, but it still works normally. If you attempt to leave behind no trace of your tampering (including blocking the artificer Machine Empathy power), add five to the DC.

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes one round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.
Try Again: Varies. You can retry if you have missed the check by four or less, though you must be aware that you have failed in order to try again.

Disguise (Cha)

'We need to get into Dis!'
'But there are guards on all the gates,' she objected, 'they'll know I'm a mortal.'
'Hmm. What if you appeared to be just another damned soul?'
'What… paint my face white and wear rags, you mean?'
'Well, I was just thinking you kill yourself, but that works too.'

Check: Your Disguise check result determines how good the disguise is, and is opposed by others' Spot check results. If you do not draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious, it can be assumed that such observers are taking ten on their Spot checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you cannot be sure how good the result is.

The effectiveness of your disguise depends in part on how much you are attempting to change your appearance.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender[1]	–2
Mortal disguised as damned and vice versa	–2
Disguised as different age category[1]	–2[2]
Per physical mutation[3]	–4

[1]These modifiers are cumulative; use any that apply.
[2]Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old and venerable.
[3]Count up the number of mutations with the Physical trait that the disguised character is trying to emulate that he does not actually possess; this is normally only done when a character is trying to disguise himself as a particular type of demon.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Spot Check Bonus
Recognises on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

Action: Creating a disguise requires 1d3 × 10 minutes of work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they will be more suspicious.

Synergy: If you have five or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you are being observed and you try to act in character.

Drive (Dex) Trained Only

'This is the latest in Zethu engineering,' said the malcubus, 'it gets five hundred leagues to the Soul.'

Some vehicles purr. This one screamed.

Check: Routine tasks, such as ordinary driving, do not require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface) or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time).

Try Again: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take ten when driving, but cannot take 20.

Time: A Drive check is a move action.

Escape Artist (Dex; Armour Check Penalty)

They bound her with chains of iron and steel; with woven thorns and ropes made from the intestines of dogs; they bound her with spells and circles. They set

a dozen guards to watch over her.
And still, she was gone in the morning.

Check: The table below gives the DCs to escape various forms of restraints.

Restraint	Escape Artist DC
Ropes	15+
Net or other entangling effect	20
Manacles	30
Squeezing through a tight space	20+
Masterwork manacles	35
Grappler	Grappler's grapple check result

Action: Making an Escape Artist check to escape from rope bindings, manacles or other restraints (except a grappler) requires one minute of work. Escaping from a net or entanglement is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least one minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you are squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you are not being actively opposed.

Gather Information (Cha)

'What do they say of me in Pandemonium?' asked the Demon King to two of his courtiers.

'They say you are a noble and wise prince,' replied one, 'each one hopes that you will choose him as an ally, but all are united in their respect for you.'

'They say you are a mad tyrant,' said the other, 'prone to acts of brutality and random destruction. They call you the destroyer and whisper that they must turn some other lord against you, to put you down before you attack them.'

The King spat a gout of hellfire at one of his courtiers, who burned like pitch. The other cowered for a moment, then a second blast of hellfire annihilated him.

'I despise sycophants and liars,' mused the King, 'and respect honesty. Still… they say I am brutal and random, and one really has to keep up appearances.'

Check: Gather Information is used to pick up rumours, news of current events, gossip and other information that is generally known in a particular social circle. The higher your check result, the better the information.

If you want to find out about a specific rumour, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Gather Information check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Grovelling (Cha; Influencing)

'Master, most puissant and terrible master, I'm not worthy to lick the filth from your boots. Perhaps you could present the boots of your lowest, most diseased slave and have them thrown into the pus-swamp for an age, and then I could lick them clean. That's what I deserve, oh yes.'

Check: Grovelling is used to make yourself appear weak and pathetic or to show respect and abasement to your superiors. It is an Influencing skill that can be used to alter the attitudes of Non-Player Characters (See Influencing Non-Player Character Attitudes, above).

Dissuade Opponent: You can also use Grovelling to prevent a foe from attacking you. To do so, make an Intimidate check opposed by a DC calculated as follows: (1d20 + target's character level or Hit Dice + target's Wisdom bonus). If you win, the target will attack some other subject if one is available and you are not obviously threatening the target. If there is no other subject that is just as easy for the target to attack as you are, then this use of Grovelling fails – it only works when there is some other equally valid enemy present.

Action: Varies. Changing another's behaviour requires one minute of interaction. Dissuading an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work.

Synergy: If you have five or more ranks in Bluff, you get a +2 bonus on Grovelling checks.

Handle Spawn (Cha; Trained Only)

In the district of Gorta, there is a barony where the Master of Hellhounds is a damned Soul. Some demons have remarked on this curiosity, wondering why a damned would willingly care for creatures used to hunt his own kind. In truth, you can be taught to love anything in the school of pain.

Check: Spawn are the infernal equivalent of animals; unintelligent beasts that dwell in Hell. See *Book of the Tormentor* for more information on spawn. The Handle Spawn skill is used to control their creatures. The DC depends on what you are trying to do.

Task	Handle Animal DC
Handle	10
'Push'	25
Train for a purpose	See below

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	20
Guarding	20	Riding	15
Heavy labour	15		

Handle: This involves commanding a spawn to perform a task that it knows. If the spawn is wounded or has taken any nonlethal damage or ability score damage, the DC increases by two. If your check succeeds, the spawn performs the task on its next action.

'*Push':* To push a spawn means to get it to perform a task or trick that it does not know but is physically capable of performing. Otherwise, it works the same as Handling the spawn.

Train for a Task: With a week of work and a successful skill check, you can train a spawn for a particular type of task. A spawn is generally trained for only one or two tasks; increase the Training DC by +5 for each task after a number equal to the spawn's Intelligence score.

Action: Varies. Handling a spawn is a move action, while pushing a spawn is a full-round action. Training requires three hours of work per day.

Try Again: Yes.

Synergy: If you have five or more ranks in Handle Spawn, you get a +2 bonus on Ride checks.

Special: Mortals and damned may take ranks in Handle Animal instead. Handle Animal works the same way, but only applied to mundane creatures. Using Handle Spawn on a mundane animal or Handle Animal on a spawn incurs a –5 penalty.

Heal (Wis)

The Damned was little more than a thing of shreds. The demon's claws had torn deep into his wispy flesh.

I bent down to help it, but it twisted away instead. 'This pain will pass,' he whispered through broken lips and collapsed lungs. 'You must flee now. It will come back…'

Check: The DC and effect depend on the task you attempt.

Task Heal	DC
First aid	15
Long-term care	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: You usually use first aid to save a dying mortal or breached demon. If a mortal has negative hit points and is losing hit points (at the rate of one per round, one

per hour or one per day), you can make him stable. A stable character regains no hit points but stops losing them. A breached demon who is stabilised ceases to leak soul power. First Aid cannot be applied to the damned.

Long-Term Care: Providing long-term care means treating a wounded creature for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: two hit points per level for a full eight hours of rest in a day or four hit points per level for each full day of complete rest; two ability score points for a full eight hours of rest in a day or four ability score points for each full day of complete rest.

Treat Poison: To treat poison means to tend a single character that has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his saving throw, whichever is higher.

Action: Providing first aid, treating a wound or treating poison is a standard action. Treating a disease takes ten minutes of work. Providing long-term care requires eight hours of light activity.

Try Again: Varies. Generally speaking, you cannot try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Hide (Dex; Armour Check Penalty)

The demon patrol crashed through the forest. The trees moaned and the branches bled as they passed.

'We can't find them,' reported the lieutenant to his commander. 'The trees are too thick here.'

The commander ran a claw over the bark of the living tree. It shuddered, as the trapped soul within quivered at the demon's touch. 'Burn the forest,' he ordered.

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It is practically impossible (–20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16. You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

Sniping: If you have already successfully hidden at least ten feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Hide check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it does not take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you are moving.

Intimidate (Cha or Str; Influencing)

'Kneel.'

They remained defiant, standing proudly before him. Their wills were indomitable.
He gestured and all their kneecaps shattered simultaneously. It was a distinctive sound.

'I said, kneel.*'*

Check: Intimidate is used to terrify and bully others into aiding you. This can be based on the threat of physical assault (in which case the character tends to use Strength as the primary statistic) or based on menacing words and insinuations (in which case Charisma is more appropriate). Intimidate is resisted

by Intimidate, as both sides try to prove that they are the tougher one. See Influencing Non-Player Character Attitudes, above.

Demoralise Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by a DC calculated as follows: (1d20 + target's character level or Hit Dice + target's Wisdom bonus (if any) + target's modifiers on saves against fear). If you win, the target becomes shaken for one round. A shaken character takes a –2 penalty on attack rolls, ability checks and saving throws. You can intimidate only an opponent that you threaten in mêlée combat and that can see you.

Action: Varies. Changing another's behaviour requires one minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work.

Special: A character immune to fear cannot be intimidated, nor can non-intelligent creatures.

Synergy: If you have five or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

Jump (Str; Armour Check Penalty)

'You have proved the stronger, Jagh, but that does not mean you are the victor.*' Doria stepped back and spread her leathery wings. She leapt into the sky and circled far above her foe. 'Earthbound worm,' she screeched, 'Mere muscle is never enough.'*

Jagh sprang upwards as she flew over him. His claws shredded her wings in a single swipe. Doria crashed to the ground at his feet.

As he devoured her heart, he felt like he should say something witty and cruel, but nothing came to mind.

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –4 penalty for every ten feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every ten feet beyond 30 feet. All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round. If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by five or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). If your check succeeds, you land on your feet at the far end. If you fail the check by less than five, you do not clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to four times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	½ ft.

given size is shown on the table below. As a Medium creature, a typical human can reach eight feet without jumping.

Quadrupedal creatures do not have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped ten fewer feet than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

Synergy: If you have five or more ranks in Tumble, you get a +2 bonus on Jump checks. If you have five or more ranks in Jump, you get a +2 bonus on Tumble checks.

Knowledge (Int; Trained Only)

The libraries of Pandemonium are so vast, mortal slaves have starved to death while searching their labyrinthine shelves for a particular book. The librarians do not mind such deaths; shrivelled and cured human corpses provide handy material for rebinding worn books.

Like the Craft and Perform skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study.

- Arcana (spells, iliaster, supernatural beings).
- Architecture (buildings, aqueducts, bridges, fortresses).
- Engineering (machinery, factory, weapons).
- Infernography (infernal terrain, climates, regions).
- History (the history of Hell, the houses, the wars).
- Law (the laws, ordinances and treaties of the Infernum).
- Local (the secrets and customs of a particular city or house).
- Nobility and Royalty (the Houses, the nobility and their relationships).
- Theology (the nature of souls, demons, stories and theories of the Fall).

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions) or 20 to 30 (for really tough questions).

Action: Usually none. In most cases, making a Knowledge check does not take an action – you simply know the answer or you do not.

Try Again: No. The check represents what you know and thinking about a topic a second time does not let you know something that you never learned in the first place.

Synergy: If you have five or more ranks in Knowledge (arcana), you get a +2 bonus on Sorcery checks.
If you have five or more ranks in Knowledge (architecture), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.
If you have five or more ranks in Knowledge (infernography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.
If you have five or more ranks in Knowledge (history), you get a +2 bonus on Knowledge (law) checks.
If you have five or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.
If you have five or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Listen (Wis)

'I hear someone screaming.'

'That's just the souls in the walls. Ignore it.'

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

Listen DC	Sound

–10	A battle
0	People talking[1]
5	A person in medium armour walking at a slow pace (10 ft. /round) trying not to make any noise.
10	An unarmoured person walking at a slow pace (15 ft. /round) trying not to make any noise
15	People whispering[1]

[1] If you beat the DC by ten or more, you can make out what is being said, assuming that you understand the language.

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
–1	Per 10 ft. of distance
–5	Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks. A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

Move Silently (Dex; Armour Check Penalty)

The damned drifted through the hallways as silent as a ghost.

Which, after all, it was in a way.

Ghosts generally don't carry knives, though.

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It is practically impossible (–20 penalty) to move silently while running or charging.

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, deep snow)	–5

Action: None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Open Lock (Dex; Trained Only)

The lock on the Oblurott treasury had a mouth, and teeth, and eyes that dripped fire. Whenever anyone tried to open it without the right key, it bit their hand off.

Attempting an Open Lock check without a set of lockpicks imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork lockpicks, you gain a +2 circumstance bonus on the check.

Check: The DC for opening a lock varies from 20 to 40, depending on the quality of the lock.

Action: Opening a lock is a full-round action.

Untrained: You cannot pick locks untrained, but you might successfully force them open.

Perform (Cha)

In Pandemonium, there is a demon who dances the dance of the eight veils. She wears only seven veils; the last veil is the veil of perception. When she tears that down, the audience see her as she truly is. Those without great strength of mind are driven mad by the sight.

Like Craft or Knowledge, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Sample Perform skills include:

- Acting.
- Comedy.
- Dance.
- Instrument, such as a bone flute, painsichord or drums.

- Oratory.
- Singing.

Check: You can impress audiences with your talent and skill. The higher the Perform result, the better the performance. Anything above a check result of 20 is a notable and impressive performance.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance.

Try Again: Yes. Retries are allowed, but they do not negate previous failures and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. Increase the DC by two for each previous failure.

Synergy: Five or more ranks in Perform gives a +2 synergy bonus to Seduction checks.

Ride (Dex)

'Four mortals broke free of the slave pits today, milord. They evaded the guards and made it to the stables.'

'… And?'

'We do not need to feed the riding-beasts for a while, milord.'

If you attempt to ride a creature that is not trained as a mount, you take a –5 penalty on your Ride checks.

Check: Typical riding actions do not require checks. You can saddle, mount, ride and dismount from a mount without a problem.

The following tasks do require checks.

Task	Ride DC	Task	Ride DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Mount Attack	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20[1]
Soft fall	15		

[1] Armour check penalty applies.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not require an action.

Mount Attack: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You cannot attack or cast spells while using your mount as cover. If you fail your Ride check, you do not get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount – when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by ten feet for one round but deals one point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (two points, four points, eight points and so on).

Control Mount in Battle: As a move action, you can attempt to control a mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You cannot use fast mount or dismount on a mount more than one size category larger than

yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action or no action at all, as noted above.

Synergy: If you have five or more ranks in Handle Spawn, you get a +2 bonus on Ride checks.

Search (Int)

The stalker moved over the scorched ground like an insect, scuttling from section to section with quick movements. Its eyes flicked back and forth, scanning every inch of the surface. Suddenly, it stopped.

'A sign,' it chittered to itself, 'a trail…'

Check: You generally must be within ten feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Task	Search DC
Search through a disorganised room for an item	10
Notice a typical secret door or a simple trap	20
Notice a well-hidden secret door	30
Find a footprint	Varies

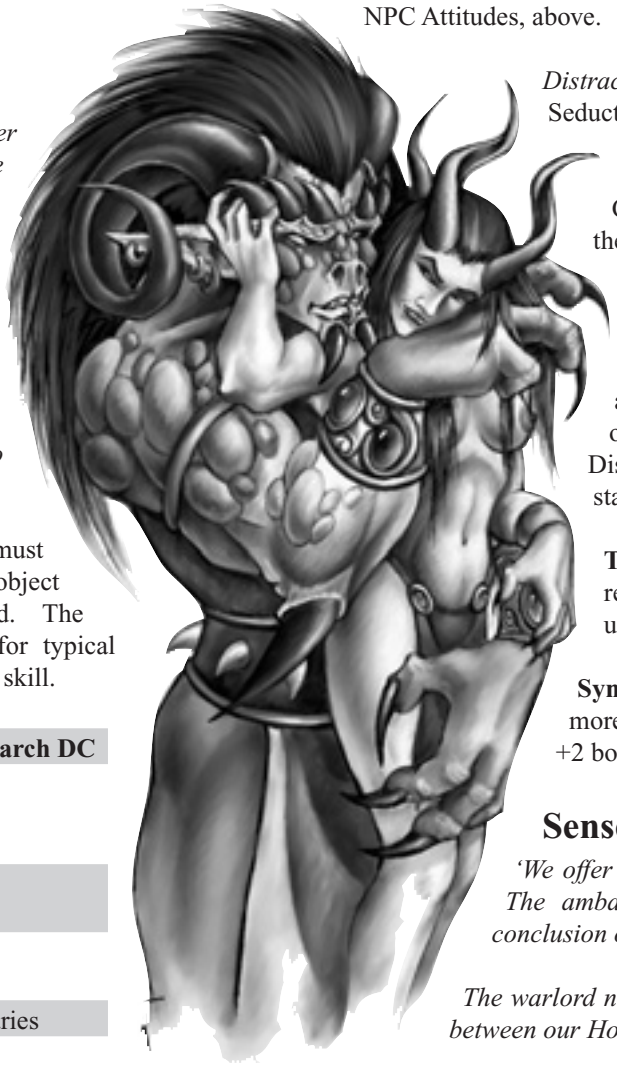
Action: It takes a full-round action to search a five-foot-by-five-foot area or a volume of goods five feet on a side.

Synergy: If you have five or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.
If you have five or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

Seduction (Cha; Influencing)

His presence was all around her, intoxicating her. 'Milady,' he purred, 'come with me.'

Check: Seduction is used to attract and charm other characters. It does not have to be based on sexual desire – a character can be seduced by an idea or have his emotions appealed to in a seductive fashion. This skill is about influencing others by confusing their intellects and inciting their emotions. See Influencing NPC Attitudes, above.



Distract: You can also use Seduction to distract a foe. To do so, make a Seduction check opposed by the target's Concentration. If you win, the target suffers a –1 penalty to all skill checks as long as you are nearby.

Action: Varies. Changing another's behaviour requires one minute of interaction. Distracting an opponent is a standard action.

Try Again: Optional, but not recommended because retries usually do not work.

Synergy: If you have five or more ranks in Perform, you get a +2 bonus on Seduction checks.

Sense Motive (Wis)

'We offer you the hand of friendship.' The ambassador bowed low at the conclusion of his speech.

The warlord nodded, slowly. 'An alliance between our Houses would be… potent.'

The ambassador smiled. It was the seventh time he had made that speech and he was as sincere this time as he had been all the times before.

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when 'something is up' (that is, something odd is going on) or to assess someone's trustworthiness.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece

of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. If you succeed by four or less, you know that something hidden is being communicated, but you cannot learn anything specific about its content. If you beat the DC by five or more, you intercept and understand the message. If you fail by four or less, you do not detect any hidden communication. If you fail by five or more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least one minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Synergy: If you have five or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

Sleight of Hand (Dex; Trained Only; Armour Check Penalty)

'It's the little things that make all the difference,' mused the thief.

Sarathiel may be one of the mightiest sorcerers in the whole Seventh Circle, but without the vial of blood she had taken from his laboratory, his ritual was useless.

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went. When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success does not prevent you from performing the action, just from doing it unnoticed.

You can hide a small object on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it is generally easier to find such an object than to hide it. An extraordinarily small object, such as a coin, shuriken or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check. Drawing a hidden weapon is a standard action and does not provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

Action: Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Synergy: If you have five or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

Sorcery (Int; Trained Only)

The demon threw itself against the walls of the binding circle. 'FREE ME!' it thundered.

The sorcerer shook his head. 'I prefer to keep you here, Horath. But don't worry – you won't be missed.' He gestured to a sarcophagus brimming over with slime. A perfect copy of the demon hauled itself out of the mire.

The Sorcery skill is used to cast spells and create the other effects described in the Sorcery chapter.

Check: Varies (see Sorcery chapter, page 231).

Spot (Wis)

'There are six hulks and twice that number of stalkers', reported the imp, 'all wearing the brand of House Sturrach.'

'So we stand and fight?'

'Nope. There's a Zethu patrol coming this way. If we hide, they'll meet and wipe each other out. It'll be a laugh. Let's watch.'

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature is not intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it. A Spot check result higher than 20 generally lets

you become aware of an invisible creature near you, though you cannot actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill) and to read lips when you cannot hear or understand what someone is saying.

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action.

Try Again: Yes.

Survival (Wis)

They skirted the mudfields where the damned were buried up to their necks. They avoided the razor-sharp rocks of the Bloodfalls and the shadowy beasts that haunt the Wood of Suicides.

It was only on the fourth day that they realised their guide was leading them in circles. By that time, though, they were too weak from hunger and thirst to resist him when he came to feed on them.

Check: You can keep yourself and others safe in the wilderness. The table below gives the DCs for various tasks that require Survival checks. Mortal food is very difficult to find in the Infernum, but there are some plants and spawn that are edible.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after one hour (outdoors) or ten minutes (indoors) of searching.

Special: If you have five or more ranks in Knowledge (infernography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards. If you have five or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

Survival DC	Task
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards.
20	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every five points by which your check result exceeds 20.
Varies	Follow tracks (see the Track feat).

Swim (Str; Armour Penalty)

There are vast seas beyond the Pit where Leviathan and his spawn swim. Shark-choked waters, where every wave hides a dozen mouths. Those who can cross these seas can reach the unexplored caverns of the far shore, but Leviathan is a jealous and cruel thing who delights in smashing ships. Those who dare swim the sunless seas are brave indeed.

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by four or less, you make no progress through the water. If you fail by five or more, you go underwater.

If you are underwater, you risk drowning (see page 160).

The DC for the Swim check depends on the water, as given on the table below.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20[1]

[1] You cannot take 10 on a Swim check in stormy water, even if you are not otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Special: Swim checks are subject to double the normal armour check penalty and encumbrance penalty.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Torture (Wis; Trained Only)

Scrape, scrape.

It's the anticipation that's the worst part. Every morning, the torturer spends hours sharpening and cleaning the previous day's gore from his blades.

Scrape, scrape.

Every sound is another blade to cut into flesh and bone. Every noise is a wound waiting to be inflicted.

Torture is used to inflict hideous pain on a trapped victim, which destroys the victim's willpower and – if the victim is a damned – makes them yield iliaster.

Check: Torturing a damned deals damage on the damned soul, which is converted to iliaster. See page 219.

Break Will: Torture can also be used to break the will of a foe. Each form of torture device listed in the Equipment chapter (see page 177) gives the ability damage dealt.

Once the damage has been dealt (but not before) the torturer may make a Torture skill check. The result of the skill check, plus the stated modifier for the torture method, then becomes the DC for the victim's Will saving throw to resist the effects of torture. If the saving throw is unsuccessful, the victim suffers the stated amount of ability score damage. A victim is broken when his Wisdom and Charisma are both reduced to less than three by torture. Reducing them below this threshold by other methods does not work, though reducing them by other methods first and then dropping them below the final threshold with torture *does* work.

Naturally, overdoing it so that either ability score reaches zero (thus placing the victim in a stupor) does *not* break him, neither does a character count as broken if he is reduced to zero Wisdom or Charisma and then recovers to one or more. This is the problem referred to above, in which the victim passes out too quickly. To be broken, he must still be conscious immediately after the ability score damage is dealt.

Creatures in the midst of ongoing torture (such as creatures held in Little Ease) are unable to rest and thus do not recover lost Wisdom and Charisma through natural healing. Creatures that have been allowed to rest do recover lost Wisdom and Charisma.

Action: Each form of torture lists a required time.

Try Again: Yes.

Synergy: If you have five or more ranks in Intimidate, you get a +2 bonus to Torture checks.

Tumble (Dex; Trained Only; Armour Check Penalty)

This is the knife dance, the claw dance. These are the whirling blades.

I am your death.

This skill covers acrobatics and dodging past enemies. You cannot use this skill if your speed has been reduced by armour.

Check: You can land softly when you fall or tumble past opponents. The DCs for various tasks involving the Tumble skill are given on the table below.

Tumble DC	Task
15	Treat a fall as if it were ten feet shorter than it really is when determining damage.

15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (Player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Surface Is . . .	DC Modifier
Lightly obstructed (scree, light rubble, bog, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have five or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC. If you have five or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defence standard action instead of the usual +4 dodge bonus to AC.

Synergy: If you have five or more ranks in Tumble, you get a +2 bonus on Balance and Jump checks.
If you have five or more ranks in Jump, you get a +2 bonus on Tumble checks.

Warcraft (Int or Cha, character's choice)

He had led his army through five Circles. He had fought alongside his men, bled for them. Any one of them would die for him; more than that, they trusted him, loved him. He might be a demon, but he was their demon, their king.

In the final battle, he marched nine-tenths of his army into what seemed to be certain death. His men were not afraid – he was their general, who had brought them out of worse dangers. Surely he had some stratagem, some plan that would bring them victory.

He had a plan for victory. However, it hinged on sacrificing a hundred thousand damned as a distraction.

It worked flawlessly.

This is the skill used for commanding armies and fighting pitched battles.

Check: To see which army in a battle has the superior tactics, opposed Warcraft rolls are made between their generals. The attacking character's Warcraft check is modified by the difference in power of the armies.

Attacking Character's Army…	Check Modifier
1/10th Hit Dice of Opposing Army	–50
1/5th Hit Dice of Opposing Army	–40
1/4th Hit Dice of Opposing Army	–30
1/3th Hit Dice of Opposing Army	–20
1/2th Hit Dice of Opposing Army	–10
3/4th Hit Dice of Opposing Army	–5
Equal Hit Dice	+0
1 ½ Hit Dice of Opposing Army	+5
2 x Hit Dice of Opposing Army	+10
3 x Hit Dice of Opposing Army	+20
4 x Hit Dice of Opposing Army	+30
5 x Hit Dice of Opposing Army	+40
10 x Hit Dice of Opposing Army	+50

After each check, apply casualties as follows:

Attacker's Result– Defender's Result	Attacker Casualties	Defender Casualties
–21 or less	50%	0

–20 to –16	45%	5%
–15 to –11	40%	10%
–10 to –6	35%	15%
–5 to –3	30%	20%
–2 to +2	25%	25%
+3 to +5	20%	30%
+6 to +10	15%	35%
+11 to +15	10%	40%
+16 to +20	5%	45%
+21 or more	0%	50%

More detailed rules for mass battle are presented in *Book of the Conqueror*.

Action: Each check represents four hours of battle.

Try Again: No.

Feats

Prerequisites

Some feats have prerequisites. A character must have the indicated ability score, class feature, feat, skill, base attack bonus or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite.

A character cannot use a feat if he has lost a prerequisite.

Feat Descriptions

Here is the format for feat descriptions:

Feat Name

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ('you' in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Ability Focus

'There are two of us in here now,' whispered the voice inside his head. 'Just think of me as your conscience. And you've been a very naughty boy. Time to make amends.'

His hand closed around the sword's hilt.

Choose one of your mutations.

Prerequisite: Mutation that forces a saving throw.

Benefit: Add +2 to the DC for all saving throws against the mutation.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different mutation.

Alertness

The Stalker paused and pricked its ears. 'I hear mortal,' it growled.

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Awesome Blow

'Huh huh huh.' SPLAT. 'Huh huh huh.' SPLAT. 'Huh huh huh.'

As heroic last stands against the demon hordes go, it lacked a certain dignity.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, you may choose to subtract four from your mêlée attack roll and deliver an awesome blow. If you hit a corporeal opponent smaller than yourself with an awesome blow, your opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying ten feet in a direction of

your choice and fall prone. You can only push the opponent in a straight line, and the opponent cannot move closer to you than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage and the opponent stops in the space adjacent to the obstacle.

Blind-Fight

In the tunnels beneath Dis, there is no light. The tunnel network goes under the city walls, so many have tried to conquer the city that way.
They trip over the bodies of those that went before them.
Benefit: In mêlée, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in mêlée. That is, you do not lose your Dexterity bonus to Armour Class and the attacker does not get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.
Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to Armour Class. The speed reduction for darkness and poor visibility also applies.

Boost Armour

The flames exploded around her, but she was untouched.
You can invest your armour with iliaster.
Prerequisites: Mortal or angel, 3rd level or greater.
Benefit: Choose one of the armour properties listed on page 186. You may spend iliaster to apply this property to one piece of armour you touch. You may only have one active boost at a time.
Special: You may choose this feat more than once; it applies to a different armour property each time.

Boost Weapon

The angel's sword began to burn with a holy fire. 'Sing out,' he cried, 'this is your death, yes, but it shall be beauty and poetry, not slaughter.'
You can invest a weapon with iliaster.
Prerequisites: Mortal or angel, 3rd level or greater.
Benefit: Choose one of the weapon properties listed on page 185. You may spend iliaster to apply this property to one weapon you touch. You may only have one active boost at a time.
Special: You may choose this feat more than once; it applies to a different weapon property each time.

Burst Fire

When you're pinned down in a foxhole in a muddy plain in the middle of Hell, it sometimes helps to shoot a lot of bullets at someone.
When using a firearm with autofire, you can fire a short burst at a particular target.
Benefit: When using an automatic firearm with at least five rounds loaded, the character may fire a short burst as a single attack against a single target. The character receives a –4 penalty on the attack roll, but deals +2 dice of damage.
Firing a burst expends five rounds and can only be done if the weapon has five rounds in it.
Normal: Autofire uses ten rounds, targets a ten-foot-by-ten-foot area and cannot be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.
Special: If the firearm has a three-round burst setting, firing a burst expends three rounds instead of five and can be used if the weapon has only three rounds in it.

Cleave

The fiend swooped down at the trio. Then there were two. Then there was one.
Prerequisites: Str 13, Power Attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below zero hit points or killing it), you get an immediate, extra mêlée attack against another creature within reach. You cannot take a five-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Combat Expertise

Ferul of the House of Astyanath is accounted ninth among the duellists of the Infernum. When she fights in the Thorn Gardens Arena, she is known for not striking a single blow against her foes. Instead, she dances with them and forces them to chase her into the thorn bushes. It is said that there is a glade in the heart of the Gardens, decorated with innumerable pierced skulls.
Prerequisite: Int 13.
Benefit: When you use the attack action or the full attack action in mêlée, you can take a penalty of as much as –5 on your attack roll and add the same

number (+5 or less) as a dodge bonus to your Armour Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armour Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Armour Class.

Combat Reflexes

He turned into a thousand scorpions, so I hit him a thousand times.

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and cannot make attacks of opportunity while flat-footed.

Dead Aim

'Shoot it in the head!'

I peered through the sniper scope. 'Which one!?' I asked.

You line up your attacks with deadly precision.

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up his shot. This grants the character a +4 circumstance bonus on his next attack roll. Once the character begins aiming, he cannot move, even to take a five-foot step, until after the character makes his next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his next action, the character loses the benefit of aiming.

Diehard

'Why won't you die, mortal?' screeched the demon. In truth, I'd died ten minutes before, but I wasn't going to give him the satisfaction of falling over.

Prerequisite: Endurance.

Benefit: If mortal, when reduced to between –1 and –9 hit points, you automatically become stable. You do not have to roll d% to see if you lose one hit point each round.

If a demon or angel and breached, you may automatically reduce the size of the breach by one point each round instead of having to roll.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying or breached. You must make this decision as soon as you are reduced to negative hit points (even if it is not your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions) you take one point of damage after completing the act.

Normal: A character without this feat who is reduced to between –1 and –9 hit points is unconscious and dying or breached.

Dodge

I'd told them that Sturrach guards patrolled the wall two hours after starset. They ran into the patrol and got wiped out. I saw it all from my perch atop the wall.

I could probably have made it past the guards, but not being there is even better than dodging.

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armour Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armour Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

The bark of shattergun fire rang out across the ruined city. Both combatants fired at the same time, but only one fell dead.

You can make two quick shots as a single attack.

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semi-automatic firearm with at least two bullets loaded, the character may fire two rounds as a single attack against a single target. The character receives a –2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two rounds and can only be done if the weapon has two rounds in it.

Drive-By Attack

Blasts of hellfire shot out from the galleon's deck-mounted cannons, and the pirate flag was raised once more upon the Sunless Sea.

You are skilled at attacking from a moving vehicle.

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle.

Also, if the character is the driver, he can take his attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his attack action either before or after the vehicle's movement.

Endurance

In the centre of the desert reaches of the Second, the nearest water is some four hundred miles away.
So, I started walking.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments and Fortitude saves made to resist damage from suffocation.

Elusive Target

The imp flitted behind the slaver's bulk. 'Missed me!' it squeaked. 'Missed me!'

You can use opponents as cover in combat.

Prerequisites: Dexterity 13, Dodge

Benefit: When fighting an opponent or multiple opponents in mêlée, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into mêlée, making the penalty to target to character –8.

Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

Exotic Weapon Proficiency

'This,' said the demon, 'is a memorial. It carries the memory of a mortal wound. When I touch you with it, your skin will rip open and your organs will burst.'
'This', I replied, 'is a rocket launcher.'
Its horned brow furrowed in confusion. 'What does that do?'

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Extra Mutation

The demon's blood washed over me, and I was reborn. Claws grew from hands and my bones caught fire.

Evil energies warp your frame.

Prerequisites: Mortal or angel, Corruption Score of 11 or more.

Benefit: You gain an extra chosen mutation.

Special: You can take this feat multiple times. However, if you take it multiple times at any one level, any extra mutations beyond the first are *random* mutations, not chosen mutations. You may have a maximum number of mutations equal to your Corruption score.

Extra Skill

Some sorcerers learn by becoming apprentices, others by trading their souls to demons in exchange for knowledge.
The most powerful sorcerer among the Early tribes, though, learned from a scorched book looted from a ruined fortress.

You have training beyond the norm for your kind.

Benefit: Pick a skill. That skill is now a favoured skill for you.

Far Shot

Balls of burning hellfire were thrown by the hulks in lazy arcs, but none made it over the wall. Then, a larger hulk pushed through the ranks of its fellows and spat a blast high into the air. It landed in the centre of the fortress and exploded.

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

Flyby Attack

In battle, flights of fiends are the aerial cavalry of Hell, tearing through the ranks of opposing formations.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Force Stop

The biker gang closed on the carriage. The spawn growled and snapped at the circling bikes, but the gang was relentless. The largest bike skidded to a halt in the middle of the road, the spawn reared up, and the carriage overturned.
The circling bikes were like vultures, and now they stooped to feed.
You can force another vehicle to stop.
Prerequisites: Drive 4 ranks.
Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a T. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage. If the character fails the check, resolve the sideswipe normally.

Great Cleave

I am going to kill them all.
Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.
Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Great Fortitude

'How are you so strong, my lord?' asked the sycophant imp.
'Good diet,' replied the slaver.
Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Two-Weapon Fighting

'Now you're just showing off' I muttered.
Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.
Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

Hover

In the Battle of the False Dawn, four hundred Lictat fiends – the bulk of their flying forces – took up a position above a Haimon industrial complex and blasted it until it was a lake of molten metal. Then a brigade of Lictat hulks crossed the lake in iron boats to outflank the Haimon legions.
Prerequisite: Fly speed.
Benefit: When flying, you can halt your forward motion and hover in place as a move action. You can then fly in any direction, including straight down or straight up, at half speed, regardless of your manoeuvrability.

If you begin your turn hovering, you can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but can attack with all other limbs and appendages it could use in a full attack.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns and other small, open flames of non-magical origin. Clear vision within the cloud is limited to ten feet. Creatures

have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + ½ creature's Hit Dice) to cast a spell.

Normal: Without this feat, you must keep moving while flying unless you have perfect manoeuvrability.

Iliaster Font

'Just because we live in Hell doesn't mean we can't have hope,' said the child. She smiled, and for a moment I believed her.

Your spirit is unusually strong.

Prerequisites: Human or fallen angel on the Path of the Mortal, Cha 13, Iron Will.

Benefit: You have an additional +2 bonus to Will saves made to generate iliaster.

Iliaster Reserve

'More,' growled the demon, 'More. I can hold lakes and oceans in me.'

You can hold more iliaster than normal.

Benefit: Your iliaster reserve increases by two points. This applies to mortals as well as demons; a mortal with an iliaster reserve does not automatically lose all their iliaster over time.

Special: Angels gain no benefit from this feat. A character can take this feat multiple times, its effects stack.

Improved Bull Rush

The trick is not standing in the way of the thirty-foot-tall armoured killing machine.

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Improved Critical

His axe flashed in the firelight and four heads fell around him.

Choose one type of weapon.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect does not stack with any other effect that expands the threat range of a weapon.

Improved Disarm

The slaver Gorold was trained to disarm its foes. It keeps their arms on a shelf in its den.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

Improved Feint

The succubus reached up and removed the chestplate of her armour, revealing her perfect breasts. 'Surrender,' she whispered, 'and these delights could be yours.'

'I've seen better, darlin', I replied, and took the opportunity to shoot her unarmoured chest.

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Improved Grapple

I was doing fine until the demon sprouted tentacles. Then it got tricky.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Improved Multiattack

We could have coped with the swords, or the spears, or even the bows. It was the limbs carrying the hellcannons that beat us.

You are an expert fighter, adept at using all your limbs.

Prerequisites: Multiattack, base attack bonus +8.

Benefit: You suffer no penalty when making your secondary attacks.

Normal: Secondary attacks normally have a –5 penalty, while the Multiattack feat reduces the penalty to –2.

Improved Natural Armour

The baron of Doleful Crescent is immobile because of the weight of its armour. Unfortunately for the denizens of the barony, their lord is also a skilled possessor and uses their bodies when it needs to travel.

Prerequisites: Natural armour, Con 13.

Benefit: The creature's natural armour bonus increases by one.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armour bonus increases by another point.

Improved Initiative

She had only a moment of warning, but it was enough.

Benefit: You get a +4 bonus on initiative checks.

Improved Overrun

The demons of the Oblurott legions are issued with massive iron-soled boots. Rumour has it they are intended to be tenderisers.

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Precise Shot

'There are ghosts in the walls here. Be careful.'
She fired her bow twice into the ceiling, and a damned soul fell out. 'They can't hide from me,' she said.

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the Armour Class bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Improved Shield Bash

The fact that a full-grown hulk uses a barn door as a shield makes this technique even less appealing.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your Armour Class.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to Armour Class until his next turn.

Improved Sunder

The angel Harahiel, known as the Archon of the Thunder, is famous for shattering the gates of the Adamant Fortress with a single blow.

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 132).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Improved Trip

Jaws, dripping with hot saliva, closed on my leg and suddenly I was lying in the mud and the hellhound was at my throat.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in mêlée combat, you immediately get a mêlée attack against that opponent as if you had not used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Improved Two-Weapon Fighting

In the duelling arenas, fighting with net-and-trident or two swords is a popular tactic, but not as popular as leaping on your foe and ripping him limb from limb.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single

extra attack with an off-hand weapon.

Improved Unarmed Strike

Angels do not have claws, but some have a wicked right hook.

Benefit: You are considered to be armed even when unarmed – that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: Demons with natural weapons are also considered armed.

Iron Will

Defiance is common in the Infernum. Successful defiance, however, is much rarer.

Benefit: You get a +2 bonus on all Will saving throws.

Lightning Reflexes

'This portcullis is made from soulstone… it's been shaped from the damned. It's ali–'

Only one of them was fast enough to dodge.

Benefit: You get a +2 bonus on all Reflex saving throws.

Manyshot

The arrow was driven three feet into solid stone.

'If they do that another hundred times, we're in trouble.'

There was a sound from outside, like a vast swarm of angry bees.

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a –4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 for three arrows and –8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Martial Weapon Proficiency

Sturrach training practices are the most demanding in the Infernum. In the early stages, recruits are made to fight on narrow beams above spawning pits, to ensure quick recycling of the failures.

You understand how to use martial weapons.

Benefit: You make attack rolls with martial weapons normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Mobility

The beast's claws struck again and again from the shadows. The demon was like an extension of the darkness, defined more by its absence than its presence. The only trace of its movement were ripples and footprints in the blood.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armour Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armour Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Moral Fortitude

The demon took him to a high place, and showed him the Pit and all the kingdoms therein.

You are a being of unassailable morality.

Prerequisites: Mortal or angel; Corruption 5 or less, Purity

Benefit: Any influencing attempts made against you suffer a penalty equal to your Wisdom modifier. This penalty is doubled if the influencer has a Corruption of 15 or higher.

Mounted Archery

House Haimon has a brigade of horse archers. Those who fail their demon masters are soulshaped into fresh mounts for those who succeed.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged

weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

Mounted Combat

The demon's sword slashed at the mount a dozen times, but each time the spawn nimbly dodged away. The thirteenth blow knocked the rider from his saddle and the spawn was equally quick to turn on him.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. Essentially, the Ride check result becomes the mount's Armour Class if it is higher than the mount's regular Armour Class.

Multiattack

With enough limbs, a twitch can be lethal.

Prerequisite: Two or more natural attacks.

Benefit: Your secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, your secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting

'With that many guns, it has to run out of ammunition quickly, right?'

Prerequisites: Dex 13, three or more hands.

Benefit: Your penalties for fighting with multiple weapons are reduced by two with the primary hand and reduced by six with off hands.

Normal: Without this feat, you take a –6 penalty on attacks made with your primary hand and a –10 penalty on attacks made with your off hands. You have one primary hand, and all the others are off hands. See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Point Blank Shot

The imp cradled its little bile rifle gingerly. 'All I have to do is get close enough,' it squeaked, 'the acid will do the rest.'

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack

Claws four inches long, driven by muscles like steel tendons and pig-iron bones…

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all mêlée attack rolls and add the same number to all mêlée damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, add twice the number subtracted from your attack rolls. You cannot add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.

Precise Shot

The demon Naingible of the Seven Eyes is a minor baron on the Fifth. Once, it was Naingible of the Eight Eyes, lord of the city of Moloch. A single good shot can turn a battle.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in mêlée without taking the standard –4 penalty on your attack roll.

Purity

'You are no demon,' said the chieftain of the tribe, 'you may live, for now.'

Your heart is pure and you resist the blandishments of evil.

Prerequisite: Corruption 5 or less.

Benefit: You only gain half the normal amount of corruption points when exposed to corrupting influences.

Special: You still gain the normal amount of corruption points when you deliberately sin.

Quick Draw

'You must reach for your weapon,' said the demon, 'but mine is right here.' It raised its stinger-tipped tail.
'Nice speech,' I replied, and stabbed him.
Prerequisite: Base attack bonus +1.
Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Quick Reload

The cannon Furore *was designed to blast open the gates of the strongest fortress. It was first deployed against the three demon lords Balath, Balact and Balarosa, who were all born from the same spawning pit.*
It took three days to load the gun before firing it at Balath's door. Then they captured Balath, bound it to the gun and forced its spirit to hasten the death of its siblings.
You can load weapons quickly.
Prerequisite: Base attack bonus +1.
Benefit: Reloading a firearm is a free action.
Normal: Reloading a firearm is a move action.

Rapid Shot

The barrage of bile shot continued incessantly and the curved iron roof of the bunker now resembled a limestone cave, with stalactites of melting metal.
Prerequisites: Dex 13, Point Blank Shot.
Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

Reformation

'That looks unpleasant, my lord,' squeaked the imp. There was a loud and moist ripping noise.
You may adjust your bodily configuration.
Prerequisites: Two or more mutations, Con 15.
Benefit: When you take this feat, you may swap two of your chosen or random mutations for other chosen mutations. This exchange is permanent. The new mutations must be allowable mutations for your character. You cannot exchange breed, house or royal mutations.

Related Knowledge

'I've seen this spell before,' muttered the Beast. 'In the annals of my clan. I know how to break it, too.' It smiled. 'If I choose to.'
Choose two skills.
Benefit: You get a +2 synergy bonus on all checks involving those two skills.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new skills. You must justify the connection between the two skills.

Ride-by Attack

Gauntflyer legions patrol the peaks of the Second Circle. Illegal travellers on the mountain passes are hurled into the abyss by passing demons.
Prerequisites: Ride 1 rank, Mounted Combat.
Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round cannot exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Run

All too often, this is a sensible option in the Infernum…
Benefit: When running, you move five times your normal speed (if carrying no more than a light load) or four times your speed (if carrying a medium or heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to Armour Class.
Normal: You move four times your speed while running (if carrying no more than a light load) or three times your speed (if carrying a medium or heavy load) and you lose your Dexterity bonus to Armour Class.

Sense of Self

'Jacob wrestled with an angel all night,' she thought to the thing in her mind. 'I don't think you'll take so long.'
You know yourself and your own mind, making you

resistant to possession.
Prerequisite: Wisdom 15.
Benefit: You have a +4 insight bonus to Control Checks when *resisting* possession.

Sensitive

The presence of angels tastes like honey. The pall of the hellkin is bitter and foul. When an angel becomes corrupt, the tastes mingle and can drive a sensitive insane with dissonance.
You are attuned to the flow of iliaster and can sense supernatural activity.
Prerequisites: Sense of Self.
Benefit: When a shapeshifted creature, sorcerous effect, astral entity or blasphemous effect comes within 30 feet of you, the Games Master should make a secret Wisdom check for you against DC 20. If the check is successful, you know that something unnatural is nearby. You cannot tell what or where it is, but can make another check to notice when it leaves your presence.

Shot on the Run

…although if you have to run, shooting them as you back away is even better.
Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.
Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Simple Weapon Proficiency

'Just stick them with the pointed end, and they'll usually bleed. Usually.'
You understand how to use simple weapons.
Benefit: You make attack rolls with simple weapons normally.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.
Special: Demons get this feat for free.

Skill Focus

'Torturer is not an occupation,' observed the slaver. 'It's a vocation.'
Choose a skill.
Benefit: You get a +3 bonus on all checks involving that skill.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Skip Shot

The revolt of the Free Cities has made urban warfare a common occurrence in the Pit. While Dis remains inviolate, the lesser city of Scarreach fell to Glabretchi armies. They developed new techniques to drive defenders out of the carcasses of the ruined buildings.
You can bounce attacks around cover.
Prerequisites: Point Blank Shot, Precise Shot.
Benefit: If the character has a solid, relatively smooth surface on which to skip a shot (such as a street or a concrete wall), and a target within ten feet of that surface, the character may ignore cover between the character and the target. However, the character receives a –2 penalty on his attack roll and his attack deals –1 die of damage.
Special: The surface does not have to be perfectly smooth and level; a brick wall or an asphalt road can be used.

Snatch

As hulks are prone to fits of rage, keeping the monsters happy is a priority for their masters. Damned playthings are the best solution.
Prerequisite: Size Huge or larger.
Benefits: You can choose to start a grapple when you hit with a claw or bite attack, as though you have the improved grab special attack. If you get a hold on a creature three or more sizes smaller, you can squeeze each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

You can drop a creature you have snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per ten feet travelled. If you fling a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Sneak Attack

The stalker stared down at the sword blade protruding from his chest.
'Weren't expecting that, were you,' whispered the Bori tribesman.
You are adept at attacking unsuspecting foes.
Benefit: When you make an attack against a flat-footed or otherwise unsuspecting foe, you do 2d6 extra damage if the attack is successful.
Special: You may take this feat multiple times; each time you take it increases the extra damage by 1d6.

Spirited Charge

It has been nine years since the feared charge of the Knights of the Harrowing has been seen on the battlefields of Hell. Then, they shattered the vanguard of a Zethu war-host, a wrong the Unveilers have never forgotten.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a mêlée weapon (or triple damage with a lance).

Spring Attack

The Early tribes are masters of hit-and-run attacks. While no mortal can stand against a warrior of the hellkin, a series of quick strikes can bring down even a hulk.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a mêlée weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You cannot use this feat if you are wearing heavy armour.

You must move at least five feet both before and after you make your attack in order to utilise the benefits of Spring Attack.

Stunning Fist

Punching the demon in the face didn't stop it, so I hit it again.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + ½ your character level + your Wisdom modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for one round (until just before your next action). A stunned character cannot act, loses any Dexterity bonus to AC, and takes a –2 penalty to Armour Class. You may attempt a Stunning Fist attack once per day for every four levels you have attained (but see Special), and no more than once per round. Creatures immune to critical hits cannot be stunned.

Strafe

Shatterguns predate the arrival of human firearms in the Pit; some innovations are made by demons alone.

You can affect a wider area with a firearm than normal.

Benefit: When using a firearm on autofire, the character can affect an area four five-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a ten-foot-by-ten-foot area.

Survivor

Every Early tribe has a message engraved above the doors in its refuge: 'Your water belongs to the tribe. Your body belongs to the tribe. All you are belongs to the tribe, except your soul.'

You have learned to survive in Hell.

Prerequisites: Mortal, Endurance, Survival 3 ranks

Benefit: You can survive on half the normal amount of food and drink and have a +2 resistance bonus to all Fortitude saves against exposure and harsh environments.

Toughness

The biggest, toughest larvae make it out of the spawning pits to grow into new demons. From the first moments of a demon's existence, it is at war.

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

Track

The birthright of the stalker breed, tracking is a necessity for locating lost souls.

Benefit: To find tracks or to follow them for one mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface Survival	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that does not hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

[1] For a group of mixed sizes, apply only the modifier for the largest size category.

[2] Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after one hour

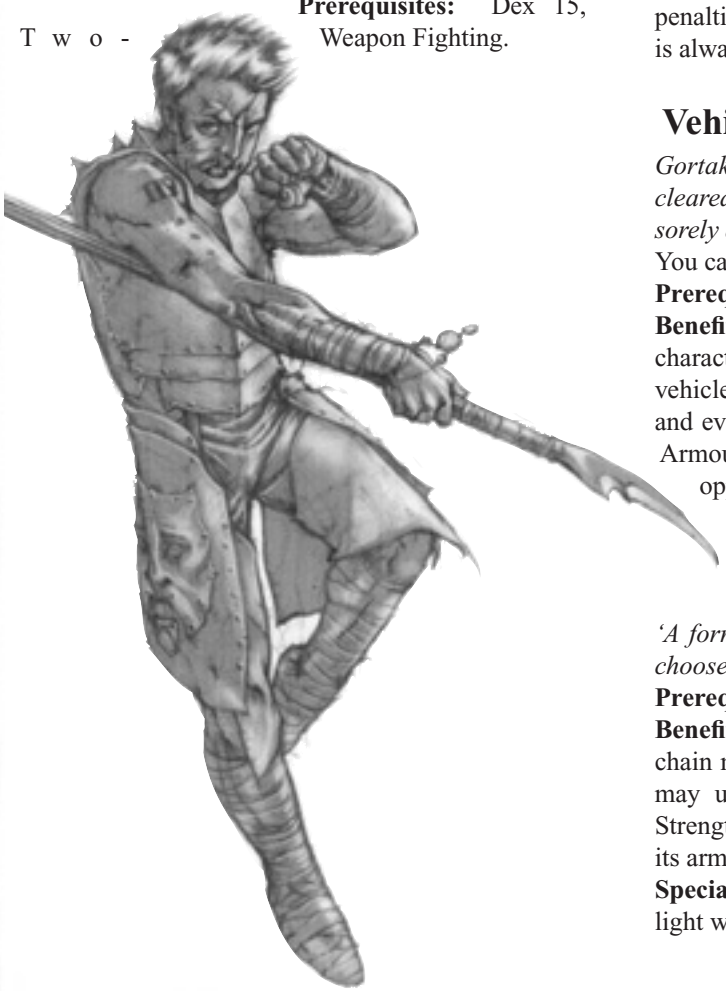
(outdoors) or ten minutes (indoors) of searching.
Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you cannot use Search to follow tracks, even if someone else has already found them.

Trample

The mud of the Third Circle still has survivors of the Battle of the Ash Ghosts embedded in it, driven into it by the passage of the Oblurott Heavy Cavalry.
Prerequisites: Ride 1 rank, Mounted Combat.
Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Two-Weapon Defence

A demon with sufficient limbs can parry almost any attack.
Prerequisites: Dex 15, Two-Weapon Fighting.



Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your Armour Class.
When you are fighting defensively or using the total defence action, this shield bonus increases to +2.

Two-Weapon Fighting

With a bile rifle in one hand and a broken chain in the other, the rallying cry of the Free Cities…
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Prerequisite: Dex 15.
Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by two and the one for your off hand lessens by six.
Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by two each. An unarmed strike is always considered light.

Vehicle Dodge

Gortak opened his eyes as the blast from his shattergun cleared. He expected to see the tank, in bits… he was sorely disappointed!
You can swerve out of the way of trouble.
Prerequisites: Dexterity 13, Drive 6 ranks.
Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Armour Class against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Weapon Finesse

'A formal duel?' said the angel, 'How delightful! I choose swords.'
Prerequisite: Base attack bonus +1.
Benefit: With a light weapon, rapier, whip or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armour check penalty applies to your attack rolls.
Special: Natural weapons are always considered light weapons.

Weapon Focus

Riethii has experimented with the Obsessive Legions, consisting of demons and damned souls driven into a complete obsession with a particular weapon or fighting technique.

Choose one type of weapon. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialisation

'I am an artist of the knife', said Lady Astyanath, 'Your death will be a masterpiece.'

You deal extra damage with your chosen weapon.

Prerequisites: Weapon Focus, base attack bonus +4

Benefit: When using the Weapon Focus feat, you gain a +2 bonus to all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack, but apply to a different weapon.

Whirlwind Attack

When you absolutely, positively, have to slaughter all those within reach of you, accept no substitutes.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one mêlée attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells or abilities.

Wing Buffet

'We'll sneak up behind the angel, you said. He can't hit us when we're behind him, you said. Brilliant plan.'

'Shut up and keep looking for my other arm.'

You may use your wings as secondary weapons.

Prerequisite: Character must be winged, Multiattack

Benefit: You may use your wings as secondary attacks. You cannot fly and make a wing buffet attack in the same round. A Medium wing buffet deals 1d6 points of damage plus half the attacker's Strength bonus.

Wingover

The fiend circled over them, raining down fire. There was no escape from its wrath.

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows you to turn up to 180 degrees regardless of manoeuvrability, in addition to any other turns you are normally allowed. You cannot gain altitude during a round when you execute a wingover, but can dive. The change of direction consumes ten feet of flying movement.

COMBAT

The Infernum does not operate on the principle of 'might makes right' – there is no right here at all, no morality save that of the sword. The threat of force is implied in every deal; every demon, even the most effete or decadent, respects the power of the claw, the bite, the poisonous spit or the bolt of hellfire. There is no prize that cannot be won through bloodshed. The throne of the Infernum is built from skulls.

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps four and five repeat until combat ends.

The Basics of Combat

Attack Roll

An attack roll represents a character's attempt to strike his opponent on his turn in a round. When he makes an attack roll, the Player rolls a d20 and adds the character's attack bonus. Other modifiers may also apply to this roll. If the result equals or beats the target's Armour Class, the character hits and deals damage.

- **Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat – a possible critical hit.

How to Calculate an Attack Check

A character's attack bonus with a mêlée weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, his attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Size Modifiers

Size	Size Modifier	Size	Size Modifier
Colossal	–8	Small	+1
Gargantuan	–4	Tiny	+2
Huge	–2	Diminutive	+4
Large	–1	Fine	+8
Medium	+0		

Damage

When an attack succeeds, it deals damage. Damage reduces a target's current hit points.

- **Minimum Damage:** If penalties reduce the damage result to less than one, a hit still deals one point of damage.
- **Strength Bonus:** When a character hits with a mêlée or thrown weapon, add his Strength modifier to the damage result. Off-hand weapons add only half the character's Strength bonus. Weapons wielded with two hands add one and a half times the character's Strength bonus.
- **Multiplying Damage:** Sometimes damage is multiplied by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. *Exception:* Extra damage dice over and above a weapon's normal damage are never multiplied.
- **Ability Damage:** Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

Armour Class

Your Armour Class represents how hard it is for opponents to land a solid, damaging blow upon you. It is the attack roll result that an opponent needs to achieve to hit you. Your Armour Class is equal to the following:

10 + natural armour bonus + worn armour bonus + shield bonus + Dexterity modifier + size modifier

Sometimes you cannot use your Dexterity bonus (if you have one). If you cannot react to a blow, you cannot use your Dexterity bonus to Armour Class. If you do not have a Dexterity bonus, nothing happens.

Touch Attacks

Some attacks disregard armour, including shields and natural armour. In these cases, the attacker makes a touch attack roll (either ranged or mêlée). The Armour Class against a touch attack does not include any armour bonus, shield bonus or natural armour bonus. All other modifiers apply normally.

Hit Points

All characters and objects have a certain number of hit points. Hit points are an abstract concept and do not always reflect the true physical condition of a creature. Instead, a being's hit point total is a sum measurement of health, fatigue and combat awareness. When a character's hit point total reaches zero, he is disabled. When hit points reach –1, the character is dying (if mortal), breached (if a demon) or merely shredded (damned).

Speed

Speed determines how far a character can move in a round and still do something, such as attack. If a character uses two move actions in a round (sometimes called a 'double move' action), he can move up to twice his speed. Spending the entire round running full out lets the character move quadruple his normal movement.

Saving Throws

A saving throw is a roll to resist a special attack or danger. Like an attack roll, a saving throw is a d20 roll plus a bonus based on the character's race, level and an ability score. The saving throw modifier is: **Base save bonus + ability modifier**

The three different kinds of saving throws are Fortitude, Reflex and Will:

- *Fortitude:* These saves measure a creature's ability to stand up to physical punishment or attacks against vitality and health. The creature's Constitution modifier is applied to Fortitude saves.
- *Reflex:* These saves test a character's ability to dodge area attacks. The creature's Dexterity modifier is applied to Reflex saves.
- *Will:* These saves reflect a creature's resistance to mental influence as well as many magical effects. The creature's Wisdom modifier is applied to Will saves.

A natural 1 on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success. This is a notable exception to the basic rule that natural rolls of one and 20 on a d20 do not automatically indicate failure or success respectively.

Initiative

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed

At the start of a battle, before a character has had a chance to act, he is flat-footed. A character cannot use his Dexterity bonus to Armour Class (if any) while flat-footed. A flat-footed character cannot make attacks of opportunity. Once a character has acted for the first time in a combat, he is no longer flat-footed.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. Free actions can also be taken during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to Armour Class.

Attacks of Opportunity

Sometimes a combatant in a mêlée lets his guard down. In this case, combatants near him can take advantage of his lapse in defence to attack him for free. These free attacks are called attacks of opportunity.

Threatened Squares

A creature threatens all squares into which he can make a mêlée attack, even when it is not his action. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the creature.

- *Reach Weapons:* Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make mêlée attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Squares

If using a battle mat or other grid with miniatures to keep track of relative positions in combat, then the basic unit of area is the five-foot-by-five-foot square, which is the amount of space a single Medium creature takes up. *Infernum* does not require the use of miniatures, but it can be useful when keeping track of large skirmishes. Even if miniatures are not being used, the square concept still provides a handy way of describing character-sized areas.

Measuring Distance on a Tactical Grid

When measuring distance, the first diagonal counts as one square, the second counts as two squares, the third counts as one, the fourth as two, and so on. You cannot move diagonally past a corner (even by taking a five-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits, assuming there is a route by which you can do so.

When it is important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Provoking an Attack of Opportunity

Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

- *Moving:* Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack – the five-foot step and the withdraw action (see below).
- *Performing a Distracting Act:* Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. The Actions in Combat table notes many of the actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single mêlée attack at the creature's normal attack bonus and a creature can only make one attack of opportunity in a round. An attack of opportunity 'interrupts' the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Actions in Combat

Each round represents six seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action. Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. For exceptions, see Attacks of Opportunity and Special Initiative Actions.

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the six-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions and free actions. In a normal round, a character can perform a standard action and a move action *or* a full-round action. He can also perform one or more free actions. A move action can always be used in place of a standard action. In some situations (such as in a surprise round), a character may be limited to taking only a single move action or standard action.

The Five-Foot Step

A character can move five feet in any round when he does not perform any other kind of movement. Taking this five-foot step never provokes an attack of opportunity. A character cannot take more than one five-foot step in a round and cannot take a five-foot step in the same round when he moves any distance. The step can be taken before, during or after other actions in the round. A character can only take a five-foot step when unhampered by difficult terrain or darkness. Any creature with a speed of five feet or less cannot take a five-foot step, since moving even five feet requires a move action for such a slow creature.

- **Standard Action:** A standard action allows a character to do something, most commonly make an attack.
- **Move Action:** A move action allows a character to move his speed or perform an action that takes a similar amount of time. A character can take a move action in place of a standard action. If the character moves no actual distance in a round, he can take one five-foot step either before, during or after the action.
- **Full-Round Action:** A full-round action consumes all a character's effort during a round. The only movement that can be taken during a full-round action is a five-foot step before, during or after the action. Some full-round actions do not allow you to take a five-foot step. Some full-round actions can be taken as standard actions, but only in situations when a character is limited to performing only a standard action during your round. The descriptions of specific actions below, detail which actions allow this option.
- **Free Action:** Free actions consume a very small amount of time and effort. A character can perform one or more free actions while taking another action normally. However, there are reasonable limits on what can be done for free.
- **Not an Action:** Some activities are so minor that they are not even considered free actions. They literally do not take any time at all to do and are considered an inherent part of doing something else.
- **Restricted Activity:** In some situations, a character

may be unable to take a full round's worth of actions. In such cases, he is restricted to taking only a single standard action or a single move action (plus free actions as normal). He cannot take a full-round action (though he can start or complete a full-round action by using a standard action; see below).

Standard Actions & Attacks

These are the basic things characters and creatures can do during a combat round. Basic attacks are covered under this type of action, as are the activation of normal items, devices and magical treasures. Most actions taken by combatants are standard actions,

Actions in Combat

Standard Action	Attack of Opportunity[1]
Attack (mêlée)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Aid another	Maybe[2]
Bull rush	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink from a Breach	Yes
Escape a grapple	No
Feint	No
Make a dying creature stable (see Heal skill)	Yes
Overrun	No
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe[3]
Total defence	No
Use extraordinary ability	No
Use skill that takes one action	Usually
Use supernatural ability	No
Move Action	**Attack of Opportunity[1]**
Move	Yes
Control a frightened mount	Yes
Draw a weapon[4]	No
Load a firearm	Yes
Pick up or move an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Full-Round Action	**Attack of Opportunity[1]**
Full attack	No
Charge[5]	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Run	Yes
Use skill that takes one round	Usually
Withdraw[5]	No
Free Action	**Attack of Opportunity[1]**
Drop an item	No
Drop to the floor	No
Speak	No
No Action	**Attack of Opportunity[1]**
Delay	No
Five-foot step	No
Action Type Varies	**Attack of Opportunity[1]**
Disarm[6]	Yes
Grapple[6]	Yes
Trip an opponent[6]	No
Use feat[7]	Varies

[1] Regardless of the action, if a creature moves out of a threatened square, it usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
[2] If a character aids someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
[3] If the object is being held, carried or worn by a creature, yes. If not, no.
[4] If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
[5] May be taken as a standard action if you are limited to taking only a single action in a round.
[6] These attack forms substitute for a mêlée attack, not an action. As mêlée attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.
[7] The description of a feat defines its effect.

though timing or outside influences might change this status.

Making an attack is a standard action. There are three kinds of basic attack: mêlée, unarmed and ranged. Mêlée covers the use of close-combat weapons. Unarmed attacks are any offensive use of natural parts of a creature's body; this covers everything from a mortal's fists to a demon's claws. Ranged attacks involve the use of some sort of projectile or targeted blast or ray.

Melee Attacks

With a normal mêlée weapon, a character can strike any opponent within five feet. Opponents within five feet are considered adjacent. Some mêlée weapons have reach, as indicated in their descriptions. With a typical reach weapon, an attacker can strike opponents ten feet away, but cannot strike adjacent foes (those within five feet).

Unarmed Attacks

The unarmed attacks of mortals and damned are very different to those of demons. The hellspawn have claws or bite attacks that count as unarmed attacks, but are much more lethal than the punches, kicks and head butts of mortals. Demonic attacks with claws or bites count as 'armed' unarmed attacks.

- *Attacks of Opportunity:* Attacking unarmed provokes an attack of opportunity from the character you attack, provided he is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe. An unarmed character cannot take attacks of opportunity (but see 'Armed' Unarmed Attacks, below).
- *'Armed' Unarmed Attacks:* Sometimes a character's unarmed attack counts as an armed attack. Note that being armed counts for both offence and defence (the character can make attacks of opportunity)
- *Unarmed Strike Damage:* An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage, but a character can accept a –4 penalty to the attack roll to do lethal damage instead. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Ranged Attacks

With a ranged weapon, the attacker can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Firearms & Rate of Fire

While weapons such as bows can be used as many times per round as the user has attacks, firearms are more limited. Each firearm lists a rate of fire, which limits the number of attacks that can be made with that firearm in one round.

Attack Rolls

An attack roll represents an attempt to strike an opponent. A character's attack roll is 1d20 + his attack bonus with the weapon he is using. If the result is at least as high as the target's Armour Class, the attack hits and deal damage.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat – a possible critical hit. This is another notable exception to the natural 1 and 20 rules.

Damage Rolls

Roll the appropriate damage for the weapon. Damage is deducted from the target's current hit points.

Multiple Attacks

A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee

If a character shoots or throws a ranged weapon at a target engaged in mêlée with a friendly character, he takes a –4 penalty on his attack roll. Two characters are engaged in mêlée if they are enemies of each other and either threatens the other. An unconscious or otherwise immobilised character is not considered engaged unless he is actually being attacked.

If a target (or the part of a target a character is aiming at, if it is a big target) is at least ten feet away from the nearest friendly character, the firer can avoid the –4 penalty, even if the creature he is aiming at is engaged in mêlée with a friendly character.

Fighting Defensively as a Standard Action

A character can choose to fight defensively when attacking. If he does so, he takes a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Armour Class for the same round.

Critical Hits

When a character makes an attack roll and gets a natural 20, he hits regardless of the target's Armour Class and has scored a threat. The hit might be a critical hit. To find out if it is a critical hit, he immediately makes a critical roll – another attack roll with all the same modifiers as the attack roll just made. If the critical roll also results in a hit against the target's Armour Class, the original hit is a critical hit. If the critical roll is a miss, then the hit is just a regular hit. A critical hit means that the player rolls the damage more than once, with all the usual bonuses, and adds the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20 and the multiplier is x2.

- *Increased Threat Range:* Sometimes the threat range is greater than 20. That is, the character can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that does not result in a hit is not a threat.
- *Increased Critical Multiplier:* Some weapons deal better than double damage on a critical hit.

Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action or not an action at all is defined by the ability.

- *Supernatural Abilities:* Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration and does not provoke attacks of opportunity.
- *Extraordinary Abilities:* Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration and do not provoke attacks of opportunity.

Total Defence

A character can defend himself as a standard action, gaining a +4 dodge bonus to his Armour Class for one round. His Armour Class improves at the start of this action. He cannot make attacks of opportunity while using total defence.

Start/Complete Full-Round Action

The 'start full-round action' standard action lets a character start undertaking a full-round action, which he completes in the following round by using another standard action. This action cannot be used to start or complete a full attack, charge, run or withdraw.

Move Actions

With the exception of specific movement-related skills, most move actions do not require a check. As the title of this type of action suggests, all move actions centre around locomotion or body movements, though not all of them involve a character physically moving from its current location.

Move

The simplest move action is just walking. If a creature takes this kind of move action during his turn, he cannot also take a five-foot step. Many non-standard modes of movement are covered under this category, including climbing (up to one-quarter of the creature's base speed) and swimming (up to one-quarter of base speed).

Draw or Sheathe a Weapon

Drawing a weapon so that it can be used in combat or putting it away securely requires a move action.

A character with a base attack bonus of +1 or higher may draw a weapon as a free action combined with a regular move. If he has the Two-Weapon Fighting feat, he can draw two light or one-handed weapons in the time it would normally take to draw one. Drawing ammunition for use with a ranged weapon is a free action.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it cannot be coupled with a standard or a move action, though if it does not involve moving

any distance, a character can take a five-foot step.

Full Attack

If a character get more than one attack per round because his base attack bonus is high enough, because he fights with two weapons or a double weapon or for some special reason he must use a full-round action to get the additional attacks. The target of each attack is chosen after resolving the previous attack. The only movement permitted during a full attack is a single five-foot step before, after or between your attacks. If a character gets multiple attacks because his base attack bonus is high enough, he must make the attacks in order from highest bonus to lowest.

If a character has secondary attacks he may use these attacks when taking a full attack action in addition to its main attack. A character with a high base attack bonus will get his extra iterative attacks in addition to its secondary attacks – for example, a character with a Bite attack of +6 and a secondary claw of +1 who makes a full attack would make three attack rolls – a Bite at +6/+1 and a claw at +1. A character may also make a single secondary attack instead of a normal attack when making an attack action.

Deciding Between an Attack or a Full Attack: After a character's first attack, he can decide to take a move action instead of making his remaining attacks, depending on how the first attack turns out. If he has already taken a five-foot step, he cannot use his move action to move any distance, but he could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: A character can choose to fight defensively when taking a full attack action, taking a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Armour Class for the same round.

Withdraw

Withdrawing from mêlée combat is a full-round action. When a character withdraws, he can move up to double his speed. The square he starts out in is not considered threatened by any opponent he can see, and therefore visible enemies do not get attacks of opportunity when he moves from that square. Invisible enemies still get attacks of opportunity against him and a character cannot withdraw from combat while blinded. A character cannot take a five-foot step during the same round in which he withdraws. If, during the process of withdrawing, the character moves out of a threatened square (other than the one he started in), enemies get attacks of opportunity as normal. A character may not withdraw using a form of movement for which he does not have a listed speed. Note that despite the name of this action, the character does not actually have to leave combat entirely.

- *Restricted Withdraw:* If a character is limited to taking only a standard action each round he can withdraw as a standard

action. In this case, he may only move up to his speed (rather than up to double his speed).

Run

A character can run as a full-round action. A character does not also get a five-foot step when making a Run action. While running, a character can move up to four times his speed in a straight line. A character can run for a number of rounds equal to his Constitution score, but after that he must make a DC 10 Constitution check to continue running. He must check again each round in which he continues to run, and the DC of this check increases by one for each check he has made. When he fails this check, he must stop running. A character who has run to his limit must rest for one minute (ten rounds) before running again. During a rest period, a character can move no faster than a normal move action.

Move Five Feet through Difficult Terrain

In some situations, a character's movement may be so hampered that he does not have sufficient speed even to move five feet (a single square). In such a case, he may spend a full-round action to move five feet (one square) in any direction, even diagonally. Even though this looks like a five-foot step it is not, and thus it provokes attacks of opportunity normally.

Free Actions

Free actions do not take any time at all, though there may be limits to the number of free actions that can be performed in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Drop Prone

Dropping to a prone position in your space is a free action.

Swift Action

A swift action is a special sort of free action that can only be taken once per round. A swift action takes no time and does not limit the character's abilities to act during that round, but only one swift action can be taken on any round.

Injury and Death

Hit points measure how hard a creature is to kill. No matter how many hit points are lost, the character is not hindered in any way until reduced to zero or fewer hit points. Hit points are summarised above, but the full rules regarding them are listed in this section.

Massive Damage

If a character ever sustains a single attack which deals 50 points of damage or more and does not kill the character outright, he must make a DC 15 Fortitude save. If this saving throw fails, he immediately dies (if mortal), is reduced to –10 hit points and breached (if a demon or fallen angel) or is reduced to –10 hit points and shredded (if damned) regardless of his current hit points.

The three states of dying, breached or shredded all fall under the state of being incapacitated.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly zero, he is disabled.
He can only take a single move or standard action each turn (but not both, nor can he take full-round actions). He can take move actions without further injuring himself, but if he performs any standard action (or any other strenuous action) he takes one point of damage after completing the act. Unless the activity increased his hit points, he is now at –1 hit points.

Healing that raises his hit points above zero makes him fully functional again.

Dying (Mortals Only At –1 to –9 Hit Points)

If a mortal character's current hit points drop to between –1 and –9 inclusive, he is dying.
A dying character immediately falls unconscious and can take no actions. A dying character loses one hit point every round. This continues until the character dies or becomes stable (see below).

On the next turn after a character is reduced to between –1 and –9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he does not, he loses one hit point. A character who is unconscious or dying cannot delay his death by using any special action that changes the initiative count on which his action occurs. If the character's

hit points drop to –10 or lower, he is immediately dead. A character can spend one iliaster to stabilise automatically – this is a free action.

Spawn and Animals: Animals and other natural creatures use the same rules as mortals concerning injury and death. Spawn usually use the same rules, but some powerful spawn actually use the same rules as demons; see the write-up for the particular spawn in question.

Dead (Mortals Only At –10 Hit Points or Lower)

When a mortal character's current hit points drop to –10 or lower, or if he takes massive damage (see above) and fails the requisite Fortitude saving throw, he is dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to zero. A dead mortal's soul becomes one of the damned if his Corruption is above 10 and he dies in the Infernum.

Breached (Demons and Fallen Angels Only at –1 or less Hit Points)

A demon or angel who is reduced below zero hit points has been breached – his power is physically leaking from his body. The demon loses one point of iliaster per round for every hit point he is below zero (for example, a demon at –5 hit points would lose five iliaster per round). Another demon adjacent to the breached character can drink this iliaster as normal. Once the breached character runs out of iliaster, he permanently loses Constitution or Charisma each round (Player's choice) as if they were iliaster (for example, a demon at –5 hit points and 0 iliaster could permanently lose five Charisma this round, or five Constitution, or two Charisma and three Constitution). Once the demon runs out of either Charisma or Constitution, he is destroyed.

Each round, the demon or angel has a chance of closing the breach. The creature makes a Fortitude save at a DC of 10 + the size of the breach. If the saving throw is successful, the size of the breach decreases by 1d4. An angel may spend iliaster to heal itself of a breach.

Shredded (Damned at –1 to –49 Hit Points)

A damned reduced to –1 or less hit points is shredded; he cannot act or move, but can still perceive his surroundings. He resembles a tattered, torn shadow of his former self. As he takes more damage, he becomes progressively more unrecognisable. A damned at –25 or less hit points is just a pile of ragged ectoplasm that cannot be distinguished from another shredded creature. Shredded creatures are always stable for the purposes of healing.

Destroyed (Demon or Fallen Angel at 0 iliaster and 0 Charisma or Constitution; Damned at –50 or less Hit Points)

A destroyed demon or angel is utterly annihilated; the body remains, but there is no soul or spirit remaining. A destroyed damned lingers, but as a bodiless, imperceptible, almost unthinking wisp that can normally never interact with anything.

Healing

After taking damage, a character can recover hit points through natural healing or through magical healing. In any case, a character cannot regain hit points past his full normal hit point total.

Recovering with Help

One hour after a tended, incapacitated character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had zero hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to one or higher.

Natural Healing

With a full night's rest (eight hours of sleep or more), a character can recover one hit point per character level. Any significant interruption during a character's rest prevents you from healing that night. If he undergoes complete bed rest for an entire day and night, he recovers twice his character level in hit points.

Healing Ability Damage

Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of one point per night of rest (eight hours) for each affected ability score. Complete bed rest restores two points per day (24 hours) for each affected ability score.

Recovering without Help

A severely wounded mortal or demon left alone usually dies. He has a small chance, however, of recovering on his own. A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points or iliaster (or takes ability damage if out of iliaster), just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses one hit point or iliaster. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses one hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further. When temporary hit points are lost, they cannot be restored as real hit points can be.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score, even a temporary one, can give him more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are. When a boost to the Constitution score of a character or creature ends, the additional hit points granted by it are immediately subtracted from its current total. This can disable or kill a character if the subtracted amount exceeds the creature's hit point total by a sufficient amount to do so.

Nonlethal Damage

Dealing Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When a character takes nonlethal damage, keep a running total of how much he has accumulated. *Do not deduct the nonlethal damage number from his current hit points.* It is not 'real' damage. Instead, when the total nonlethal damage equals the character's current hit points, he is staggered, and when it exceeds his current hit points, he falls unconscious. It does not matter whether the nonlethal damage equals or exceeds his current hit points because the nonlethal damage has gone up or because his current hit points have gone down.

- *Nonlethal Damage with a Weapon that Deals Lethal Damage:* A mêlée weapon that deals lethal damage can be used to deal nonlethal damage instead, but the attacker takes a –4 penalty on his attack roll.
- *Lethal Damage with a Weapon that Deals Nonlethal Damage:* Similarly, a nonlethal weapon can deal lethal damage if the attacker takes a –4 penalty on his attack roll.

Nonlethal damage heals at a rate of one point per character level per hour. Any healing that cures normal damage also removes an additional equal amount of nonlethal damage.

Staggered and Unconscious

A staggered character can only take a standard action or a move action in each round. A character ceases being staggered when his current hit points once again exceed his nonlethal damage. When nonlethal damage exceeds current hit points, the character fall unconscious.

Movement, Position and Distance

How Far Can A Character Move?

A character's speed is determined by his race, demon breed and armour (Equipment, page 174). A character's speed while unarmoured is equal to his listed base land speed. A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal, while difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat

A character can move his speed in a round and still do something (take a move action and a standard action). If he does nothing but move (that is, if he uses both of his actions in a round to move), he can

move double his speed. Spending the entire round running quadruple his speed. If he does something that requires a full round he can only take a five-foot step.

Moving through a Square

Friendly Occupation: A character can move through a square occupied by a friendly character, except when charging.

Opponent's Occupation: Unless the opponent is helpless, a character cannot move through an opponent's square. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as two squares.

Ending Your Movement: A character cannot end his movement in the same square as another creature unless it is helpless.

Overrun: During movement or as part of a charge, a character can attempt to move through a square occupied by an opponent by making an overrun action. See below.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill). Failure typically ends a character's movement and opens it up to an attack of opportunity.

Very Small Creature: A Fine, Diminutive or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is. A big creature can move through a square occupied by a creature three size categories smaller than it is.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as two squares of movement. Each diagonal move into a difficult terrain square counts as three squares. A character cannot run or charge across difficult terrain. If a character occupies squares with different kinds of terrain, use the rules for the most difficult type of terrain.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but does not completely block it, each obstructed square or obstacle between squares counts as two squares of movement. The character must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If the character does not have sufficient movement to cross the barrier and moves into the square on the other side, he cannot cross the barrier. Some obstacles may also require a skill check to cross. On the other hand, some obstacles block

Miniatures and Squeezing

When a Large creature (which normally takes up four squares) squeezes into a space that is one square wide, the creature's miniature figure occupies two squares, centred on the line between the two squares. For a bigger creature, centre the creature likewise in the area it squeezes into.

movement entirely. A character cannot move through a blocking obstacle.

Squeezing: In some cases, a character may have to squeeze into or through an area that is not as wide as the space he takes up. A creature can squeeze through or into a space that is at least half as wide as its normal space. Each move into or through a narrow space counts as if it were two squares and while squeezed in a narrow space the creature takes a –4 penalty on attack rolls and a –4 penalty to Armour Class.

A creature can squeeze past an opponent while moving but it cannot end its movement in an occupied square. To squeeze through or into a space less than half its space's width, the creature must use the Escape Artist skill. A creature cannot attack while using Escape Artist to squeeze through or into a narrow space, takes a –4 penalty to Armour Class and loses any Dexterity bonus to Armour Class.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it is not allowed to stop. When that happens, the character ends up in the last legal position he occupied, or the closest legal position, if there is a legal position that is closer.

Tiny, Diminutive and Fine Creatures: Very small creatures take up less than one square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only two-and-a-half feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than one square of space typically have a natural reach of zero feet, meaning they cannot reach into adjacent squares. They must enter an opponent's square to attack in mêlée. This provokes an attack of opportunity from the opponent. They can attack into their own square normally. Since they have no natural reach, they do not threaten the squares around them and cannot flank an enemy.

Large, Huge, Gargantuan and Colossal Creatures: Very large creatures take up more than one square. Creatures that take up more than one square typically have a natural reach of ten feet or more, meaning that they can reach targets even if they are not in adjacent squares. Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than five feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against others if they approach it, because they must enter and move within the range of its reach before they can attack it. This attack of opportunity is not provoked if a creature advances with a five-foot step. Large or larger creatures using reach weapons can strike up to double their natural reach but cannot strike at their natural reach or less.

Creature Size and Scale

Creature Size	Space[1]	Natural Reach[1]
Fine	½ ft.	0 ft.
Diminutive	1 ft.	0 ft.
Tiny	2½ ft.	0 ft.
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

[1] These values are typical for creatures of the indicated size. Some exceptions exist.

Combat Modifiers

Basic combat has been covered by the rules above, but there are numerous instances and conditions that can complicate a battle. Tactically-minded Players can use these to their advantage, while encountered enemies with the skills or abilities to do so may impose them against their foes. In any case, these factors can combine to make nearly impossible battles merely difficult and make an undefeatable enemy vulnerable

to a strategically planned assault.

Attack Roll Modifiers

Attacker is . . .	Mêlée	Ranged
Dazzled	–1	–1
Entangled	–2[1]	–2[1]
Flanking defender	+2	—
Invisible	+2[2]	+2[2]
On higher ground	+1	+0
Prone	–4	—[3]
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

[1] An entangled character also takes a –4 penalty to Dexterity, which may affect his attack roll.
[2] The defender loses any Dexterity bonus to Armour Class. This bonus does not apply if the target is blinded.
[3] Most ranged weapons cannot be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Armour Class Modifiers

Defender is . . .	Mêlée	Ranged
Behind cover	+4	+4
Blinded	–2[1]	–2[1]
Concealed or invisible	See Concealment	
Cowering	–2[1]	–2[1]
Entangled	+0[2]	+0[2]
Flat-footed (such as surprised, balancing, climbing)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless (such as paralysed, sleeping or bound)	–4[4]	+0[4]
Kneeling or sitting	–2	+2
Pinned	–4[4]	+0[4]
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2[1]	–2[1]

[1] The defender loses any Dexterity bonus to Armour Class.
[2] An entangled character takes a –4 penalty to Dexterity.
[3] Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Armour Class.
[4] Treat the defender's Dexterity as 0 (–5 modifier).

Cover

To determine whether a target has cover from a ranged attack, choose a corner of the attacker's square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to Armour Class).

When making a mêlée attack against an adjacent target, a target has cover if any line from the attacker's square to the target's square goes through a wall (including a low wall). When making a mêlée attack against a target that is not adjacent to the attacker (such as with a reach weapon), use the rules for determining cover from ranged attacks.

A low obstacle (such as a wall no higher than half the creature's height) provides cover, but only to creatures within 30 feet (six squares) of it. The attacker can ignore the cover if he is closer to the obstacle than his target.

Cover and Attacks of Opportunity: You cannot execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants a creature a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from the creature. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks: Cover can be used to make a Hide check. Without cover, a character usually needs concealment (see below) to make a Hide check.

Soft Cover: Creatures, even your enemies, can provide cover against mêlée attacks, giving a +4 bonus to Armour Class. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow a creature to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than five feet (one square) determines cover against mêlée attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its mêlée attacks. Similarly, when making a mêlée attack against such a creature, the attacker can pick any of the squares it occupies to determine if it has cover against the attack.

Total Cover: If a creature does not have line of effect to a target, the target is considered to have total cover. An attacker cannot make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to Armour Class and Reflex

saves. In such situations the normal cover bonuses to Armour Class and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

Concealment

To determine whether your target has concealment against your ranged attack, choose a corner of the attacker's square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a mêlée attack against an adjacent target, a target has concealment if his space is entirely within an effect that grants concealment. When making a mêlée attack against a target that is not adjacent to you use the rules for determining concealment from ranged attacks.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Hide Checks: Concealment can be used to make a Hide check. Without concealment, a creature usually needs cover to make a Hide check.

Total Concealment: If a creature has line of effect to a target but not line of sight he is considered to have total concealment from the creature. A creature cannot attack an opponent that has total concealment, but can attack into a square that he thinks the opponent occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

Flanking

When making a mêlée attack, an attacker gets a +2 flanking bonus if the opponent is threatened by a friendly character on the opponent's opposite border or opposite corner.

Exception: If a flanker takes up more than one square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of zero feet cannot flank an opponent.

Special Initiative Actions

Delay

By choosing to delay, a character takes no action and then acts normally on whatever initiative count he decides to act. He voluntarily reduces his own initiative result for the rest of the combat. When his new, lower initiative count comes up later in the same round, he can then act normally. He can specify this new initiative result or just wait until some time later in the round and act then, thus fixing his new initiative count at that point. He cannot interrupt another character's action (to do so, he must use a readied action).

The creature's initiative result becomes the count on which he took the delayed action. If it comes to his next action and he has not yet performed an action, he does not get to take a delayed action (but can delay again). If he takes a delayed action in the next round, before his regular turn comes up, his initiative count rises to that new point in the order of battle and he does not get his regular action that round.

Ready

The ready action lets a character prepare to take an action later, after his turn is over but before his next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that is readied might do so).

A character can ready a standard action, a move action or a free action. To do so, the character specifies the action he will take and the conditions under which he will take it. Then, any time before his next action, he may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, he interrupts the other character. For the rest of the encounter, the character's initiative result is the count on which he took the readied action and he acts immediately ahead of the character whose action triggered the readied action.

A character can take a five-foot step as part of a readied action, but only if he does not otherwise move any distance during the round.

A character's initiative result becomes the count on

which he took the readied action. If he comes to his next action and has not yet performed the readied action, he does not get to take the readied action (but can ready the same action again). If he takes the readied action in the next round, before his regular turn comes up, his initiative count rises to that new point in the order of battle, and he does not get his regular action that round.

Readying a Weapon against a Charge

A character can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if the attacker scores a hit with it against a charging character.

Special Attacks

Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or Armour Class
Autofire	Fill an area with missile fire
Bull rush	Push an opponent back five feet or more
Charge	Move up to twice your speed and attack with +2 bonus
Coup de grace	Mortally wound a helpless foe
Disarm	Knock a weapon from your opponent's hands
Drink from a Breach	Consume the iliaster of a breached demon that is helpless
Feint	Negate your opponent's Dexterity bonus to Armour Class
Grapple	Wrestle with an opponent
Overrun	Plough past or over an opponent as you move
Sunder	Strike an opponent's weapon or shield
Throw grenade	Throw an explosive or weapon that splashes
Trip	Trip an opponent
Two-weapon fighting	Fight with a weapon in each hand

Aid Another

In mêlée combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If he is in position to make a mêlée attack on an opponent that is engaging a friend in mêlée combat, he can attempt to aid his friend as a standard action by making an attack roll against Armour Class 10. If he succeeds, the friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to Armour Class against that opponent's next attack (aider's choice), as long as that attack comes before the beginning of his next turn. Multiple characters can aid the same friend and similar bonuses stack.

This can also be used to aid another character's skill checks.

Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a ten-foot-by-ten-foot area and makes an attack roll; the targeted area has an effective Armour Class of 10. If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage.

Bull Rush

A character can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When he makes a bull rush, he attempts to push an opponent straight back instead of damaging him. A character can only bull rush an opponent who is one size category larger than him, the same size or smaller.

Initiating a Bull Rush: First, the attacker moves into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens the attacker, including the defender. If he has the Improved Bull Rush feat, he does not provoke an attack of opportunity from the *defender*. Any attack of opportunity made by anyone other than the defender against the attacker during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than the attacker against the defender likewise has a 25% chance of accidentally targeting the attacker. When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.

Second, the attacker and the defender make opposed Strength checks. Both add a +4 bonus for each size category larger than Medium or a –4 penalty for each size category if a character is smaller than Medium. The attacker gets a +2 bonus if the defender is charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the attacker beats the defender's Strength check result, he pushes him back five feet. If he wishes to move with the defender, he can push him back an additional five feet for each five points by

which his check result is greater than the defender's check result. The attacker cannot, however, exceed his normal movement limit.

Note: The defender provokes attacks of opportunity if he is moved. So does the attacker, if he moves with him. The two do not provoke attacks of opportunity from each other, however. If the attacker fails to beat the defender's Strength check result, he moves five feet straight back to where he was before he moved into the defender's space. If that space is occupied, the attacker falls prone in that space.

Charge

Charging is a special full-round action that allows an attacker to move up to twice his speed and attack during the action. The attacker must move before his attack, not after. He must move at least ten feet (two squares) and may move up to double his speed directly toward the designated opponent. He must have a clear path toward the opponent, and nothing can hinder his movement. He must move to the closest space from which he can attack the opponent. If this space is occupied or otherwise blocked, he cannot charge. If any line from the starting space to the ending space passes through a square that blocks movement, slows movement or contains a creature (even an ally), he cannot charge. Helpless creatures do not stop a charge.

If the attacker does not have line of sight to the opponent at the start of his turn, he cannot charge that opponent. He cannot take a five-foot step in the same round as a charge. If a creature is able to take only a standard action or a move action on his turn, he can still charge, but he is only allowed to move up to his speed (instead of up to double his speed). He cannot use this option unless he is restricted to taking only a standard action or move action on his turn.

Attacking on a Charge: After moving, the attacker may make a single mêlée attack. He gets a +2 bonus on the attack roll and takes a –2 penalty to his Armour Class until the start of his next turn. Even if the attacker has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, he only gets to make one attack during a charge.

A charging character gets a +2 bonus on the Strength check made to bull rush or overrun an opponent (see Bull Rush, above, and Overrun, below).

Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge: Spears, tridents and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

Coup de Grace

As a full-round action, a character can use a mêlée weapon to deliver a *coup de grace* to a helpless opponent. He can also use a ranged weapon, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or be incapacitated. Delivering a *coup de grace* provokes attacks of opportunity from threatening opponents. An attacker cannot deliver a *coup de grace* against a creature that is immune to critical hits.

Disarm

As a mêlée attack, an attacker may attempt to disarm his opponent. If the attacker is attempting to disarm a mêlée weapon, follow the steps outlined here. If

the item the attacker is attempting to disarm is not a mêlée weapon the defender may still oppose him with an attack roll, but takes a penalty and cannot attempt to disarm him in return if his attempt fails.

- **Step 1:** Attack of Opportunity. The attacker provokes an attack of opportunity from the target he is trying to disarm. If the defender's attack of opportunity deals any damage, the disarm attempt fails.
- **Step 2:** Opposed Rolls. The attacker and the defender make opposed attack rolls with their respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. An unarmed strike is considered a light weapon, so the attacker always take a penalty when trying to disarm an opponent by using an unarmed strike. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item is not a mêlée weapon, the defender takes a –4 penalty on the roll.
- **Step 3:** Consequences. If the attacker beat the defender, the defender is disarmed. If he attempted the disarm action unarmed, he now has the weapon. If he was armed, the defender's weapon is on the ground in the defender's square. If the attacker fails on the disarm attempt, the defender may immediately react and attempt to disarm the attacker with the same sort of opposed mêlée attack roll. His attempt does not provoke an attack of opportunity from the attacker. If he fails his disarm attempt, the attacker does not subsequently get a free disarm attempt against him.

Disarm and Grabbing Weapons: A character can use a disarm action to snatch an item worn by the target. If the attacker wants to have the item in his hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt does not allow the defender to attempt to disarm the attacker. This otherwise functions identically to a disarm attempt, as noted above.

A character cannot snatch an item that is well secured unless he has pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

Drink from a Breach

A demon, damned, sufficiently corrupted angel or mortal can drink iliaster from a breached demon. The attacker must make a touch attack (or bite attack); if successful, the attacker drains 2d6 points of iliaster from the breached demon. Remember that a breached demon without iliaster starts suffering ability score drain.

Feint

Feinting is a standard action. To feint, the attacker makes a Bluff check opposed by a Sense Motive check by the target. The target may add his base attack bonus to this Sense Motive check. If the attacker's Bluff check result exceeds the target's Sense Motive check result, the next mêlée attack he makes against the target does not allow him to use his Dexterity bonus to Armour Class (if any). This attack must be made on or before the attacker's next turn.

Grapple

Grappling allows a character to wrestle and hold an opponent.

Grapple Checks: Repeatedly in a grapple, the attacker needs to make opposed grapple checks against an opponent. A grapple check is like a mêlée attack roll. The attack bonus on a grapple check is:

Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: *The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier used when making an attack roll.*

Starting a Grapple: To start a grapple, the attacker needs to grab and hold the target. Starting a grapple requires a successful mêlée attack roll. If the attacker gets multiple attacks, he can attempt to start a grapple multiple times (at successively lower base attack bonuses).

- **Step 1:** Attack of Opportunity. The attacker provokes an attack of opportunity from the target he is trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. If the attack of opportunity misses or fails to deal damage, proceed to step two.
- **Step 2:** Grab. The attacker makes a mêlée touch attack to grab the target. If he fails to hit the target, the grapple attempt fails. If he succeeds, proceed to step three.
- **Step 3:** Hold. Both make an opposed grapple check as a free action. If the attacker succeeds, he and the target are now grappling, and he deals

damage to the target as if with an unarmed strike. If the attacker loses, he fails to start the grapple. The attacker automatically loses an attempt to hold if the target is two or more size categories larger than he is. In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

- **Step 4:** Maintain Grapple. To maintain the grapple for later rounds, the attacker must move into the target's space. This movement is free and does not count as part of movement in the round.
- ***Moving***, as normal, provokes attacks of opportunity from threatening opponents, but not from the grapple target. If the attacker cannot move into his target's space, he cannot maintain the grapple and must immediately let go of the target.

Grappling Consequences

While grappling, a character's ability to attack others and defend himself is limited.

No Threatened Squares: A character does not threaten any squares while grappling.

No Dexterity Bonus: A character loses his Dexterity bonus to Armour Class against opponents he is not grappling. He can still use it against opponents he is grappling.

No Movement: A character cannot move normally while grappling. He may, however, make an opposed grapple check (see the rules for doing so below) to move while grappling.

If a Character is Grappling: When a character is grappling (regardless of who started the grapple), he can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If a character's base attack bonus allows multiple attacks, he can attempt one of these actions in place of each of his attacks, but at successively lower base attack bonuses.

- **Attack The Opponent:** A character can make an attack with an unarmed strike, natural weapon, or light weapon against another character he is grappling. He takes a –4 penalty on such attacks. He cannot attack with two weapons while grappling, even if both are light weapons.
- **Damage The Opponent:** While grappling, a character deals damage to his opponent equivalent to an unarmed strike. He makes an opposed grapple check in place of an attack. If he wins, he deals damage as normal for his unarmed strike.
- **Draw a Light Weapon:** A character can draw a light weapon as a move action with a successful grapple check.
- **Escape from Grapple:** A character can escape a grapple by winning an opposed grapple check in place of making an attack. He can make an Escape Artist check in place of his grapple check if he so desires, but this requires a standard action. If more than one opponent is grappling the character, his grapple check result has to beat all their individual check results for him to escape. Opponents do not have to try to hold if they do not want to. If he escapes, he finishes the action by moving into any space adjacent to his opponent(s).
- **Move:** A character can move half his speed (bringing all others engaged in the grapple with him) by winning an opposed grapple check. This requires a standard action, and he must beat all the other individual check results to move the grapple. *Note:* A character gets a +4 bonus on his grapple check to move a pinned opponent, but only if no one else is involved in the grapple.
- **Pin The Opponent:** A character can hold his opponent immobile for one round by winning an opposed grapple check (made in place of an attack).
- **Break Another's Pin:** If grappling an opponent who has another character pinned, a character can make an opposed grapple check in place of an attack. If he wins, he breaks the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.
- **Use Opponent's Weapon:** If a character's opponent is holding a light weapon, he can use it to attack the opponent. Make an opposed grapple check (in place of an attack). If the character wins, he makes an attack roll with the weapon with a –4 penalty (doing this does not require another action). He does not gain possession of the weapon by performing this action.

If a Character is Pinning an Opponent: He can attempt to damage his opponent with an opposed grapple check, he can attempt to use his opponent's weapon against him, or he can attempt to move the grapple (all described above). He also can prevent a pinned opponent from speaking.

The character can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but the opponent gets a +4 bonus on his roll to resist the attempt (see Disarm). He may voluntarily release a pinned character as a free action; if he does so, he is no longer considered to be grappling that character (and vice versa). He cannot draw or use a weapon (against the pinned character or any other character), escape another's grapple, pin another

character, or break another's pin while pinning an opponent.

If a Character is Pinned By an Opponent: When pinned by an opponent, the character is held immobile (but not helpless) for one round. While pinned, the character takes a –4 penalty to his Armour Class against opponents other than the one pinning him. A character can try to escape the pin by making an opposed grapple check (Escape Artist may be used instead of grapple) in place of an attack.

Joining a Grapple: If a target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target does not get an attack of opportunity against the character, and the grab automatically succeeds. The character still has to make a successful opposed grapple check to become part of the grapple.

Multiple Grapplers: Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than the opponent count for half, creatures that are one size category larger than the opponent count as double and creatures two or more size categories larger count as quadruple. When a character is grappling with multiple opponents, he must choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, his grapple check must beat the check results of each opponent.

Sunder

A character can use a mêlée attack with a slashing or bludgeoning weapon to strike a weapon or shield that an opponent is holding. Objects can also be sundered – see below.

- **Step 1:** Attack of Opportunity. The attacker provokes an attack of opportunity from the target whose weapon or shield he is trying to sunder.
- **Step 2:** Opposed Rolls. The attacker and the defender make opposed attack rolls with their respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
- **Step 3:** Consequences. If the attacker beats the defender, he rolls damage and deals it to the weapon or shield. See the Equipment chapter for the hit points of items.

Sundering a Carried or Worn Object: The attacker does not use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's Armour Class. A carried or worn object's Armour Class is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You *can* sunder armour worn by another character.

Throw Grenade

This attack covers all weapons that create explosive splashes and so do not require as much accuracy as weapons that must directly hit the target. To attack with a splash weapon, the attacker make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so this attack does not take the –4 non-proficiency penalty. A hit deals direct hit damage to the target and splash damage to all creatures within five feet of the target.

The attacker can instead target a specific grid intersection. Treat this as a ranged attack against Armour Class 5. However, if the attacker targets a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. The attacker cannot target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, he is aiming at the creature.

If the attacker misses the target, roll 1d8. This determines the misdirection of the throw, with 1 being straight back at him and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw. After where the weapon landed has been determined, it deals splash damage to all creatures in adjacent squares.

Trip

A character can try to trip an opponent as an unarmed mêlée attack. Characters can only trip an opponent who is one size category larger, the same size or smaller.

Making a Trip Attack: The attacker makes an unarmed mêlée touch attack against the target. This provokes an attack of opportunity from the target as

normal for unarmed attacks. If the attack succeeds, the attacker makes a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If the attacker wins, he trips the defender. If he loses, the defender may immediately react and make a Strength check opposed by the attacker's Dexterity or Strength check to try to trip him.

A tripped character is prone. Standing up is a move action.

Tripping a Mounted Opponent: An attacker may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If the attempt succeeds, the rider is pulled from his mount.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, the attacker make a mêlée touch attack with the weapon instead of an unarmed mêlée touch attack, and this does not provoke an attack of opportunity. If the attacker is tripped during his own trip attempt, he can drop the weapon to avoid being tripped.

Two-Weapon Fighting

If a character wields a second weapon in his off hand, he can get one extra attack per round with that weapon. He suffers a –6 penalty with his regular attack or attacks with his primary hand and a –10 penalty to the attack with his off hand when he fights this way. These penalties can be reduced in two ways:

- If the off-hand weapon is light, the penalties are reduced by two each. An unarmed strike is always considered light.
- The Two-Weapon Fighting feat lessens the primary hand penalty by two and the off-hand penalty by six. The table below summarises the interaction of all these factors.

Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–2

Double Weapons: A character can use a double weapon to make an extra attack with the off-hand end of the weapon as if he was fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when a character throws a weapon from each hand.

Mounted Combat

A character's mount acts on the character's initiative count as he directs it. He moves at its speed, but the mount uses its action to move. For simplicity, assume that that character shares his mount's space during combat. If the mount is not trained for combat, the character must make a Ride check (DC 20) to control the mount this round.

Combat while Mounted

With a DC 5 Ride check, a character can guide his mount so as to use both hands to attack or defend himself. This is a free action. When a character attacks a creature smaller than his mount that is on foot, he gets the +1 bonus on mêlée attacks for being on higher ground. If a mount moves more than five feet, the rider can only make a single mêlée attack. If a mount charges, the rider also takes the Armour Class penalty and receives the attack bonus associated with a charge.

A character can use ranged weapons while his mount is taking a double move, but at a –4 penalty on the attack roll. He can use ranged weapons while his mount is running (quadruple speed), at a –8 penalty. In either case, he makes the attack roll when his mount has completed half its movement. He can make a full attack with a ranged weapon while his mount is moving.

If A Mount Falls in Battle: If a character's mount falls, he must succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, he takes 1d6 points of damage.

If A Rider Is Dropped: If a character is knocked unconscious, he has a 50% chance to stay in the saddle. Otherwise he falls and takes 1d6 points of damage.

Mounted Overrun (Trample): If a character attempts an overrun while mounted, his mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than the rider's). If the rider has the Trample

feat and attempts an overrun while mounted, his target may not choose to avoid him, and if he knocks his opponent prone with the overrun, the mount may make one hoof attack against the opponent.

Vehicle Combat

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

- *Driver:* Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.
- *Co-pilot:* A co-pilot can help the driver by taking an aid another action. Aiding the driver is a move action, leaving the co-pilot with an attack action each round to do something else. A vehicle can have only one co-pilot at a time.
- *Gunner:* Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.
- *Passenger:* All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown below. The vehicle's size modifier applies to its initiative modifier, manoeuvre modifier, and Armour Class.

Facing and Firing Arcs

When dealing with vehicles, the vehicle's facing is important. Facing indicates the direction in which the vehicle is travelling. It can also determine which weapons aboard the vehicle can be brought to bear on a target. A weapon built into a vehicle can by mounted to fire in one of four directions – forward, aft (rear), right or left – or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	–8	Warship
Gargantuan	–4	Tank, wargolem
Huge	–2	Gauntflyer
Large	–1	Chariot
Medium	+0	Hellcycle

Chase Scale

Many vehicles are extremely fast moving, so in cases where the usual five-foot square would be unwieldy, use chase scale instead. In chase scale, each square of the grid represents 50 feet. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform manoeuvres. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed and all-out. Each of these speed categories represents a range of possible movement (see the Vehicle Speeds and Modifiers table for more). Each round, a vehicle moves according to its current speed category.

Declaring Speed

At the beginning of his action, a driver must declare his speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Moving

On his action, the driver moves the vehicle a number

of squares that falls within the vehicle's speed category. Unlike characters, a vehicle cannot double move, run or otherwise extend its movement (except by changing to a higher speed category). Every vehicle has a top speed, included in its statistics. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed or even highway speed.

The Effects of Speed: A fast-moving vehicle is harder to hit than a stationary one – but it is also harder to control, and to attack from. As shown on the Vehicle Speeds and Modifiers table, when a vehicle travels at street speed or faster, it gains a dodge bonus to Armour Class. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle – including Drive checks to control the vehicle and attacks made from it.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt manoeuvres to change the vehicle's course or speed. These manoeuvres can be attempted at any point along the vehicle's route. The driver can choose to use his attack action to attempt additional manoeuvres.

The two kinds of vehicle movement are simple manoeuvres and stunts.

- *Simple Manoeuvres*: A simple manoeuvre, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he moves the vehicle. However, simple manoeuvres do cost movement – so a vehicle that makes a lot of simple manoeuvres will not get as far as one going in a straight line. Simple manoeuvres do not require the driver to make skill checks.
- *Stunts*: Stunts are difficult and sometimes daring manoeuvres that enable a driver to change his or her vehicle's speed or heading more radically than a simple manoeuvre allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Simple Manoeuvres

During a vehicle's movement, the driver can perform any one of the following manoeuvres.

- *45-Degree Turn*: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on the Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs one square of movement.
- *Ram*: At normal scale, a driver does not have to perform a manoeuvre to ram another vehicle – he only needs to drive his vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming). At chase scale, however, more than one vehicle can occupy the same square and not collide – so ramming another vehicle requires a simple manoeuvre. The driver moves his vehicle into the other vehicle's square and states that he is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.
- *Sideslip:* A driver might wish to move to the side without changing the vehicle's facing. This simple manoeuvre, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle one square forward and one square to the right or left, and costs three squares of movement.

Stunts

Stunts are manoeuvres that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where

Vehicle Speeds and Modifiers

Speed Category	Character Scale		Chase Scale		AC Modifier	Check/Roll Modifier
	Movement[1]	Turn Number[2]	Movement[1]	Turn Number[2]		
Stationary[3]	0	—	0	—	+0	—
Alley speed	1-20	1	1-2	1	+0	+0
Street speed	21-50	2	3-5	1	+1	–1
Highway speed	51-150	4	6-15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

[1] The number of squares a vehicle can move at this speed.
[2] The number of squares a vehicle must move at this speed before making a turn.
[3] A stationary vehicle cannot move or manoeuvre.

the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from the Vehicle Speeds and Modifiers table affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

Avoid Hazard: When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving. The DC to avoid a hazard varies greatly with the nature of the hazard.

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.
On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he can accelerate a total of two categories in the same round. The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. The squares it has already moved before attempting the dash count against this total.

The DC for a dash is 15. On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he can drop a total of three categories in the same round. The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. If it has already moved that far before attempting the hard brake, it ends its movement immediately.

The DC for a hard brake is 15. On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed.
A hard turn functions like a 45-degree turn simple manoeuvre, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15. On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

Jump: A driver can attempt to jump his vehicle across a gap in his path. To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle does not have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category. On a failed check, the vehicle fails to clear the gap and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1-3 ft. (ditch)	15
4-8 ft. (culvert)	20
8-15 ft. (creek, small ravine)	25
16-25 ft. (narrow road, small pond)	35
26-40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	–5

A *shallow gap* (one to three feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above). A *moderately deep gap* (four to ten feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep. A *deeper gap* (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs one square of movement. At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is ¼, and the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It is modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	–5
Each size category smaller	+5
Each speed category of difference	–2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Driver Options

Here is what a vehicle driver can do in a single round:

- *Choose the Vehicle's Speed*: The driver may increase or decrease his vehicle's speed category by one (or keep it the same).
- *Optional Attack Action*: If the driver wants, he can use his attack action before moving the vehicle. If the driver does so, however, he will be limited to a single stunt during movement.
- *Movement*: Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple manoeuvres (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver did not take his attack action before moving).
- *Optional Attack Action*: If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions: The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to the Collision Damage table.

Collision Damage

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. For vehicles moving in reverse, consider the back end

to be the vehicle's 'front' for determining the collision multiplier. Consult the Collision Direction table for the appropriate multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x ½
A vehicle being sideswiped (see Sideswipe)	x ¼

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his next action or lose control of his vehicle.

Damage to Vehicle Occupants: When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle. Each of the occupants may make a Reflex save (DC 15) to take half damage.

Cover	Damage
None	Same as damage taken by vehicle
+4	One-half damage taken by vehicle
+8	One-quarter damage taken by vehicle
Total	None

Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by ten or more, the vehicle rolls. Remember that the check/roll modifier from the Vehicle Speeds and Modifiers table applies to all Drive checks. An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.
At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Re-orient the vehicle accordingly. At chase scale, the vehicle moves one square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.
At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, re-orient the vehicle perpendicular to its original direction of travel (determine left or right randomly).
At chase scale, the vehicle rolls one square before stopping and re-orienting.
At either scale, a vehicle takes damage equal to 2d6 x the turn number for its speed. The vehicle's occupants take damage equal to 2d4 x the turn number for its speed (Reflex save, DC 15 for half damage).

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

- *Free Actions:* Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the Games Master permits in a single round.
- *Move Actions*: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a five-foot step. Otherwise, it requires a move action.
- *Attack Actions*: Anyone aboard a vehicle can make an attack with a personal weapon and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.
- *Full-Round Actions*: Since the driver must use a move action to control the vehicle, he cannot

take a full-round action unless he starts it in one round and completes it on his next turn (see Start/Complete Full-Round Action).

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with five or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving. Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

- *Driving Defensively*: Just as in mêlée combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Armour Class and applies a –4 penalty on attack rolls made by occupants of the vehicle.
- *Total Defence*: A driver can choose the total defence action which grants a +4 dodge bonus to Armour Class but does not allow the driver to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the driver's next round of actions.
- *Full Attack Action*: A driver cannot normally make a full attack, since controlling the vehicle requires a move action. Gunners or passengers, however, can take full attack actions, since they do not have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his own weapon. A gunner can make multiple attacks with one or more weapons controlled from his position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Armour Class, modified by its speed category. Attackers can choose instead to target specific vehicle occupants. An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Armour Class from both the vehicle's speed and any cover it provides.

Cover: When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover). Each vehicle's description should include the level of cover it provides occupants. If it does not, use a similar vehicle for this information or assume that an open vehicle provides soft cover and a closed vehicle provides total cover.

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt. When a vehicle is reduced to zero hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any manoeuvres except a 45-degree turn.

A vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

- *Energy Attacks*: Vehicles are treated as objects when subjected to energy attacks.
- *Exploding Vehicles*: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20 for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15 for half damage).

Flying Combat

Once movement becomes three-dimensional and involves turning in mid-air and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a manoeuvrability rating, as shown on the Manoeuverability table on page 140. The entries on the table are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall does not bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Manoeuvrability

	Manoeuvrability				
	Perfect	**Good**	**Average**	**Poor**	**Clumsy**
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90º/5 ft.	45º/5 ft.	45º/5 ft.	45º/10 ft.
Turn in place	Any	+90º/–5 ft.	+45º/–5 ft.	No	No
Maximum turn	Any	Any	90º	45º	45º
Up angle	Any	Any	60º	45º	45º
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45º	45º
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

Move Backward: The ability to move backward without turning around.
Reverse: A creature with good manoeuvrability uses up five feet of its speed to start flying backward.
Turn: How much the creature can turn after covering the stated distance.
Turn in Place: A creature with good or average manoeuvrability can use some of its speed to turn in place.
Maximum Turn: How much the creature can turn in any one space.
Up Angle: The angle at which the creature can climb.
Up Speed: How fast the creature can climb.
Down Angle: The angle at which the creature can descend.
Down Speed: A flying creature can fly down at twice its normal flying speed.
Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Fighting While Flying

Flying creatures use the same combat rules as land-bound creatures, so long as they obey the restrictions of aerial combat such as minimum forward speed. Flying creatures often take feats like Hover or Flyby Attack (see page 101-102) to improve their aerial combat abilities.

Flying Vehicles

Flying vehicles are not as agile in the air as creatures who can fly naturally. They use the same scale of manoeuvrability, but some of the values are different:

Turn number modifier: Like ground-based vehicles, flying vehicles have a variety of speed ratings. The turn number modifier is added to the normal number of squares that the vehicle must move before making a turn. The value after the slash is the modifier used at chase scale.

Flying Vehicle Manoeuvrability

	Manoeuvrability				
	Perfect	**Good**	**Average**	**Poor**	**Clumsy**
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn number modifier	+0/+0	+1/+0	+2/+1	+3/+1	+4/+2
Turn in place	Any	+90º/–5 ft.	+45º/–5 ft.	No	No
Maximum turn	Any	90º	45º	45º	45º
Up angle	Any	Any	60º	45º	45º
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45º	45º
Down speed	Double	Double	Double	Double	Double
Between down and up	0	15 ft.	30 ft.	40 ft.	50 ft.

Survival in the Infernum

The Infernum is a pit some 2000 miles deep, sloping down from the opening at the First Circle. It contains uncounted millions of demons and even more tormented souls. When the Morningstar rises daily from the spires of Pandemonium, it sees the miles of bare rock pock-marked with fortresses raised at the cost of hundreds of slaves. It sees the souls toiling in the pain fields and screaming in the torture palaces, to keep the iliaster flowing to the slavering demons in the besieged cities. It sees the Houses clash again and again, fighting for pre-eminence and the prize.

By the time the Morningstar reaches its zenith and begins to descend, it has seen enough horror to drive a man to madness a thousand times over.

Movement

There are four movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Chase, for combat in fast-moving vehicles, measured in units of ten squares per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle (jog) or run.

Tactical Movement

Use tactical movement for combat. Characters generally do not walk during combat – they hustle or run. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. This is a specific exception to the normal rule for doubling.

Chase Movement

Chase movement is used in vehicle combat. Vehicles have their own set of special movement rules (see page 134).

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of nine or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute

Overland Movement

Characters covering long distances through the Circles use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents eight hours of actual travel time while walking or riding, or 24 hours for a vehicle.

Walk: A character can walk eight hours in a day of travel without a problem. Walking for longer than that can wear him out (see Forced March, below).

Hustle: A character can hustle for one hour without a problem. Hustling for a second hour in between sleep cycles deals one point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued. Creatures who do not need to sleep may hustle for three hours per day without penalty. Creatures who do not become fatigued do not suffer from nonlethal damage from hustling.

A fatigued character cannot run or charge and takes a penalty of –2 to Strength and Dexterity.

Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character cannot run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he can cover in an hour or a day. Difficult terrain reduces movement to three-quarters or half normal or even less.

Forced March: In a day of normal walking, a character walks for eight hours. A character can walk for more than eight hours in a day by making a forced march. For each hour of marching beyond eight hours, a Constitution check (DC 10 +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It is possible for a character to march into unconsciousness by pushing himself too hard.

Movement and Distance

	Speed			
	15 feet	**20 feet**	**30 feet**	**40 feet**
One Round (Tactical)[1]				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1½ miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

[1] Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

Vehicle Movement: A vehicle can move at full speed for as long as the driver wishes and the vehicle's fuel supply holds out. Driving a vehicle at full speed for long periods can damage the vehicle, but this damage can be removed with regular maintenance.

Circles

Circle	Average Radius (miles)	Average Circumference (miles)	Average Width (border to border, in miles)
First	900	5,922	400
Second	800	5,024	350
Third	700	4,396	300
Fourth	600	3,768	250
Fifth	500	3,140	200
Sixth	400	2,512	175
Seventh	300	1,884	150
Eighth	200	1,256	120
Ninth	100	—	30

The Infernum slopes sharply downwards, but gravity is an inconstant thing. In some regions, gravity is straight down towards the bottom of the Pit, but in others, 'down' is towards the ground and the rest of the Infernum seems crazily tilted from the traveller's perspective.

The upper three circles have little in the way of roads or other transportation; there are railways to the few mines on the Second Circle, and the various fortresses and cities of the Third are connected by trails and even highways suspended on soulstone pillars above the muck. Most travel in Upper Hell is done by foot, wing or on mounts.

The rivers of the Infernum are the main arteries for travel and trade. An extensive canal network connects the rivers to each other and the major cities, even in Upper Hell.

The middle and lower Hells, by contrast, have plenty of carriageways and even railways in places. The deeper one goes, the more the estates of the Houses and cities crowd together, and travel becomes less of a problem of distance and more of hostile

guards, assassins, thieves and hellish bureaucracy.

Outside the Infernum, travel becomes more difficult still. The Pit that contains the Infernum is the single largest opening in the stone of Hell (at least, as far as the demons know), but there are caverns almost as large beyond. As there are few souls in these caves, they have been little explored by demonkind. The Sunless Sea is the best known of these caves, with connections to the Fourth, Fifth and Seventh Circles.

Between each Circle, there is a border that is almost invariably fortified. The Houses use these fortifications to control traffic and search for illegal souls. Demons of foreign Houses require travel papers to pass through such gates, although this requirement can be bribed or threatened away.

Vision and Light

In an area of bright light, all characters can see clearly. A creature cannot hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to Armour Class, takes a –2 penalty to Armour Class, moves at half speed, and takes a –4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Light Sources and Illumination

Object	Bright	Shadowy	**Duration**
Candle	n/a[1]	5 ft.	1 hr.
Lamp, oil or human fat	15 ft.	30 ft.	6 hr./pint
Flashlight	20 ft.	40 ft.	6 hr./battery
Torch, burning	20 ft.	40 ft.	1 hr.

[1]Candles cannot create bright illumination

Timekeeping

Days in Hell blur into each other. The Morningstar rises each day, illuminating each of the Circles in turn. It reaches its zenith at midday above the first, then slowly falls back down. This means that the length of daylight differs in each Circle; for all except the First, there are two periods of full daylight – once when the Morningstar is directly overhead as it rises, and again when it falls back down. During the rest of the day, there is an eerie reddish half-light caused by the sunlight reflecting down through the choking clouds of industry.

The demons have adopted the mortal practice of counting months and years, but there are no seasons in the Pit. Years are mere convenience for Carthenay bureaucrats, as well as a method for demons to torment souls with a litany of how many years they have left in their current torture.

Time does flow strangely in the Infernum. The faustians have most direct experience of this; a sorcerer who spends time in both Earth and Hell finds that years pass at different rates between the two worlds. Similarly, time tends to flow slightly more quickly in the Upper Circles than in the lower ones; the length of a day may be the same on both the First and the Eighth, but habits and traditions and minds change more readily higher in Hell.

This odd temporal flow also affects the hellgouts, which explode outwards into both the past and future, scooping up unfortunate sections of Earth.

The frequency of hellgouts has fluctuated over the ages and seems to have some connection to the flow of time in the Pit.

Outside the Pit, time is even stranger. In many of the caves and waterways, time barely flows at all. Events can still occur, but causality is warped and reality gives way to chaos. The demons seal off such bizarre sections, considering them too unpredictable to deal with. Demonic smugglers and exiles sometimes take refuge in these tunnels cut adrift from time and sanity, but rarely linger there for long.

Clocks of surpassing age and complexity can be found in the heart of all the oldest cities in the Pit.

Survival

Demons need iliaster to survive. If human civilisation is three missed meals away from barbarism, demonic civilisation is a light snack away from cannibalism and civil war. Most demons scrabble for enough coin to buy their daily ration of iliaster. In earlier Ages, most demons tortured souls personally for sustenance, but the Houses' development of mechanical torture palaces and the agony industry took that away from them. The Houses bottle thousands of gallons of soul-stuff each day while demons starve in the streets.

Those who cannot afford to pay are normally scooped up and thrown into the spawning pits before they waste away to nothingness; perhaps the demons that arise out of the pit will be more successful and powerful than their pitiful parent. Each city authority has gangs of stalkers and slavers – the wastrel patrol – who hunt down starving demons.

Still, the cities and House strongholds do have constant supplies of iliaster for those who can pay. Demons earn their iliaster by working a trade, serving a House, working in the military or as a mercenary, or conniving their way into a noble court where power flows freely. However the demon gets its coin, it spends it on the daily ration of iliaster from the House reserves.

Demons travelling outside the civilised reaches must either bring bottled iliaster with them, or (more commonly) take a soul or five along to provide food on the way. It is possible to find unclaimed souls and either trade them to the Houses or torture them oneself, but the penalties for soul poaching are high.

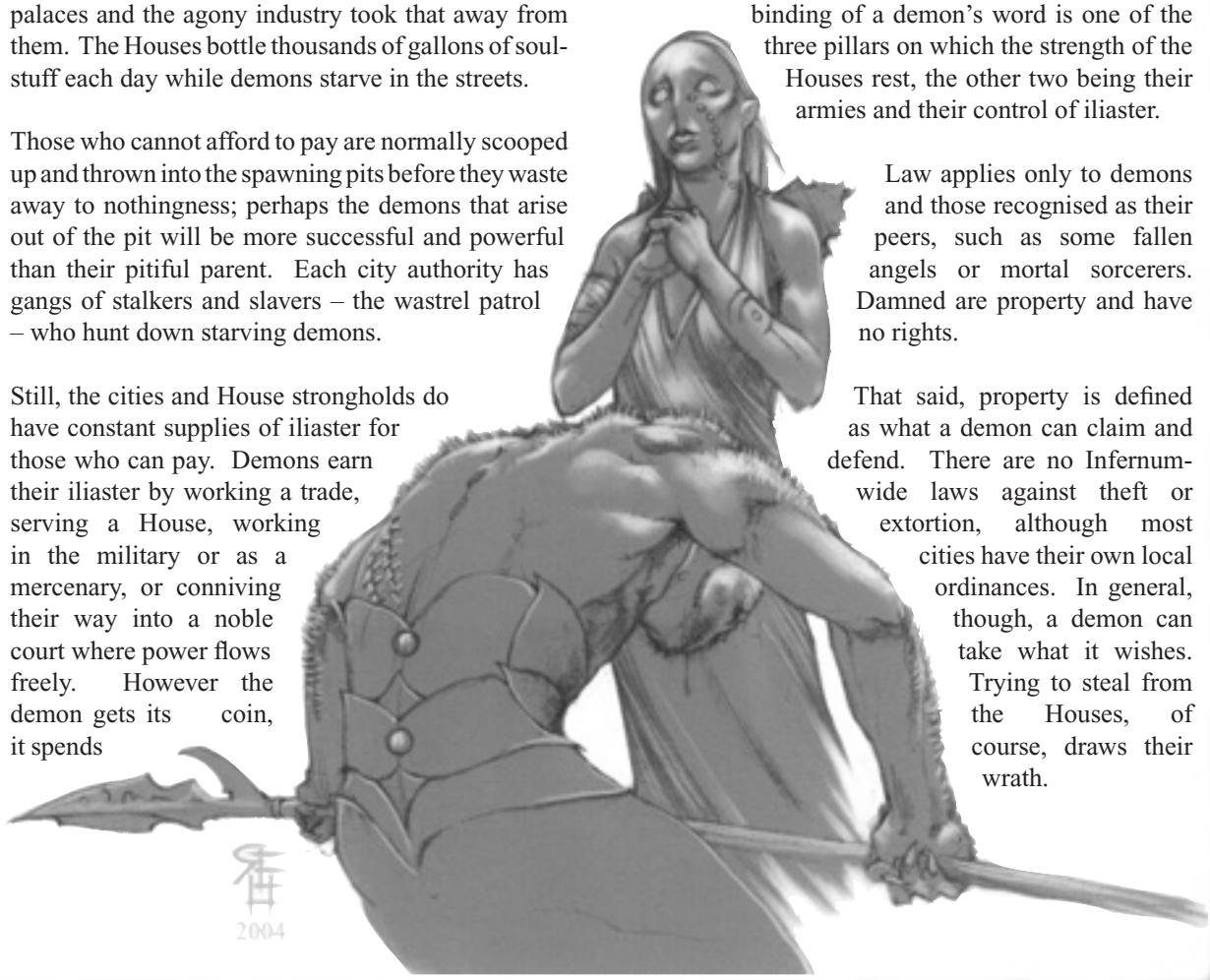
For mortals, survival is an even more pressing issue. Drinkable water is very rare, forcing the Early tribes to use stills to produce potable water. There is moisture in the foul plants and vermin that thrive in Hell, but gathering enough of these to survive is difficult. Mortals may make a Survival check at DC 20 to find some food and drink, but this is invariably unpleasant fare. On some days, it seems that all that lives in the Pit are worms and thorn-bushes.

Demonic Law

Infernal law is based on the principle of the Covenant. Actually, it is more accurate to say that demonic law tries to *protect* the principle of the Covenant; the binding of a demon's word is one of the three pillars on which the strength of the Houses rest, the other two being their armies and their control of iliaster.

Law applies only to demons and those recognised as their peers, such as some fallen angels or mortal sorcerers. Damned are property and have no rights.

That said, property is defined as what a demon can claim and defend. There are no Infernum-wide laws against theft or extortion, although most cities have their own local ordinances. In general, though, a demon can take what it wishes. Trying to steal from the Houses, of course, draws their wrath.



Murder is not forbidden per se, but there are harsh penalties. Killing anyone who holds a Covenanted debt of yours is a singularly grievous crime, as it implies a fundamental rebellion against the Infernal hierarchy. By contrast, killing another demon who does not hold a Covenanted debt carries a much lesser penalty, but the killer must pay the weregild for its victim – an amount due to every demon who was owed a debt by the murdered demon. The exact cost varies depending on the murdered demon's rank and importance, but it is never less than five crowns per level of the demon per point of Covenant strength.

A complex set of laws apply to damned souls. A newly-fallen soul can be taken by whatever demon catches it. However, the majority of souls fall into a limited number of soul fields, regions where the fall of souls is hundreds of times greater than in the rest of the Pit (as an aside, souls do appear in the caves beyond the Pit, but they are exceedingly rare). These soul fields are controlled by the various Houses, fenced in by fortifications and *wardings* and patrolled by stalkers.

When a soul falls, it is branded with the mark of the individual demon or House who owns it. Using soulshaping to remove or alter a brand is illegal, but is a common practice among soul poachers.

There is, technically, a single set of laws and courts that holds jurisdiction over the whole Infernum. There are courts in Pandemonium where demons are tried, but in reality there is little law outside the cities and the areas heavily controlled by the Houses. For many demons, the law of the Infernum is a distant thing; a stalker or slaver living in a cave on the Second Circle and feeding off its own cache of unbranded souls could wait for centuries before encountering a demon arbiter.

Hospitality and the Duel

Two customs are of paramount importance to demons – the Law of Hospitality and the law of the duel.

The Law of Hospitality states that if a demon accepts a guest into its home, then the demon is bound not to injure that guest for as long as the guest remains there. The guest is likewise bound not to attack the host. If either breaks the rules, the injured party is fully entitled to do whatever it wants to the other. This rule originally arose because demons were vulnerable to sorceries cast on them when both demon and sorcerer were inside the demon's fortress, so demonic society was breaking down as no demon would let anyone else inside its fortress.

According to the old Laws of Hospitality, the host must provide one soul per day for the refreshment of the guest. A polite host would provide a fresh soul, but it is allowable to provide the same soul over and over. It is not permitted to give a soul that has already been tortured that day. The host may make the guest as uncomfortable and unwelcome as it wishes, but cannot injure or enchant the guest. A demon host is under no formal obligation to provide mortal food for a mortal guest – assuming the honour of being a guest was ever extended to a mortal.

Demons differ over whether or not hospitality exists only within a demon's actual fortress, or if a guest can claim hospitality when he is anywhere on the demon's estates. A guest must request hospitality from the host; refusing hospitality is a grave insult that reflects badly on the host's whole House.

The duel is the formal method for resolving arguments without resorting to full-scale war – but it is not far off a pitched battle. A demon can challenge another over some slight or dispute; the challenged demon then picks the time and place of the duel, up to one year and one day from the time of the challenge. Both demons may then prepare however they see fit. They may ask for aid from any demon they have a Covenant with, both debtors and debt-holders. These demon helpers can fight at the duellist's side in the battle. Seeing as the vast majority of demons in the Infernum are bound together by Covenants, this means that a duel between two demons can quickly escalate into a huge brawl between hundreds of hellkin.

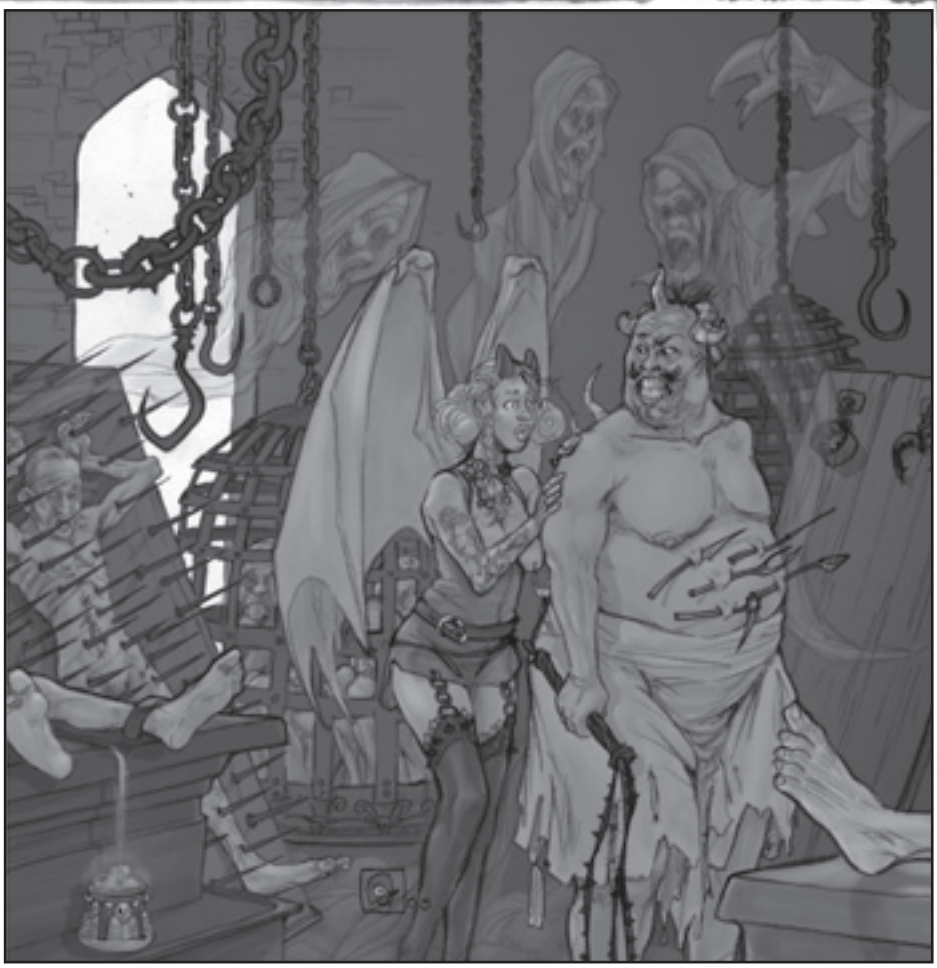
There are social pressures in place, of course, to keep duels from getting out of hand. It is rare for a duel to involve more than half-a-dozen combatants on either side. The choice of duel location also limits the number of fighters.

The duellists can only bring in demons with whom they were Covenanted at the time of the challenge, although there are rarely formal investigations to confirm that a challenger did not owe a minor boon to a feared mercenary or killer. However, if either duellist is killed under suspicious circumstances before the duel, the blame automatically falls on the other duellist unless it can prove its innocence.

During the duel, no-one from outside may interfere. The participants are free to use whatever tactics and weapons they wish inside the arena. The duel ends when the original challenger or the challenged is killed or surrenders, although the fighters can choose to continue the fight until everyone on one side is

dead. Demons may also capture opponents for later torture or ransom.

The best known arena is the Astyanath Theatre of Knives, where huge and bloody duels are fought on a daily basis. Viewing the spectacle costs one horn.



Punishment

The most common punishment is forced Covenanting. A demon who wrongs another is forced to offer a debt to its victim. This Covenant can be enforced informally – demons see nothing wrong with having half-a-dozen hulks stand over a demon and beat it until it swears another – or by demon arbiters, a sect of religious police attached to the courts of Pandemonium. Arbiters are notoriously corrupt and self-serving, but they are relatively neutral in the wars of the Houses and so are the method of choice for investigating or punishing nobles.

Fines are used less often than Covenants, because the Houses dislike the idea of a demon having enough iliaster to waste it on paying fines. Fines are regularly used to punish Houses; the loser in a war might pay the victor a tribute of souls or cash. Of course, the Free Cities have had to adopt fines as their default method of punishment, as Covenants do not hold for longer than a year and a day inside the city walls.

The spawning pits are the ultimate form of recycling, of course. Prisoners of war are regularly dumped into the pits, as are criminals whose value as demon larvae outweighs any future worth in their existence. To be condemned to the spawning pits is a grisly fate indeed; the acids in the pits dissolve the demon's flesh and channel its iliaster into its internal organs. These organs swell and mutate, then gnaw their way out of the demon's body in the form of ugly worms. These worms – demon larvae – squirm around the pit, feeding on each other and on the remains of the parent demons. Eventually, the biggest and strongest of the larvae manage to find a safe area and pupate, transforming into chrysalises that eventually become new demons.

A demon is 'born' with a basic understanding of its nature and abilities. In rare cases, some of the memories of the demon's 'parent' endure. A demon's breed is inherited from its parent; its House is normally determined by the type of spawning pit used, although it can also be inherited from the parent. While most Houses publicly deride the House mutations of their rivals to be signs of weakness, all save Lictat have secret breeding programs to maintain copies of other House mutations.

Miscellaneous Rules

Advancement

Prosperity and added strength in the Infernum comes through conquest. Characters advance in levels by gaining experience. Experience is normally awarded by the Games Master:

- For good roleplaying
- For defeating foes
- For overcoming challenges
- For conquering and gaining power

Experience Award for Roleplaying

After every session, the Players (including the Games Master) vote for which of them was the most entertaining roleplayer. That Player's character gains one-tenth of the experience his character needs to get to reach the next level.

The Games Master may of course choose to give out extra awards for roleplaying, but the Players should always know that there is some extra experience

Experience Required

The amount of experience required to reach a given character level is listed below. When a character reaches the listed experience point total, he gains the benefits of the next level. Most benefits such as hit points, ability score increases, feats, saving throws and so on are gained immediately; the exceptions are skills and mutations. Mutations take one day on average to manifest; skill points are allocated at a time of Games Master's choice and he may insist that a character gets training in a skill before he learns it.

Some rewards (see below) give experience as a fraction of that required for next level; for simplicity's sake, the amount of experience needed for next level is listed with each level.

A character's level also limits the number of ranks he can have in a skill. As a character increases in level, his ability scores also increase naturally without recourse to magic or mutation.

Character Level	XP	XP for next level	Character Skill Max Ranks	Non-character Skill Max Ranks	Ability Increases
1st	0	1,000	4	2	—
2nd	1,000	2,000	5	2.5	—
3rd	3,000	3,000	6	3	—
4th	6,000	4,000	7	3.5	1st
5th	10,000	5,000	8	4	—
6th	15,000	6,000	9	4.5	—
7th	21,000	7,000	10	5	—
8th	28,000	8,000	11	5.5	2nd
9th	36,000	9,000	12	6	—
10th	45,000	10,000	13	6.5	—
11th	55,000	11,000	14	7	—
12th	66,000	12,000	15	7.5	3rd
13th	78,000	13,000	16	8	—
14th	91,000	14,000	17	8.5	—
15th	105,000	15,000	18	9	—
16th	120,000	16,000	19	9.5	4th
17th	136,000	17,000	20	10	—
18th	153,000	18,000	21	10.5	—
19th	171,000	19,000	22	11	—
20th	190,000	20,000	23	11.5	5th
21st	210,000	21,000	24	12	—
22nd	231,000	22,000	25	12.5	—
23rd	253,000	23,000	26	13	—
24th	276,000	24,000	27	13.5	6th
25th	300,000	25,000	28	14	—
26th	325,000	26,000	29	14.5	—
27th	351,000	27,000	30	15	—
28th	378,000	28,000	31	15.5	7th
29th	406,000	29,000	32	16	—
30th	435,000	—	33	16.5	—

available for being entertaining and interesting.

Experience for Defeating Foes and Challenges

Each enemy and challenge is assigned a Challenge Rating by the Games Master. The higher the challenge rating, the more dangerous the foe. As a rule of thumb, a creature with a Challenge Rating equal to the average level of the party is a good but not overwhelming challenge for that party. A demon, mortal or angel has a Challenge Rating equal to its level.

Full rules for determining Challenge Ratings are in *Book of the Tormentor.*

To calculate the amount of experience acquired from defeating a challenge, consult the table below. The resulting experience is *divided* by the number of characters in the party *who participated in the challenge*. Characters who hide from a fight or do not endanger themselves do not gain the experience. That said, even token participation counts, so taking credit for the efforts of others is enshrined in the rules.

The experience is given for *defeating* the foe, not necessarily killing it. If an enemy can be avoided or tricked, or a challenge creatively avoided, that too garners experience (and see Experience for Conquering and Gaining Power, below).

This table does not cope with Challenges that are eight or more levels higher or lower than the party average; such encounters should normally wipe out the party completely or pose no threat to them.

Experience for Conquering and Gaining Power

Hell rewards conflict and conquest. Those who accomplish their desires by crushing the hopes and dreams of others will find their path smoother, their

Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11	CR 12	CR 13	CR 14	CR 15
1	300	600	900	1,350	1,800	2,700	3,600	5,400	7,200	10,000	X	X	X	X	X
2	300	600	900	1,350	1,800	2,700	3,600	5,400	7,200	10,000	X	X	X	X	X
3	300	600	900	1,350	1,800	2,700	3,600	5,400	7,200	10,000	X	X	X	X	X
4	300	600	800	1,200	1,600	2,400	3,200	4,800	6,400	9,600	12,800	X	X	X	X
5	300	500	750	1,000	1,500	2,250	3,000	4,500	6,000	9,000	12,000	18,000	X	X	X
6	300	450	600	900	1,200	1,800	2,700	3,600	5,400	7,200	10,800	14,400	21,600	X	X
7	263	350	525	700	1,050	1,400	2,100	3,150	4,200	6,300	8,400	12,600	16,800	25,200	X
8	200	300	400	600	800	1,200	1,600	2,400	3,600	4,800	7,200	9,600	14,400	19,200	28,800
9	X	225	338	450	675	900	1,350	1,800	2,700	4,050	5,400	8,100	10,800	16,200	21,600
10	X	X	250	375	500	750	100	1,500	2,000	3,000	4,500	6,000	9,000	12,000	18,000
11	X	X	X	275	413	550	825	1,100	1,650	2,200	3,300	4,950	6,600	9,900	13,200
12	X	X	X	X	300	450	600	900	1,200	1,800	2,400	3,600	5,400	7,200	10,800
13	X	X	X	X	X	325	488	650	975	1,300	1,950	2,600	3,900	5,850	7,800
14	X	X	X	X	X	X	350	525	700	1,050	1,400	2,100	2,800	4,200	6,300
15	X	X	X	X	X	X	X	375	563	750	1,125	1,500	2,250	3,000	4,500
16	X	X	X	X	X	X	X	X	400	600	800	1,200	1,600	2,400	3,200
17	X	X	X	X	X	X	X	X	X	425	638	850	1,275	1,700	2,550
18	X	X	X	X	X	X	X	X	X	X	450	675	900	1,350	1,800
19	X	X	X	X	X	X	X	X	X	X	X	475	713	950	1,425
20	X	X	X	X	X	X	X	X	X	X	X	X	500	750	1,000
21	X	X	X	X	X	X	X	X	X	X	X	X	X	525	788
22	X	X	X	X	X	X	X	X	X	X	X	X	X	X	550
23	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
24	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
25	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
26	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
27	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
28	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
29	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
30	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

destiny more accommodating than those who try to resist the steep amoral incline of the Infernum.

In game terms, conquest and victory give extra experience, as follows:

Humiliating or Ruining a Foe: Disgracing or tormenting a foe is better than just killing him outright. If a foe is humiliated or has his spirits and dreams utterly crushed, the experience award for that foe is increased by 20%.

Enslaving a Foe or Turning a Threat: A foe ground underfoot and made to serve is sweeter still. If a foe is forced into a Covenant, bound to a weapon, trapped, enslaved, seduced or otherwise forced to aid the characters, the experience award for that foe is increased by 50%.

Similarly, deflecting a danger onto one's enemies is better than just defeating the danger; challenges deflected or harnessed are worth 50% more experience than normal.

Treasure: Every horn worth of treasure captured is worth one XP (so every crown, and therefore every point of iliaster is worth five XP). Capturing souls is therefore worth at least 200 XP per soul, and often much more.

Capturing or Destroying Fortresses and other strategic locations: A full description of experience awards for conquest of Fortresses and such places will be included in *Book of the Conqueror*. As a rule of thumb:

Shrine: 5% of experience needed for next level
Small Fortress: 10% of experience needed for next level
Common Fortress: 25% of experience needed for next level
Large Fortress: 50% of experience needed for next level
Mighty Fortress: 75% of experience needed for next

CR 16	CR 17	CR 18	CR 19	CR20	CR21	CR22	CR23	CR24	CR25	CR26	CR27	CR28	CR29	CR30
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
32,400	X	X	X	X	X	X	X	X	X	X	X	X	X	X
24,000	36,000	X	X	X	X	X	X	X	X	X	X	X	X	X
19,800	26,400	39,600	X	X	X	X	X	X	X	X	X	X	X	X
14,400	21,600	28,800	43,200	X	X	X	X	X	X	X	X	X	X	X
11,700	15,600	23,400	31,200	46,800	X	X	X	X	X	X	X	X	X	X
8,400	12,600	16,800	25,200	33,600	45,800	X	X	X	X	X	X	X	X	X
6,750	9,000	13,500	18,000	27,000	35,000	47,000	X	X	X	X	X	X	X	X
4,800	7,200	9,600	14,400	19,200	22,000	36,000	49,000	X	X	X	X	X	X	X
3,400	5,100	7,200	10,200	15,300	16,000	22,000	36,000	52,000	X	X	X	X	X	X
2,700	3,600	5,400	8,100	10,800	14,000	16,000	22,000	40,000	54,000	X	X	X	X	X
1,900	2,850	3,800	5,700	8,550	9,000	12,000	18,000	25,000	38,000	56,000	X	X	X	X
1,500	2,000	3,000	4,000	6,000	8,000	9,000	15,000	18,000	27,000	36,000	60,000	X	X	X
1,050	1,575	2,100	3,150	4,200	6,300	8,400	12,600	16,800	25,200	33,600	50,400	67,200	X	X
825	1,100	1,650	2,200	3,300	4,400	6,600	8,800	13,200	17,600	26,400	35,200	52,800	70,400	X
575	863	1,150	1,725	2,300	3,450	4,600	6,900	9,200	13,800	18,400	27,600	36,800	55,200	73,600
X	600	900	1,200	1,800	2,400	3,600	4,800	7,200	9,600	14,400	19,200	28,800	38,400	57,600
X	X	625	938	1,250	1,875	2,500	3,750	5,000	7,500	10,000	15,000	20,000	30,000	40,000
X	X	X	650	975	1,300	1,950	2,600	3,900	5,200	7,800	10,400	15,600	20,800	31,200
X	X	X	X	675	1,013	1,350	2,025	2,700	4,050	5,400	8,100	10,800	16,200	21,600
X	X	X	X	X	700	1,050	1,400	2,100	2,800	4,200	5,600	8,400	11,200	16,800
X	X	X	X	X	X	725	1,088	1,450	2,175	2,900	4,350	5,800	8,700	11,600
X	X	X	X	X	X	X	750	1,125	1,500	2,250	3,000	4,500	6,000	9,000

level
House Fortress: 100% of experience needed for next level
Soul Field: 5% of experience needed for next level
Torture Palace: 5% of experience needed for next level
Minor Factory: 5% of experience needed for next level
Major Factory: 10% of experience needed for next level

Encumbrance

Encumbrance by Armour: A character's armour defines his maximum Dexterity bonus to AC, armour check penalty, speed and running speed. If a character is carrying a lot of gear however, the Player may need to calculate encumbrance by weight.

Weight: Total the weight of all the character's items, including armour, weapons and gear. Compare this total to the character's Strength on the Carrying Capacity table. Depending on how the weight compares to the character's carrying capacity, he may be carrying a light, medium or heavy load. Like armour, a character's load affects his maximum Dexterity bonus to AC, carries a check penalty (which works like an armour check penalty), reduces the character's speed and affects how fast the character can run, as shown on the Carrying Loads table. A medium or heavy load counts as medium or heavy armour for the purpose of abilities or skills that are restricted by armour. Carrying a light load does not encumber a character.

If a character is wearing armour, use the worse figure (from armour or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his maximum load over his head.
A character can lift as much as double his maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only five feet per round (as a full-round action). A character can generally push or drag along the ground as much as five times his maximum load. Favourable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: Large creatures can carry more weight, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x¾, Tiny x½, Diminutive x¼, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from the Carrying Capacity table by the appropriate modifier, as follows: Fine x¼, Diminutive x½, Tiny x¾, Small x 1, Medium x1½, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Carrying Loads

	Speed

Load	Max Dex	Check Penalty	(30 ft.)	(20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

Breaking and Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's Armour Class. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armour Class: Objects are easier to hit than creatures because they usually do not move, but many are tough enough to shrug off some damage from each blow. An object's Armour Class is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of zero (–5 penalty to Armour Class), but also an additional –2 penalty to its Armour Class. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness – a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

Hit Points: An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach zero, it is ruined. Very large objects have separate hit point totals for different sections.

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by two before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by four before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by two before applying the object's hardness.

Ineffective Weapons: Certain weapons just cannot effectively deal damage to certain objects.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Saving Throws: Unattended items never make saving throws. They are considered to have failed their saving throws, so they are always affected by spells or effects. An item attended by a character (being grasped, touched or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he succeeds. The DC depends more on the construction of the item than on the material. If an item has lost half or more of its hit points, the DC to break it drops by two.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Sinew-Wood	8	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Soulstone	15	30/inch of thickness
Hellish steel	20	50/inch of thickness

Size and Armour Class of Objects

Size	AC Modifier
Colossal	–8

Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diameter)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

DCs to Break or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

Common Special Abilities

Ability Score Loss

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of one point per day (or double that if the character gets complete bed rest) to each damaged ability. While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength of zero means that the character cannot move at all. He lies helpless on the ground.
- Dexterity of zero means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution of zero means that the character is dead.
- Intelligence of zero means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom of zero means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma of zero means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score cannot drop below zero.

Having a score of zero in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses one hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score cannot be reduced by Constitution damage or drain to less than one hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on the Acid Damage table.

Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid. The fumes from most acids are

inhaled poisons. Those who come within five feet of a large body of acid must make a Fortitude save (DC 15) or take one point of temporary Constitution damage. A second save must succeed one minute later to avoid taking another 1d4 points of Constitution damage.

Catching Fire

Characters exposed to open flames might find their clothes, hair or equipment on fire. Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out (that is, once the character succeeds at the saving throw, he is no longer on fire).

A character on fire may automatically extinguish the flames by jumping into enough water to douse him. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the hero another save with a +4 bonus.

Damage Reduction

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison. Damage reduction does not negate touch attacks or energy damage dealt along with an attack, nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Spells, spell-like abilities and energy attacks (even non-magical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colours cannot be discerned). It does not allow characters to see anything that they could not see otherwise – invisible objects are still invisible and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him – the character's immune system fights off the infection. If the character fails the save, he takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

Disease Traits

The characteristics of some treatable diseases are summarised on the Diseases table.

- *Type:* The disease's method of delivery – ingested, inhaled or via an injury – and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice

Disease	Type	Incubation	Initial Damage	Secondary Damage
Seeping sanies	Inhaled	1 day	1d3 Con	1 Con
Ember tumours	Injury	1d2 days	1d4 Cha	1d4 Cha
Brain froth	Inhaled	1d4 days	1d6 Int	1 Int
Kickshanks	Injury	1d4 days	1d6 Wis, 1d6 Dex	1d4 Wis, 1d4 Dex
Claggy vein	Ingested	1d3 days	1d6 Str, 1d6 Con	1d4 Str, 1d4 Con

versa).

- *Incubation Period:* The amount of time before initial damage takes effect (if the victim fails his Fortitude save).
- *Initial Damage:* The damage the victim takes after the incubation period.
- *Secondary Damage:* The amount of damage the character takes one day after taking initial damage, if he fails a second saving throw. This damage is taken each day the saving throw fails.

Seeping Sanies: The infected character continually oozes a clear, blood-tinged fluid from his ears and nose and grows less and less robust with every passing day.

Ember Tumours: The character breaks out in bright red lumps an inch across, which are hot to the touch and resemble the coals of a fire. They glow faintly at night, bestowing a –2 circumstance penalty to any Hide checks made in the dark in which the character's skin is left uncovered.

Brain Froth: The character's brain stews in its own juice, the evidence being a foul-smelling foam that is emitted from the mouth and nose.

Kickshanks: This terrible disease that runs rife in Hell causes the afflicted to descend into a feverish stupor in which they flail and lash about with all their limbs, hence the name given to the disease. Their awareness of their surroundings and ability to control their movements is swiftly eroded.

Claggy Vein: The affected creature's blood vessels fill up with a stodgy, inert substance that resembles greasy putty or corpse fat. They stand out against the skin, like red whipcords, as the blood struggles to reach its destination. The character is severely weakened and can deteriorate physically in days.

Etherealness

Creatures that have dematerialised and entered a ghostly, immaterial state are referred to as being ethereal. Ethereal creatures are invisible, inaudible, insubstantial and scentless to non-ethereal creatures. An ethereal creature can see and hear the material world around it in a 60-foot radius, though material objects still block sight and sound. An ethereal creature cannot see through a material wall, for instance. An ethereal creature inside an object cannot see. Physical things, however, look grey, indistinct and ghostly. An ethereal creature cannot affect physical objects, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects. Force effects can also injure or block an ethereal creature.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects do not block them (though they cannot see while their eyes are within solid material).

Evasion and Improved Evasion

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save. As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Exposure

Extremely hot or cold climates deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armour provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold forces a character to make a Fortitude save every ten minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Falling

A character takes 1d6 points of damage for every ten feet of a fall, to a maximum of 20d6 points. If the character succeeds on a Reflex saving throw (DC 10 +1 for each ten feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

A character can make a Tumble check (DC 15) to treat a fall as if it were ten feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects: Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on the Damage from Falling Objects table.

Objects deal the initial damage given in the Damage from Falling Objects table if they fall ten feet or less. An object deals an additional 1d6 points of damage for every ten foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen. A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by ten or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or an Escape Artist check (DC 20) to get out from underneath. The Games Master can modify the DCs for these checks based on the circumstances.

Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	N/A	N/A
Diminutive	Pebble	1	0	N/A
Tiny	Wrench	1d3	5	N/A
Small	Vase	1d4	10	5
Medium	Briefcase	1d6	15	10
Large	Armchair	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

Fast Healing

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing. At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts. A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first. Fast healing does not restore hit points lost from starvation, thirst or suffocation.

Fear

Spells, magic items and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect and a failed roll means that the character is shaken, frightened or panicked.

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapour or gas.

Creatures in gaseous form cannot run but can fly. A

gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It cannot, however, pass through solid matter. Creatures in gaseous form have damage reduction 10/magic. Creatures in gaseous form lose all benefit of material armour (including natural armour), though size, Dexterity and deflection bonuses still apply.

Gaseous creatures do not need to breathe.

Gaseous creatures cannot enter water or other liquid. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind cannot disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke or other gas gain a +20 bonus.

Incorporeality

Some creatures lack physical bodies. Such creatures are insubstantial and cannot be touched by non-magical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms. They are not burned by normal fires, affected by natural cold or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source – except for a force effect.

Incorporeal creatures are immune to critical hits and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armour.

Invisibility

The ability to move about unseen is not foolproof. While they cannot be seen, invisible creatures can be heard, smelled or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that 'something's there' but cannot see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It is practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armour check penalty applies. A successful check lets a character hear an invisible creature 'over there somewhere'. It is practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result

Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent five-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. If the invisible creature moves, its location, obviously, is once again unknown.

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than five feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the Player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy is not there, the Games Master should roll the miss chance as if it were there, not letting the Player see the result and telling him that the character has missed. That way the player does not know whether the attack missed because the enemy is not there or because he successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.

Paralysis

Some monsters and spells have the ability to paralyse their victims, immobilising them through magical means. Paralysis from toxins is discussed in the Poison section below.

A paralysed character cannot move, speak or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions.

A winged creature flying in the air at the time that it becomes paralysed cannot flap its wings and falls. A swimmer cannot swim and may drown.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage one minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it.

Ingested: Ingested poisons are virtually impossible to utilise in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of ten feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a ten-foot cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts and other parts of the body.

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles and the like sometimes contain injury poisons.

The characteristics of poisons are summarised on the Poisons table below. Terms on the table are defined below.

Method: The poison's method of delivery (contact, ingested, inhaled, or via an injury).

Fort Save DC: The Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes one minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Cost: The cost of one dose (one vial) of the poison.

Name	Method	Fort Save DC	Damage (Initial/ Secondary)	Cost
Quietus	Injected	DC 20	3d6 Con/3d6 Con	100 crowns
Toadstool extract	Injection/ ingested	DC 11	1 Wis/2d6 Wis + 1d4 Int	14 crowns
Liquid flaying	Contact	DC15	1d4 Con +1d4 Dex/1d8 Con	50 crowns
Scorpion poison	Injection	DC 11	1d6 Con/1d6 Con	10 crowns
Shadow essence	Injury	DC 17	1 Str*/2d6 Str	20 crowns
Baneserpent venom	Injection/ Injury	DC 17	2d6 Con/2d6 Con	80 crowns
Malice	Injection	DC 18	1d6 Str/1d6 Str	15 crowns
Mustard gas	Inhaled	DC 20	1d6 Con/1d6 Con	60 crowns
Essence of confusion	Injection	DC 18	1d6 Dex/1d6 Dex	15 crowns
Murderer's bile	Injury/ ingested	DC 20	1d6 Con/2d6 Con	40 crowns
Withering	Contact	DC 24	1d6 Str/2d6 Str	25 crowns
Astral mites	Inhaled	DC 19	1d6 Wis/1d6 Wis	10 crowns
Cheapdeath	Contact	DC 10	1d3 Con/1d3 Con	5 crowns
Glabretch's bite	Injury	DC 11	1d4 Con/1d4 Con	6 crowns
Explosive powder	Ingested	DC 17	4d6 damage + 1d6 Con/4d6 damage + 1d6 Con	80 crowns

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural one on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Regeneration

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage does not convert to nonlethal damage and so does not go away. The creature's description includes the details.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached. Regeneration does not restore hit points lost from starvation, thirst or suffocation.
Attack forms that do not deal hit point damage ignore regeneration. An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

Resistance to Energy

A creature with resistance to energy has the ability to ignore some damage of a certain type each round, but it does not have total immunity. Each resistance ability is defined by what energy type it resists and how many points of damage are resisted.

Scent

This ability lets a creature detect approaching enemies, sniff out hidden foes and track by sense of smell. A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents can be detected at three times these ranges. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within five feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour is, the number of creatures and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odours just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odours can easily mask other scents. The presence of such an odour completely spoils the ability to properly detect or identify creatures and the base Survival DC to track becomes 20 rather than 10.

Starvation and Thirst

Sometimes human characters might find themselves without food and water. In normal climates, mortals need at least half a gallon of fluids and about a quarter pound of decent food per day to avoid the threat of starvation. A mortal can go without water for one day plus a number of hours equal to his Constitution score. After this, the character must make a Constitution check each hour (DC 10 +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10 +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed. Demons do not suffer from starvation or thirst, but can be starved of iliaster (see Dissolution). Fallen angels do not need to eat or drink; neither do damned, but the damned do suffer from the pains of hunger and thirst.

Strangulation

Damned cannot be effectively strangled; all the other races can be killed through strangulation.

When a character is strangled by an instrument or an attacker, use the rules below. A character can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10 +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his attack action to strangle his attacker.

Suffocation and Drowning

A mortal or demon in an airless environment can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he begins to suffocate or drown. In the next round, the character falls unconscious with zero hit points. In the following round, the character drops to –1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Damned do not need to breathe.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it is sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground and the creatures it is trying to sense must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they are considered moving; they do not have to move from place to place for a creature with tremorsense to detect them.

Conditions

If more than one condition affects a character, apply them all. If certain effects cannot combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost one or more ability score points. Lost points return at a rate of one per day unless noted otherwise by the condition dealing the damage. A character with a Strength of zero falls to the ground and is helpless. A character with a Dexterity of zero is paralysed. A character with a Constitution of zero is dead. A character with Intelligence, Wisdom, or Charisma of zero is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost one or more ability score points. The character can regain these points only through magical means. A character with a Strength of zero falls to the ground and is helpless. A character with a Dexterity of zero is paralysed. A character with a Constitution of zero is dead. A character with Intelligence, Wisdom or Charisma of zero is unconscious.

Blinded: The character cannot see. He takes a –2 penalty to Armour Class, loses his Dexterity bonus to Armour Class (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss

chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per ten feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Breached: A demon or angel who is reduced below zero hit points has been breached – his power is physically leaking from his body. The demon loses one point of iliaster per round for every hit point he is below zero (for example, a demon at –5 hit points would lose five hit points per round). Another demon adjacent to the breached character can drink this iliaster as normal. Once the breached character runs out of iliaster, he permanently loses Constitution or Charisma each round (player's choice) as if they were iliaster (for example, the demon at –5 hit points could permanently lose five Charisma this round, or five Constitution, or two Charisma and three Constitution). Once the demon runs out of either Charisma or Constitution, he is destroyed.

Each round, the demon or angel has a chance of closing the breach. The creature makes a Fortitude save at a DC of 10 + the size of the breach. If the saving throw is successful, the size of the breach decreases by 1d4. An angel may spend iliaster to heal itself of a breach.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no action. A cowering character takes a –2 penalty to Armour Class and loses his Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no action, but has no penalty to Armour Class.
A dazed condition typically lasts one round.

Dazzled: The creature is unable to see well because of over-stimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks and Spot checks.

Dead: The character's hit points are reduced to –10, his Constitution drops to zero, or he is killed outright by a spell or effect. The character's soul leaves his body and becomes a damned if slain in Hell and his Corruption is 10 or higher.

Deafened: A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Destroyed: A destroyed demon or angel is utterly annihilated; the body remains, but there is no soul or spirit remaining. A destroyed damned lingers, but as a bodiless, imperceptible, almost unthinking wisp that can normally never interact with anything.

Disabled: A character with zero hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can he take full-round actions). He moves at half speed. Taking move actions does not risk further injury, but performing any standard action deals one point of damage after the completion of the act. Unless the action increased the disabled character's hit points, he is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise,

each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses one hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit points are negative).

Dying: A dying character is unconscious and near death. He has –1 to –9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below zero hit points), the character rolls d% to see whether he becomes stable. He has a 10% chance to become stable. If he does not, he loses one hit point. If a dying character reaches –10 hit points, he is dead.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After one hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After eight hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to Armour Class (if any) and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to Armour Class (if any) against opponents he is not grappling.

Helpless: A helpless character is paralysed, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of zero (–5 modifier). Mêlée attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets.

As a full-round action, an enemy can use a mêlée weapon to deliver a *coup de grace* to a helpless foe. An enemy can also use a firearm, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a *coup de grace* provokes attacks of opportunity. Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a *coup de grace*.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to Armour Class (if any).

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the

force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It cannot take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defence action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Paralysed: A paralysed character is frozen in place and unable to move or act. A paralysed character has effective Dexterity and Strength scores of zero and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralysed cannot flap its wings and falls. A paralysed swimmer cannot swim and may drown. A creature can move through a space occupied by a paralysed creature – ally or not. Each square occupied by a paralysed creature, however, counts as two squares.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on mêlée attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armour Class against ranged attacks, but takes a –4 penalty to Armour Class against mêlée attacks. Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks and ability checks.
Shaken is a less severe state of fear than frightened or panicked.

Shredded: A damned reduced to –1 or less hit points is shredded; he cannot act or move, but can still perceive his surroundings. He resembles a tattered, torn shadow of his former self. As he takes more damage, he becomes progressive more unrecognisable. A damned at –25 or less hit points is just a pile of ragged ectoplasm that cannot be distinguished from another shredded creature. Shredded creatures are always stable for the purposes of healing.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and has not had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses one hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can he take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, cannot take actions, takes a –2 penalty to Armour Class, and loses his Dexterity bonus to Armour Class (if any).

Unconscious: Knocked out and helpless. Unconsciousness can result a mortal from having current hit points between –1 and –9, or from any creature having nonlethal damage in excess of current hit points.

Equipment

Currency

Souls are the basic currency in the Infernum. A single soul can produce more than enough iliaster to provide for the average petty demon, making it a major investment. Few demons are permitted to own their own souls, as it diminishes the noble Houses' control over the commoners. Instead, souls are held in vast prisons and battery fields, and the currency used on the streets of Dis and Moloch permits commoners to purchase iliaster from the Houses. Each House mints its own currency, which rises and falls in value depending on the current standing of that House. Predictably, House Carthenay's is by far the most reliable and serves as the basic standard for Hellish finance.

The largest coin in common use is the obol or half-soul. Two oboli buy a soul, although the value of the obol has fallen lately. The obol is divided into the half and quarter-obol coins.

A lesser tier of currency, used mainly for buying a demon's daily requirement of iliaster, consists of the crown, horn and fang. Five horns make a crown and five fangs make a horn. Crowns are made from gold, horns from silver and fangs from brass (although in the lower echelons of demonic society, actual broken teeth are used). A crown is worth roughly one-fifth of a quarter-obol.

1 obol (Ob)=
2 half-obol (½ Ob)=
4 quarter-obol (¼ Ob)=
20 crowns (Cr)=
100 horns (Ho)=
500 fangs (Fa)=

A point of iliaster costs one horn in most cities.

The lesser coinage cannot officially be used to purchase souls. Two oboli might buy a soul or be exchanged for 40 crowns, but 40 crowns cannot be used to buy a soul. Oboli can be converted to crowns, but crowns cannot be converted up to oboli. This law is not always observed, but in polite circles, trying to buy a soul with common coins will get the offender imprisoned or tortured.

A rarer form of currency is that of damned souls physically reshaped into coinage. As a single soul is worth a 1,000 fangs at least, few demons will ever get to handle a soul coin. They are used extensively in inter-House commerce.

Materials

Iron, bronze, lead and other useful metals are mined in the toil vaults of the Fourth Circle, and in other mines throughout the Pit. There are even larger veins of such minerals in the caverns beyond the Pit, but exploiting these resources is considerably more dangerous and it will be many millennia before the wealth of the Pit is exhausted.

Leather and bone are both used extensively in demonic industry, both of which are obtained from spawn, which are either raised in farms or hunted in the wild. Human leather and bone are reserved for the nobility; the humans, again, are either raised in farms or hunted in the wild. Faux-human skins have been deemed illegal due to extensive forgeries.

Bone is also found in vast quantities beneath the surface of the Third Circle. Uncounted millions of bones have been mined from tremendous ossuaries that contain the remains of unknown creatures. The bone mines are a significant source of revenue for House Haimon.

There are forests and fields where plants grown in the Infernum; the plants are blackened and stunted and quite unwholesome, but they do live. One significant product of this is sinew wood. Sinew wood is taken from night-oaks and suicide willows, peeled away in long strips from the freshly killed creatures. It looks unpleasantly like muscle tissue, which is why it has the name it does, though it is obviously vegetable matter. It is black in colour with scarlet mottling. Sinew wood is the most common material used to build the ships in which the demons fare out on to the Infernal Sea. It is completely fire-resistant. Sinew wood has a hardness of 8 and 10 hit points per inch; the texture is rock-hard.

There are several unique materials produced using iliaster. Soulstone is commonly used in construction – a soul is reshaped into a building block. It is exceedingly hard, but easy to shape into whatever form is desired. Soulstone weapons are also used on occasion.

Hellforged steel is steel alloyed with strain and forged in hellfire. This lends the metal a greenish tinge and makes it vastly stronger and hungrier. Hellforged steel is used extensively in demonic engineering, as well as in torture devices.

Many demonic devices are powered by iliaster in the form of agony or strain. These can also be activated by mortals who spend iliaster.

The strange conditions of Hell, where a living being can survive almost indefinitely so long as it is in pain, means that the demons have been able to breed spawn for specific purposes. Creatures have been magically warped and shaped through torture into living tools. The infamous bikes and warbeasts of Houses Sturrach and Glabretch are biomechanoid spawn, part living and part steel and iron.

Weapons

Weapons are grouped into several interlocking sets of categories. These categories pertain to the weapon's usefulness either in close combat (mêlée) or at a distance (ranged, which includes both thrown and projectile weapons), the amount of training required to use it (simple weapons need no training, martial weapons require a feat to master *all* of them, and exotic weapons need a feat to master *each* of them), its hardness and hit points and its relative encumbrance (light, one-handed or two-handed).

Melee and Ranged Weapons

Mêlée weapons are used for making mêlée attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in mêlée.

Reach Weapons: Spears, whips and other long-shafted weapons are reach weapons. A reach weapon is a mêlée weapon that allows its wielder to strike at targets that are not adjacent to him. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Thrown Weapons: Daggers, shuriken, stones and so on are thrown weapons. The wielder applies his Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that is not designed to be thrown (that is, a mêlée weapon that does not have a numeric entry in the Range Increment column on the Weapons table), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Bows and most firearms are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it is a specially built composite bow or sling.

Ammunition: Projectile weapons use ammunition. When using a bow, a character can draw ammunition as a free action; guns and slings require an action for reloading. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons) and what happens to them after they are thrown.

Rate of Fire (Firearms only): Unlike manual missile weapons like bows, firearms can only be used a limited number of times per round.

Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category is not the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature cannot make optimum use of a weapon that is not properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed or two-handed weapon for a particular

Changing Weapon Sizes

A hulk grown to the size of an elephant needs a bigger sword than the one it had when it was just the size of a horse. When changing the size of a weapon (including natural weapons such as claws), apply the following changes.

Damage: Start with the damage for a Medium weapon of that type. Then apply the change listed in the table below until you reach the weapon's current size. For example, a sword normally does 1d8 damage. A Huge sword does 3d6 damage (Medium 1d8 → Large 2d6 → Huge 3d6).

Current Weapon Damage	Smaller Damage	Larger Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Weight and Cost: Next, multiply the Medium weapon's hit points, weight and cost by the following values:

Weapon Size	Weight	Cost
Fine	x1/16	x16
Diminutive	x¼	x4
Tiny	x½	x2
Small	x1	x1
Medium	x1	x1
Large	x2	x2
Huge	x4	x4
Gargantuan	x16	x8
Colossal	x32	x16

wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed or two-handed by this alteration, the creature cannot wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be non-proficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

Weapon Qualities

Here is the format for weapon entries (given as column headings on the various weapon tables, below).

Cost: This value is the weapon's cost for a Small or Medium version of the weapon. See Changing Weapon Sizes for details on larger or smaller weapons.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. Damage is listed for Small, Medium and Large weapons; for other weapons, see the rules for changing weapon sizes.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll) and add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x*2:* The weapon deals double damage on a critical hit.

x*3:* The weapon deals triple damage on a critical hit.

x*4:* The weapon deals quadruple damage on a critical hit.

*19–20/*x*2:* The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 19–20.

*18–20/*x*2:* The weapon scores a threat on a natural roll of 18, 19 or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 18–20.

Wield: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a mêlée weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for mêlée attacks with a light weapon if it is used in the primary hand, or one-half the wielder's Strength bonus if it is used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for mêlée attacks with a one-handed weapon if it is used in the primary hand, or half his or her Strength bonus if it is used in the off hand. If a one-handed weapon is wielded with two hands during mêlée combat, add 1½ times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed mêlée weapon effectively. Apply 1½ times the character's Strength bonus to damage rolls for mêlée attacks with such a weapon.

Mêlée Weapons

Simple Weapons	Cost	Damage	Critical	Wield	Hardness	Hit Points	Weight	Type
Axe	1 crown	1d6	x3	1H	5	5	3 lb.	Slashing
Club	1 horn	1d6	x2	1H	5	5	3 lb.	Bludgeoning
Dagger	3 horns	1d4	19-20/x2	1H light	8	2	1 lb.	Piercing
Dagger, sacrificial	2 crowns	1d4	19-20/x2	1H light	10	3	1 lb.	Piercing
Flail	3 crowns	1d6	x2	1H	8	5	5 lb.	Bludgeoning
Mace	3 crowns	1d8	x2	1H	10	10	6 lb.	Bludgeoning
Quarterstaff	2 horns	1d6	x2	2H	5	5	4 lb.	Bludgeoning
Shortsword	2 crowns	1d6	19-20/x2	1H	10	8	3 lb.	Piercing

Martial Weapons	Cost	Damage	Critical	Wield	Hardness	Hit Points	Weight	Type
Greatsword	9 crowns	2d6	19-20/x2	2H	10	15	8 lb.	Slashing
Ironclaw	1 crown	1d4+	x2	2H	10	5	3 lb.	Slashing
Lance	6 crowns	1d10	x3	2H	8	10	8 lb.	Piercing
Longsword	4 crowns	1d8	19-20/x2	1H	10	12	4 lb.	Slashing
Morningstar	3 crowns	1d8	x2	1H	10	10	6 lb.	Bludgeoning/ piercing
Pitchfork	6 crowns	2d8	x3	2H	5	10	8 lb.	Piercing
Rapier	6 crowns	1d6	18-20/x2	1H	8	5	2 lb.	Piercing
Spear	1 crown	1d8	x3	1H	5	10	6 lb.	Piercing
Warhammer	2 crowns	1d8	x2	1H	8	12	5 lb.	Bludgeoning

Exotic Weapons	Cost	Damage	Critical	Wield	Hardness	Hit Points	Weight	Type
Bastard sword	8 crowns	1d10	19-20/x2	1H	10	15	6 lb.	Slashing
Chainsaw	20 crowns	3d6	x2	2H	8	12	10 lb.	Slashing
Chain, spiked	6 crowns	2d4	x2	2H	10	15	10 lb.	Piercing
Executioner's axe	12 crowns	2d8	x3	2H	8	20	12 lb.	Slashing
Flayer	10 crowns	1d6	19-20/x3	1H	8	15	8 lb.	Piercing/ slashing
Memorial	12 crowns	Varies	x2	1H	5	5	2 lb.	Varies
Stinger	8 crowns	1d2 plus poison	x2	1H	5	2	2. lb.	Piercing
Whip	4 horns	1d2	x2	1H	5	2	1 lb.	Slashing

Range Increment: Any attack at less than this distance is not penalised for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Rate of Fire: How often the ranged weapon can be used in a combat round. A weapon listed as Single Shot can be used once per round. A weapon listed as S is a semi-automatic weapon, which can be fired once per attack. If a weapon is listed as A, it fires on an Autofire setting, spitting a burst of projectiles when the trigger is pulled. A weapon listed as U relies on the speed and agility of the user, not on its own mechanical action, so it can be fired once per attack.

Ammo: How much ammunition the weapon holds, and how much it costs to refill.

Weight: This column gives the weight of a Medium version of the weapon.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing or slashing. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.
In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Axe: A chopping axe, suitable for wood or limbs. The foresters of the Wood of Suicides carry axes forged of thousands of razor-blades, which draw blood when they cut the trees.

Bastard Sword: A bastard sword can be used one or two-handed. It can be classed as a martial weapon if used two-handed.

Bile Rifle: The bile rifle is among the most elegant weapons of the Infernum. It was created by Zethu engineers as a counter to the might and impenetrable armour of the Sturrach hulks. The bile rifle fires a sticky acidic compound that continues to burn until it is scraped off. Scraping off a bile patch is a move action. The standard tactic among demons when facing creatures with thick armour plates is to pepper them with bileshot until they are immobilised or slain.

Bile rifles are firearms and can be used with the firearms feats. Instead of dealing more damage, larger bile rifles fire more bile shots; the number of individual bile shots is equal to the Cost multiplier for the rifle's size.

Chainsaw: A chainsaw needs a source of fuel to run, and must be refuelled after one hour (600 rounds) of use. While gasoline is sometimes produced in the Infernum, it is more common to fuel chainsaws with agony. Such iliaster-tainted weapons often switch on spontaneously when they sense victims are near.

Chainsaws are not very agile weapons; a character cannot use a chainsaw to disarm a foe and suffers a –2 penalty to all attack rolls.

Chain, spiked: A spiked chain has reach and can be used to strike opponents 10 feet away. It gives a +2 bonus to opposed attack rolls made to disarm an opponent and can be used in conjunction with the

Weapon Finesse feat to apply Dexterity instead of Strength bonus to attack rolls.

Club: A simple stick or cudgel.

Crossbows: A crossbow can be a light weapon, depending on its size and weight. Reloading a crossbow requires that the character draw back a string. While crossbows come with a lever or winch to draw back the string, this requires a move action (for a lever) or full-round action (for a winch). A strong character can draw a crossbow using a lever or even by hand (for reloading as a swift action) if he is strong enough. If a character is not strong enough to reload a crossbow even when using a winch, he cannot use the weapon.

The Strength scores listed here are for a Medium or smaller crossbow. For larger crossbows, multiply the required Strength by the *cost* multiplier listed above.

Crossbow Type	Strength required for hand draw (Swift action)	Strength required for lever draw (Move action)	Strength required for winch draw (Full-round action)
Hand	10	5	1
Light	20	10	5
Heavy	30	20	10

Dagger: Daggers can be thrown easily. A character also gets a +2 bonus to Sleight of Hand checks when attempting to conceal a dagger on his person.

Ranged Weapons

Simple Weapons	Cost	Damage	Critical	Wield	Range Increment	Rate of Fire	Ammo	Hd	HP	Weight	Type
Crossbow, heavy	15 Cr.	1d10	19-20/x2	2H	120 ft.	Single	20/2 Ho.	5	8	8 lb.	Piercing
Crossbow, light	12 Cr.	1d8	19-20/x2	2H	120 ft.	Single	20/2 Ho.	5	5	5 lb.	Piercing
Pistol	20 Cr.	2d4	x2	1H	30 ft.	S	10/2 Cr.	8	10	2 lb.	Piercing
Revolver	25 Cr.	2d6	x2	1H	40 ft.	S	6/2 Cr.	8	12	3 lb.	Piercing
Shotgun	30 Cr.	2d8	x2	2H	20 ft.	Single	2/1 Ho.	8	15	8 lb.	Piercing
Sling	1 Cr.	1d4	x2	2H	50 ft.	U	20/1 Ho.	2	5	1 lb.	Bludgeon
Spite	—	1d6	19-20/x2	1H	10 ft.	U	20/3 Cr.	2	5	3 lb.	Acid

Martial Weapons	Cost	Damage	Critical	Wield	Range Increment	Rate of Fire	Ammo	Hd	HP	Weight	Type
Bile Rifle	10 Cr.	1d4	x2	2H	60 ft.	S, A	50/5 Cr.	5	12	7 lb.	Acid
Hellcannon	20 Cr.	Varies	x2	2H	30 ft.	Single	10/5 Cr.	10	20	15 lb.	Hellfire
Longbow	10 Cr.	1d8	x3	2H	100 ft.	U	20/2 Ho.	5	8	3 lb.	Piercing
Longbow, composite	15 Cr.	1d8	x3	2H	110 ft.	U	20/2 Ho.	5	10	3 lb.	Piercing
Net	5 Cr.	—	—	1H	10 ft.	Single	—	2	5	6 lb.	—
Rifle	25 Cr.	2d10	x2	2H	90 ft.	S	8/3 Cr.	8	12	7 lb.	Piercing
Shortbow	8 Cr.	1d6	x3	2H	60 ft.	U	20/2 Ho.	5	5	2 lb.	Piercing
Shortbow, composite	12 Cr.	1d6	x3	2H	70 ft.	U	20/2 Ho.	5	8	2 lb.	Piercing
Throwing skull	—	1d4	x2	1H	30 ft.	U	1/1 Ho.	5	5	1 lb.	Slashing

Exotic Weapons	Cost	Damage	Critical	Wield	Range Increment	Rate of Fire	Ammo	Hd	HP	Weight	Type
Hand crossbow	10 Cr.	1d4	19-20/x2	1H	30 ft.	Single	20/2 Ho.	5	3	2 lb.	Piercing
Rocket launcher	250 Cr.	10d6	—	2H	150 ft.	Single	1/50 Cr.	8	20	15 lb.	Fire
Shuriken	—	1	x3	1H	10 ft.	U	5/3 Ho.	10	1	½ lb.	Piercing
Shattergun	10 Cr.	2d8	x2	1H	50 ft.	A	100/5 Cr.	10	20	10 lb.	Bludgeon

Dagger, Sacrificial: Sacrificial daggers cannot be thrown, but increase the damage of coup de grace attacks by +5.

Executioner's Axe: This massive axe is designed for cutting off heads. It is rather unbalanced, giving the user a –2 penalty to hit, but is also extremely damaging to anything it connects with.

Flail: A flail is a bar of wood or metal attached by a swivelling hinge to a shaft. With a flail, a character gets a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). Flails can also be used to make trip attacks. If the attacker is tripped during his own trip attempt, he can drop the flail to avoid being tripped.

Flayer: A Flayer is designed to hook into the victim's flesh and rip it off. A flayer can be used as a torture device and counts as a set of flaying tools.

Greatsword: A massive two-handed blade.

Hellcannon: Another product of Zethu ingenuity, the hellcannon gives every demon – or other creatures for that matter) the power to blast hellfire at their foes. The hellcannon is an unwieldy brass barrel that is strapped to the user's arm. A harness of leather holds the chemicals and reagents needed to produce the fiery gouts.

To fire a hellcannon, the wielder must expend iliaster from his personal reserve in addition to the normal ammunition cost. The iliaster cost for a Small or smaller hellcannon is one point; the iliaster cost for a Medium hellcannon is two points. For larger hellcannons, multiply the iliaster cost by the *cost* multiplier. The hellcannon also consumes ammunition in the form of strain; one load of ammunition gives 30 shots.

A Medium hellcannon deals the normal damage for a hellfire blast (see page 189). Other sizes of hellcannon adjust the damage as follows:

Size	Damage
Fine	5%
Diminutive	10%
Tiny	25%
Small	50%
Medium	100% of Normal
Large	125%
Huge	150%
Gargantuan	175%
Colossal	200%

Hellcannons are firearms and can be used with the firearms feats.

Ironclaws: These are sharp sheathes of black iron that fit over a demon's own claws. The claws increase the damage of the demon's claws by one step, but while the claws are being worn, the demon cannot hold any items or use any skills dependant on fine manipulation.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so the character can strike opponents ten feet away with it, but cannot use it against an adjacent foe. While mounted, a character can wield a lance with one hand.

Longbow: A character needs at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while mounted. If the wielder has a penalty for low Strength, it is applied it to damage rolls when he uses a longbow. If the wielder has a bonus for high Strength, he can apply it to damage

rolls when he uses a composite longbow (see below) but not a regular longbow.

Longbow, Composite: A character needs at least two hands to use a bow, regardless of its size. A character can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If the wielder's Strength bonus is less than the strength rating of the composite bow, he cannot effectively use it and so takes a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows the user to add his Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds ten crowns to its cost.

Longsword: A weapon favoured by angels, who are said to carry flaming swords of great power.

Mace: The heads of Infernal maces are often made of skulls dipped in lead or bronze, or else are made of soulstone.

Machine Gun: A heavy rotary machine gun. This is a firearm and can be used with the firearm feats.

Memorial: The memorial hardly looks like a weapon at all; it is an ornate monstrance made of gold and thorns that holds in its centre a vicious red light. This red light is a wound. The memorial is charged by holding it to a victim's flesh as that victim is wounded. Normally, this is done under controlled circumstances, but it can be done in the midst of battle if the wearer makes a mêlée touch attack in the same round that the target was injured by an attack. The monstrance does not absorb any of the damage; in essence, it 'copies' the wound.

If the memorial is charged, it can be used as a weapon in mêlée. If the attacker hits the target, the memorial deals damage equal to that of the stored wound. The user's Strength bonus is not added to the damage. Only the damage is transferred; if the wound carries poison or other debilitating effects, they are not copied. A memorial cannot be used to copy a wound dealt by itself or another memorial.

Increasing the size of a memorial does not increase the damage; memorials cannot be made smaller than Small size.

Morning Star: A massive spiked ball on a chain, attached to a shaft.

Net: A net is used to entangle enemies. When a character throws a net, he makes a ranged touch attack against his target. A net's maximum range is ten feet. If the attack hits, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed and cannot charge or run. If the attacker controls the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). A net can be burst with a Strength check (DC 20) or cut open.

A net must be folded to be thrown effectively. The first time a character throws his net in a fight, he make a normal ranged touch attack roll. After the net is unfolded, he takes a -4 penalty on attack rolls with it. It takes two rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

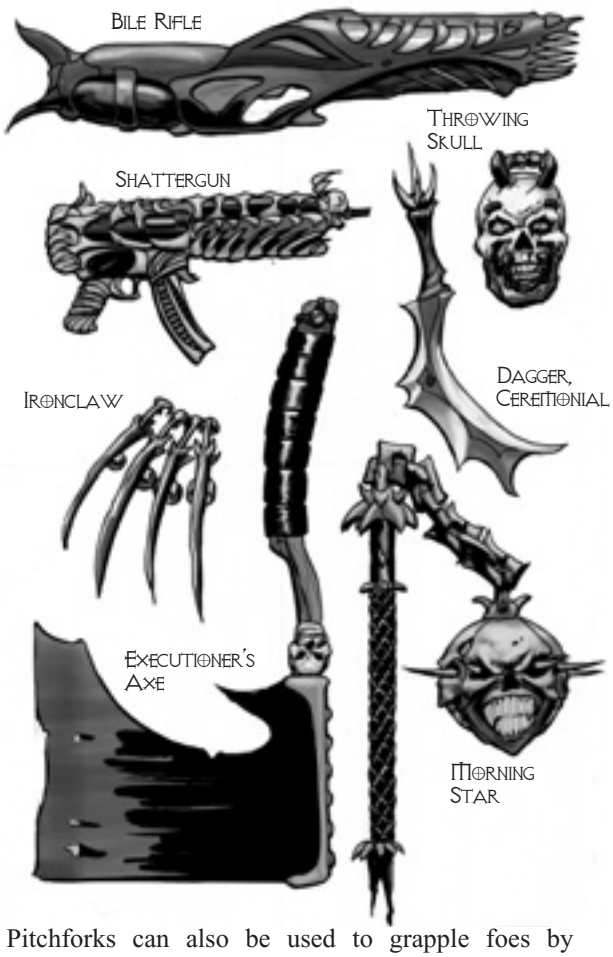
Pistol: A basic semi-automatic sidearm. Pistols are firearms and so can be used with the firearm feats.

Pitchfork: A traditional weapon of the demons, used to corral souls. This weapon can be thrown. If a character uses a ready action to set a pitchfork against a charge, he deals double damage on a successful hit against a charging character.

Firearms in the Infernum

Modern day mortal weapons such as machine guns and shotguns are exceedingly rare in the Infernum. Most come from regions drawn into Hell by hellgouts, although some demon Houses have experimented with producing their own weird copies of mortal weapons.

A mortal character from the modern day world may start with a free firearm, at the Games Master's discretion. Of course, finding ammunition for such a weapon is tricky.



Pitchforks can also be used to grapple foes by catching them in the tines. This is resolved like a normal grapple attempt, but the attack does not draw an attack of opportunity if the attacker is not in the target's threatened area.

Polearm: A polearm is a heavy blade attached to a shaft; it is a Reach weapon.

Quarterstaff: A quarterstaff is a length of wood as tall as its wielder, which is used as a heavy club.

Rapier: This slender weapon can be used in conjunction with the weapon finesse feat to apply Dexterity instead of Strength to attack rolls. The rapier cannot be used in two hands to gain as 1½ times Strength bonus to damage.

Revolver: A heavy, highly damaging handgun. This is a firearm and can be used with the firearm feats.

Rifle: A non-automatic hunting or sniper rifle. Rifles are firearms and can be used with the firearm feats.

Rocket Launcher: A military anti-tank or anti-aircraft weapon, or a bazooka. Almost unheard of in the Infernum, although there have been notable instances where powerful demons were unexpectedly destroyed by well-armed mortals. A rocket launcher attack is resolved like a grenade-like weapon. The blast has a splash radius of ten feet. Creatures in the blast radius take half the damage suffered by the target who was directly hit by the missile. Creatures in the blast radius may make a Reflex save (DC 20) to take half damage.

Shattergun: Originally designed for use against mortal slaves, the shattergun fires balls of lead mixed with strain. The impact of these agonised projectiles shatters bones and cripples the victim – or such is the intent. Usually, the shattergun just succeeds in killing the target, but the soul can easily be extracted from the corpse and reused.

Anyone struck by a shattergun must make a Fortitude save against a DC equal to the damage inflicted or be stunned for one round.

Shortsword: The shortsword is the weapon traditionally given to the legions of House Haimon, which are said to contain the shades of many former Roman legionnaires.

Shotgun: Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by one point for every range increment of the attack. Shotguns are firearms and can be used with the firearm feats.

Shortbow: A character needs at least two hands to use a bow, regardless of its size. He can use a shortbow while mounted. If he has a penalty for low Strength, it is applied to damage rolls when he uses a shortbow. If he has a bonus for high Strength, it is applied to damage rolls when he uses a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: Composite shortbows function just like composite longbows, but each point of Strength bonus costs seven crowns.

Shuriken: These small metal discs are virtually harmless when thrown by smaller creatures, larger versions of the weapon can inflict serious damage. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.

Sling: A sling is a strap of leather that is spun to fling a stone or bullet at a target. A character's Strength

modifier applies to damage rolls when he is using a sling, just as it does for thrown weapons. A character can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon was designed for a creature one size category smaller than the attacker and he takes a –1 penalty on attack rolls.

Spear: A spear can be thrown. If a character uses a ready action to set a spear against a charge, he deals double damage on a successful hit against a charging character.

Spite: Spite is a thick, ghastly liquid distilled from agony and hatred. Demons carry it into battle in satchels, and scoop handfuls of it out and throw it at their opponents. Spite is activated by hurling it at a foe with intent to kill or at least hurt the foe. As such, it deals 1d6 points of acid damage to the target, plus the attacker's Charisma modifier in damage.

Stinger: The stinger is actually a living creature, a form of scorpion bred by Astyanath warriors. Its tail has been lengthened to be over eight feet long, its claws lock onto the wielder's wrist to keep it in place, and it feeds off the wielder's ichor. A stinger injects poison into the target on a successful hit. The type and damage of the poison depends on what sort of ammunition is loaded into the stinger, in the form of harvested venom sacs from larger poisonous creatures. Commonly available venom sacs are:

Name	Fort Save DC	Damage (Initial/ Secondary)	Cost
Quietus	DC 20	3d6 Con/3d6 Con	100 Cr.
Toadstool extract	DC 11	1 Wis/2d6 Wis + 1d4 Int	14 Cr.
Scorpion poison	DC 11	1d6 Con/1d6 Con	10 Cr.
Shadow essence	DC 17	1 Str/2d6 Str	20 Cr.
Baneserpent venom	DC 17	2d6 Con/2d6 Con	80 Cr.
Malice	DC 18	1d6 Str/1d6 Str	15 Cr.
Essence of confusion	DC 18	1d6 Dex/1d6 Dex	15 Cr.
Murderer's bile	DC 20	1d6 Con/2d6 Con	40 Cr.
Withering	DC 24	1d6 Str/2d6 Str	25 Cr.

Throwing Skull: Damned souls are bound into skulls, animating them into chattering, biting weapons. They are regularly used against formations

Armour	Cost	Bonus	Maximum Dex Bonus	Armour Check Penalty	Speed	Weight
Spawnleather	3 horns	+2	+6	–1	x1	10 lb.
Breastplate	2 crowns	+5	+3	–4	x1	30 lb.
Chain	3 crowns	+5	+2	–3	x¾	40 lb.
Shuckedskin	10 crowns	+6	+2	–2	x¾	40 lb.
Sinsuit	200 crowns	+6	+0	–5	x¾	50 lb.
Bulletproof vest	20 crowns	+4	+6	–1	x1	10 lb.
Crawling armour	30 crowns	+6	+3	–4	x1	40 lb.
Iron plate	50 crowns	+8	+0	–7	x½	50 lb.
Purity seal	500 crowns	+9	+0	–8	x½	70 lb.
Soulshaped armour	20 oboli	+10	+1	–6	x½	50 lb.

Shield	Cost	Bonus	Maximum Dex Bonus	Armour Check Penalty	Speed	Weight
Buckler	1 crown	+1	—	–1	—	5 lb.
Shield, light	2 crowns	+1	—	–1	—	6 lb.
Shield, heavy	3 crowns	+2	—	–2	—	15 lb.

Helmet	Cost	Bonus	Maximum Dex Bonus	Armour Check Penalty	Speed	Weight
Metal	2 crowns	+1	—	–0	—	2 lb.
Skull	3 crowns	+1	—	–0	—	3 lb.
Facemask	10 crowns	+2	—	–0	—	5 lb.

of the damned; the skull keeps biting and chewing the damned soul until it is shredded. When the skull hits a target, it keeps dealing 1d4 damage each round until it is removed (requiring an attack action and a Strength or Escape Artist check at DC 12).

Whip: Slavers use whips to drive and torment the damned. A whip can be used as a torture device (see below).

Warhammer: A massive sledgehammer, suitable for crushing bone and stone alike.

Armour

Cost: The cost of the armour for Small or Medium humanoid creatures.

Armour/Shield Bonus: Each type of armour grants an armour bonus to Armour Class, while shields grant a shield bonus to Armour Class. The armour bonus from a suit of armour does not stack with other effects or items that grant an armour bonus. Similarly, the shield bonus from a shield does not stack with other effects that grant a shield bonus.

Helmets work in the same way as shields, but a character only gets the armour bonus for a helmet if he has a helmet for each head. If a character is wearing different types of helmet, he only receives the lowest value helmet bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Armour Class that this type of armour allows. Heavier armours limit mobility, reducing the wearer's ability to dodge blows. This restriction does not affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to Armour Class drops to zero because of armour, this situation does not count as losing a Dexterity bonus to Armour Class.

Shields and helmets: Shields and helmets do not affect a character's maximum Dexterity bonus.

Armour Check Penalty: An armour check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble checks by a character wearing a certain kind of armour. Double the normal armour check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armour) may also apply an armour check penalty.

Shields: If a character is wearing armour and using a shield, both armour check penalties apply.

Speed: Medium or heavy armour slows the wearer down. The speed multiplier listed for each armour is applied to the wearer's speed.

Shields and helmets: Shields and helmets do not affect a character's speed.

Weight: This column gives the weight of the armour sized for a Medium wearer.

Armour Types

Spawnleather: This armour is made from the cured hides of the mindless monsters called spawn that infest Hell. Spawnleather is easy to make, so it is cheap and used widely throughout the Infernum. Even demons who never expect to go into battle have at least a spawnleather cuirass or vest to protect themselves.

Breastplate: A heavy steel breastplate that protects the wearer's torso, as well as a set of greaves to armour

SPAWNLEATHER

PURITY SEAL

SOULSHAPED ARMOUR

CRAWLING ARMOUR

Changing Armour Sizes

Multiply the armour's weight and cost by the value listed for the character's size.

Size	Cost	Weight
Tiny or smaller	x1/2	x1/10
Small	x1	x1/2
Medium	x1	x1
Large	x2	x2
Huge	x4	x5
Gargantuan	x8	x8
Colossal	x16	x12

Unusual Armour Variations

Horns: Adding horns to an armour's head protection increases the armour's cost by 10%.

Wings: Adding space for wings to emerge from armour increases the armour's cost by 25%.

Extra Limbs: Each extra limb increases the armour's cost by 25%.

Quadrupeds or strangely-shaped creatures such as beasts: Double the cost of the armour.

the lower limbs. Breastplates are especially favoured by fiends, who see them as the best compromise between protection and speed.

Chain: Chainmail has been used extensively by mortals in the Infernum for centuries, and is still seen by most as suitable only for humans. However, the ease with which it can be modified makes it preferable to demons who are budding extra limbs.

Shuckedskin: Shuckedskin armour is simple in concept; take a demon of roughly the right size who has armoured skin, and hollow it out. Creating shuckedskin armour does require that the hide be chemically preserved or – more commonly – that the donor be flayed alive. Shuckedskin armouries are often found on the edge of spawning pits, to make the best use of captured enemies.

The armour value for shuckedskin armour includes a helmet.

Sinsuit: An innovation of the Early tribes, a sinsuit is a variation of shuckedskin armour that has been specially purified and sealed to keep out the Infernal environment. In addition to giving its normal armour bonus, a sinsuit gives Fire and Acid resistance of 5, a +4 equipment bonus to Fortitude saves against gases and other environmental hazards and reduces the SR of environmental Corruption by two points. However, all this comes at a cost – sinsuits are extremely rare and bulky.

The armour value for a sinsuit includes a helmet.

Bulletproof Vest: A rare form of armour found only in hellgouts, bulletproof vests are especially good at stopping piercing attacks; increase the armour bonus of the vest by +4 when it is struck by a piercing attack.

Crawling Armour: Crawling armour consists of dozens of scuttling insects with chitin carapaces that are trained to scuttle in the way of blows. The death of an insect causes the others to reproduce furiously, thus repairing the armour almost instantly. However, crawling armour must be fed each day; Medium crawling

Facemask

Shield

Skull Helmet

Metal Helmet

Getting in and out of Armour

The time required to don armour depends on its type; see the table below.

Don: This column tells how long it takes a character to put the armour on (one minute is ten rounds). Readying (strapping on) a shield or helmet is only a move action.

Don Hastily: This column tells how long it takes to put the armour on in a hurry. The armour check penalty and armour bonus for hastily donned armour are each one point worse than normal.

Remove: This column tells how long it takes to get the armour off. Loosing a shield or helmet (removing it from the arm and dropping it) is only a move action.

Armour Type	Don	Don Hastily	Remove
Shield or helmet (any)	1 move action	n/a	1 move action
Bulletproof vest, shuckedskin	1 minute	5 rounds	1 minute[1]
Spawnleather, breastplate, chain	4 minutes[1]	1 minute	1 minute[1]
Iron plate or soulshaped armour	4 minutes[2]	4 minutes[1]	1d4+1 minutes[1]

[1] If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters cannot help each other don armour at the same time.

[2] The wearer must have help to don this armour. Without help, it can be donned only hastily.

armour needs five hit points of blood or ichor a day and multiply this value by the armour's weight multiplier for armour of different sizes.

The armour value for crawling armour includes a breed of bugs that crawl over the wearer's head and face.

Iron Plate: Among humans, iron plate armour consists of heavy sections of metal plate that cunningly fit together to form a shell. While this form of armour is still used by mortals in the Pit, demons who wear iron plate tend to bypass the cunning artifice and just weld the armour to their unnaturally resilient bodies.

Purity Seal Armour: The armour used by the Knights of the Harrowing is a more complex form of the sinsuits pioneered by the Early tribes. While the sinsuits are made of demon-hide and spawn-leather, Purity Seal Armour is made of the finest steel and ceramics that have never been tainted by the emanations of the Pit. Like a sinsuit, purity seal armour gives fire and acid resistance of 5, a +4 equipment bonus to Fortitude saves against gases and other environmental hazards and reduces the SR of environmental Corruption by two points.

Soulshaped Armour: Composed of dozens of soulshaped damned compressed into plates of armour, soulshaped armour is the chosen protection of the demonic nobility.

Helmets

Metal Helmet: Anything from a simple bucket helm to a modern infantryman's helmet.

Skull Helmet: The practice of wearing the skulls of enemy demons is common. Often, they are animated using sorcery, so the helmet can be used as a throwing skull in emergencies.

Facemask: This massive head guard consists of a metal helmet, an ornate mask and a flowing chain neck guard.

Shields

Buckler: This small metal shield is worn strapped to the wearer's forearm. A character can use a missile weapon without penalty while carrying it. A character can also use a shield arm to wield a weapon (whether he is using an off-hand weapon or using his off hand to help wield a two-handed weapon), but he takes a –1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with an off-hand and for fighting with two weapons. In any case, if a character uses a weapon in an off hand, he does not get the buckler's Armour Class bonus for the rest of the round.

Shield, Heavy or Light: A character can strap a shield to his forearm and grip it with his hand. A heavy shield is so heavy that he cannot use that shield hand for anything else. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Shield Bash Attacks: A character can bash an opponent with a light or heavy shield, using it as an off-hand weapon. Used this way, a shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed

weapon. If a character uses a shield as a weapon, he loses its Armour Class bonus until his next action (usually until the next round).

Torture Devices

The production of iliaster by tormenting the damned is perhaps the single most important act in the Infernum. Without a constant flow of iliaster, the demons would starve and all their empires and cities crumble. While much iliaster is produced in vast torture palaces and factories, many demons prefer the personal touch and carry their own torture devices. For demons who must travel or operate independently, this is a necessity.

Each torture device lists how long it takes to inflict its damage on a target, be it a demon, damned soul or mortal. The amount of iliaster produced depends on the efficiency of the torture (see page 219). Torture can also be used to inflict ability score damage on creatures, but the damned have a special resilience to this effect – see *Book of the Tormentor.*

Punches and Kicks
This form of torture involves simply beating the victim up. He is bound first, so this renders him helpless. A torturer can perform this torture with either lethal or nonlethal damage.
Duration: Until the victim has suffered 50% of his total hit points. If the victim is injured already, it may be impossible to achieve this without rendering him unconscious or killing him.
Damage: Automatic hit with an unarmed attack, repeated round by round.
Torture Modifier: –2
Ability Score Damage: 1d2 Wisdom, 1 Charisma
Cost: Free

Entrail Extractor
A spike is driven into the victim's abdomen. The torturer then uses a chain attached to the spike to slowly draw the victim's intestines out in a long spool, slowly gutting the victim.
Duration: Three hours
Damage: The victim is reduced to –5 hit points
Torture Modifier: +6
Ability Score Damage: 2d6 Wisdom
Cost: 2 crowns

Flagellation
The victim is bound to a pole or hung from a chain and whipped. This method of torture is not effective against creatures with three or more points of natural armour. If barbed whips are used, or some similar method of inflicting lethal damage, then substitute

lethal for nonlethal damage below and change the torture modifier to +1.
Duration: Until victim has suffered 50% of his total hit points in whip damage. If the victim is injured already, it may be impossible to achieve this without rendering him unconscious.
Damage: Automatic hit with a whip, repeated round by round
Torture Modifier: –1
Ability Score Damage: 1d3 Wisdom, 1 Charisma
Cost: See *whip,* above

Flaying Tools
The victim's skin is cut into strips and peeled from his body. Some torturers like to keep the skin and make it into ornaments.
Duration: Five hours
Damage: The victim is reduced to –5 hit points.
Torture Modifier: +6
Ability Score Damage: 2d4 Wisdom, 1d3 Charisma
Cost: A set of flaying tools costs 4 horns

Hot Irons
The torturer uses the classic mediaeval method of applying hot irons to the flesh. The victim must

succeed at a Fortitude saving throw at DC 15 plus the total damage taken or pass out. He cannot choose to fail this saving throw voluntarily. The torturer can use the irons to blind the victim, in which case the DC of the saving throw is 20 plus the damage taken, the torture modifier is +6 and the Wisdom damage is increased by +2.
Duration: 30 minutes
Damage: 1d6 fire
Torture Modifier: +2
Ability Score Damage: 1d4 Wisdom, 1 Charisma
Cost: A set of hot irons costs 4 horns, but does not include a heat source.

Plasm Churn
Taking advantage of the resilience of the damned, the plasm churn is a man-sized barrel with a crank. Turning the crank makes the spike-covered inside of the churn spin, chopping up anything inside. It is a fast but crude method of extracting iliaster.
Duration: 1 hour
Damage: 4d6 slashing
Torture Modifier: –2
Ability Score Damage: 1d3 Wisdom
Cost: 1 crown

Pressing Engine
The victim is placed between two sheets of wood or metal. Weights (usually rocks) are then added steadily to it, crushing the creature slowly. More advanced engines use steam-powered vices to crush the victims.
Duration: 1 hour
Damage: 4d6 bludgeoning
Torture Modifier: +2
Ability Score Damage: 1 Wisdom, 1d3 Charisma
Cost: 3 crowns

Spit
The victim is impaled and slowly roasted above a fire.
Duration: 1 hour
Damage: 3d6 fire
Torture Modifier: +1
Ability Score Damage: 1d3 Wisdom, 1d3 Charisma
Cost: 3 horns

Psychological Tortures

Some tortures affect only the mind.

Cell of Sensory Deprivation
This torture is designed to break the victim's spirit by isolating his mind, so that it can feed off its own churning fears and insecurities. The victim is confined to a dark place where he cannot see or hear anything. His environment is impossible to discern. Creatures that can see in the dark are not susceptible to sensory deprivation unless they have been blinded first. If the sensory deprivation is disrupted by noise or light, the torture fails and the torturer cannot attempt a Torture check. While undergoing sensory deprivation, the victim cannot recover ability score damage to Wisdom, Intelligence or Charisma but heals physical ability score damage and hit point damage normally.
Duration: One day
Damage: None
Torture Modifier: +2
Ability Score Damage: 1d4 Charisma
Cost: 4 crowns

Cell of Little Ease
This torture places the victim in a tiny, cramped cell. There is not enough room to stretch out, nor to sit down. Instead, the victim is forced into a strained, unnatural position that soon develops into horrible cramp and fatigue. No further intercession is necessary; the stricture of the environment is torture enough. Even if the victim passes out through unconsciousness, he cannot rest and does not recover any hit points.
Duration: 12 hours
Damage: 4d6 nonlethal damage
Torture Modifier: +4
Ability Score Damage: 1d3 Wisdom, 1d4 Charisma
Cost: 4 crowns

Strappado
This torture involves tying the victim's arms behind his back and hauling him up on a rope. A successful Use Rope skill check must be made to bind him in place. If the victim successfully opposes this with an Escape Artist skill check, he takes no damage from the torture. The victim is allowed to dangle, while the joints in his arms and shoulders give him terrible pain. If the torturer so chooses, he may drop the victim and catch him with a jerk. This brings the torture to an end, inflicting an additional 2d6 damage and 1d4 Strength damage and adding +2 to the torture modifier.
Duration: One hour
Damage: 2d6
Torture Modifier: 0
Ability Score Damage: 1d4 Wisdom, 1 Charisma
Cost: 1 horn

Tearing Hooks
The torturer uses meat hooks on chains to pull the flesh away from the victim's body.
Duration: 30 minutes
Damage: 6d6
Torture Modifier: +3
Ability Score Damage: 1d4 Constitution, 1d4 Strength
Cost: 4 horns

Tube of Gnawing Rats
This especially horrific form of torture involves the use of a small captive swarm, such as a jar full of rats. The container is placed over the victim's body and the occupants are allowed to gnaw at the victim's flesh. If the container is heated, the swarm panics and tries to burrow its way out through the victim's body, automatically inflicting maximum damage and changing the torture modifier to +4.
Duration: 3 rounds
Damage: 2d6
Torture Modifier: +2
Ability Score Damage: 1d4 Wisdom, 1 Charisma
Cost: 1 horn

Iliaster

In its purest form, the spiritual energy called iliaster is an invisible force that is perceived directly by the soul. It is the breath of the divine inherent in the human or angelic nature. The demons of the Infernum have learned to pervert this divine breath, to muddy it with pain and bodily fluids to produce a substance they can feast upon.

Empty Bottle: While iliaster can be converted into a solid easily enough, it is normally stored as a liquid in a bottle or flask. The average size of bottle contains five points of iliaster. Iliaster does slowly decay over time – a bottle of iliaster will lose one point (or 20% of its contents for larger containers) every week until empty.

A bottle has a hardness of 1 and 3 hit points, and costs one horn.

Plasm, one point: Iliaster in the form of plasm wrung from tortured damned is sluiced into hundreds of slimy troughs each day in every city in the Pit, where the common demons can pay for their daily ration of House-controlled iliaster. Feeding from a trough costs one horn per point of iliaster.

Plasm, meal: A demon with taste and breeding would not be caught dead feeding with the rabble at a trough. Such creatures prefer to mix their plasm in with the meat of spawn. While demons do not need to eat, they appreciate the taste of blood and texture of meat gibbets slithering down their throats. A plasm-tinged meal restores three points of spent iliaster.

Fine meal: For the discerning demon, a meal of human flesh, spiced with the rarest herbs gathered from the far reaches of the Pit and mixed with fresh agony and strain for extra flavour. Living humans are often stuffed with screaming souls that bubble out of every orifice as they writhe in agony and served with a light red wine.

Item	Cost	Weight
Iliaster		
Plasmic iliaster (1)	1 horn	—
Plasm meal	2 horns	—
Fine meal	2 crowns	—
Bottle of plasm (5)	6 horns	1 lb.
Agony	10 crowns	—
Strain	1 crown	—
Sorrow	50 crowns	—
Storage		
Bottle	1 horn	1 lb.
Sealed vessel	2 crowns/point	1 lb./point
Extraction rig	5 crowns	5 lb.
Implanted reserve	10 crowns/point	—
Attached reserve	3 crowns/point	—
Sorcerer's brazier	6 crowns	10 lb.
Lesser hellbroths		
Muscle (Strength)	5 crowns	½ lb.
Sinew (Dexterity)	5 crowns	½ lb.
Marrow (Constitution)	5 crowns	½ lb.
Brain (Intelligence)	5 crowns	½ lb.
Nerve (Wisdom)	5 crowns	½ lb.
Glandular (Charisma)	5 crowns	½ lb.

Bottle of Plasm, five doses: While most demons feed from slimy troughs in the cities, those who must range abroad must carry their own plasmic iliaster to survive. Others carry a train of damned souls in one form or another, and torture them daily for a fresh supply. Plasmic iliaster decays over time at a rate of 20% per week, so this is not a long-term solution to iliaster storage.

Agony, one dose: The wine of Hell, agony is sold in much finer, more expensive vessels than those used for common plasm. Agony's effects and production are described on page 220. A single dose of agony (which restores five iliaster in addition to its other benefits) costs ten crowns. Unlike the lesser form of processed iliaster, plasm, agony and its siblings strain and sorrow do not decay over time

Strain, one dose: Strain is relatively common and easy to produce. It is normally sold in bulk and forms a necessary part of the supplies given to the House armies. A dose of strain costs a single crown.

Sorrow, one dose: Sorrow is reserved for those demons of the greatest wealth and power. Having regular access to sorrow is a sure sign that a demon sits high in the favour of one House or another. Sorrow is normally served only at the most exclusive high-society functions and sybaritic parties; it costs 50 crowns per dose.

Sealed Vessel: To prevent plasmic iliaster from decaying, it can be held in Zethu-forged canisters marked with runes of preservation and isolation. The common canister holds ten points of plasmic iliaster and keeps it fresh indefinitely. A canister costs two crowns per point of storage space; thus, the commonly available canister costs 20 crowns.

Extraction Rig: Without an extraction rig, the plasm or pain wrung from a victim would just bubble off into the air. The simplest extraction rig is just a wadded cloth, impregnated with hellish oils and held over the victim's wounds. More modern extraction rigs are considerably more efficient and complex. A simple extraction rig costs three horns and allows a character to extract iliaster. A masterwork extraction rig costs three crowns and gives a +3 bonus to the Torture check for the purposes of determining how much iliaster is produced.

Implanted Reserve: An implanted reserve is a canister of plasmic iliaster that is embedded in the user's body. The user can access the implanted reserve just like his own reserve and can refill it from his own reserve. An implanted reserve costs ten crowns per point of storage space.

Attached Reserve: A sealed vessel that is clamped to the armour or hide of a creature, or attached to an iliaster-fueled weapon. The user can tap the reserve as a swift action, but cannot refill it without purchasing plasmic iliaster.

Sorcerer's Brazier: Many magical rituals require far more energy than most beings can provide, but having the sorcerer pause to guzzle bottled iliaster would be distracting and counter-productive. Therefore, those engaged in difficult magic employ a sorcerer's brazier, a heavy dish that burns iliaster and channels it into the sorcerer's rituals. A character with a sorcerer's brazier may use the iliaster placed in it as his own for the purposes of Sorcery.

Lesser Hellbroths: These concoctions are made by blending organs extracted from damned souls with spawn-meat and iliaster. There are six forms of lesser hellbroth, each of which gives a temporary +4 enhancement bonus to one ability score. A hellbroth lasts for one minute (ten rounds).

A character can only benefit from the effect of a single hellbroth at a time; drinking further hellbroths while one is in effect does nothing.

Mortal Needs

Item	Cost	Weight
Water	3 horns	4 lb.
Food, basic	2 fangs	—
Food, fine	4 horns	—
Travelling rations	4 horns	8 lb.

There is an underclass of mortals in some cities of the Pit. Even in the best salons and barred fortresses of the demons, there are faustian sorcerers who hold the same rights as demons, and they have mortal needs and hungers.

Water: Potable water is a rarity in Hell; it must be distilled from the filthy, brackish or blood-fouled water found in most waterways. The only clean water naturally found in the Pit flows in certain stretches of the Acheron and Styx, and the Houses regularly befoul this water to control the human renegades. A water skin that contains enough to sustain a character for three days costs three horns.

Food, Basic: The meat of most forms of spawn can be eaten by mortals, although it is far from pleasant. Still, it will keep a mortal alive for a while.

Food, Fine: There are greenhouses in Hell where strange fruits are grown; fields where crops of wheat or corn instead of tortured souls are harvested; kitchens where banquets fit for a king are grudgingly prepared. There are mortals who rule in Hell, and this is what they eat.

Travelling Rations: The Harrowers and the various Early tribes prepare rations of dried meat, bottled water and preserved food for those who must venture out across the Circles. A week's worth of supplies costs four horns.

Adventuring Gear

Item	Cost	Weight
Acid mites	2 crowns	1 lb.
Artisan's tools	3 horns	5 lb.
Backpack (empty)	2 horns	2 lb.
Bedroll	1 horn	5 lb.
Blanket	1 horn	3 lb.
Candle	2 fangs	—
Chain (10 ft.)	3 horns	2 lb.
Crowbar	4 horns	5 lb.
Flint and steel	4 fangs	—
Grappling hook	4 horns	4 lb.
House badge	1 horn	—
Holocaust cloak	1 crown	3 lb.
Musical instrument, common	2 fangs	3 lb.
Musical instrument, masterwork	1 crown	3 lb.
Lamp, common	3 horns	1 lb.
Rope, hempen (50 ft.)	3 fangs	10 lb.
Screamer set	1 crown	3 lb.
Thieves' tools	4 horns	1 lb.
Torch	1 fang	1 lb.
Vial	1 fang	1/10 lb.

Acid Mites: One of the most common demon weapons is the infamous bile rifle, which sticks globs of acid to the victim's hide. While this acid can be removed, scraping acid off wastes valuable time in battle. The tiny insects contained in a pack of acid mites are bred to be attracted to acid. The bugs swarm over to the glob of acid, absorbing it and scouring it off with their disintegrating bodies. An acid mite pack automatically releases a swarm of mites when the user is struck by a bile rifle, which removes one glob. The glob still deals damage for one round. An acid mite pack contains 20 swarms.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, a character has to use improvised tools (–2 penalty on Craft checks).

Candle: A candle dimly illuminates a five-foot radius and burns for one hour.

Chain: Chain has hardness 10 and 5 hit points. It can be broken with a DC 26 Strength check.

Crowbar: A crowbar grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Use Rope check (DC 10 + 2 per 10 feet of distance thrown).

House Badge: The symbols of the various Houses are recognised throughout the Infernum. This badge of allegiance proclaims the wearer's standing and membership in the House. Badges are often attached to armour or shields.

Holocaust Cloak: This heavy cloak completely envelops the wearer, protecting his head and face**.** The weave of the cloak keeps out noxious vapours and extreme heat, allowing mortals to survive in the more unpleasant sections of the Pit. Wearing a holocaust cloak gives a +2 circumstance bonus to Fortitude saving throws against natural hazards.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for six hours on a pint of oil. A character can carry a lamp in one hand.

Oil: A pint of oil burns for six hours in a lantern. A character can use a flask of oil as a splash weapon by taking a full-round action to prepare a fuse. The oil does 1d4 fire damage to anything it hits, plus one point of fire splash damage. Once it is thrown, there is a 50% chance of the flask igniting successfully.

A character can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for two rounds and deals 1d3 points of fire damage to each creature in the area.

Rope, Hempen: This rope has two hit points and can be broken with a DC 23 Strength check.

Screamer Set: In the more heavily populated Circles, damned souls are rolled hair-thin and strung between cities and fortresses. By precisely modulating the pain felt by these souls, messages can be transmitted between linked locations. A screamer set resembles a cross between a telegraph and a scorpion and costs one crown.

Thieves' Tools: This kit contains the tools a character needs to use the Disable Device and Open Lock skills. Without these tools, the character must improvise tools and takes a –2 circumstance penalty on Disable Device and Open Locks checks.

Torch: A torch burns for one hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size, plus one point of fire damage.

Vial: A vial holds one ounce of liquid. The stoppered container usually is no more than one inch wide and three inches high.

Mounts and Vehicles

Most of the vehicles in operation in the Pit are weapons of war – reserves of hellbroths such as strain or agony are always limited, so casual use of vital war material is discouraged. The wealthiest demons do have personal automobiles, which are a major status symbol in Pandemonium. Meanwhile, arrogant and rebellious young demons steal strain to fuel their biomechanical hellcycles.

Spawn-creatures are bred for use as beasts of burden or riding mounts. They are also armoured and twisted by hellish engineering into biomechanical war machines. The line between living creature and machine is a thin one in the Infernum. Finally, in addition to providing the fuel for these vehicles, damned souls are occasionally reshaped into more useful forms.

Vehicles and mounts are described by a number of statistics, as shown on the Mounts and Vehicles table below.

- Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or co-pilots. All the vehicles described below assume the crew are of Medium size; a Large mount or vehicle can be bred, but it costs twice as much as normal. Mounts or vehicles for creatures bigger than Large are not commonly available.
- Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers are not present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

  Large creatures take up four passenger slots; creatures bigger than Large cannot be carried in conventional vehicles.
- Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry

extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

- Initiative (Init): The modifier added to the driver's initiative check when operating the vehicle.
- Manoeuvre (Man): The modifier added to any Drive checks attempted with the vehicle.
- Top Speed: The maximum number of squares the vehicle can cover in one round. This is the fastest the vehicle can move.
- Armour Class (AC): The vehicle's Armour Class.
- Hardness (Hd): The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.
- Hit Points: The vehicle's full normal hit points.
- Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.
- Passengers (Pass): Number of passengers (other than the driver) that can be comfortably transported on board the vehicle.
- Cargo Capacity: Amount of cargo that can be safely transported on board the vehicle.
- Fuel Consumption (Fuel Con): How much strain or agony the vehicle consumes per eight hours (one day) of operation.
- Fuel Tank: How much strain or agony the vehicle can hold.
- Cost: How much the vehicle costs to purchase.

Carriage: The choice form of transport for the nobility, ornate carriages rattle down the roads connecting Pandemonium and the House fortresses. Well-trained spawn or slaves draw the carriages. For demons too big to fit in a carriage, palanquins or huge wheeled platforms are used.

Chariot: The traditional mode of transport for demon warlords, chariots drawn by war-spawn or enslaved demons are commonly seen on the battlefields of the Infernum. The simplest form of chariot is carved from bone with wheels of iron. The rider stands atop the chariot, slashing at foes with sword or claws.

A chariot can be used to overrun like a mount and the Trample attack can be used with it.

For an extra ten crowns, heavy scythes can be added to the wheels. These allow the driver to make an automatic attack with a +0 attack bonus to any creature within 5 feet on either side of the chariot's path as it moves (the driver may use an attack action to use his Drive check result instead of an attack roll). The scythes on a chariot designed for Medium characters deal 1d8 damage and threaten a critical on a 19-20.

Demon Tank, Light: These tanks resemble beetles more than machines; they are armoured with six-inch thick curved plates of chitin. They roll on tracks that rustle with the motion of a million tiny legs. Inside, an engine converts gallons of strain in motive force,

Vehicle	Crew	Init	Man	Top Speed	Cover	AC	Hd	HP	Size	Pass	Cargo Capacity	Fuel Con	Fuel Tank	Cost
Carriage	1	+0	–2	Varies	Driver: None, Psngrs: +8	10	5	30	Huge	8	500 lb.	0	0	50 Cr.
Chariot	1	+2	–2	Varies	+4	10	5	40	Large	2	100 lb.	0	0	30 Cr.
Demon Tank, light	2	–2	–4	60 ft.	Total	22	10	100	Huge	2	200 lb.	2	20	200 Cr.
Demon tank, heavy	3	–4	–6	50 ft.	Total	26	10	200	Garg.	2	400 lb.	10	100	1,000 Cr.
Dirigible	1	+0	–2	50 ft.	+4	9	5	30	Large	1	100 lb.	0	0	50 Cr.
Gauntflyer	1	+1	+0	80 ft.	None	15	5	40	Huge	2	150 lb.	4	48	200 Cr.
Hellcycle	1	+3	+0	80 ft.	None	21	5	55	Large	0	25 lb.	3	48	150 Cr.
Labour spawn	0	–4	–4	30 ft.	None	20	0	40	Large	0	1,200 lb.	2	0	10 Cr.
Lash-carrier	2	–3	–3	50 ft.	+4	14	8	100	Garg.	12	2,000 lb.	6	120	100 Cr.
Omvourer	1	+0	+0	50 ft.	None	18	8	50	Large	0	200 lb.	2	—	5 Cr.
Riding spawn	1	+0	+0	60 ft.	None	14	0	25	Large	0	450 lb.	1	0	5 Cr.
Yacht	1	–3	–4	50 ft.	None	12	5	45	Garg.	3	2,100 lb.	2	48	120 Cr.
War-spawn	1	+0	+0	50 ft.	None	15	0	40	Large	0	750 lb.	4	0	50 Cr.

while the demon crew fire the tank's built-in weapons at their foes. A light demon tank usually carries a turret-mounted Large hellcannon and a Medium bile rifle controlled by the gunner, as well as a set of pincers mounted on the front of the tank that inflict 2d8 points of piercing damage and threaten a critical on a 20. The pincers are controlled by the driver.

Demon Tank, Heavy: Heavy demon tanks roll alongside overgrown hulks on the front-lines of battles. The chief purpose of these tanks is to protect the demons inside against hellfire and bile shots. Most tanks carry acid mites to remove lingering globs.

A heavy demon tank carries a Huge turret-mounted shattergun and two Large bile rifles and hellcannons on either side.

Dirigible: Dirigibles are made by inflating a damned soul with noxious gases. The fabric of the soul is highly resilient so long as the expansion is done gradually. Once the soul has been turned into a balloon, it is armoured with sheets of spawn-hide and struts of bone. A gondola is slung beneath the distended balloon. A demon pilot sits in this gondola, steering by moving flaps that catch the hot winds of the pit.

Dirigibles are rarely used in battle, but are employed as transport through impassable terrain.

Gauntflyer: The gauntflyers perch on the boundary between living being and machine; they feed on strain, but gobble it through toothless maws instead of ingesting it through a fuel tank. A gauntflyer resembles a tremendous flying lizard, but its brain has been scooped out and replaced with a control device of hellish ingenuity.

A gauntflyer cannot attack normally, but it does have a pair of massive claws that deal 1d8+4 points of damage. The pilot of the gauntflyer can use these claws to attack with his own attack bonus, and gains the Flyby Attack feat while piloting the flyer.

Hellcycle: These biomechanical monsters are popular among younger, wilder demons. They resemble a cross between conventional motorcycles and feral cats, growling and yowling as they drive. Hellcycles are fuelled by a rich mix of agony and strain, making them a rather expensive vehicle to maintain.

Labour Spawn: Labour spawn are bred for muscle and endurance and little else; they lack even a rudimentary nervous system and are barely capable of noticing pain. Their handlers use sharp pikes to pierce the flesh of the spawn, driving the blade deep into the creature's body until its dull senses perceive the damage and it turns away. Handlers are regularly crushed beneath the lumpen limbs of the spawn, so labour spawn are only used in places where damned slaves provide insufficient strength.

Lash-Carrier: A lash-carrier is usually used to transport masses of damned souls, but they are also used to move demons into battle. A lash-carrier resembles a cross between a centipede and a cattle truck. The passengers are held in place by black vine-like cords that entwine around their bodies and pin them to the surface of the carrier. Once all the passengers are secure, a lash-carrier can scuttle at surprising speed.

It takes a full-round action to enter or leave a lash-carrier. Trying to escape from a carrier requires an Escape Artist or Strength check at DC 25.

Omvourer: Omvourers are things of soot-black iron and discoloured flesh that were crafted by Zethu engineers as a bridge between the natural spawn and created biomechanoids of the Infernum. Omvourers exist to replicate themselves; they can devour almost any substance and excrete parts with which they fashion more omvourers. The demons cull the herds on a regular basis, as an excess of omvourers is a dangerous nuisance, but single omvourers can be used as mounts or vehicles. Certainly, they are cheap to maintain, requiring only a small amount of strain in addition to some metal and meat to keep going.

Riding Spawn: Riding spawn are whipcord-thin creatures like emaciated greyhounds crossed with stick insects. They skitter over the hellish landscape with great swiftness, their little clawed feet finding secure purchase on even the most treacherous ground.

Yacht: This is a small vessel that might sail the watery seas of Hell (vessels built for the burning or poisonous seas require hardier hulls and more elaborate equipment). Conventionally, the hull is made of sinew wood and the sails of leather, but motorised vehicles are becoming more common.

War-Spawn: War-spawn are bred for their combat abilities. No matter how mighty or ferocious the beasts might be, a demon wielding iliaster will be far stronger and more dangerous. Therefore, war-spawn are deployed in packs or used as mounts for demons riding into battle.

Binding and Boosting Equipment

It is possible to channel iliaster through a weapon, enhancing its abilities. Angels are best known for this – their flaming swords have cut a swathe through their enemies since the First Fall, but even mortals can learn a version of this trick. Demons, on the other hand, prefer to augment their weapons by binding damned souls or even other demons to them, harnessing the power of the trapped being to enhance the weapon.

Binding

Souls are bound using the soulshaping ability, while demons can be bound using sorcery (specifically, the *binding IV* ritual, see page 235).

The ability scores of the bound creature alter the weapon's traits. Add the bound creature's ability score modifiers to the following traits.

Ability Score	Mêlée Weapon	Ranged Weapon	Armour
Str	Damage	Damage	Reduce weight by 10% per point of Strength bonus
Dex	Add ½ Dex bonus to hit	Add ½ Dex bonus to hit	Add Dex modifier to Max Dex for Armour
Con	Hardness	Hardness	Armour bonus
Int	See below	See below	See below
Wis	See below	See below	See below
Cha	Critical Threat Range (Min 20)	Critical Threat Range (Min 20)	Reduce armour check penalty by Charisma modifier

For every three points of Intelligence or Wisdom bonus, the weapon or armour gets one special property.

A weapon- or armour-bound creature is still conscious and able to use its abilities. It can also try to gain control of its wielder; whenever the weapon is drawn or the armour is donned or when the wielder is disabled, the wielder must make a Will save against a DC of (5 + the bound creature's Intelligence modifier + the bound creature's Wisdom modifier). If the saving throw is failed, then the bound creature may try to possess the wielder or make another attempt to escape its binding.

Example: The hulk Saragean is bound into a sword. Saragean has a Strength of 26 (+8), a Dexterity of 8 (–1), a Constitution of 18 (+4), an Intelligence of 10 (+0), a Wisdom of 12 (+1) and a Charisma of 6 (–2). This increases the sword's damage from 1d8 to 1d8+8. The sword's attack bonus is unchanged (half of Dex –1 is –1/2, which rounds down to zero). Its hardness increases to 14 and its Critical Threat changes from 19-20 to 20.

Whenever Saragean is drawn, the wielder must make a DC 4 Will save to avoid being possessed by the demon.

If Saragean had been bound into armour, then the armour's weight would have been reduced to 80% of normal, its armour bonus would have increased by +4 and its maximum Dexterity and armour check penalty would have both worsened.

Boosting

To boost a weapon, a character must have the appropriate feat. He may then spend iliaster as an attack action to activate the feat.

Weapon Properties

These weapon properties can be acquired by binding a soul or demon to the weapon or by spending iliaster to boost it. Each property is described as follows:
Name (iliaster cost to activate it for the listed duration): Description. The iliaster cost is paid by the character who activates the property in the case of boosted weapons, or by the weapon itself in the case of bonded weapons. Every five points of iliaster generated by the weapon decreases one of its ability scores by –1; the weapon regains one ability score point per day. Note that ability score damage can decrease the weapon's bonuses. The ability score depleted is chosen by the Games Master, but is usually Constitution, Wisdom or Charisma.

Acidic (3 iliaster/10 rounds): The cutting edge of the weapon weeps acid, adding an extra 2d6 points of acid damage to the attack.

Bane (1 iliaster/attack): The weapon hungers for the death of the opponent. Increase the critical threat range or critical threat multiplier by one.

Breaching (1 iliaster/attack): This weapon can shatter the flesh of demons and angels. If the attack hits a demon or angel, that creature must make a Fortitude save against a DC of 10 + the damage inflicted or be breached for 1d4 rounds. The size of

the breach is equal to the different between the result of the saving throw and the DC. For example, a saving throw result of 20 against a DC of 25 would result in a five-point breach. The breach automatically heals after 1d4 rounds.

Electrical (3 iliaster/10 rounds): The weapon crackles with arcs of lightning, adding an extra 2d6 points of electrical damage to the attack.

Flaming (3 iliaster/10 rounds): The weapon burns with an unnatural flame, adding an extra 2d6 points of fire damage to the attack.

Frost (3 iliaster/10 rounds): The weapon is coated with a rime of frost and it damages its victims with an icy chill, adding an extra 2d6 cold damage to the attack.

Hellfire (one iliaster per attack): The weapon transmutes into hellfire; all its damage is hellfire damage.

Holy or Unholy (3 iliaster/10 rounds): A holy weapon deals an extra 2d6 damage to any creatures with a Corruption of 15 or higher; an unholy weapon deals 2d6 extra damage to creatures with a Corruption of five or less.

Piercing (3 iliaster per attack): Piercing attacks ignore armour bonuses (but not natural armour bonuses).

Reinforced (2 iliaster/+1 AC): This armour is unnaturally tough. Iliaster can be spent to increase the armour's bonus. This increased protection lasts for ten rounds.

Soul-Drain (3 iliaster per attack, mêlée only): If the attack hits, the attacker (if using a boosted weapon) or the weapon (if using a bonded weapon) gains one iliaster per five points of damage dealt.

Sonic (3 iliaster/10 rounds, ranged only): The ranged attacks of the weapon tear the air with the sound of thunder, adding an extra 2d6 points of sonic damage to the attack.

Swift (5 iliaster/attack): A swift weapon gives its user one extra attack at his highest base attack bonus each round.

Terrible (3 iliaster/10 rounds): A terrible weapon simply inflicts more damaging wounds, adding 1d6 damage to all its hits.

Armour Properties

Armour properties work the same way as weapon properties.

Acid Resistant (3 iliaster/24 hours): The armour increases its wearer's acid resistance by +5.

Animated Armour (1 iliaster/hour): When the wearer is disabled, animated armour automatically carries him out of danger using his best available movement type. If the wearer has a fortress, the armour attempts to take him there; otherwise, it just tries to find safety. If the armour is bonded armour, then the bound spirit may influence the armour's destination but must bring the wearer to some sort of safety.

Cold Resistant (3 iliaster/24 hours): The armour increases its wearer's cold resistance by +5.

Electrical Resistant (3 iliaster/24 hours): The armour increases its wearer's electrical resistance by +5.

Fire Resistant (3 iliaster/24 hours): The armour increases its wearer's fire resistance by +5.

Fortification (1 iliaster/hit): When activated in response to an attack, this property has a 75% chance of negating a critical hit made on the wearer, reducing it to a normal hit.

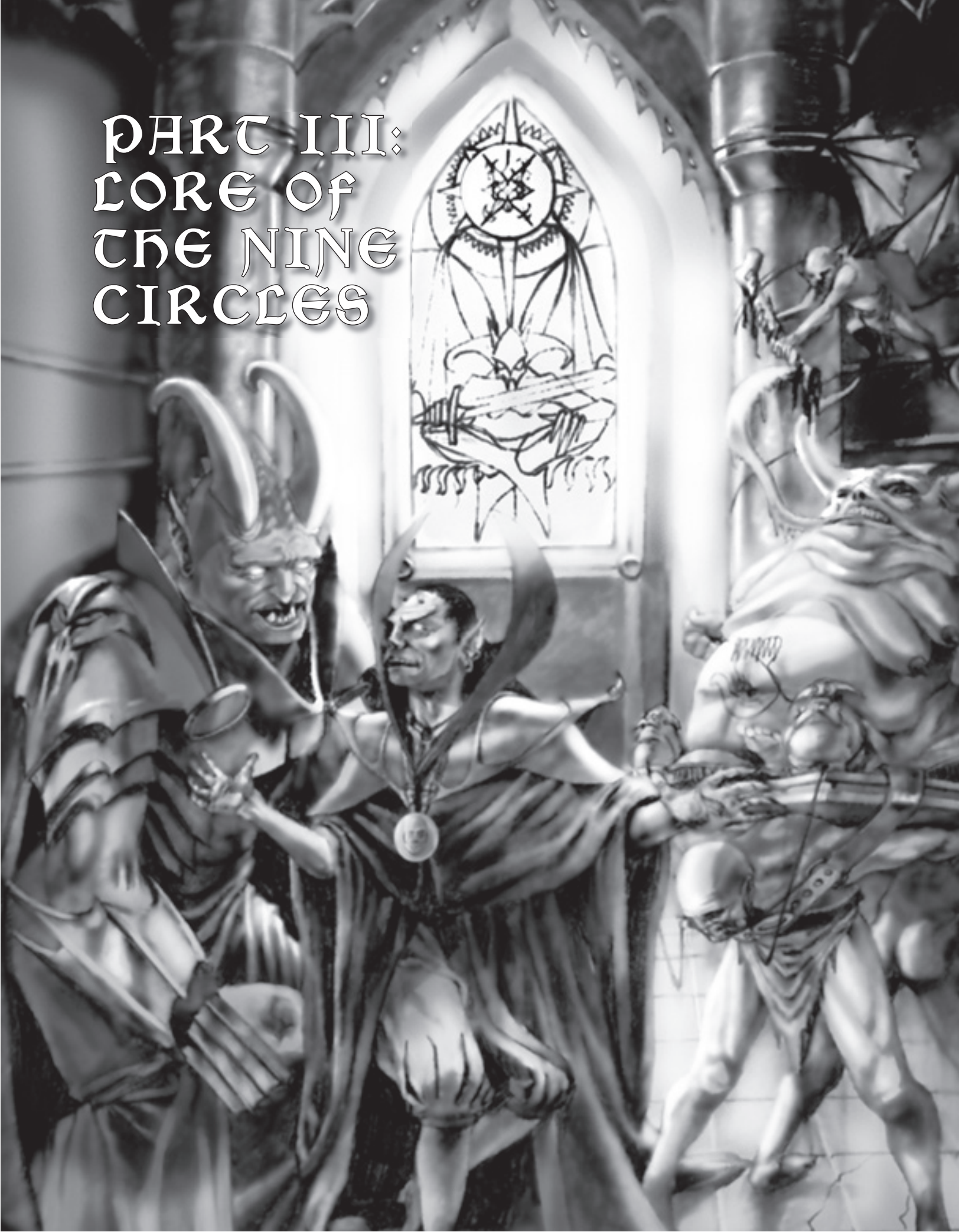
Purity (5 iliaster/24 hours): Purity armour reduces the SR of corruption sources by two.

Sonic Resistant (3 iliaster/24 hours): The armour increases its wearer's sonic resistance by +5.

Stealth: (1 iliaster/round): Stealth armour has no armour check penalty for Hide and Move Silently checks

Transforming (5 iliaster/24 hours): Transforming armour alters itself to cope with the wearer's physical changes. It cannot follow a shapeshift, but can alter itself to cope with physical mutations and size increases.

PART III: LORE OF THE NINE CIRCLES



Demonic Mutations

As a demon grows in power, its body is warped and changed by the hungers and desires of the demonic spirit. A demon's physical appearance is a reflection of its own inner self. These changes are mechanically represented by mutations.

Mutation Chains

Mutations are arranged in chains. A character must take links in a chain in order; before a character can take the 5th link mutation, he must acquire the 1st, 2nd, 3rd and 4th links first. Some links can be taken multiple times; other links have special prerequisites such as requiring a particular ability score, breed or other mutation.

There is no limit to the number of chains that a demon can progress on; a character with 15 mutations could take the first link in 15 different chains, or complete three different five-link chains. The more powerful abilities are always found at the end of a chain, but a character progressing along a chain will also pick up drawbacks.

Drawbacks

A demon's spirit is an ugly, twisted thing. As a demon gains links in a mutation chain, he also picks up the drawbacks related to that mutation chain. A character only gains the drawbacks when he gains the associated mutation. For example, if a chain has a drawback associated with the 3rd link, the demon can take the 1st and 2nd links without any drawbacks.

Branched Chains

Some chains have two links at the same level (i.e. two links with the same number); these are branched chains. In most cases, the demon must choose one branch or the other, and cannot follow both branches. For example, the Living Armour chain branches at the 5th link. The demon must choose between V.I and V.II; he cannot take both.

Some branched chains rejoin higher in the chain; for example, a demon can get to link III from link II.I or II.II.

Broken Chains

If a demon cannot use a link in a chain it cannot use any links higher in the chain either until it regains access to the broken link. This often happens when two abilities both claim Exclusivity on a particular body part.

Saving Throws and Mutations

The saving throw DCs against a demon's mutations are calculated as follows:

Fortitude Saves: ½ demon's level + the demon's Constitution modifier

Reflex Saves: ½ demon's level + the demon's Dexterity modifier

Will Saves: ½ demon's level + the demon's Charisma modifier

Mutation Traits

There are similarities between different chains of mutations. All mutations with the Physical trait, for example, are immediately obvious changes to the body of the demon, such as growing horns, scaly skin and so on. All mutations with the Hellfire trait produce the hellish phenomenon known as Hellfire and obey the Hellfire rules on page 189.

Acid

Acid mutations deal acid damage. Acid attacks ignore the hardness of materials.

Area Effects

Different mutation abilities have different areas of effect. Most just affect the demon or someone he touches, but others affect a wide area.

Burst, Emanation or Spread: Most mutations that affect an area function as a burst, an emanation or a spread. The effect is measured from the point of origin (usually, the demon itself).

A burst spell affects whatever it catches in its area, even including creatures that the demon cannot see. It cannot affect creatures with total cover from its point of origin (in other words, its effects do not extend around corners). A burst's area defines how far from the point of origin the spell's effect extends.

An emanation functions like a burst, except that the effect continues to radiate from the point of origin for

the duration of the effect. Most emanations are cones or spheres. Mutations that affect everyone within the demon's reach are emanations.

A spread spell spreads out like a burst but can turn corners. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Cone, Cylinder, Line or Sphere:
A cone-shaped effect shoots away from the demon in a quarter-circle in the direction it designates. It starts from any corner of its square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus will go around corners. A cone is always as wide at its far end as it was long (i.e. a 30 ft. cone will be 30 feet long and 30 feet at its widest point).

For cylinders, select the point of origin. This point is the centre of a horizontal circle, and the effect shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

A line-shaped effect shoots away from the demon in a line in the direction it designates. It starts from any corner of its square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through.

A sphere expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations or spreads.

Blasphemous

These mutations are especially unholy, and can be easily detected by beings sensitive to blasphemy.

Cold

Cold attacks deal cold damage. A readied cold attack can be used in response to a fire attack; reduce the damage from the fire attack by the amount of damage that would be normally dealt by the cold attack. Cold attacks can also freeze water or other liquids.

Electrical

Electrical attacks deal electrical damage. A creature wearing metal armour suffers a –2 circumstance penalty to saving throws against electrical attacks.

Exclusivity (body part)

Some mutations alter a part of the demon's body. In most cases, two or more mutations can alter the same part without clashing; a demon whose mouth grows fangs and also breathes flame can have a fiery, fang-filled mouth without any problems. Some mutations, however, override other changes to that part of the demon's body. A character cannot have two mutations which both claim Exclusivity over the same body part. For example, if a demon already has a gun for a hand (and the gun mutation has Exclusivity (hand)), then the character could not also have a giant claw for a hand.

A character can overwrite one Exclusive mutation with another; he could replace the gun with the claw if he gained the claw mutation, but cannot have both at once.

Exclusivity Locations

In rare circumstances, mortals or angels can gain mutations. Demon ichor equates to mortal blood or angelic ichor.

Fire

Fire attacks do fire damage. A readied fire attack can be used in response to a cold attack; reduce the damage from the cold attack by the amount of damage that would normally dealt by the fire attack. A character who takes five or more points of fire damage must make a Reflex save (DC 12) or be set alight. A burning character takes 1d6 points of fire damage each round until the flames are extinguished (by spending an action or making another Reflex save as a swift action).

All demons have fire resistance 5, allowing them to ignore the first five points of damage from any fire attack.

Hellfire

The dark energy of hellfire is one of the fundamental components of Hell. Demonic legends speak of a vast underground lake of eternal flames beneath the deepest reaches of the Pit. Hellfire is more than a tainted form of fire; it is in essence anti-iliaster – if iliaster is the will to be, then hellfire brings despair and burns the very soul directly.

Several mutations and sorcerous rituals permit beings to manifest hellfire. In every case, the mechanic used is the same; the creature must tap into its own anger

and pain and spit it out as soul-destroying flame. The creature makes a Fortitude check; the result of this check is the amount of damage dealt by that gout of hellfire. Creatures with the Craft (hellfire) skill may make a skill check instead of a straight Fortitude save.

Hellfire is a special form of Fire damage; in addition to any physical damage dealt by the hellfire attack, it also causes the victim of the attack to lose one iliaster point per five points of Fire damage dealt.

Angels and demons lose this iliaster straight from their reserves. If the victim does not have enough iliaster left in its reserve to cope with this loss, it takes ability damage as if it had been breached.

Mortals may immediately make a Will save as a free action to produce iliaster to refill their reserves; if the victim cannot produce enough iliaster to defend against the hellfire, he suffers one point of Charisma or Constitution damage for every iliaster point he is short.

Hellfire manifests as seething greenish-black flames. Hellfire can be shaped using the Craft (hellfire) skill (see page 80).

Mental

Mental mutations affect the mind of the demon. As such, they can be used when the demon is in another form or even another body.

Mind-Affecting

Mind-affecting abilities alter the perceptions, thoughts or beliefs of another being; as such, they can only be used on other creatures with an Intelligence score of one or more. Mind-affecting abilities do not have to be psychic ones; a supernaturally persuasive or seductive mutation affects the mind and judgement without any sort of telepathic link.

Physical

Physical mutations alter the body of the demon. This affects the Disguise skill (see page 83) and shapeshifting (see below). Some mutations are especially hard to hide; a mutation with the Physical 3 trait counts as three Physical mutations and so penalises Disguise checks by –12.

Physical mutations can only be used when the demon is in its normal form; a shapeshifted demon cannot use Physical mutations.

Psychic

A Psychic mutation involves a mental link between the user and another creature. A Psychic ability does not have to be a mind-affecting one; an ability that allows a demon to track a target's location over hundreds of miles involves a link to the target's mind, but does not affect the target's thoughts.

Size Increase

Size Increase is a special mutation that shows up in multiple chains. The demon grows one size category bigger. This has the following effects:

- The demon gains a +2 size bonus to Strength
- The damage dealt by the demon's natural weapons increases, as follows:

Current Weapon Damage	Smaller Damage	Larger Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

- The demon's fighting space and reach increase
- The demon's size modifier is added to its attack bonus and Armour Class
- A demon cannot grow above Colossal size

Sonic

Sonic attacks do sonic damage. Any sort of unnatural effect that cancels sound also negates a sonic attack. However, the damage is dealt by vibration and internal dissonance, so merely stopping one's ears will not guard against a sonic attack.

Shapeshift

Mutations with the shapeshift trait involve the demon transforming into a different form. A new form counts as both a demon and a creature of the new form, if a new type is involved (so a demon transformed into a wolf would be affected by effects that only affect wolves). Some shapeshifting involves the demon to split into multiple components; when the demon

turns back into a single creature, it suffers damage proportionate to the number of components lost. For example, if a demon turned into a swarm of bees and half the bees were destroyed by a blast of fire, then the demon would take damage equal to half its maximum hit point total when it reformed.

The cost of a shapeshift is increased by +1 per Physical mutation involved in the change. A demon may remain in an altered form for up to 24 hours; after this time, it automatically changes back unless pays the cost of the transformation again.

Chains

Chain of Agility

The Agility Chain centres around increasing the demon's Dexterity. Its nerves become incredible sensitive and precise. Demons following this chain are noticeably twitchy and nervous.

I – Twist in the World (Physical): The demon gains a +2 racial bonus to Balance, Jump and Tumble checks. Its feet become hooves.

II – Swift Action: The demon may spend two iliaster as a reaction to gain a +4 bonus to Initiative. Hairs grow on the back of its neck, which stand up when danger threatens.

III – Evasion: The demon gains the evasion ability. Whenever it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. Evasion can only be used when the demon is wearing light or no armour.

IV – Faster Than The Eye: If the demon's Dexterity and Initiative scores are both ten or more points higher than those of another character in combat, it may spend three iliaster to activate Faster Than The Eye against that target. The target no longer threatens the demon for the purposes of attacks of opportunity and is considered flat-footed against the demon's attacks. Faster Than the Eye lasts until the end of the combat.

V – Quicksilver (Physical, Exclusivity: Ichor): The demon's ichor transmutes into quicksilver. This gives it a +4 enhancement bonus to Dexterity, but also

Random Chain Generator

D100 Roll	Chain	D100 Roll	Chain
1-2	Chain of Agility	51-52	Chain of the Living Fortress
3-4	Animal Aspect Chain	53-54	Chain of Living Weapons
5-6	Chain of Bonded Weapons	55-56	Chain of Lust
7-8	Chain of the Carriage	57-58	Machine Aspect Chain
9-10	Chain of Charisma	59-60	Chain of Man
11-12	Chain of Claws	61-62	Chain of Monstrous Strength
13-14	Chain of Corrosion	63-64	Chain of the Mount
15-16	Chain of Crawling Flesh	65-66	Chain of Myriad Limbs
17-18	Chain of Darkness	67-68	Nightmare Aspect Chain
19-20	Chain of the Devourer	69-70	Chain of the Possessor
21-22	Chain of Disease	71-72	Chain of the Seas
23-24	Chain of Flies	73-74	Chain of the Spider
25-26	Chain of Filth	75-76	Chain of Swiftness
27-28	Chain of Form	77-78	Chain of the Thunderbolt
29-30	Chain of Gifts	79-80	Chain of Torment
31-32	Chain of Hellfire Mastery	81-82	Chain of the Trumpet
33-34	Chain of Horns	83-84	Chain of Usury
35-36	Chain of the Hungry Mind	85-86	Chain of Venoms
37-38	Chain of the Hydra	87-88	Chain of Vitality
39-40	Chain of the Ice Waste	89-90	Chain of Wandering Eyes
41-42	Chain of the Inferno	91-92	Chain of Weeping
43-44	Insect Aspect Chain	93-94	Chain of the Winged
45-46	Chain of Intelligence	95-96	Chain of Wrath
47-48	Chain of Lies	97-98	Choose a Chain
49-50	Chain of Living Armour	99-100	Roll Again Twice

makes it easily recognisable by the silver streaks in its veins and eyes.

This link carries a Drawback: the demon becomes increasingly twitchy. It may no longer delay his action, but can still ready actions.

VI – Weightless: The demon may spend one iliaster to reduce its weight by 50 pounds for ten rounds. The demon gains a +2 modifier to Jump and Tumble checks for every 50 pounds of weight reduction.

VII – Improved Evasion: The demon now takes only half damage on a *failed* Reflex save when using the Evasion ability; it still takes no damage at all on a successful save.

VIII – Quicksilver Boost: The demon may gain a +2 bonus to its Dexterity score for one round by spending three iliaster. Spending iliaster in this fashion is a free action, and the demon may spend as much iliaster as it wishes.

Animal Aspect Chain

The Chain of Animal Aspect is the preserve of the Beasts, and those who develop it must have had a Beast in their ancestry. The demon becomes more and more animalistic; its instincts become stronger and stronger, overwhelming its conscious mind.

I – Face of the Beast (Physical): The demon's head and face become those of an animal. Its bite damage is increased by one step (or it gains a secondary bite attack of 1d4 damage if it has no bite attack) and it gets a +2 racial bonus to Listen and Spot checks.

II – Hide of the Beast (Physical, Exclusivity: Hide): Thick matted fur covers the demon's body, giving it a +2 bonus to natural Armour Class and cold resistance 5.

III – Form of the Beast (Shapeshift): The demon can now transform into the shape of an animal. The demon must choose a particular species when this link is chosen, and it may only transform into that species. Transforming is a standard action that costs three iliaster; transforming back is a free action.

This link carries a drawback; the demon now needs to feed on meat as well as iliaster. If the demon fails to eat at least one Hit Die worth of meat per two character levels each day, its iliaster requirement for that day is doubled.

IV – Mind of the Beast (Mental): The demon's instincts become stronger. It can now enter into a combat trance by spending two iliaster as a free action; this trance lasts for six rounds. While in the trance, the demon cannot speak, use mental or psychic mutations or sorcery, make ranged attacks or use any skill involving complex thought and intelligence. It has an effective Intelligence score of one for the duration of the trance. However, it gains a +4 resistance bonus to all Will saves, a +2 bonus to all attack rolls and can keep fighting once breached – being at zero hit points does not knock the demon unconscious.

Chain of Bonded Weapons

Using this chain, the demon bonds a weapon to one of its arms. The demon is considered to be proficient with the weapon, even if it lacks the appropriate feat. Each link in the chain increases the connection between the demon and its bonded weapon. A character can begin this chain anew by bonding a second weapon to a second arm. A tail counts as an arm for the purposes of this chain.

Thrown weapons cannot be used with this chain.

I – Bonded Weapon (Physical, Exclusivity: Limb): The demon bonds a weapon to its limb. The weapon can be a two-handed weapon, in which case the demon still needs to use another limb when fighting with the weapon. The bonded weapon can still be sundered, but the demon cannot be disarmed and gets a +4 circumstance bonus to its own disarm checks. If the weapon is sundered, it must be repaired.

The demon gets a +1 bonus to attack rolls with the bonded weapon. The weapon counts as a natural attack.

This link carries a drawback; the demon suffers a –4 circumstance penalty on all skill checks that are affected by the loss of a limb. For example, a demon with an axe instead of a hand might suffer a –4 penalty when trying to covertly disable a device.

II – Flesh of my Flesh: The bonded weapon becomes partially organic. If sundered, the demon can spend three iliaster to re-grow the weapon. If the weapon requires ammunition, the demon can spend three iliaster to refill the weapon's magazine.

III – Deadly Strike: The demon may now spend one iliaster to get a +1 bonus to hit or a +2 bonus to damage for one round. Any amount of iliaster may be channelled through the weapon using this ability.

IV – Weapon Mastery: The demon gains a +2 insight bonus to attack rolls with its bonded weapon. It may also multiply its Strength bonus to damage with

melee attacks with the weapon by 1½, or multiply its Dexterity bonus to ranged attacks with the weapon by 1½.

Chain of the Carriage

The Carriage Chain allows the demon to grow a tail. While many demonic breeds grow small, vestigial tails, those who practise the Chain of the Carriage sprout massive, muscular growths that can be used in combat or even as a tentacle-like limb.

I – The Tail (Physical 2): The demon grows a tail. The appearance of the tail reflects the appearance of the demon. In most cases, the tail's hide resembles the demon's skin, although some grow rat-tails and heavily armoured demons tend to produce scorpion-like tails. This tail gives the demon a +4 racial bonus to Balance, Tumble and Swim checks.

This link carries a drawback; any armour must be specially adapted for the demon, which increases the cost of the armour by half again.

II – Extra Limb: The demon may now use its tail as a limb. It cannot yet attack with the tail, but gains an extra move-equivalent action each round using the tail. For example, it could use the extra action to open a door, pick a pocket, reload a weapon and so on.

III – Fully Functional: The tail now becomes a fully functional limb, and follows the normal rules for extra limbs (see Chain of Myriad Limbs page 212). The demon may apply mutation chains like the Chain of Bonded Weapons.

IV.I – Tail Slap (Exclusivity: Tail, Limb): Muscles and bone spurs erupt along the length of the demon's tail. It may now make tail slap attacks. This full attack action hits all enemies within a half-circle of radius equal to the demon's reach. Any creatures struck by this attack take damage as follows:

Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	1d10
Gargantuan	2d6
Colossal	3d6

Victims may make a Reflex save to take half damage. A character struck by the tail attack may also be knocked over; resolve this like a normal trip attempt, but the victim may not try to trip the demon if the initial trip attack fails.

IV.II – Tail Stinger (Exclusivity: Tail, Limb): The end of the demon's tail blossoms into a sharp prong of bone. This can be used as a normal natural attack with the extra limb. The tail stinger has a critical threat range of 18-20 and deals damage as per the table above.

Chain of Charisma

The power of this chain cloaks the demon with an aura of power and majesty. The force of its personality becomes a palpable thing; those advanced along this chain can crush the will of others with a single word or gesture. Most of those who practice this mutation chain are courtiers or courtesans, but battlefield commanders also find the added authority useful for keeping the scum in line.

I – Dangerous Beauty (Mind-Affecting): The demon gains an eerie, inhuman grace and incomprehensible allure. It may spend one iliaster to get a +2 bonus to any Seduction or Diplomacy check for one round; any amount of iliaster may be spent when using this ability.

II – Aura of Authority (Mind-Affecting): When

this mutation is invoked, the demon is crowned with flames of hellfire. Any Will saves made against the demon's mind-affecting abilities suffer a –1 penalty per two iliaster spent activating this ability. The aura lasts for one minute. Activating the aura is an attack action.

III – The Golden (Physical 2, Exclusivity: Hide): The demon's skin transforms into a substance that resembles liquid gold mixed with honey. It becomes vastly more impressive and beautiful. This gives it a +4 enhancement bonus to Charisma.

IV – Command (Mind-Affecting): The demon's personal charisma is now sufficient to cloud the minds of lesser beings. It can spend two iliaster to issue a one-word command to any one creature within earshot. That creature must make a Will save. If the Will save is failed, the creature must obey the one-word command. The effects of the command last as long as the demon is present or for 24 hours, whichever is shorter.

Chain of Claws

The Chain of Claws has somewhat fallen from grace in recent decades, as infernal warfare moves towards firearms and ranged combat. Still, the inner desire of many demons is to get to grips with their enemies and rip their throats out, so the signs of the Claw Chain are still seen on many nobles in the Infernum.

This chain only affects one of the demon's claws; if the demon wants it to apply it to multiple claws, he must buy it multiple times. See the rules for multiple limbs (page 212).

I – Claws (Physical): The demon's natural claws grow considerably larger and more impressive. This is Exclusivity: Limb under normal circumstances, but the demon may choose to have retractable claws instead that are not Exclusive. If the claws are retractable, extending or retracting them is a move action. Extending the claws also costs three iliaster.

While the claws are extended, the demon suffers a –4 penalty to any skill checks relating to fine motor manipulation.

This link increases the demon's claw damage by one step.

II – Burning Claws: By spending one iliaster per round, the demon can infuse Hellfire into its claws. Any claw damage it deals also counts as Hellfire damage. The demon cannot craft this Hellfire into different shapes.

III – Massive Claws: The demon's claw damage increases by one step. It also gains a +2 racial bonus to attack rolls with its claws.

IV – Piercing Claws: When the demon channels iliaster through its claws, they become sharper than razors and ignore the hardness of objects.

V – Rending Claws: The demon must have at least two claw attacks (either from iterative attacks from having a base attack bonus of +6 or more, or from multiple limbs, or from some ability that gives extra attacks) to use this ability. If the demon hits the same target with two claw attacks in the same round, it may spend ten iliaster to make a rend attack. Resolve this with a Strength check opposed by the opponent's Fortitude save; if the demon wins, the opponent is automatically breached (if a demon or angel) or takes double damage (other creatures).

Chain of Corrosion

The Chain of Corrosion is a potent weapon for the recruiters and press-gangs of the Houses. The spawning pits that give birth to new demons feed on iliaster, so using Hellfire to incapacitate an enemy leaves little behind for the pits. Crippling a foe's limbs and searing off their skin, on the other hand, leaves their spirit ripe and fit to be rendered in the pits.

I – Acid Resistance: The demon gains Acid Resistance 10. It may take this link multiple times; each additional link increases the demon's Acid Resistance by +5.

II – Acid Vomit: The demon can now vomit up acid from its innards. This acid spit is used as a melee touch attack, and deals 1d8 points of acid damage per point of iliaster spent. A demon with the Chain of the Devourer can use this attack on internal targets.

III – Acid Spit: The acid hawked up by the demon thickens and becomes almost gelatinous. The demon can now spit the acid ball as a ranged touch attack. The range increment of the spit attack is equal to the demon's Strength modifier x 5 feet, with a minimum of five feet.

IV – Acid Blood (Exclusivity: Ichor): The demon's ichor transmutes into acid. Whenever the demon is wounded, the ichor sprays and splashes out, searing the foe's flesh. Anyone who injures the demon with a piercing or slashing mêlée attack suffers acid damage equal to one-fifth of the damage dealt to the demon. This acid has a splash range of five feet, so a creature using a reach weapon is safe. Creatures using natural attacks take the acid damage.

This link carries a drawback – the demon's acidic ichor scars its veins and internal organs, reducing its efficiency and forcing its body to consume more power to survive. The amount of iliaster it needs each day to avoid Dissolution increases by one-fifth (round up).

V.I – Enhanced Acid: The demon can now make its internal acid more intense by spending more iliaster. This increases the damage dealt by its acid vomit or acid spit attacks. The enhancement lasts for one round.

Extra Iliaster Spent	Acid Damage Dice
4	d10
8	d12

V.II – Teeth of Acid: The demon must have a bite or stinger attack to use this link. Whenever the demon hits with a bite or sting attack, it can inject acid into the wound and sears the flesh. This costs five iliaster. The victim of the attack cannot heal the seared damage normally – healing sorcery must be used. If the victim of the attack has Acid Resistance, then the character can heal an amount of damage from the bite or sting equal to his Acid Resistance normally; any damage beyond the character's Acid Resistance is seared damage and must be healed magically.

For example, a demon with the Teeth of Acid link bites another demon who has Acid Resistance 10. The bite attack deals 16 point of damage to the victim. Normally, the victim would be unable to heal the 16 points of damage using normal healing, but thanks to its Acid Resistance, the unhealable damage is reduced to six points. The victim's hit points are still reduced by 16, but ten of these points will heal normally.

VI.I – Acid Fog: The demon may spend five iliaster to belch a pestilent, yellowish, sulphurous cloud out from whatever orifice the demon chooses. This cloud has a radius equal to four times the demon's Constitution score in feet. Anyone in the cloud must make a Fortitude save each round or be nauseated and take 2d8 points of acid damage for as long as they remain within. Creatures with Acid Resistance gain a bonus to their Fortitude saves equal to their Acid Resistance. The cloud also grants concealment to any creatures within it. The cloud does not move with the demon. The cloud lasts a number of rounds equal to the demon's Constitution, although high winds can cause it to dissipate more quickly.

VI.II – Acid Blade: The demon can now lick its mêlée weapons, at the cost of five iliaster per weapon. For a number of rounds equal to the demon's Constitution modifier +1 (minimum one), the weapon now inflicts seared damage, just like a bite attack using the Teeth of Acid link. Licking a weapon is a move action.

Chain of Crawling Flesh

The Crawling Flesh Chain has one of the more accurate titles, as befits its slaver origins. The slavers have never been ones for poetic titles. A demon developing this Chain learns to warp its flesh at will.

I – Crawling Hide (Physical): The demon can now alter its hide. It may have multiple mutations that claim Exclusivity: Hide, and may switch between them by spending one iliaster as a free action. Furthermore, the crawling hide gives it a +1 bonus to natural Armour Class.

II – Swift Healing (Physical): The demon may now heal rents in its own flesh. It may heal itself by

spending iliaster; regaining 1d6 hit points per point of iliaster spent. Healing is a swift action that may be performed once per round.

This link carries a drawback; the newly healed flesh is considerably more vulnerable. The demon suffers a –4 penalty to natural Armour Class for one hour after healing.

III – Shuck Skin (Physical, Psychic): By spending seven iliaster, the demon can detach its skin. The skin takes one-third of the demon's Strength, Constitution and Dexterity, as well as one-third of its hit points. It is under the telepathic control of the now-skinless demon. The demon loses its natural armour bonus while the skin is detached. The shucked skin can act as if it were the demon, but has none of the demon's mutations. The demon still gets the normal number of actions per round, but can split the actions between its actual body and the shucked skin.

The skin disintegrates after one day unless reintegrated with the demon. The demon heals the lost ability scores and hit points normally and re-grows its hide and natural armour bonus once the lost hit points are restored.

Chain of Darkness

Also known as the Shadow Chain, this chain is favoured by assassins and spies. Those who travel into the lightless areas beyond the Pit are well advised to shape themselves according to the links of the Shadow Chain. As a demon moves along this chain, black spots and stains appear on its hide; the further the demon progresses, the stains grow larger and link together.

I – Demon Sight: The demon gains darkvision with a range of 120 feet. Its eyes glow faintly while using this power. Activating the power is a free action; it costs one iliaster per ten minutes of activation.

II – One with the Shadows: The demon now gains a +4 bonus to Hide and Move Silently checks made while in areas of shadowy or no illumination. The darkness seems to swallow the demon's footsteps.

III – Shadow Weave: The demon can now conjure shadows around itself. This creates perfect and total darkness within 15 feet of the demon and shadowy illumination within 50 feet. Conjuring shadows is an attack action and consumes one iliaster per round. The demon can see through its own darkness normally.

This link carries a drawback – the demon becomes unnaturally sensitive to light. The demon suffers a –1 circumstance penalty to attack rolls when in brightly lit conditions. Intense light causes the demon agonising pain; the demon must make a Will save (DC 10) when exposed to a searchlight, flare or similar light source or be limited to a single move or attack action that round.

IV – Night Terrors: Shadows around the demon become chillingly cold and bizarrely terrifying. Anyone within the demon's Shadow Weave must make a Will save or be *panicked* until they exit the shadows. Activating this ability costs two iliaster per round (and as it must be used in concert with the Shadow Weave ability, the total cost is three iliaster per round).

Chain of the Devourer

Seen as something of an uncouth and brutal chain, the chain of the devourer is most often seen on large demon breeds like hulks. Demonic executioners often use this chain to suck the power of their victims.

If a demon has multiple heads, this chain only applies to one of its heads.

I – Monstrous Maw (Physical, Exclusivity: Teeth): The demon's teeth and maw grow bigger. It tends to lisp and to slaver. Its bite damage increases by one step. This link may be taken multiple times.

II – Swallow Anything (Physical): The demon can now digest any substance. It can eat metal, stone, glass and so on. It becomes immune to ingested poisons. It takes one hour per point of hardness to dissolve an object, but the demon can spend iliaster to hasten this digestion – each point of iliaster spend reduces the time required by half an hour.

III.I – Swallow Whole (Physical, Exclusivity: Abdomen): The demon becomes able to distend its throat and digestive system to consume entire living creatures. If the demon makes a successful bite attack on a target smaller than itself, it may immediately make a Grapple check against that target without drawing an attack of opportunity. If the creature is still being held by the demon at the demon's next action, the demon may swallow that creature whole.

A swallowed creature takes 1d6 points of acid damage per round. The creature is considered pinned inside the demon's stomach. The stomach has an Armour Class of 5 + the demon's Constitution modifier. If the creature deals damage to the demon, the demon must make a Fortitude save at a DC equal to the (damage inflicted –10); if the saving throw is failed, the demon must vomit the creature out. The demon cannot shapeshift while holding a creature in its stomach.

A demon can hold one creature in its stomach of the next lowest size category, so a Large demon could swallow a Medium creature. Two creatures count as a single creature of the next highest category, so two Small creatures count as one Medium creature for the purposes of being swallowed whole.

If a swallowed demon is breached while inside another demon's stomach, the breached demon is considered to be drunk every round.

III.II – Distend Jaw: The demon may temporarily increase the size of its jaws. By spending three points of iliaster as a free action, the demon increases the damage of its bite attack by one step. The jaw stays enlarged for three rounds. Increasing jaw size is a move action. A demon may only use this mutation once per round, but can 'pump up' the size of its jaw successively over multiple rounds.

IV.I – Iron Stomach Prison: The Armour Class of the demon's stomach increases to 15 + the demon's Constitution modifier. The outline of rivets and steel plates appear on the demon's belly.

IV.II – Vorpal Jaws: The demon's teeth can now be reinforced with demonic energies. Every point of iliaster spent increases the critical threat range of the demon's bite attack by +1 for one round; every three points of iliaster increases the bite attack's critical multiplier by +1. These enhancements only last for one round and this ability must be used immediately before the bite attack is made.

Chain of Disease

This chain is one of the specialities of House Glabretch, but the art of lethal infection has been passed on to many demons in the Infernum. In Pandemonium, the breeding of sicknesses has become an art form.

I – Pestilent Self (Physical, Exclusivity: Hide): The demon's skin bubbles and erupts in thousands of weeping sores and pustules. Anyone within reach of the demon must make a Fortitude save; if the save is failed, that creature is sickened for 1d6 rounds. A character who makes a successful Fortitude save is immune to this link for 24 hours.

This link carries a drawback; any natural healing within 30 feet of the demon is reduced to one-quarter normal.

II – Breed Disease: The demon can now breed diseases within its body and spread them with a touch. A disease has the following traits:

- Infection: How the disease is transmitted
- DC: The Fortitude save needed to avoid catching the disease once a character has been exposed to it.
- Incubation Time: How long it takes the disease's effects to manifest
- Damage: The damage dealt once the incubation period has elapsed and each day thereafter. A character may make another Fortitude save each day to avoid this damage.
- Duration: The number of successful Fortitude saves in a row required to recover from the disease. For example, a disease with a Duration of five needs five successful saving throws in a row to recover.

The character can breed a disease over a period of time. The various traits have the following cost in iliaster:

Infection: The disease is always transmitted through touch or ingestion (the demon can taint food, drink or liquid iliaster with a touch). The demon becomes able to transmit the disease in other ways using the third link.

DC: The DC begins at 5 + the demon's Constitution modifier. Increasing the DC costs two iliaster per +1 DC increase.

Damage: Every 1d6 of nonlethal damage dealt by the disease costs three iliaster.
Every 1d6 points of temporary ability damage to any ability costs five iliaster.
Every 1d6 points of permanent ability damage to any ability costs ten iliaster.

Duration: Duration starts at one and every +1 Duration costs three iliaster.

A demon can take as much time and spend as much

Incubation Time

Iliaster	Incubation Time
1	1 week
2	3 days
3	1 day
4	12 hours
5	6 hours
6	1 hour
7	10 rounds
8	3 rounds
9	1 round
10	Instantaneous

iliaster as it wants making the disease. A demon can hold only one disease inside its body at a time – if it wants to create another disease for another purpose, it must abandon its current disease and create a new one. Once it has made the disease, however, it must infect *itself* – the character suffers all the symptoms of the disease. After this is done, the disease is ready for use.

By touching another character (or making a mêlée touch attack in combat) and spending one iliaster, the demon can infect that character with its disease. The infected character will not spread the disease.

III.I – Disease Spores: By spending three iliaster, the demon can belch out a cloud of the disease. All creatures within 30 feet of the demon are affected by the spore cloud. Alternatively, the demon can hurl a handful of spores as a grenade-like weapon (range increment is the demon's Strength modifier x five feet, explosion radius is ten feet). The spores grow on the demon's back and sides like pustules.

III.II – Plague Vector: Taking this link makes the demon's diseases infectious. Anyone who touches or spends time in the presence of a character suffering from the demon's disease must make a Fortitude save against the disease's infection DC –1 to avoid becoming infected. The DC drops by one each time the disease is passed on.

IV – Enhance Disease: The demon can now momentarily boost a particular instance of the disease. This uses the same rules as breeding the disease, but can be done on the fly. The boosted disease only affects a single target (or group of targets, if using the Disease Spores link).

For example, a demon has bred a disease with an Infection DC of 18 that deals 2d6 points of temporary Constitution damage and has an Incubation period of one hour. The demon is facing a particularly dangerous angelic guard, so it uses Enhance Disease to decrease the Incubation period to one round (three iliaster) and boosts the DC to 24 (+6, costing another 12 iliaster). It then throws a Disease Spore at the angel.

V – Infectious Possession (Psychic): This link permits the demon to possess anyone who has been infected with its disease. The demon must either name a particular victim who is suffering from the disease, or (if using the Plague Vector link) can move from victim to victim, following the path of infection. If taking the latter option, each victim must be possessed in turn before moving onto the next one.

Chain of Flies

The Chain of Flies is one of the oldest and most

respected mutation Chains; possessing it is seen as a sign of good breeding and noble blood. According to tradition, the vast swarms of flies that buzz around the corpse-piles and pestilence clouds are the heralds of the fallen nobility, waiting for their return.

I – Buzzing Voice (Mind-Affecting): The demon's voice changes to sound like a chorus of buzzing flies. This allows the demon to say many things at once; each of the hundreds of voices can chant its own speech. This sonic cacophony lets the demon insinuate thoughts to those who listen to it, giving it a +2 circumstance bonus to Bluff and Diplomacy checks. Furthermore, the demon can speak to insects, although such vermin have very simple thoughts and are poor conversationalists.

This link carries a drawback; the demon can no longer speak in a loud voice and its voice is unpleasant at the best of times. It suffers a –2 circumstance penalty to Seduction and Perform checks. It also cannot use Bluff or Perform to mimic the voice of another individual.

II – Cloak of Vermin (Physical, Exclusive: Hide): A huge swarm of flies descends and settles on the demon's back and shoulders. These vermin constantly buzz and flit around the demon, laying eggs in its flesh to propagate their numbers. This gives the demon DR 2/fire, as the flies block attacks and projectiles. Furthermore, anyone within reach of the demon must make a Fortitude save each round or be sickened by the flies crawling over their skin and eyes.

The demon must feed these flies, at an iliaster cost that depends on the demon's size category.

Size	Iliaster Cost/Day
Medium or less	1
Large	2
Huge	3
Gargantuan	4
Colossal	5

If this cost is not paid, the swarm hibernates and does not provide its listed protections.

III.I – Demon Fly Swarm: The cloak of flies have waxed fat on the demon's ichor and now partake of the demon's ferocity and infernal powers. Anyone within reach of the demon now automatically takes 2d6 points of damage from the flies each round, regardless of Armour Class (damage reduction or other defences still work).

III.II – Fly Spy: The demon can now establish a psychic link with one of its flies, seeing through its eyes and guiding its movements. While controlling a fly, the demon must concentrate and is unaware of its own surroundings. The fly acts normally while uncontrolled by the demon, but generally remains near where it was left. Taking control of a fly's mind and perceptions costs one iliaster. The demon must touch a fly to establish a link, but after the link is made, the demon can swap its mind in and out of the fly freely, at the cost of one iliaster each time.

A demon can have a number of psychic links equal to its Wisdom modifier at any one time. It can drop links freely.

IV.I – Wrath Swarm (Psychic): The demon can now spend three iliaster to launch its flies as a fly swarm. The fly swarm then costs one iliaster per round to maintain. The swarm's statistics are listed in the box nearby. The swarm obeys the demon's psychic commands and fights with no thought to its own safety or survival. Should the swarm be destroyed, the eggs left in the demon's skin will produce a new swarm in 24 hours.

The demon can channel touch attacks through its swarm, at a cost of three iliaster per attack channelled.

IV.II – Infinite Eyes: The demon can now see through all the eyes of the flies riding on it simultaneously. This gives it a +5 insight bonus to Search and Spot checks and it cannot be flanked.

V – Body of Flies (Shapeshift): The demon can now transform itself into a swarm of flies. This uses the same statistics as the wrath swarm described above and has the same costs to maintain (three iliaster to transform, one per round thereafter), with the following exceptions:

- The demon retains its Hit Dice and hit points
- The demon's ability scores and saving throws are unchanged
- The demon can still use non-physical mutations

Chain of Filth

The Filth Chain is closely associated with the Glabretch disease mutations and the royal Chain of Flies. It is also commonly developed in the mud pools of the Third Circle. Demons following the Chain of Filth glory in their own degeneration and vile behaviour.

Size	HD (hp)	Space/Reach	Saves
Medium or less	5d8–5 (17 hp)	10 ft. /0 ft.	Fort +4, Ref +6, Will +2
Large	8d8–8 (28 hp)	15 ft. /0 ft.	Fort +4, Ref +6, Will +2
Huge	13d8–13 (45 hp)	20 ft. /0 ft.	Fort +4, Ref +6, Will +2
Gargantuan	18d8–18 (63 hp)	25 ft. /0 ft.	Fort +4, Ref +6, Will +2
Colossal	23d8–23 (80 hp)	30 ft. /0 ft.	Fort +4, Ref +6, Will +2

Diminutive Vermin (Swarm)

Initiative:	+4
Armour Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Speed:	10 ft. (2 squares), fly 30 ft. (poor)
Special Qualities:	Darkvision 60 ft. immune to weapon damage, swarm traits, vermin traits
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

- A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit
- A weapon with a special ability such as flaming deals its full energy damage with each hit, even if the weapon's normal damage cannot affect the swarm

I – Slimy Skin (Physical): The demon's flesh begins to exude a smelly coating of pus and mud. This slippery surface gives the demon a +4 bonus to Escape Artist and Swim checks. It also gains a +2 natural armour bonus that *only* applies against touch attacks.

II – Pool of Filth: The demon can now cause a slimy slick to seep from its pores and flood the area around it. Making the slick costs three iliaster and an attack action; an area around the demon with a radius equal to twice the demon's reach is instantly flooded. All creatures moving within the area must make a Balance check; all creatures within the area must make a Fortitude save each round, both at the normal DC for a Fortitude save against the demon's mutations. If the Balance check is failed, the creature falls prone. If the Fortitude save is failed, the creature is sickened for 1d4 rounds. The slick lasts for one minute (ten rounds). The demon is immune to both effects of the slick. The slick is immobile.

III – Stench (Physical): The demon now smells worse than anything imaginable. All creatures within 20 feet of it automatically suffer a –1 penalty to all attack rolls. It may spend one iliaster to force all creatures within 20 feet to make a Fortitude save or be nauseated for one round. Spending iliaster in this fashion is a swift action.

This link carries a drawback; the demon suffers a –4 penalty to all Influencing checks, due to the stench.

IV – Body of Slime (Physical): The demon's whole body degenerates into a pile of rotting meat, mud, fungi and other refuse. It is now immune to death from massive damage and critical hits. It may also spend five iliaster to gain Regeneration 5 for one round per level. Activating this ability is a standard action.

Chain of Form

One of the commoner chains, the Chain of Form allows the demon to transform itself. This chain has but a single link, which may be taken multiple times.

I – Alternate Form (Shapeshift): The demon may shapeshift into another form. This form does not have access to any of the mutations possessed by the demon in its normal form, but may have its own mutations. When this link is selected, the alternate form gains a number of random mutations up to one-third the demon's level and an equal number of chosen mutations.

Shapeshifting into the new form is a full-round action and costs an amount of iliaster equal to three plus the number of mutations possessed by the alternate form. Shapeshifting back costs no iliaster, but is also a full-round action.

This link may be taken multiple times; each link gives another alternate form. This link may be taken by an

alternate form, but each form has only two-thirds the number of mutations of the previous form.

The new form always looks demonic; the demon cannot pretend to be of another species using this mutation.

Chain of Gifts

This Chain has fallen heavily out of favour in recent days, as few demons want to share their power with lesser beings. In ages past, though, it was the paramount form of temptation when winning mortal souls. The Gift chain gives no new abilities to the demon who develops it, but allows him to gift others with supernatural enhancements.

I – Lesser Gift: By touching another creature, the demon can give it a temporary bonus to an ability score. The size of the bonus is equal to the demon's own modifier, so a demon with a Strength bonus of +10 could give a temporary +10 bonus to another character's Strength. It costs the demon an amount of iliaster equal to the size of the bonus to give the gift; thereafter, it costs an amount of iliaster equal to the size of the bonus to maintain the gift, but this maintenance cost can be paid by either the demon or the recipient, or they can share the cost. The demon can cancel the gift at any time.

The demon can give a number of lesser gifts equal to its Charisma modifier.

Accepting a gift brings Corruption; the gift has a Sin Rating equal to the gift's bonus.

II – Favoured by Fortune: By spending iliaster, the demon can insure good fortune for a character with whom it has entered into a Covenant. The iliaster acts like a mortal's ability to adjust fate (see page 65), but only acts to bring wealth, love or other desires to the recipient of the fortune.

Accepting demonic fortune brings Corruption; the gift has a Sin Rating equal to half the iliaster spent.

III – Ability Transfer: The demon may now transfer a whole chain of mutations from itself to another creature. This costs three iliaster per link in the chain. The demon must touch the recipient to transfer the mutations, and cannot retrieve the chain while the recipient lives.

IV – Bind Life: The demon binds its spirit to that of another willing recipient, with whom it is in a Covenant. Neither the demon nor the recipient can easily die while the link exists – if either is reduced to zero hit points (or zero iliaster for a demon or angel), then the injured character may draw on the hit points or iliaster of the other while at or below zero hit points or iliaster.

The demon may break this link freely at any time.

Chain of Hellfire Mastery

Blasts of hellfire explode across the battlefields of the Infernum. The green flames have burnt cities to the ground and scorched demons to cinders. The mastery of hellfire is seen as a noble art; while uncouth brutes use weapons like bile rifles or shatterguns, but a truly refined demon incinerates the souls of its enemies with pure hellfire.

Hellfire can be generated and shaped using the Craft (Hellfire) skill.

I – Create Hellfire (Hellfire): The demon can conjure a sphere of hellfire that it can hurl as a grenade-like weapon with a range increment equal to the demon's strength modifier x five feet. The sphere has a burst radius of five feet. Creating the hellfire sphere is a move action; it costs five iliaster.

II – Hellfire Arc (Hellfire): An arc of hellfire erupts from the demon's hands, lashing out at its enemies. Generating the arc is an attack action that costs five iliaster; each additional target for the arc costs another two iliaster. Targets may make Reflex saves to take half damage from the attack. A target in the arc may not be more than 20 feet from the previous target.

III – Hellfire Artistry: The demon gains a +2 insight bonus to Craft (hellfire) checks.

IV – Hellfire Blast (Hellfire): By spending seven iliaster, the demon can now hurl a massive sphere of hellfire as an attack action. This sphere has a radius of 20 feet and can be fired accurately at any point within 300 feet. Creatures caught within the sphere may make a Reflex save for half damage.

This link carries a drawback; keep count of how many times the demon has used this ability. Whenever the ability is activated, add one to the count and roll 1d20. If the d20 roll is less than or equal to the count, then the flames erupt out of the demon. This deals a number of d6 of fire damage equal to the count to the demon and all within ten feet of the demon. Other characters may make a Reflex save to dodge the demon's explosion; the demon takes the full damage. The count resets to zero after such an explosion.

V – Hellfire Transfiguration: The demon's iliaster converts itself wholly into hellfire. The demon is now immune to hellfire damage (but not normal fire damage). If breached, it leaks hellfire instead of iliaster – each point of iliaster leaked explodes outwards as a free hellfire burst with a radius of ten feet around the demon. The demon cannot be drained of iliaster using sorcery or similar abilities, as it no longer possesses iliaster; any iliaster it gains is transformed into hellfire the instant the demon absorbs it.

Chain of Horns

Also referred to as the Chain of the Crown, various demonic sects and especially traditionalist Houses view the Chain of Horns as being a seal of nobility. A demon who holds high office without developing this chain is often seen as something of an upstart pretender.

I – Horn Growth (Physical, Exclusivity: Head): A pair of horns grows from the demon's temples. These horns increase its natural armour bonus by +1, as well as giving a +2 profane bonus to Diplomacy checks made against other demons.

This link carries a drawback; the demon cannot wear headgear or other helmets that are not specially made.

II – Massive Horns (Physical): The horns on the demon's head grow even larger. It may now make a head butt attack as a secondary natural attack, which deals damage based on the demon's size.

Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d6
Gargantuan	3d6
Colossal	4d6

III – Gore: The demon may now use its horns when charging, to make a gore attack. If the charge hits, the demon inflicts double damage with its horns.

IV – Crown of Horns: Smaller growths of bone sprout like tines of a crown around the demon's head. These augment the demon's protection against mind-affecting and psychic effects, giving it a +2 profane bonus to Will saves against such effects.

V – Crown of Fire (Psychic, Mind-Affecting, Blasphemous): The demon can now spend ten iliaster to invoke the Crown of Fire, a shining beacon of purest hellfire that marks the demon's brow. The Crown of Fire burns for one round per level of the demon. While the Crown of Fire is in effect, creatures with a Corruption of 12 or more must make a Will save to attack the demon or target him with hostile spells or effects. A new save must be made for each round.

Chain of the Hungry Mind

The Chain of the Hungry Mind is one of the few exclusively psychic mutation chains. Most mutations have at least some physical component, but the Hungry Mind Chain exists exclusively in the demon's brain.

I – Devouring Thoughts (Psychic): If the demon touches a target and spends one iliaster, it forces that target to make a Will save. If this save is failed, the demon may read the victim's surface thoughts for 1d6 rounds. The demon may try again and again, but only once each round.

II – Telepathy (Psychic): The demon may now spend one iliaster as a swift action to open up a telepathic connection with any other creature within line of sight. The telepathic connection allows the two to communicate by thought alone. The two can reveal thoughts to another, but cannot read each other's minds. The connection lasts for one minute, but can be renewed by the demon.

A target may choose to make a Will save to resist the connection; if the saving throw is successful, then the connection is not established this round. The demon can try again, but the iliaster cost doubles each time. The iliaster cost drops back to normal 24 hours after the initial contact.

The demon may attempt to establish more connections while others are active; the cost for each connection is increased by an amount of iliaster equal to the number of currently active connections. All the connected minds may communicate with each other through the demon.

This link carries a drawback; the demon's mind is more open and hence more vulnerable to other psychic assaults. It suffers a –2 penalty to all Will saves against psychic abilities.

III – Enhanced Telepathy (Psychic): The demon may now spend three iliaster to open a telepathic connection with anyone the demon knows over any range. The demon no longer needs line of sight to establish the connection.

IV – Eat the Mind (Psychic): The demon may now attempt to devour the mind of any creature it has

established a psychic link with. Each round, it may make an Intelligence check against a DC of 10 + the target's Will save bonus. If the check is successful, the target suffers 1d4 + the demon's Charisma bonus points of Intelligence damage, and the demon gains one skill rank in a skill possessed by the victim per point of damage inflicted. These skill ranks last for one day per level of the demon. Making an attack costs three iliaster and is a swift action.

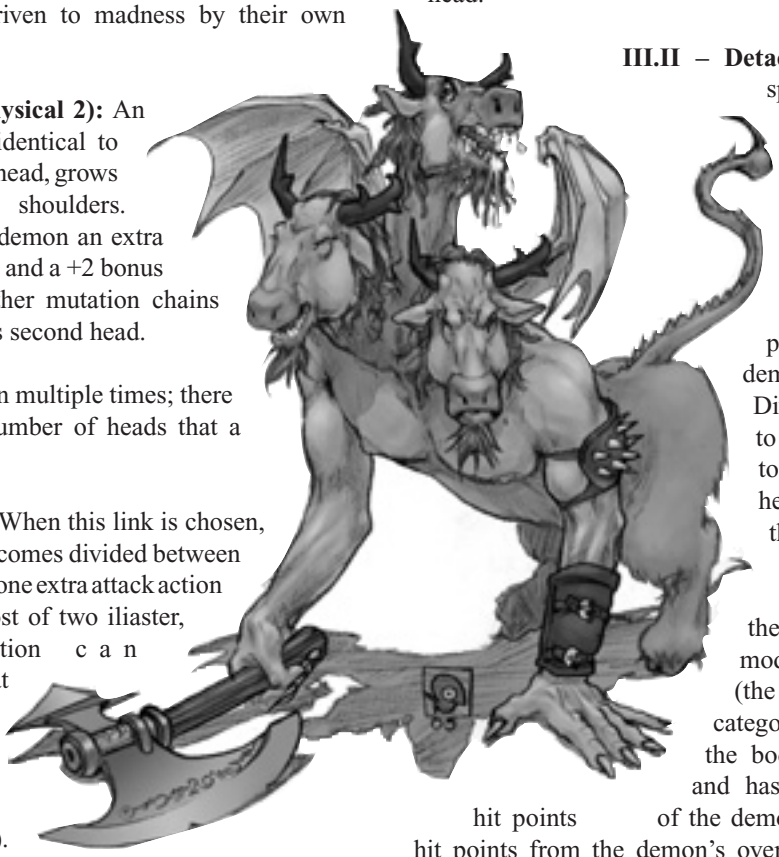
Chain of the Hydra

The Hydra Chain is one of the more curious mutation chains. When developed correctly, it gives the demon the ability to do several things at once using multiple heads. More often, though, those who practice the Hydra Chain are driven to madness by their own variant selves.

I – Extra Head (Physical 2): An extra head, largely identical to the demon's original head, grows from the demon's shoulders. This head gives the demon an extra secondary bite attack and a +2 bonus to Spot checks. Other mutation chains can be applied to this second head.

This link can be taken multiple times; there is no limit to the number of heads that a demon can have.

II – Divided Mind: When this link is chosen, the demon's mind becomes divided between its heads. It may take one extra attack action each round at the cost of two iliaster, as long as that action can be performed by that head alone (i.e. the character cannot attack twice, but could attack and activate a mutation). It may take one extra action per extra head, as long as it pays two iliaster per action.



This link carries a drawback; the demon's divided mind often plots against itself. If the demon rolls a one on any skill check, ability check, saving throw or attack roll made during one of its extra actions, that head attempts a coup against the main head. The demon is *confused* for 1d4 rounds +1 round per extra head.

III.I – Serpent Neck (Physical): The demon can cause the head to which this link is attached to shoot out on a rubbery, sinuous neck. Extending its neck like this is an attack action. The head can be stretched out by any amount; extending to the limit of the demon's reach is free, but every ten feet of distance after that costs one iliaster. The demon's head moves astonishingly quickly.

While extended, the neck can be attacked separately; it has the same Armour Class as the rest of the demon, but has only one-tenth of its hit points. If the neck is destroyed, the demon is decapitated. Damage applied to the neck is also subtracted from the demon's overall hit points. A demon cannot be breached from cutting off its neck.

This link may be taken multiple times, up to once per head.

III.II – Detachable Head: By spending seven iliaster, the demon can detach its head from its body. The head is immobile, but otherwise functions perfectly well. The demon can use the Divided Mind link to channel powers to the detached head and can speak through it. The head has the same Armour Class as the demon's body, modified for its size (the head is two size categories smaller than the body of the demon) and has one-tenth of the hit points of the demon. Subtract these hit points from the demon's overall total when the head is detached, and restore them when the head is reattached or destroyed.

This link may be taken multiple times, up to once per head.

IV – Cranial Regrowth: This link gives the demon the power to re-grow severed heads. If one of its heads is cut off, it may spend five iliaster to regrow the head as a free action.

Chain of the Ice Waste

The frozen reaches of the middle circles are inhospitable even for demons. While all the hellkin are at least somewhat resistant to flame, they can freeze as easily as any mortal. There are glaciers of frozen blood where stand dozens of ice-encrusted demons, frozen solid but still alive and unbreached. The Ice Waste chain is most commonly developed by those demons who are forced to dwell in the frozen reaches, but their tainted bloodlines have shown up in the most unlikely spawning pits.

I – Cold Resistance: The demon's skin turns bluish-white and becomes cold to the touch. The demon gains cold resistance 10. This link may be taken multiple times; each link increases the demon's cold resistance by +5.

II.I – Icy Armour (Physical, Exclusivity: Hide): Plates and fingers of ice begin to form on the demon's body, matting fur into knobbly ice armour and interlacing until the demon is encased in a protective ice shell. This gives the demon a +3 bonus to Armour Class. The demon can also temporarily thicken this icy shell, giving it an additional +2 bonus to Armour Class per three iliaster spent. Each +2 bonus to Armour Class reduces the demon's movement by 20% and worsens its armour check penalty by –1. The demon cannot increase its Armour Class using this ability past the point at which it cannot move.

This enhanced armour lasts until the demon dismisses it as a move action or until the demon takes fire damage. Every five points of fire damage reduces the armour's protection by one. The penalties to movement and increased armour check remain even if the armour is melted.

II. II – Survivor: The demon's systems become much more efficient, to better survive in the barren wilderness. It gains a +4 insight bonus to Survival checks and may reduce its daily iliaster needs by one-third (round up).

III – Call Snowstorm: The demon can now call up a snowstorm around it. This snowstorm has a radius equal to the demon's Charisma score x 10 feet. Within the snowstorm, visibility is reduced to ten feet, all movement is halved, and all attack rolls and skill checks suffer a –4 penalty. The temperature within the storm is cold enough to cause damage (see page 154 for exposure rules).

Calling the storm is a full-round action; maintaining it is a move action. The demon is immune to the negative effects of the storm. The storm costs two iliaster per round to maintain.

IV.I – Snowstorm Rider: The demon can now fly on the winds of its summoned snowstorm at a rate of 50 feet per round with good manoeuvrability. This increases the cost of the snowstorm to three iliaster per round. The demon must still maintain the snowstorm while flying, so it cannot fly and attack at the same time. The demon can, however, hover as a free action.

IV.II – Snowshaper: The demon can direct the fall of snow from its snowstorm, making the snow pile up in specially chosen forms and making it freeze as hard as stone in an instant. The snow is too brittle to make objects such as weapons, but can create walls, spikes, obstacles, statues and so on. It costs three iliaster to create a five-by-five-by-five block of ice; the ice has a hardness of five and 50 hit points per block.

V – Iceheart (Physical 2): The demon's whole body transmutes into ice. It gains the cold subtype, becomes immune to cold and cold attacks now heal the demon for as much damage as they would normally inflict. It can also reattach severed body parts by holding them to the stump. It becomes immune to disease and poison. It gains a +10 racial bonus to Hide checks in snowy or icy conditions. It can also reshape itself somewhat by melting and shaping its features; this gives it a +4 racial bonus to Disguise checks.

This link carries a drawback; as the demon has the cold subtype, it now takes double damage from fire.

Chain of the Inferno

The Inferno Chain is one of the most destructive mutation chains available to demons. It is so lethal, in fact, that few demons survive to fully develop this chain – most explode long before they reach the fullest expression of the inferno. Some Houses even breed explosive imps for use as living bombs.

I – Fire Resistance (Physical): The demon's fire resistance increases by +5 (remember that all demons begin with fire resistance 5). Its skin turns red and little tongues of flame dance about it. This link may be taken multiple times.

II – Fire Blast: The demon can now spit blasts of flame from its mouth or a similar orifice (the muzzle of a bonded firearm, for example). The blast can be a cone 30 feet long or a five feet wide line 60 feet long. For every point of iliaster spent, the blast deals 1d6 points of fire damage. Firing the blast is a full attack action; any amount of iliaster can be spent firing the blast.

III – Inferno Aura: By spending five iliaster, the

demon can surround itself with a blazing inferno of flame. This aura extends to the limit of the demon's reach. Anyone within the flaming aura (except the demon) takes 2d8 points of fire damage per round. The inferno lasts for one minute. Activating the aura is an attack action.

This link carries a drawback; keep count of how many times the demon has used this ability. Whenever the ability is activated, add one to the count and roll 1d20. If the d20 roll is less than or equal to the count, then the flames erupt out of the demon. This deals a number of d8 of fire damage equal to the count to the demon and all within ten feet of the demon. Other characters may make a Reflex save to dodge the demon's explosion; the demon takes the full damage. The count resets to zero after such an explosion.

IV – Enhance Flames: The demon can now make its flames more intense by spending more iliaster. This increases the damage dealt by its fire blast or inferno aura. The enhancement lasts for one round.

Extra Iliaster Spent	Fire Damage Dice
4	D10
8	D12

V – Incinerate (Blasphemous): By touching an opponent and spending five iliaster, the demon can attempt to ignite the target's soul. This is a somewhat risky attack, as the spiritual feedback can severely injure the demon. Once the demon touches the target (making a mêlée touch attack as part of a full attack), the demon *must* spend one iliaster per three hit points possessed by the target. For example, if the target has 30 hit points, the demon must spend ten iliaster. If the demon does not have enough iliaster, it may drain its Charisma or Constitution to pay the deficit.

If the demon fails to pay the needed amount of iliaster, nothing happens. If the demon does pay one iliaster per three hit points possessed by the target, the target explodes into a pillar of flame and is reduced to zero hit points.

Using this ability carries the same risk of detonation as the Inferno Aura ability.

VI – Living Flame (Shapeshift): The demon can now transform itself into a pillar of flame. While in fire form, it is immune to fire damage and has the fire subtype (so it suffers double damage from cold attacks). It is partially incorporeal; any physical attacks on it have a 50% miss chance. It can fly at a rate of 100 feet per round with poor manoeuvrability. The demon may gains a mêlée touch attack that deals 4d6 points of fire damage on a successful hit.

Transforming into flame costs five iliaster and the form costs one iliaster per round to maintain. Transforming is a move action.

Insect Aspect Chain

This chain attunes the demon to the insect world. It is closely related to the Chain of Flies and the two often develop together. The Insect Aspect Chain gives the demon increasingly insectoid features and abilities.

I – Chitin Armour (Physical 2, Exclusivity: Hide): Plates of thick chitin cover the demon's body, increasing its natural armour bonus by +4.

II.I – Danger Sense: Tiny black hairs sprout all over the demon's body, probing the air around it. The demon gains tremorsense and blindsight, both with a range of 30 feet. It also gains a +2 bonus to initiative.

II.II – Insect Endurance: The demon gains an incredibly resilient exoskeleton that resists damage. Any bludgeoning attacks have their damage reduced by five points.

III.I – Multifaceted Eyes: The demon's eyes bulge out and become multi-faceted. It can perceive its foes from multiple angles, giving it a huge advantage in combat. The demon gains the benefit of the Combat Expertise feat. Furthermore, it may use Combat Reflexes before its place in the initiative order; if it takes this option, it must make an attack or full attack when its turn comes up. The demon grows mandibles and its head becomes insect-like.

III.II – Tenacity of the Cockroach: The demon can now keep going no matter what. It becomes immune to death from massive damage, cannot be the target of *coup de grace* attacks and no single attack can reduce the demon to zero or lower hit points; no matter how much damage an attack or spell does to the demon, the attack will do no more than reduce the demon to one hit point (obviously, attacks that hit the demon when the demon is at one or lower hit points affect it normally). The demon's body becomes progressively more insect-like, growing small vestigial limbs and hunching over.

Chain of Intelligence

This chain carries one of the more grotesque transformations – as the demon's intelligence increases, its brain swells and pushes out of its skull. While this can be hidden beneath headgear or similar

coverings, the extruded brain-matter is vulnerable to attack.

I – Cunning Intellect: The demon's mind becomes somewhat sharper, and its memory becomes more precise and voluminous. It gains a +2 insight bonus to all Knowledge checks.

II – Focus of Evil Intent: By spending iliaster, the demon can temporarily focus its mind on a particular problem. Every point of iliaster spent gives it a +2 insight bonus to a particular Intelligence-based check, but the demon is forced into a trance for one hour per point of iliaster spent. The demon makes the Intelligence-based check at the end of the trance, so if the demon's concentration is disturbed before the trance is over, it gains no benefit from this mutation.

III – Lesser Mastermind (Physical): The demon gains a +4 enhancement bonus to Intelligence. Its brain grows out of its skull.

This link carries a drawback; the demon's exposed brain is vulnerable to attacks. If the demon suffers a critical hit, or an attack that specifically targets the head, then the demon must make a Fortitude save at a DC equal to the damage dealt. If the saving throw is failed, then the demon suffers 1d10 points of temporary Intelligence damage.

IV – Rippling Grey Matter (Physical): The demon may channel iliaster into its brain, causing it to swell even more. For every three points of iliaster spent, the demon gains a +1 bonus to Will saves and other creatures suffer a –1 penalty to Will saves made against the demon's psychic abilities.

V – Invasive Neurons (Mind-Affecting): The demon can now bud off sections of its brain, which crawl into the orifices of enemies. The demon must spend six iliaster and make a touch attack on a target; if the attack is successful, the demon may attempt to possess the target without leaving its own body. The brain sections are short-lived; the possession lasts a maximum number of hours equal to the demon's Constitution score.

VI – Greater Mastermind (Physical): The demon gains another +4 enhancement bonus to Intelligence. Its brain now grows to a prodigious size; the demon gains one size category for the purposes of determining its Armour Class and cover.

This link carries a drawback; *any* attack on the demon now hits the brain and forces a Fortitude save, as described above.

Chain of Lies

The Forked Tongue Chain is almost universally practised in the courts of Pandemonium. While its tell-tale mutation is well known, the gift is too useful to ignore.

I – Liar's Gift (Physical, Exclusivity: Tongue): The demon's voice becomes honey-sweet and hypnotic. For every point of iliaster spent, it gains a +2 insight bonus to Bluff or Diplomacy for one roll. Any amount of iliaster can be spent using this power. Activating it is a move action.

This link carries a drawback; the demon's tongue becomes forked. Spotting a forked tongue requires a Spot check (DC 15).

II – Hypnotic Speech (Mind-Affecting): The demon's lies become supernaturally seductive. If the demon selects a target and spends three iliaster when making a Bluff or Diplomacy check against that target, then that target must make a Will save. If the save is failed, then the victim suffers a –5 penalty to any Concentration or Sense Motive checks made against the demon for the next 24 hours. Activating this ability is a free action.

III – Undetectable Lie: By spending one iliaster per round as a free action, the demon makes its lies undetectable by any mechanical or sorcerous means. Spells that detect lies or devices such as a polygraph cannot tell when the demon is being deceitful.

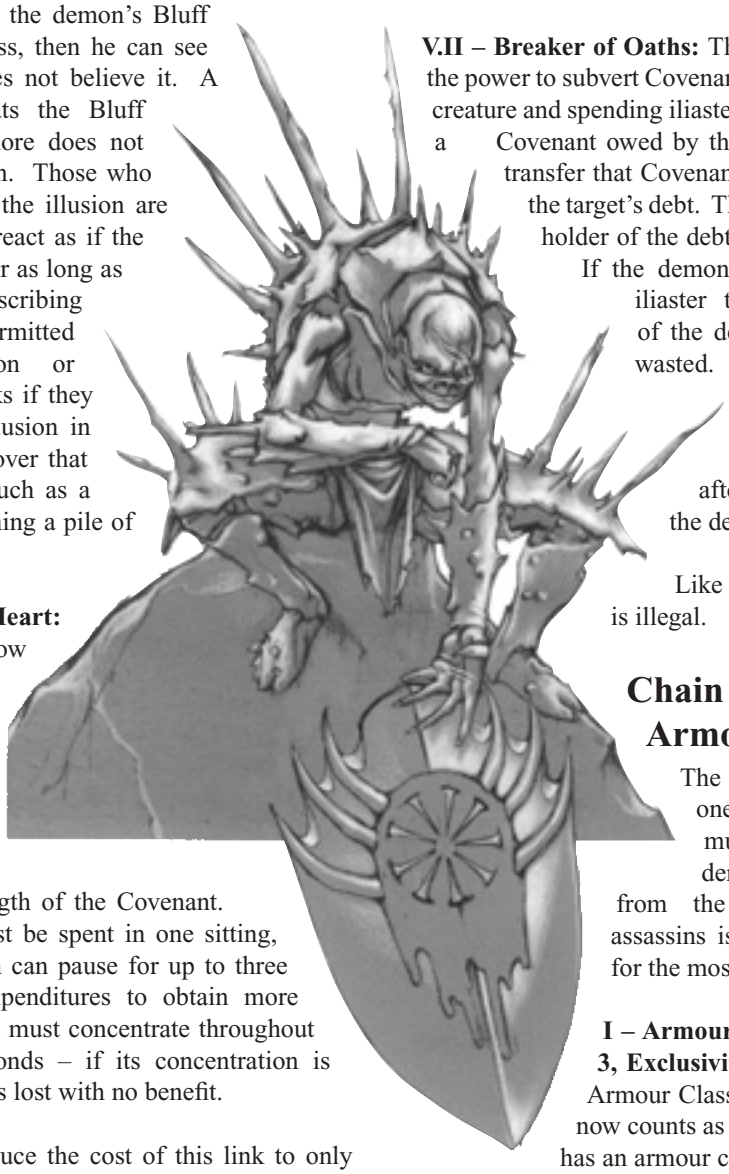
IV – What You Want To Be True (Mind-Affecting, Psychic): The demon can now weave lies that play upon what the target *wants* to be true. Its words evoke images of greed and power; the demon seems to promise that the target's innermost desires and lusts will be fulfilled if only he would listen. Activating this mutation is a free action and costs five iliaster; the demon gets a bonus to Bluff or Seduction checks equal to the target's Corruption for ten minutes.

This link carries a drawback; the demon is now so bound up in lies that it suffers 1d4 points of damage whenever it willingly tells the truth. Everything it says must be in some way false (or, at least, the demon must believe its words to be false). In courtly circles, this drawback is well known and demon society has evolved a complex system of etiquette that allows a demon to place tiny white lies into its speech. On the battlefield, this can be more of a drawback.

IV.I – Believe the Lies (Mind-Affecting, Psychic):

The demon's words become so convincing that it can create illusions in the minds of those who listen to it. Creating an illusion is an attack action, and it costs two iliaster per round to maintain. The demon must keep talking to maintain the illusion, but maintaining the illusion is a free action. All those who hear the demon's words must make a Concentration or Sense Motive check, opposed by the demon's Bluff check.

If a character beats the demon's Bluff check by five or less, then he can see the illusion but does not believe it. A character who beats the Bluff check by six or more does not even see the illusion. Those who fail to see through the illusion are beguiled by it and react as if the illusion were real for as long as the demon keeps describing it. Victims are permitted extra Concentration or Sense Motive checks if they interact with the illusion in such a way to discover that it does not exist (such as a miser actually touching a pile of illusory gold).



IV.II – Traitor's Heart: The demon is now so false that it can weasel out of the magical bonds of Covenants. It may break a Covenant by spending iliaster equal to five times the strength of the Covenant. All this iliaster must be spent in one sitting, although the demon can pause for up to three rounds between expenditures to obtain more iliaster. The demon must concentrate throughout this breaking of bonds – if its concentration is broken, the iliaster is lost with no benefit.

The demon can reduce the cost of this link to only twice the strength of the bond if it can convince another creature to agree to take on the bond. The other creature need not know what it is agreeing to, but must assent to some transfer from the demon, either verbally or in writing.

Possession of this link is illegal in the eyes of demonic law.

V.I – Lies of Commission: The demon's lies now take on a life of their own. The demon can speak a lie and spend any amount of iliaster. The lie becomes a living thing and tries to become true. The lie can use its assigned iliaster to adjust fate like a mortal (see page 65). The lie can spend a maximum iliaster equal to the demon's level per day. The living lie cannot acquire more iliaster. A demon can only have one living lie active at any time, but can dismiss one to create another.

V.II – Breaker of Oaths: This link gives the demon the power to subvert Covenants. By touching another creature and spending iliaster equal to the strength of a Covenant owed by the target, the demon can transfer that Covenant to itself. It now holds the target's debt. The demon must know the holder of the debt when using this ability. If the demon fails to spend enough iliaster to exceed the strength of the debt, the iliaster spent is wasted.

The Covenant reverts to its original holder after one day per level of the demon.

Like its parent link, this link is illegal.

Chain of Living Armour

The Living Armour Chain is one of the most common mutation chains among demon-kind; protection from the poisoned blades of assassins is vitally important even for the most effete demon noble.

I – Armoured Carapace (Physical 3, Exclusivity: Hide): The demon's Armour Class increases by +4, and it now counts as wearing light armour. It has an armour check penalty of –2. The physical appearance of the armour varies; some demons grow bony plates, others have scales of iron or huge folds of blubber.

This link carries a drawback; the demon can no longer wear armour of any sort.

II – Reinforced Armour: The demon can now channel iliaster through its armoured carapace. For every point of iliaster spent, the demon gains a +1

bonus to Armour Class for ten minutes. Any amount of iliaster may be spent when activating this ability. The demon's carapace glows and bubbles with evil energy while this link is active.

III – Improved Carapace: The demon's natural Armour Class increases by another +4 and its armour check penalty increases by +2. It now counts as wearing medium armour.

IV – Carapace Spikes (Physical): Massive bone spikes erupt from the demon's carapace. These spikes can be used as a light piercing weapon with a critical of x3. The spikes have a size equal to the demon's size:

Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	1d10
Gargantuan	2d6
Colossal	3d6

If the demon pins an opponent in a grapple, it automatically inflicts the listed damage with its spikes.

V.I – Impenetrable Armour: The demon may spend three iliaster to reduce the damage from any incoming attack by five. Activating this ability can be done in response to the damage and any amount of iliaster may be spent when activating this ability.

V.II – Retractable Armour: The demon may now absorb its armour and spikes back into its skin. Retracting or extending armour is a move action. Retracting the armour costs one iliaster; extending it costs five iliaster. While the demon's armour is retracted, it is as if it has no links on this chain; it can wear armour normally.

VI.I – Titan Armour: The demon's natural Armour Class increases by another +4, and its armour check penalty increases by +2. It now counts as wearing heavy armour. Its movement decreases to two-thirds of normal.

VI.II – Swift Armour: The cost for extending armour spikes drops to two iliaster, and the spikes can be retracted or extended as a free action.

Chain of the Living Fortress

The Living Fortress Chain makes the demon virtually invulnerable to conventional weapons. Demons advanced in this chain resemble miniature mobile castles that need to be besieged, not attacked.

I – Stone Armour (Physical 2): The demon becomes covered with thick stone plates like the blocks of a castle. This gives it a +4 bonus to natural Armour Class.

II – Towers and Battlements (Physical): The demon's shoulders and spine sprout miniature towers, spires and battlements. The demon may install a number of secondary ranged weapons equal to its size modifier in these towers. Firing all the secondary weapons is a full attack action, and each attack has a –5 penalty. The secondary weapons must be two size categories smaller than the demon.

III.I – Fortress Nature: The demon now counts as a small fortress for the purposes of Sorcery.

III.II – Layered Defences: The demon may now protect itself by hunkering down. When the demon takes a Full Defence action, it increases any Damage Reduction or energy resistance abilities by +1 per point of iliaster spent. Spending iliaster in this fashion is a free action and any amount of iliaster may be spent.

IV – Size Increase.

V – Fortress Transformation (Shapeshift): By spending ten iliaster, the demon can now transform itself into a small fortress (see *Book of the Conqueror* for details). Transforming into fortress form is a full-round action, as is transforming back.

Chain of Living Weapons

The Living Weapons chain allows the demon to transform parts of its body into lethal implements of destruction. Unlike the similar Bonded Weapon chain, the weapons created by these mutations are more flexible but somewhat less accurate.

I – Weapon Growth (Physical 2, Exclusivity: Limb): One of the demon's limbs transforms into a weapon. This can either be a big spike (piercing), a hammer (bludgeoning), a cleaver (slashing) or a gun barrel that shoots bone fragments and gobs of acid at the foe (ranged piercing). For a Medium demon, these weapons do damage as follows:

Spike: Damage 1d6, Critical 20/x3.
Hammer: Damage 1d8, Critical 20/x2.
Cleaver: Damage 1d6, Critical 19-20/x2.
Gun: Damage 1d4, Critical 20/x2, Range Increment

30 feet. Each shot costs the demon one hit point.

As the demon grows, the weapons do more damage; increase the damage as normal for growing weapons. If any of the weapons are sundered or otherwise destroyed, the demon may re-grow them at the cost of three iliaster. The weapons cannot be disarmed and the demon has a +4 bonus to Disarm checks. The demon is considered to be proficient with the weapon, even if it lacks the appropriate feat.

This link can be taken multiple times, up to once per limb.

II – Deadly Strike: The demon may now spend one iliaster to get a +1 bonus to hit or a +2 bonus to damage for one round. Any amount of iliaster may be channelled through the weapon using this ability.

III.I – Transforming Weapon: The demon may now spend three iliaster to transform its weapon from one type (slashing, bludgeoning) etc, to another. The weapon stays in its new form until the demon uses this ability again.

III.II – Gore Cannon: This link can only be used with the gun version of the Living Weapon link. The demon may now spit out large chunks of its skeleton and internal structure at high velocity through its weapon. By spending one iliaster and any number of hit points, the demon increases the damage dealt by its gun in one ranged attack by the amount of hit points expended. Activating this power is a free action.

IV.I – Control Weapon: By spending three iliaster, the demon can now choose to retract the weapon into its limb. The limb is now usable as it was before it became a weapon. Alternatively, the demon can enlarge the weapon by one size category. The demon does not suffer the normal –4 penalty for wielding an over-large weapon.

IV.II – Flesh Grenade: By spending three iliaster, the demon can fire lumps of burning flesh from its living gun. The lumps act like grenade-like missiles, and have a burst radius of ten feet with a splash damage of half the attack's normal damage. The attack can be combined with the Gore Cannon link.

Chain of Lust

Unsurprisingly, it is rare for any breed other than the malcubi to develop this mutation chain. Those who progress along the Chain of Lust become skilled at the physical aspects of seduction, able to cloud the minds of other gendered creatures.

I – Seductive Form (Physical): The demon's body becomes even more sinuous and lithe; his or her sexual characteristics become even more alluring and desirable. The demon gains a +4 bonus to Seduction checks against creatures with a gender of the opposite sexual orientation (such as mortals, malcubi, deceivers, damned and on).

This link carries a drawback; the demon must choose a gender. This drawback only applies to demon breeds that are naturally asexual.

II – Pheromone Control (Mind-Affecting): The demon can now release pheromone signals that distract and cloud the mind of those it has affected. The demon may spend one iliaster to give any creature affected by its Seductive Form link a –2 distraction penalty to all skill checks. The target must be within 20 feet of the demon and the distraction lasts for 1d6 rounds. Activating this ability is a swift action. The demon can pile on the pheromones, increasing the penalty round after round, but all distraction penalties vanish if the target moves out of range of the demon.

III – Pleasure's Touch (Mind-Affecting): By touching a target, the demon can cause the target to feel incredible pleasure. Activating this ability costs five iliaster and is an attack action. The target may make a Will save against the demon; if this save is failed, the target is dazed for 1d4 rounds. Furthermore, the target risks becoming addicted to the pleasure; the target suffers a cumulative –2 penalty to all saving throws against this ability until he successfully makes a saving throw against this ability. Using this ability in combat requires that the demon make a successful attack on the target.

IV – Succubus Kiss (Blasphemous): This ability can only be used on a helpless or unresisting target, such as a helpless or dazed victim. The demon spends nine iliaster and touches the victim. The victim's entire iliaster pool is transferred to the demon (mortals are forced to attempt to generate iliaster when targeted by this ability). Furthermore, the demon may choose to drain 1d4 points from the victim's Constitution; the demon's Charisma is temporarily increased by the amount drained for one day per level of the demon.

Machine Aspect Chain

The Chain of the Machine Aspect is a new chain, one mostly associated with the artificers and House Zethu. It is rarely seen outside the cities, which have the industrial base needed to support the machine demons.

I – Body of Iron (Physical): The demon's body

grows plates of riveted black iron; many of its muscles and nerves are replaced by pistons and cogs. The demon no longer heals naturally, but can be repaired by Craft (engines). Each repair attempt takes one hour and repairs an amount of damage equal to the difference between the Craft check result and DC 15.

This link carries a drawback; the demon no longer heals damage normally, nor may it benefit from the magical healing of substances such as Agony or healing mutations. It still heals ability damage normally.

II – Tireless Engine: The demon no longer suffers from fatigue, nor does it need sleep.

This link carries a drawback; it requires one dose of Strain per four levels each day. If it fails to obtain sufficient Strain, its iliaster requirement is doubled.

III–Clockwork Mind (Physical, Mental, Exclusivity: Brain): The demon's brain is transformed into a brass assemblage of gears and valves. Its thought processes are now wholly mechanical; this makes it immune to psychic and other mind-affecting abilities.

IV – Mechanical Conversion: The demon is now wholly mechanical. It no longer needs iliaster to survive; instead, it feeds exclusively on Strain and requires one dose of Strain per three levels each day. It can still consume iliaster to fuel its mutations and other abilities, but no longer runs the risk of Dissolution.

Chain of Man

The Chain of Man is also known as the Mortal Chain. It is an obscure chain in these latter days, as demons have almost no traffic with the mortal world. It is now only used by spies and assassins trying to infiltrate human-dominated fortresses.

I – Of Mortal Shape (Shapeshift): The demon can now spend five iliaster to transform into mortal shape. The demon loses access to all its mutations. Its mental ability scores (Intelligence, Wisdom) are unchanged; its physical ability scores (Strength, Constitution, Dexterity, Charisma) are capped at 20 while in human form. Its hit points, attack bonus and saving throws are unchanged. The demon looks perfectly human, save for a tell like that possessed by deceiver demons.

The demon is *not* a mortal for the purposes of Sorcery and other affects that affect demons but not mortals.

II – Aspect of the Beast: The demon can now access some of its mutations while in mortal form. It costs one iliaster per link to access the mutations; this access lasts for one minute. Using this link is a move action. For example, a demon with the full Chain of the Inferno could spend five iliaster to gain access to the first five links of the chain while in human form.

Chain of Monstrous Strength

The Monstrous Strength Chain enhances the demon's physical power. Progression along this chain usually causes the demon's muscles to become exaggerated and grow to grotesque size, but this is a small price to pay for the power to rend its enemies limb from limb.

I – Brute Force: The demon becomes able to apply its monstrous strength especially efficiently when shattering objects and breaking bonds. The demon's effective Strength for such checks counts as one and a half times normal.

II – Hellish Grip: The demon's grasp becomes virtually unbreakable; it holds foes like Hell holds souls. The demon gets a +4 bonus to grapple checks, as well

as a +4 bonus to resisting disarm attempts.

III – The Brute (Physical): The demon gains a +4 enhancement bonus to Strength. Its muscles grow to prodigious size, increasing its armour check penalty by –2.

This link carries a drawback; the demon's massive strength can cause it internal injury. If it rolls a natural one on a Strength check or attack roll, the demon wrenches its limbs out of joint and suffers 1d4 points of temporary Dexterity damage.

IV – Unholy Strength: The demon can now channel iliaster through its limbs, becoming even stronger. For every point of iliaster spent, it gains a temporary +1 enhancement bonus to Strength. The demon's Strength decreases by one point per round until it returns to its previous level. Activating this ability is a free action.

V – Focus Strength: The demon's control over its musculature is such that it can reshape its body to focus on a particular task. By spending three iliaster, it can specialise in a particular attack form or task. The demon chooses a certain amount of Strength (up to a maximum of half its total Strength score) to specialise; add this amount onto the demon's Strength score when performing the attack form or task, but subtract the amount from the demon's Strength score for all other purposes. For the purposes of this mutation, an attack form is an attack with a particular weapon, using a particular manoeuvre and feat set. For example, grappling, disarming, sundering, power attacking or using combat expertise would all count as a particular attack form.

Activating this power is a full-round action, as the muscles must be physically reshaped and moved to be optimised for a particular use of the demon's body.

VI – The Great Brute: The demon gains a +4 enhancement bonus to Strength. Its muscles grow to an absurd size, increasing its armour check penalty by –2.

This link carries a drawback; any Dexterity damage inflicted when the demon rolls a natural 1 on a Strength check or attack roll (see link III, The Brute, above) is doubled to 2d4 points.

Chain of the Mount

Demonic riders have little interest in entering into any sort of bond of friendship or understanding with their steeds; the highest praise in hellish equestrianism is shattering the mount's will and self-hood completely. The Chain of the Mount, then, has less to do with guiding the mount than controlling it. Demons progressing along this chain often become bizarre centaur-like hybrids or divide their minds between their original body and that of the riding-spawn.

I – Domination of the Mount (Psychic, Mind-Affecting): By touching a creature that has acknowledged the demon's mastery (either through intimidation, losing a fight or conditioning), the demon can psychically reinforce this domination. For every iliaster spent, the target suffers a –1 penalty to Will saves against the demon's abilities or any attempts to resist the demon's influence. This penalty lasts for one day per level of the demon. This ability can only be used on a target that is not resisting the demon in any way; even a scrap of defiance is enough to block this ability. The demon knows when this power is being blocked.

A demon can only use this ability on one target at any one time. The demon can freely release one target from domination to use this power on another.

II – Psychic Control (Psychic, Mind-Affecting): The demon can now telepathically command or possess its mount. The mount must be under the influence of the demon's Domination of the Mount ability to use this possession. Sending a command to the mount costs one iliaster and is a free action; possessing the mount uses the normal rules for possession and costs five iliaster. The demon's body remains in a trance while it possesses the mount.

III – Joining (Physical 4): When this mutation is developed, the demon physically and permanently joins with its mount. Usually, the demon's legs blend with and replace the mount's head, but any bizarre conjoining is possible. This merger has the following effects:

- The size of the merged entity is equal to the larger of the two components unless the two are of equal size, in which case the size of the merged entity is one step larger than that of the components. A Medium demon and Large mount make a Large conjoined entity, a Huge demon and Huge mount make a Huge entity.
- Add the mount's Strength modifier, Constitution modifier and Dexterity modifier to the demon's ability scores, and use these totals as the demon's new ability scores. Recalculate the demon's Armour Class, hit points, saving throws and so on. Keep track of the difference between the demon's old ability score modifiers and the mount's ability

score modifiers.
- Use the best movement rates for the conjoined entity out of those possessed by the demon and mount.
- The conjoined entity has all the abilities and mutations of the mount and the demon (assuming the ability or mutation can be used by the conjoined form).

This link carries a drawback; the merger greatly increases the demon's need for iliaster. The demon's daily iliaster requirement increases by a value calculated as follows: +1 per two points of ability score increase given by the mount, +1 per mutation or special ability possessed by the mount.

For example, a mount with a Strength of 16, a Constitution of 20 and a Dexterity of ten has ability score modifiers of +3 (for Strength) and +5 (for Constitution). Should a demon bond with this mount, its Strength would increase by +3 and its Constitution by +5. Its daily iliaster requirement would increase by at least +4.

This link may only be taken once.

Chain of Myriad Limbs

This mutation chain allows the demon to grow extra arms. Secondary arms are usually physically weaker than the demon's primary limbs, but they can be used to perform other tasks or even attack.

I – Extra Limb (Physical 2): The demon grows an extra limb. It cannot yet attack with the limb, but gains an extra move action each round using the limb. For example, it could use the extra action to open a door, pick a pocket, reload a weapon and so on.

This mutation may be selected multiple times.

II – Strengthen Limb: The limb becomes strong enough to use in a fight. The demon can use it to attack, and gains an extra claw or mêlée attack per extra limb. These limbs are secondary attacks, so they suffer a –5 penalty to their attack rolls. Mutation chains such as the Chain of Bonded Weapons can be applied to the new limb as normal.

This mutation may be selected once per limb.

III – Limb Co-Ordination: The penalty to the limb's attacks is reduced to zero.

This mutation may be selected once per limb.

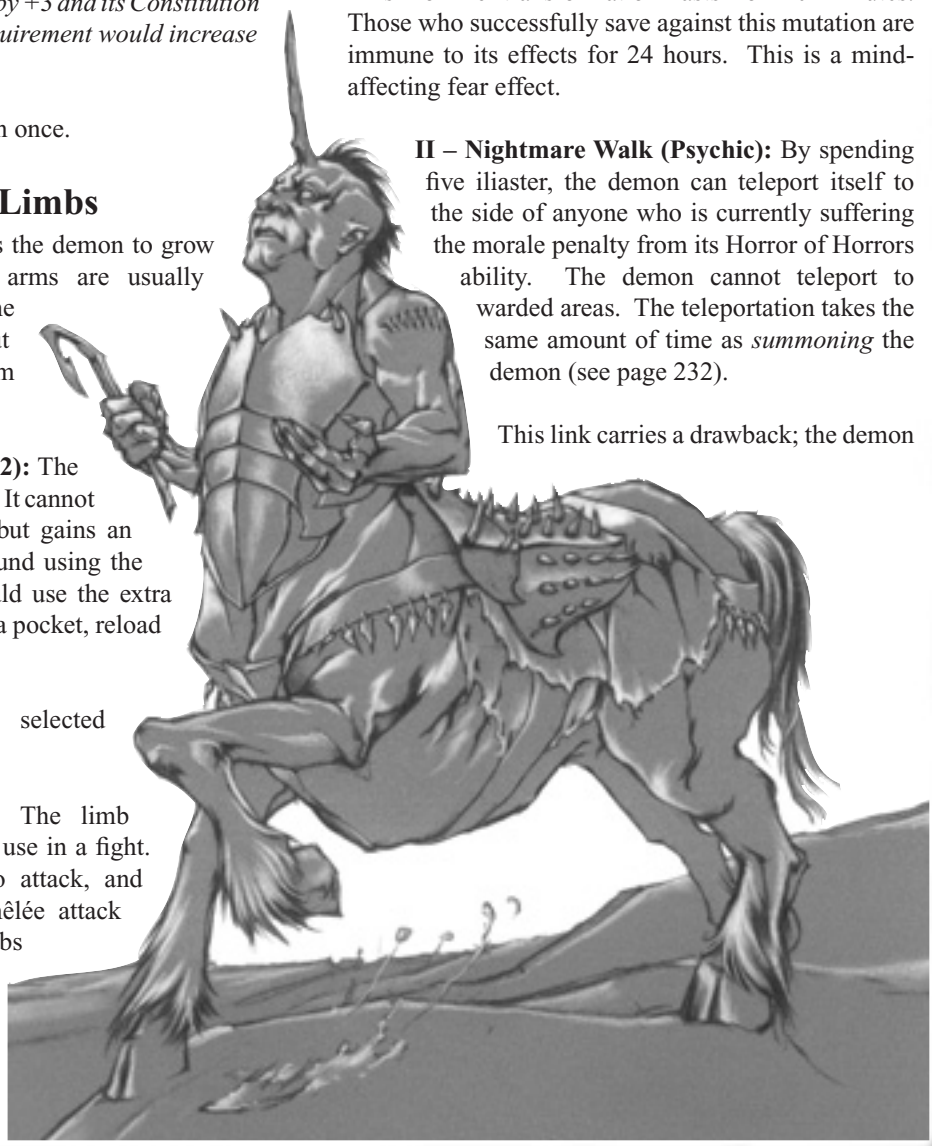
Nightmare Aspect Chain

Demons who practice this chain become attuned to the minds and unconscious fears of those around them; the demon essentially becomes what they most fear.

I – Horror of Horrors (Psychic, Physical): By spending one iliaster, the demon's body shifts and warps to embody the fears of those around it. Anyone who sees the demon must make a Will save or suffer a –2 morale penalty to attacks against the demon. This horrific transformation lasts for 10 minutes. Those who successfully save against this mutation are immune to its effects for 24 hours. This is a mind-affecting fear effect.

II – Nightmare Walk (Psychic): By spending five iliaster, the demon can teleport itself to the side of anyone who is currently suffering the morale penalty from its Horror of Horrors ability. The demon cannot teleport to warded areas. The teleportation takes the same amount of time as *summoning* the demon (see page 232).

This link carries a drawback; the demon



exists in nightmares and cannot dream itself. The demon goes partially insane, permanently reducing its Wisdom by two.

III – Nightmare Form (Psychic, Physical): The demon's body now adapts to exploit the weaknesses of those it encounters. If a creature has damage reduction, the demon may spend one iliaster to make one of its natural attacks be of a type of damage that bypasses that damage reduction. For example, if a creature had DR 10/cold, then the demon could spend one iliaster to make one of its claw attacks deal cold damage against that creature. Spending iliaster in this fashion is a free action.

Chain of the Possessor

Also known as the Chain of Chains, the Possessor Chain is almost as unpopular yet necessary as the Chain of the Deceiver. None of the Houses are willing to admit just how much possession is used to manipulate Infernal politics; one of the reasons mortal sorcerers are so accepted in the Infernum is because of their mastery of the rite of Exorcism.

I – Preparation of the Mind (Mental): The demon can now gird its mind for the psychic battle of possession. It gains a +4 insight bonus to all Control Checks (see page 228).

II – Possession (Psychic): By touching a foe and spending six iliaster, the demon can make a possession attempt (see page 229). If done in combat, the demon must make a mêlée touch attack to begin the attempt.

This link carries a drawback; the demon becomes addicted to the experience of possession. If it does not make at least one successful possession attempt each day, its iliaster requirement is increased by 10% that day.

III – Ranged Possession (Psychic): The demon may now make a ranged touch attack with a range of its Charisma bonus x 10 feet to possess another being.

IV – Improved Ranged Possession (Psychic): The range for the demon's Ranged Possession ability increases to its Charisma score x 30 feet. The demon does not need line of sight to use this ability, but must be able to specifically identify its target.

Chain of the Seas

The burning seas of the Infernum are outside the control of the noble Houses. Their trade vessels and warships patrol the upper waters, and the lesser rivers and waterways are vital arteries of communication between the civilised regions beyond the Pit. The demons who have mutated along the Chain of the Seas are the House's only agents capable of dealing with Leviathan and its spawn on anything close to an equal footing.

I – Shape of the Sea-Beast (Physical 2): Gills emerge on the demon's neck and scales spread over its body. Its natural Armour Class increases by +2 and it gains a +4 racial bonus to Swim checks. It may breathe underwater at a cost of one iliaster every ten minutes.

II – The Seachange (Physical, Exclusivity: Hide): Fins emerge from the demon's arms and legs; nictitating membranes cover its bulging eyes. The creature's whole physiology adapts to the undersea environment. The demon no longer suffers any penalties when fighting underwater. The demon also gains a Swim speed equal to its base movement speed on land.

III – Befoulment of the Waters: The demon can now spend five iliaster to taint the waters around it. This affects the water within 60 feet of the demon; anyone in the water takes 3d6 points of acid damage and must make a Corruption check against an SR equal to the damage. This foul water lasts for one minute (or 1d10 rounds in swift-flowing water). Befouling the waters is an attack action.

This link carries a drawback; the demon's skin now needs to be kept damp. The demon's iliaster requirements are increased by half again on any night it rests outside water.

IV – Choking Weeds (Physical): Tendrils of seaweed and green slime grow from the demon's body. By spending three iliaster per round, the demon can animate these weeds, which grasp and grab anyone nearby. Anyone within reach of the demon must make an opposed Grapple check each round against the demon; those who fail to beat the demon are entangled. There are too many weeds to cut, but any effect that deals constant damage in an area like a burning aura will block the weeds.

Chain of the Spider

The Chain of the Spider is, despite the name, rarely associated with beasts. It is practised by demons who dwell in the mountain peaks and rifts of the Second Circle, where the ability to climb is a valuable one.

I – Shape of the Spider (Physical 2): The demon grows multiple secondary limbs, enough to bring its limb total up to eight. These secondary limbs are too weak to perform any actions, but the Myriad Limbs chain mutations can be applied to them. The new limbs give the demon a +10 racial bonus to Climb

checks and it can climb sheer surfaces like a spider.

This link carries a drawback; any armour or clothing worn by the demon must be specially adapted to the demon's shape.

II – Webspinning: The demon may now exude webbing from an orifice of its choice. Spending one point of iliaster produces a 30-foot line of webbing or one five-by-five web. The webbing has an Escape Artist or Break DC of 10 plus the demon's Strength score, a hardness of 0 and hit points equal to the demon's Constitution score. Anyone blundering into a five-by-five web section must make a Reflex save or be entangled.

The demon can also fire lines of webbing at targets. The demon must make a ranged touch attack to hit with the web line; the victim may then make a Reflex save to avoid becoming entangled.

The demon can move along its own webbing without becoming stuck, at full speed.

III – Spider Eyes (Physical): The demon grows extra eyes to bring its total up to eight. This gives it a +4 racial bonus to Spot and Search checks.

This link carries a drawback; the demon's head distends and warps to cope with the extra eyes; it becomes a notably bigger target, lowering its Armour Class by one.

IV – Spider Swarm (Shapeshift): The demon may now shapeshift into a swarm of spiders by spending five iliaster. Shapeshifting is an attack action; reverting to normal is a full-round action. Use the statistics for a wrath swarm of flies (see above), only the spiders have a movement of 20 feet per round and cannot fly.

Chain of Swiftness

The Swiftness Chain is favoured by demonic messengers and scouts, who need unnatural speed and agility to complete their missions. The chain does have severe effects on the skeletal structure of the demon, as its bones hollow themselves out to lighten its frames.

I – Swift Movement: One of the demon's movement rates increases by 10 feet. This link can be taken multiple times; each time, it applies to a different movement rate. The demon can only apply this link to a movement type with a listed movement rate.

II – Agility of the Insect (Physical): The demon's limbs become thin and spindly; its movements become precise but jerky, like those of an insect. The demon may spend iliaster to boost its Reflex save bonus for one roll. Each point of iliaster spent gives a +1 bonus to the Reflex save roll; any amount of iliaster can be spent at the demon makes the saving throw.

This link carries a drawback; the demon's bones become thin and hollow. Its Strength is permanently reduced by –4.

III – Passage of the Wind: The demon may now spend five iliaster to temporarily increase its speed to ten times normal. This speed increase lasts for ten rounds. While under the effect of this speed increase, the demon may only move in straight lines and may only take move actions. The demon may turn to dodge obstacles, but cannot otherwise deviate from its course.

IV – Dance of the Demon: The demon may now spend three iliaster to gain an extra attack action this round. This action works just like the demon's normal attack action and may be used in concert with any other sort of action (so the demon could make a Full Attack and a normal attack using this mutation). This ability may be used only once each round.

This link carries a drawback; the demon now needs one quarter more iliaster each day to survive, because of its accelerated metabolism.

Chain of the Thunderbolt

The Thunderbolt Chain has some of the most grotesque effects on the demon. The creature begins to hunger for iron and other ferrous materials; as the demon develops along the chain, its conductive bones push through its skin and channel titanic blasts of crackling electricity through its exposed skeleton.

I – Bones of Iron (Physical): The demon's bones turn to iron. It gains Electrical Resistance 10. This link can be taken multiple times; each time, it increases the demon's Electrical Resistance by +5.

This link carries a drawback; the weight and bulk of the demon's new skeletal structure reduces its Dexterity score by –2.

II –Gremlin (Psychic): The demon can now exert control over electrical devices. It can activate or deactivate any such device within 300 feet by spending one iliaster. If the device is currently being held, used or piloted by another character, that character may make a Will save to resist this power. The demon may also spend one iliaster to control or disrupt one of the device's functions.

III – Death Field: By spending five iliaster, the demon can surround its body with a defensive field of electricity. This field lasts for one minute. Anyone within reach of the demon takes 1d6 points of electrical damage each round. Furthermore, anyone who makes a mêlée attack on the demon also suffers 1d6 points of electrical damage.

IV – Lightning Lash: The demon can now channel electrical energy through its body or weapons. By spending iliaster, it can charge an attack with electricity. For every iliaster spent, it adds 1d6 points of Electrical Damage to the attack damage. Spending iliaster to activate this ability is a free action and any amount of iliaster may be spent as a free action. If a mêlée weapon or natural attack is charged, the charge remains until the demon hits with an attack or ten minutes have passed; if a ranged weapon is charged, then the charge remains until the weapon is fired or until ten minutes have passed.

Chain of Torment

The Chain of Torment transforms the demon into a living torture device. This grotesque evolution not only strengthens the demon, but also makes it better able to extract iliaster from unfortunate souls. This mutation chain is especially popular among slavers, who consider it their special gift and object to other breeds developing it.

I – Barbs and Hooks of Bone (Physical): Spikes, cords, hooks and other torture devices grow all over the demon's body. This increases the damage from the demon's claw or bite attacks by +1d4, but also gives the demon a +4 racial bonus to Torture checks.

II – Living Rack (Physical): The demon's body warps and twists until it becomes a functional torture machine. The demon no longer needs a separate torture device to torment a soul; it can just use its own body. Furthermore, the demon's tongue counts as an extraction rig, so it can drink the iliaster it extracts.

III – Constant Torment: The demon may now strap a damned soul or mortal to its body and torture it as a free action. Only one mortal can be tortured at a time, but the demon can replace the current victim with another (it takes one round to remove a victim and two rounds to strap another in). The victim counts as being worn by the demon for the purposes of attacks and effects.

Chain of the Trumpet

The Chain of the Trumpet is used by demonic heralds, but it also holds a special place in infernal legend. According to the stories told in the pit, one day a demon will sound the fifth link in this chain and call Lucifer back to the head of the Infernal Host.

I – Brass Lungs (Physical): The demon's lungs transmute into things of brass and reinforced leather. This doubles its Constitution for the purposes of holding its breath and it gains the Endurance feat for free.

II – Trumpet Voice (Physical, Exclusivity: Limb, Maw or Tail): Part of the demon's body becomes a mighty trumpet. This trumpet can be used to sound notes that echo across the pit. By spending one iliaster per intervening Circle, the demon can project its booming voice to anyone in the Infernum. The voice can be heard by those around the demon and the target as if the demon using this ability were standing in both places at once.

III – Sonic Blast: The demon can now channel iliaster through its trumpet to make deafening sonic blasts. This effect fills a cone 60 feet long and deals 1d8 points of sonic damage per iliaster spent (Fortitude save for half damage). Any amount of iliaster can be spent. Activating this power is an attack action.

IV – Jericho Blast: This mutation lets the demon focus the power of its sonic blast at a fortress or other construct. This ability functions just like the Sonic Blast ability, but each iliaster point increases the damage by 2d10, not 1d8. This damage only applies to structures.

Chain of Usury

The Usury Chain can be traced directly back to House Carthenay, who developed the mutation through sorcerous breeding and arcane engineering. Soon after the House had bred the mutation into its stock, though, a series of disastrous battles led to several Carthenay scions being captured and thrown into spawning pits, so the Chain of Usury passed into the possession of all the other Houses.

I – Brand of Ownership: By spending one iliaster, the demon can place its mark upon any creature who owes it a Covenanted debt. The mark remains visible for as long as the Covenant remains in existence. The demon must touch the target to apply the brand of ownership. The bearer of the brand may hide the mark, but the demon may spend one iliaster to cause the brand to shine brightly but harmlessly through any covering. This may be done at any range.

II – Jealous Eyes (Psychic): The demon may now spend three iliaster to temporarily watch a character who bears its mark of ownership. The demon knows

exactly where the target is, what his current physical and emotional state is, and may also see what he is seeing and hear what he is hearing. The demon cannot, however, read the target's thoughts. This lasts for as long as the demon concentrates. The mark of ownership glows while this power is in effect.

III – Interest Payment (Blasphemous): By spending iliaster equal to the value of a debt owed to the demon, the demon may increase that debt by +1. This may be used a maximum of once per week per debt.

IV – Possession of my Possession (Psychic): The demon may now spend seven iliaster to possess a character who bears its mark of ownership.

Chain of Venoms

The Venom Chain causes greenish discolorations to appear on the jowls and claws of the demons who practice it; assassins who use poison are therefore referred to as 'green-handed devils' in polite society. Assassination is a common and respected practice in the Pit and to be a green-handed devil is no bad thing at all.

I – Venom Immunity: The demon's body begins to prepare itself to produce venom. The demon gains a +4 resistance bonus to all saving throws against poison. Furthermore, it instinctively knows how to use poison properly and never risks poisoning itself when applying poison to a weapon.

II – Venom Production (Exclusivity: Ichor): The demon's blood turns to poison. The poison deals 1d6 points of Constitution damage for both its initial and secondary damages and has a base save DC equal to the normal Fortitude saving throw against the demon's abilities.

If any character bites the demon or drinks the demon's blood, they suffer the effects of the poison. Furthermore, the demon may smear its blood on its own weapons or claws. Each weapon so covered costs the demon hit points for each use, as follows:

Weapon Size	Hit Points
Tiny or smaller	1
Small	1
Medium	2
Large	3
Huge	4
Gargantuan	7
Colossal	10

Once the weapon makes a successful hit, the poison smeared on it is exhausted. The demon can put up to three doses on a single weapon at a time.

Furthermore, by spending five iliaster, the demon may change the type of damage inflicted by its poison from Constitution damage to Wisdom or Dexterity damage. This change is permanent until the demon switches the damage type again.

III – Venom Injection: When this link is chosen, the demon must choose one of its natural attacks that deals slashing or piercing damage. When the demon makes an attack, it may spend one iliaster to envenom that attack as a free action.

IV – Strengthen Venom: The demon may now temporarily strengthen the potency of its natural venom. By spending three iliaster, the demon may boost the DC of the saving throw against its poison by +1. By spending four iliaster, the demon may increase the damage dice done by one step (1d6 to 1d8). This strengthened venom lasts for one minute. Strengthening the venom is a move action.

Chain of Vitality

The Vitality Chain increases the demon's natural health, but it also vastly increases the demon's desire to cling to life, no matter how vile or agonised that life is. Practitioners of the Vitality Chain often refuse to die no matter how much they might wish to.

I – Unnatural Health: The demon gains one extra hit point per level, as if its Constitution bonus was one point higher than it actually is. The demon's flesh becomes oddly iridescent and strange to the touch, as if unnatural energies were flowing just beneath its surface.

II – Improved Resistance: The demon gets a +2 resistance bonus to Fortitude saving throws.

III – The Undying (Physical): The demon gains a +4 enhancement bonus to Constitution.

This link carries a drawback; the demon's enhanced metabolism needs food in addition to iliaster to survive. The demon now needs to eat a creature of one Size category smaller than itself each day or starve as if it was denied iliaster.

IV – Ghastly Vitality: The bacteria and parasites of the demon's body grow to macroscopic size and fall under the demon's control. Platelets the size of a man's thumb and blood cells the size of eyes crowd

their way through the demon's veins. The demon can now spend one iliaster to heal 1d6 points of damage to itself. Spending iliaster in this fashion is a full-round action and any amount may be spent at a time.

V – Refusal to Die: The demon now clings to life no matter what. If breached and drained, it can drain ability score points from any of its ability scores once its Charisma and Constitution have been drained to 1 each. The demon cannot die from ability score drain until all its ability scores are reduced to 1.

VI – The Immortal (Physical): The demon gains a further +4 enhancement bonus to Constitution. At this level, the demon's survival instinct is such that each of its internal organs will fight to survive, and they can be seen jockeying for position underneath the demon's skin.

Chain of Wandering Eyes

The Wandering Eye chain is favoured by spies and scouts. It is a rather curious chain of mutations, centring around giving independent life and movement to the demon's eyeballs.

I – Extra Eyes (Physical): An extra eye sprouts somewhere on the demon's body. Normally, this extra eye grows on the demon's head, but it can be attached to a limb or tail or made to grow on the demon's back. The demon gets a +2 bonus to Spot and Search checks for every extra eye.

This link can be taken multiple times; each link gives an extra eye.

II – Mobile Eye: By spending two iliaster, the demon can animate one of its eyes and send it crawling off. The eye supports itself on three spindly legs made from veins. The demon can see through the eye and control its movement. It can also use abilities that rely on line-of-sight through the eye.

An eye's size is four categories less than the size of the parent demon; it has hit points equal to 1 + the demon's Constitution modifier and a Dexterity score equal to that of the demon. The eye uses the demon's saving throws. It has a Strength score of 1. The eye has a movement rate of 15 feet and an equal Climb speed.

If the eye is destroyed, the demon can re-grow the eye by spending five iliaster. Detaching an eye is a move action.

III – Flying Eye: The demon's mobile eye can now fly, with a flying speed of 20 feet per round with good manoeuvrability.

IV – Eye Swarm: By spending five iliaster, the demon can produce a short-lived swarm of thousands of eyes. These eyes work just like the normal wandering eyes, but have a flying speed of 60 feet per round. The eye swarm spreads out and looks at everything within 300 feet of the demon. The demon gains a +20 circumstance bonus to Spot and Search checks while using this ability.

Chain of Weeping

This obscure chain is subtle in its effect, so most demons dismiss it as a failed set of mutations that give no added power to those who develop it; a runt chain, a sign of weakness. The powers of the Weeping Chain centre around blindness and emotional control.

I – Crocodile Tears (Mind-Affecting): The demon can play on the emotional states of others. By spending three iliaster as a free action, the demon may inflict a –4 penalty to any checks to resist its Grovelling or Seduction attempts. The demon must weep for this mutation to have an effect.

II – Burning Eyes: At a cost of one iliaster per round, the demon may cause the eyes of a target within 60 feet to begin to water and bleed. The target suffers a –2 penalty to all attack rolls, Reflex saves and any skill checks involving vision; however, the demon suffers the same penalties.

III – Sorrowful Tears: The demon may now cry out Agony, Strain or Sorrow. This costs 20 iliaster per dose. Unlike normal hell broths, the demon's tears cannot be bottled and vanish within one minute (ten rounds) of being produced.

This link carries a drawback; the demon now weeps constantly, increasing its daily iliaster requirement by 10%.

IV – Forced Catharsis (Mind-Affecting): The demon's tears now draw out the emotions of anyone touched by them. The demon must charge its tears with this property, at the cost of nine iliaster; for the next three rounds, anyone touching or touched by the demon must make a Will save or be *confused* for ten rounds as their emotions run riot.

V – Eye for an Eye: The demon may now voluntarily poke out one of its own eyes to cause the eye of another creature within sight to burst. Putting out an eye causes 1d10 damage to either creature; the target of the effect also suffers a –4 penalty to all rolls for the

next three rounds. Putting out two eyes blinds most creatures.

Chain of the Winged

The Winged Chain gives the demon the power of flight. Obviously, fiends and imps do not need to take this Chain and may choose to reroll if they get this Chain as a random mutation.

I – Wings (Physical 2): The demon can now sprout a pair of wings. Growing the wings is an attack action and costs an amount of iliaster equal to the demon's size modifier (minimum: one); retracting the wings is a free action. While the wings are extended, the demon may fly with poor manoeuvrability at a speed equal to its normal movement.

The demon's wings automatically retract when it lands.

II – Improved Flight: While flying, the demon's manoeuvrability increases to average and its flight speed doubles.

III – Greater Flight: While flying, the demon's manoeuvrability increases to good and its flight speed doubles again.

Chain of Wrath

The Chain of Wrath is popular among fiends and hulks, the front-line fighters of the Infernum's armies. Massive expenditures of iliaster explode from the battlefields as demons channel all their power into killing each other as swiftly and bloodily as possible.

I – Wrath Strike: The demon may channel iliaster into its attacks. For every two points of iliaster spent this round, it gains a +1 bonus to hit with all its attacks. Spending iliaster in this fashion is a free action and any amount may be spent in a round.

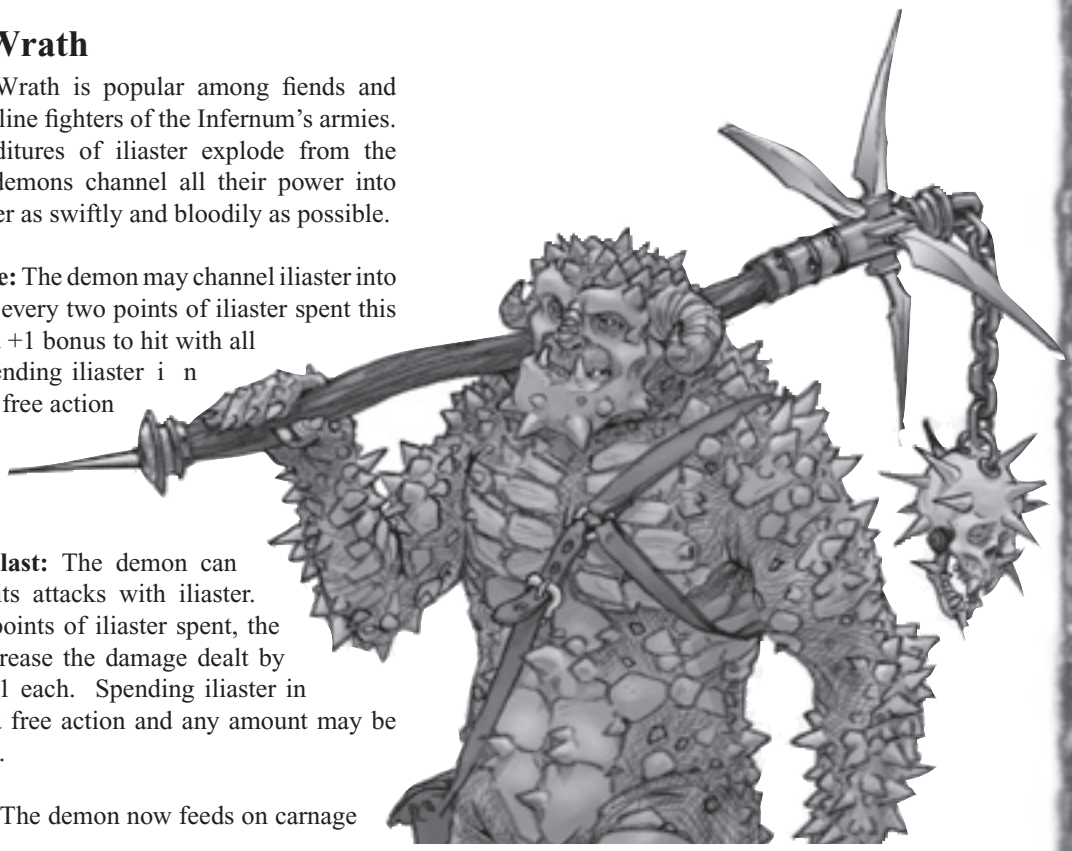
II – Iliaster Blast: The demon can now reinforce its attacks with iliaster. For every two points of iliaster spent, the demon may increase the damage dealt by its attacks by +1 each. Spending iliaster in this fashion is a free action and any amount may be spent in a round.

III – Carnage: The demon now feeds on carnage and death. Whenever it drops a sentient foe, it instantly regains 2d6 points of iliaster.

This link carries a drawback; the demon can no longer metabolise normal iliaster as efficiently as before. The demon now only gains half the normal benefit from drinking bottled iliaster.

IV – Hellfire God (Hellfire): The demon is now naturally attuned to hellfire. It may use its Strength modifier instead of its Charisma modifier on all Craft (hellfire) checks.

V – Greater Carnage: The demon now gains 2d6 points of iliaster whenever a sentient creature drops within 30 feet of the demon, regardless of who dropped it.



The Downward Spiral

Iliaster

The wars of the Infernum are fought over agony and pain. The suffering of the damned yields plasm tinged with particular flavours of agony and sorrow and rich in the torn remains of the soul – the demons call it iliaster. This tincture of soul-stuff is the only food and drink a demon needs to sustain its hellish existence. The extract is also used as a fuel in Infernal industry. Without this iliaster, the hosts of Hell would starve to death; the engines would clatter to a halt; the pit itself would go dark and cold. Control of the supply of iliaster is the ultimate power in Hell.

At its most basic, iliaster is produced by torturing a damned soul while that soul is connected to an extraction rig. Rigs have taken many forms over the years; grinding mills that crushed the damned were popular, as were racks and vices and spits. The tinged plasm flows from the agonised damned like flowing blood or tears, so the extraction rig must contain some method for collecting it, such as a bowl beneath the victim's wounds or a spongy blindfold that absorbs the tears. In this modern age, of course, extraction rigs are far more efficient – cunning devices resembling a cross between a milking machine and a nightmare of dentistry swiftly drain every drop of iliaster from a damned.

The product of basic torture is a thin, pale yellow liquid that clots and leaves an oily residue on its container (it makes a very, very quiet sound that is remarkably like screaming). This is the lowest form of iliaster, called plasmic iliaster, and is produced in vast quantities every day to feed the hungry masses of the demon cities. It is crude, tasteless and unsatisfying; demons usually mix it with spawn-meat and or some other foodstuff to give it texture and flavour.

If the damned soul is brought to a peak of utter pain and held there for long enough, the extract takes on a deep ruby-red colour and comes to resemble mortal blood. This finer vintage of pain is referred to as agony, and has an intoxicating effect on demons. Agony can also be transmuted into fine food and drink for nobles, or refined and mixed with chemicals for use as fuel.

Souls tortured over long periods of time and forced to labour ceaselessly sweat a coppery liquid form of iliaster, referred to as strain. As this does not harm the soul quite as much as agony, strain is much more freely available. For the lower ranks of demons, strain is given as a reward and a taste of what loyalty can bring. Strain is also used in industry in the creation of hellwrought machinery.

Finally, the rarest form of extracted Iliaster is called sorrow; it is made through psychological torture, by forcing damned to weep it out in despair. Sorrow produces feelings of dizzying power and majesty. The drinker delights in the sorrow and weakness of lesser beings.

Extracting Iliaster

To extract iliaster from a damned, a character must use an extraction rig and a torture device. Torture devices used in extraction can inflict lethal or nonlethal damage, depending on their design. See page 177 for common torture devices.

The higher the Torture check to extract iliaster from a damned character, the more efficient the conversion, as follows:

Torture Check Result	Damage-Iliaster
0-5	1d4 iliaster/30 damage
6-10	1d4 iliaster/25 damage
11-15	1d4 iliaster/20 damage
16-20	1d4 iliaster/15 damage
21-25	1d4 iliaster/10 damage
26+	1d4 iliaster/5 damage

Normally, a damned is tortured for days on end, suffering ten or 20 points of nonlethal damage each day to keep it conscious while the power is extracted.

In emergencies, a damned can be tortured to the point of yielding power in ten minutes. Increasing the DC can also reduce the time taken to extract power.

DC +5	Time reduced to 1 minute
DC +10	Time reduced to 1 round

Damned Souls and Ability Damage

Most forms of torture inflict ability score damage in addition to mere hit point damage. While this systematic destruction of a victim's body and mind is useful when trying to punish or extract information from a victim, it is irrelevant to the mechanical process of extracting iliaster.

The damned are very used to torture and heal ability score damage at a much swifter rate of one point per character level per hour instead of one point per day. Aeons of suffering has given them unnatural resilience.

Especially corrupt souls produce more iliaster, as do especially pure ones.

Damned's Corruption	Iliaster produced
0	x5
1-13	x1
14-15	x2
16-17	x3
18-19	x4
20	x5

Agony

This deep red substance has an almost intolerable fiery taste. Quaffing a dose causes the imbiber to flush deeply and his heart rate to increase, as if from a rush of adrenaline. The imbiber's veins feel like they are full of burning lava. A creature drinking agony does not experience pain itself but instead experiences a delicious thrill, as if all the pain of the tormented victims had been fermented into pleasure.

A creature under the influence of agony has a tremendously accelerated healing rate. It is not just the suffering of the damned souls but their resilience that is extracted in the preparation of this hellbroth. While the dose of agony lasts, the creature benefits from fast healing of 5 and experiences pleasure instead of pain when it is injured. If it already has the fast healing special ability, this amount of recovered hit points per round stacks with its ordinary amount. A single dose of agony lasts for 3d8 rounds. Demons enjoying the effects of agony will sometimes wound their own bodies in artistic ways or invite others to do the same. The imbiber also gains five iliaster.

Negative Effects: A creature that drinks a dose of agony must make a Fortitude saving throw against a DC of 22 or suffer the negative effects. Agony has a dramatic effect on the imbiber's anatomy, rupturing vessels and flooding tissues with the quintessence of the suffering of the damned; those that cannot bear it suffer 2d6 Constitution damage as their blood vessels explode and their bones crack. One can easily identify a target who has failed his saving throw, as he bleeds from all his bodily orifices, including his eyes, which seem to be weeping tears of blood. This Constitution damage is not healed by the fast healing effect of the agony draught.

An imbiber who fails his saving throw by more than ten is simply constitutionally incapable of dealing with the agony draught. His system purges it as quickly as it can. Such an unfortunate suffers the negative effects but does not benefit from the positive.

Producing Agony: Agony requires that the victim suffer lethal damage and be conscious during the whole ordeal. A single dose of agony requires 30 iliaster points to produce, but this can be gathered from multiple victims.

Strain

A draught of strain floods the imbiber's body with fresh energy, removing any trace of fatigue. All nonlethal damage the imbiber may be suffering from is restored and fatigued or exhausted conditions are annulled. In addition, a creature under the influence of strain can enter a wild rage at will. While enraged, the creature temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus on Will saving throws but he takes a –2 penalty to Armour Class. The increase in Constitution increases the creature's hit points by two points per level or Hit Die but these hit points go away at the end of the rage when his Constitution score drops back to normal. These extra hit points are not lost first the way temporary hit points are.

If the creature already has the ability to rage then its rages under the influence of strain result in an additional bonus of +2 to Strength, for a total bonus of +6. While he is raging, the character's behaviour is subject to limitations; he may not perform any activity requiring concentration. The effects of a dose of strain last for 2d4+10 rounds. The imbiber also regains one iliaster.

Negative Effects: A character must make a Fortitude saving throw against a DC of 22 to tolerate a dose of strain. If he fails this saving throw, he enters a state of rage immediately and may not end it until the dose wears off and also suffers from *confusion* for as long as the dose lasts.

Producing Strain: Strain requires that the victim be conscious and working while being tortured, but nonlethal damage is acceptable. Ten points of iliaster can be distilled into one draught of strain.

Sorrow

The essence of refined sorrow is clear as diamond and tastes shockingly bitter. The benefit of sorrow results from savouring the emotional pain of others, which gives the imbiber a massive boost to his own sense of self and importance. An evil creature under the influence of sorrow has a towering ego and feels itself to be a god, high above the suffering creatures whose pain entertains it so much. Creatures that are natural bullies, such as demons, love sorrow because it confirms their idea of themselves as the biggest, strongest and the most brutal. A creature must have an Intelligence ability score of at least four to be affected by a draught of sorrow.

While under the influence of sorrow, the imbiber gains a +4 alchemical bonus to Charisma and a +4 alchemical bonus to Will saving throws. The effects of a dose of sorrow last for 3d8+10 rounds. The imbiber also regains ten iliaster.

Negative Effects: A creature that drinks a dose of sorrow must make a Will saving throw against a DC of 22 to endure it. Evil creatures that fail their saving throws are so overwhelmed by the sensations of power and superiority that they become sluggish and distracted and can take only a single move action or standard action each turn, but not both, nor may they take full-round actions. Additionally, it takes a –1 penalty on attack rolls, Armour Class and Reflex saves. Their speed is reduced to half normal.

A creature that fails its saving throw by more than ten experiences quite a different reaction. It is so overwhelmed by the distilled sensations of grief that it is stunned for the duration of the draught's effect and can only weep. This is one of the worst things that can possibly happen to a devil or demon. To be moved by the sufferings of the damned, instead of savouring them as it should, marks such a creature out as irredeemably weak. After the other demons present have finished laughing at the sentimental creature, it is either torn to pieces or forced to endure torments itself. There is no place in Hell for those who empathise with the tormented. A devil who weeps has come to the end of his career. The risk that one will not be able to handle a draught of sorrow is always present for those demons who indulge in it. Drinking sorrow fearlessly proves that a demon is without compassion or mercy.

Producing Sorrow: Sorrow requires psychological torture (see page 178). 50 points of Charisma damage produces one dose of sorrow.

Covenants

Deceit and treachery are commonplace in the Infernum. There is no depth to which a demon might not stoop to get ahead in the hierarchy. It is a strange thing, then, that a demon's word is truly its bond. Should a demon make a promise, ancient geases laid on the race aeons ago will take hold and bind him. These bonds are referred to euphemistically as Covenants, but they are truly a form of enslavement. A demon who tries to renege on a Covenant will suffer horribly as its being is wracked with contradictions.

Covenant Strength	Meaning
0	**False Debt:** 'I don't actually owe you anything, but I'm going to say I do so you'll trust me…'
1-3	**Minor Debt,** offered to seal an alliance or pay a small debt. This level of Covenant is largely inconsequential.
4-5	**Lesser Debt:** This is the lowest level of Covenant that would be demanded 'officially'; the sort that might be given to a liege lord or extracted as a punishment.
6-8	**Significant Debt.** Bargains such as this would not be made lightly. At this level of Covenant, the demon begins to become vulnerable to the geases that bind favours.
9-10	**Greater Debt.** This is the highest level of Covenant most demons would willingly offer, even in the direst of circumstances.
11-13	**Major Debt:** The largest Covenant that can be freely offered; a life debt.
14-15	**Lesser Binding:** At this level, the demon gives up a large portion of his free will to the master.
16-19	**Greater Binding:** The demon become little more than an extension of his master's will.
20	**Selling your soul.**

A Covenant has a strength that depends on how strong an oath the demon swore, and how powerful the holder of the favour is. The character offering the debt states how strong he wishes it to be, from zero to 20.

The offering character makes an Influence check (see Diplomacy in the Skills chapter) against the holder of the Covenant. Subtract the holder's Influence result from the other character's result, and apply the result from the following table. Do the same with their character levels to calculate the final Covenant strength.

Influencer – Holder	Covenant Strength
26+	–10
21 to 25	–8
16 to 20	–6
11 to 15	–4
6 to 10	–2
5 to –5	+0
–6 to –10	+2
–11 to –15	+4
–16 to –20	+6
–21 to –25	+8
–26 or less	+10

For example, a 5th level stalker called Tinir offers a Strength 5 debt to Kyri the 7th level succubus in exchange for her aid. He plays on the infamous lusts of the succubi by trying to influence her using Seduction. Tinir has a +5 skill in Seduction; Kyri's Concentration is +6. Both make skill checks. Tinir gets a total of +14, Kyri gets a +8. This gives Tinir a result of +6 on the bonus table, which reduces the favour strength by two. Next, they compare character level; Kyri is only two levels higher, so it has no effect. The final Covenant strength held by Kyri over Tinir is +3.

Effects of Covenants

The magical binding of a favour exerts force on the demon's will. It becomes harder and harder to act against the character who holds the debt. Fortunately, the more the holder draws on the Covenant's strength, the weaker it becomes.

Continual effects are always active and do not reduce the strength of the Covenant. A Covenant has the following continual effects:

- The holder has a Covenant bonus to any influencing checks made against the debtor equal to one-fifth of the favour strength (rounding up).
- The debtor suffers a Covenant penalty to any attack rolls made against the holder equal to one-fifth of the favour strength (rounding up). The holder gains an equal bonus to saving throws made against damaging spells and abilities used by the debtor.
- The debtor cannot attack the holder or deliberately and knowingly act against his interests without making a Will save at a DC equal to 5 + the strength of the Covenant. If the Will save is successful, the character can act freely until he encounters the holder again. If the save fails, the strength of the Covenant is increased by +1 and the character cannot attempt to act against the holder for 24 hours.

Commands can be given by the holder to the debtor.

- A *simple command* is a one-word command that must be obeyed by the debtor to the best of his ability that round. Simple commands include actions like 'kneel', 'speak', 'leave' and so on, but the effect of the command only lasts for one round. If the debtor simply accepts the command, the Covenant strength remains unchanged. If he resists, the debtor must make a Will save against a DC equal to 5 + the strength of the Covenant. If the save is failed, the Covenant strength increases by +1 and the debtor must obey the command. If the save succeeds, the debtor can act normally this round and the Covenant strength decreases by –1. Issuing a simple command is a swift action for the holder.
- A *task* is a longer command that will take the debtor some time to accomplish. The holder chooses how much of the Covenant's strength will be removed on completion of the quest. Each day, the debtor must make a Will save at a DC equal to 5 + the strength of the Covenant *plus* the amount that will be removed at the end of the task. If the Will save fails, the debtor must act to complete the task or suffer 1d4 points of temporary Constitution damage. The Covenant strength decreases by –1 per week of the task. If the holder cancels the task, the Covenant strength is decreased by one-quarter of the amount it would have been decreased by on successful completion (round down, minimum one).

For example, Kyri gives Tinir the task of hunting down a particular escaped damned soul from her estates. She will completely release Tinir from his debt on completion of the quest, so she will be decreasing the Strength 3 Covenant by three. Therefore, Tinir must make a Will save at DC 11 (5 + Strength 3 + reduction of 3) each day. If he fails this save, he must act to retrieve the damned or suffer Constitution damage.

A **Tithe** is essentially a task that requires the debtor give a certain amount of his iliaster to the holder. The more iliaster drained monthly, the more quickly the favour strength decreases.

Covenants and Corruption

Characters with a Corruption score of 10 or less are not affected by Covenants. They may not hold debts nor are they bound by promises they make. This makes uncorrupted mortals valuable as brokers and infiltrators, as they cannot be trapped by Covenants.

Characters with a Corruption score between 11 and 15 are bound by Covenants, but the strengths of any debts they give are reduced by four. At this level of Corruption, the character can hold Covenants normally.

Characters with a Corruption of 16 or more (such as all demons) give and hold debts normally.

Maximum Covenants Held

A character can hold a number of debts equal to the total of his Wisdom and Charisma bonuses. If he is offered any debts when he has no free Covenant 'slots', he can choose to free one of his debtors to open up a slot. The debtor has *no idea* that the debt has been cancelled; he will not realise this until he is in a situation where the Covenant would normally affect him and nothing happens.

A character may hold only one debt from a particular debtor; if a character enters into two or more Covenants to the same holder, they are combined into one (see below).

To avoid losing Covenants from not having enough 'slots', demons practice a system of vassalage. A demon might hold debts from half a dozen debtors, who in turn hold Covenants from half a dozen more each. This system allows the demons on top of the pyramid to demand aid from any of their myriad servants. A demon may transfer Covenants to its vassals, as described below.

Combining Covenants

If a character gives more than one debt to a particular debt-holder, they are combined into a single whole. Work out the strength of the smaller Covenant, then increase the strength of the larger Covenant as follows:

Small Covenant Strength	Main Covenant Increase
0-5	+0
6-7	+1
8-9	+2
10-11	+3
12-15	+5
16-20	+7
21-25	+10
26+	+12

A Covenant cannot exceed a Strength of 50.

As holding a debt over a demon gives significant bonuses to Influencing, it is common practice in the Infernum to slowly wind the bonds of debt around a victim, increasing the debt he owes by adding new, small Covenants onto it until he is completely in the holder's power. Escaping from one's Covenants, or else ensuring that no one holder has total control are the common defences against this tactic, although hiring assassins to kill your holder runs a close

second.

Example: Tinir fails to find that damned soul, so Kyri lifts the task from him. Tinir still owes her a Covenant of Strength 3.

Later, Tinir's lord Mathus is forced to bow to a more powerful demon warlord named Gyul. As part of the surrender, all of Mathus' followers must offer Strength 10 Covenants to Gyul. As Gyul cannot hold all these Covenants personally, the lesser debts are handed down as rewards to Gyul's followers. As it happens, Tinir ends up being forced to offer his Strength 10 Covenant to Kyri the Succubus.

As Kyri already has a debt from Tinir, the two Covenants are combined into one. The Strength 10 Covenant is the larger debt, so the Strength 3 Covenant will be combined into it. Looking at the table, a Strength 3 Covenant translates to a +0 increase to the main Covenant – Tinir's petty existing debt is nothing compared to his new Covenant.

If Kyri had bothered to punish Tinir's failure earlier by increasing the original Covenant to, say, Strength 6, then it would benefit her now. A Strength 6 Covenant would increase the Strength of a larger Covenant by +1 when combined into it

Transferring Covenants

A Covenant can be transferred between two beings capable of holding favours by a verbal or written agreement. The debtor need not be included in the agreement – a demon's debt might change hands a dozen times before he finds out about it. If a demon ends up holding two Covenants from the same debtor, they are combined as described above.

Corruption

Evil is a physical thing in the Infernum, a stain on both the body and soul. A mortal who acts sinfully will absorb the taint of his surroundings through a sort of moral osmosis, as the darkness in his soul calls out to the darkness of the pit. Even an innocent can be corrupted, though – the evil of the Infernum can taint a mortal who is exposed to extremes of corruption. Evil is a poison in the air here, a sickness in the water. Invisible corruption radiates from the very rocks.

A character's Corruption rating measures how tainted and evil he has become. It does not necessarily mean that the character has performed evil deeds, although that is by far the most expedient and fastest route to corruption. There are some who have become the things they fight through no fault of their own. Corruption is a scale from 0 to 20. Demons are utterly and completely corrupt, and so start with a Corruption of 20. A mortal or angel with a Corruption of 10 risks damnation.

Gaining Corruption

The more corrupt and depraved a character, the harder it is for him to become even more corrupt. For most demons, petty little sins like murder are not enough to increase their Corruption. Only the most horrific sins can drive them further into the darkness. Similarly, a creature that has walked on the burning plains of Echas or bathed in the Lamenting Sea will not gain in Corruption from merely being splattered by demon blood.

In much the same way as experience points result in an increase in level, Corruption points result in an increase in Corruption level. Sins are given a Sin Rating (SR) that corresponds to the Challenge Rating of a given encounter.

To calculate the Corruption point gain for a creature who commits a sin or is exposed to a corrupting enviroment, refer to the experience point gain table on page 148, substituting the sin's SR for the listed CR and yielding Corruption points instead of experience points. If the SR of the sin would result in an X instead of a numerical figure, award the highest possible Corruption for the character's Corruption level. For example, if a creature with a Corruption level of 1 managed to commit a SR 20 sin, he would gain 10,800 Corruption points and no more.

Corruption level is calculated using the experience point tables on page 148. Simply proceed as if Corruption points were experience points. For example, a creature with 14,200 Corruption points has a Corruption level of 6.

Losing Corruption

It is considerably more difficult to lose Corruption than it is to gain it. The *purification rite* (see page 246) can remove corruption points. At the Games Master's discretion, Corruption can also be removed as a reward for heroic or highly moral acts. A character who goes for one month without committing any sins with an SR equal to or higher than his Corruption Level loses one Corruption Level.

The Hierarchy of Sins

Malicious Deceit (SR 1): Not every lie or deception

is a sin, or else every use of the Bluff skill would damn souls to Hell. Malicious deceit is defined as a lie told for no other reason than to cause pain or harm to another person.

Covetousness (SR1): Desiring things that should not be yours and having the intent if not the capacity to acquire them is SR 1. Idly dreaming about an object or a person is not a sin, but coveting something so much that the only reason you do not take it is because of your physical inability to do so is a sin.

Verbal Cruelty (SR 1): There are many ways in which a demon can creatively hurt someone without laying a finger upon them. Evil characters take pleasure in even the smallest of sins. Verbal cruelty is an evil act, whether it involves crushing a young woman's self-esteem, laughing at a beggar's pathetic state or reminding a person of emotional pain that he has suffered.

Theft (SR 1-3): Taking things that do not belong to you is a sin; the greater the harm caused by the theft, the more sinful it is.

Breaking your Word (SR 2): Acting dishonourably and breaking oaths is a sin; this includes non-payment of Covenants.

Refusing To Relieve Suffering (SR 2): There are sins of omission as well as commission. In this case, you commit a sin when you deliberately refrain from intervening when you could relieve another person's suffering without significant cost or inconvenience to yourself and you do not. For this sin to have been committed, the suffering person must be in genuine need and ask you for help that you then refuse. For example, refusing to give a fang to a starving beggar when you have a hundred obol would count as a sin, if done out of malice.

Blasphemy (SR 3): Denying or wilfully insulting the divine is SR 3. A character must know what it is that he is profaning; a character that has never experienced or known the divine cannot blaspheme with full knowledge.

Betrayal (SR 3-8): This is a difficult sin to define but like the famous definition of obscenity, one knows it when one sees it. A character who sells out his friends, who defects to an evil cause, who abuses a trust or who makes empty promises for his own ends is committing betrayal.

Cruelty to Creatures Of Animal Intelligence (SR 3): Creatures with animal levels of intelligence (an Intelligence score of 2) experience pain, so tormenting them physically counts as cruelty to a sentient being. Creatures such as oozes do not. You cannot torture a lump of jelly. Cruel behaviour towards animals, such as malicious wounding, burning, deliberate starving or beating, is definitely a sin.

Obeying an Order To Commit An Evil Act (SR 4): Irrespective of what one is ordered to do, obeying an order to commit an act that would count as a sin is a sin in its own right. For example, if your commander orders you to decapitate an unarmed captive and you obey, you commit this sin instead of the sin of murder; the blood is on your commanding officer's hands but you share in the responsibility.

Physical Cruelty to Intelligent Creatures (SR 4): This sin covers any and all acts of wilful and sadistic harm to creatures with Intelligence scores of greater than 2, including humanoids. It does not matter whether the creatures are themselves evil or not.

Refusing to Save Another's Life (SR 5): This sin constitutes failing to prevent a person from dying when it was unquestionably in your power to do so and you had nothing to fear from them. For instance,

if you had plenty of water in the desert and met a man dying of thirst who begged you for a sip, failing to help him would be a sin; the same would apply if you met a person drowning in a marsh and you could throw him a rope easily but could not be bothered to do so.

Defiling a Holy Item or Place (SR 3-5): The severity of the sin depends on the potency of the item or the primacy of the site.

Rape (SR 6): Forcing yourself sexually on another being and other denials of free will are SR 6.

Killing a Creature That Is At Your Mercy (SR 7): This sin is not quite murder, as it is not premeditated. It consists of the slaughter of a creature that has no weapons, is not capable of defending itself and is bound, held in manacles or otherwise incapacitated. Many uses of a *coup de grace* by evil characters fall under this heading. For this sin to count, the creature slain must not have been dangerous to the slayer in any way.

Fatal Deceit (SR 7): Fatal deceit is deliberately causing the death of a creature by telling lies. It is not the same as murder, as you do not strike the killing blow yourself but it is almost as severe a sin. For example, giving a person a flask of poison to drink and telling him that it is a healing potion is fatal deceit. As with all deceit-related sins, lies told in self-defence or to trick an enemy do not count as sinful. Betrayal is a sin of varying severity, depending on the seriousness of the betrayal. A betrayal that leads to the death of a creature (a death that would not have occurred without the betrayal) is a sin of SR 8.

Unpremeditated Murder (SR 8): This sin covers murder committed without any prior planning. It does not cover cases of accidental death, only of killings that were both avoidable and unlawful.

Protracted Torture (SR 9): Torture is several steps beyond cruelty. Whereas cruelty to a creature involves causing it pain or distress, torture involves the cold-blooded use of expertise and equipment to cause a creature as much pain as possible without killing it, just so that it can suffer. Evil regimes and individuals use torture to extract information from their enemies. More primitive evil groups use torture for amusement or punishment of offences. This sin is committed the first time you spend more than one minute torturing a creature and does not count as committed again until at least one day has passed.

The torments inflicted upon the damned of Hell count as protracted torture.

Murder in Cold Blood (SR 10): Murder is the most primordial of all the sins. It is clearly distinguished from killing an opponent in combat. To slay a foe intent upon killing you is not an evil act. Killing a person who fights for a cause or nation with whom you are at war is not deemed murder but warfare; a debate on the relative evil of war is beyond the scope of this volume. It is, however, most assuredly evil to kill a person just because it is convenient.

Murder of a Friend or Relative (SR 11): All murder is sinful but the murder of a person who knows and trusts you, or of a family member with whom you are on good terms, is considered especially abominable. The act is made worse than usual because it is both the taking of a life and the betrayal of a trust. This sin also covers the murder of a person that you are sworn to protect or who you are sworn to serve, such as a vassal lord or a monarch.

Murder of an Innocent (SR 13): The killing of innocent, intelligent creatures, such as infants or those with Corruption of 0, is a worse sin than murder alone. This sin covers only single instances of murder; mass murder is covered below.

Mass Torture (SR 14): Mass torture is when a number of individuals are tortured on your command. You cannot commit mass torture by yourself; you must have a dedicated group of individuals working under you who can do it on your instruction.

Mass Murder (SR 15): An individual cannot commit mass murder on his own. He may commit several murders in sequence but this is not the same thing. Mass murder may only be carried out on instruction; it is an order that you give to creatures under your command.

The Sin against the Holy Ghost (SR17): Claiming the power of the divine as your own. This includes perverting the power of the angels, or pretending to be a divinity.

Mass Murder Of Innocents (SR 18): See above under mass murder. Mass murder of innocents is among the very worst of sins and is usually only carried out when a tyrant wants to rid himself of an entire dynasty, ensuring that nobody can come after him to challenge his rule.

Denying the Will of God (SR20): This was Lucifer's sin; wilfully and deliberately acting in opposition to

the Will of the Divine.

The Tainted Places

Specific tainted environments are described in *Book of the Tormentor.*

Each of the nine Circles corrupts its occupants. The SR rating of a circle is equal to its number (the First Circle is SR 1, the Fifth is SR 5 and so on).

The rivers of Hell run heavy with corruption:

Phlegton: SR2
Acheron: SR 4
Styx: SR 6
Lethe: SR 8
Cocytus: SR 10

Effects of Corruption

If a character's Corruption is 11 or higher, he becomes vulnerable to the bindings of debts and favours. A character with a Corruption of 16 or higher is especially tightly bound in this fashion.

Mortals and angels gain random mutations when they become corrupt. One random mutation is gained the *first* time the character reaches Corruption level 11, another is gained at Corruption levels 14, 17 and 20.

A mortal character with a Corruption score of 11 or more may take a chosen demonic mutation instead of a feat when he gains a level. He may take a maximum number of mutations equal to his Corruption score. An angelic character may do the same. Characters may also transform themselves into full-fledged demons using Sorcery (see page 238).

A character whose Corruption level reaches 10 is condemned to Hell when he dies. At the moment of his death, his soul becomes a Damned soul (see *Book of the Tormentor* for details) which manifests over the fallen body. Such tainted beings are referred to as the condemned or (rarely) the Damned, but this latter title is normally applied only to those actually dead.

A character who has a Corruption of less than 10 who dies in Hell can choose to stay as a Damned soul, or can leave Hell (and also leave the game entirely). Should the character chose to stay in Hell, there is no escape for it.

Dissolution

The demonic nature is one of all-consuming, insatiable hunger. Demons desire iliaster, the stuff of souls and free will, above all else. The more powerful a demon grows, the more it must consume each day. This terrible hunger drives the Infernum forward – or at least pushes it along its closed vicious circle of suffering. The demons on top of the heap get more iliaster, so they grow more powerful, so they need more iliaster to survive, so they conquer and slaughter their kin to climb even higher.

A demon needs to consume one point of iliaster per level per day. This consumption can come from the demon's reserve or it can feed on fresh iliaster. Most demons keep just enough in their reserve to cover a single day's requirements, meaning that they must starve themselves for a single day before entering Dissolution. In the cities, the common practice is to feed once a day at sundown, but in higher society, lavish feasts and banquets lasting all night are preferred.

The fate of a demon denied sufficient iliaster is a horrible one: if a demon misses even a single day's

Example: The demon Martain is a 10th level slaver. It requires ten points of iliaster per day, and has a full iliaster reserve of 13. Martain is summoned *by a rival sorcerer and confined in a magic circle. The sorcerer denies Martain access to iliaster, pushing the demon towards Dissolution.*

On the first day, Martain can spend iliaster from its reserve. It spends ten points, fending off hunger. It now has an iliaster reserve of three.

On the second day, Martain enters Dissolution. It spends the remaining three iliaster, leaving it with a debt of seven. It therefore gains seven negative levels – Martain now has a –7 penalty to most rolls, and loses seven mutations. Its maximum iliaster reserve drops to a mere six. On the bright side, the demon now only needs three iliaster per day.

Fortunately, a Covenanted ally of Martain frees the slaver in exchange for the lifting of its debt. Martain can now go in search of iliaster. It needs three points a day to avoid going further into Dissolution. It can also spend 15 points of iliaster (3 x 5) to lift one negative level.

If Martain fails to find fresh iliaster, of course, it drops further into Dissolution. If it does not find more before the end of the third day, it gains another three negative levels. It now has a –10 penalty to all rolls, loses its remaining mutations, and has a requirement of one point of iliaster per day.

If it fails to get even that one point per day, it will gain one permanent negative level each day for the next ten days, at which point Martain will dwindle away to nothing.

feeding, it enters the state called Dissolution. The demon's body begins to feed on itself, converting its tissues and ichor into iliaster.

Dissolution has the following effects:

- For every one point of iliaster that the demon fails to consume, it gains one temporary negative level. For every negative level possessed by the demon, it suffers a –1 penalty to attacks, saving throws, ability checks and skill checks. Furthermore, it counts as being one level lower for all purposes such as calculating saving throws against its abilities. It also loses access to one mutation of its choice (and runs the risk of breaking a mutation chain if it picks a low-link mutation). Its iliaster reserve is reduced by one. Its iliaster requirement is likewise reduced by one, to a minimum of one.
- If a demon has a number of temporary negative levels equal to its character level, and then gains more temporary negative levels, it starts converting temporary negative levels to permanent negative levels instead.
- If the demon has a number of permanent negative levels equal to its character level, it dissolves into a pool of plasm and is destroyed.

A demon can rid itself of *temporary* negative levels by spending an amount of iliaster equal to five times its current effective level (character level – negative levels). A demon cannot, under normal circumstances, rid itself of permanent negative levels.

The physical signs of a Dissolute demon are obvious. Its hide is drawn tight across its crumbling skeleton. It becomes progressively paler and starts shedding fur and scales.

Possession

Many breeds of demon possess the ability to possess other creatures. Possession allows the demon to travel within and even control the other creature, making it a valued tool of both espionage and warfare.

Control Checks

The basic mechanic of possession is the Control Check, where both personalities strive for dominance. A possession check is resolved as follows – both the possessor and the victim roll 1d20 and add their Intelligence, Wisdom and Charisma modifiers. The victim gets a +1 bonus to its roll for every previous Control Check it has made in this possession.

The character who wins gains possession points equal to the difference between his Control Check and that

of the other character.

If the possessor wins, he gains possession points equal to the difference between his Control Check and the victim's. These points can be spent as follows:

1 point: Possess the body for one time unit (the unit depends on the current possession type). This can only be done once.

2 points: Give a –1 penalty to the victim's next possession check.

2 points: Trigger another Control Check immediately.

3 points: Shift up or down one step on the scale of possession types.

One point per level of the possessor: End the possession entirely.

Initial Possession

When a possessor initially attempts to possess a victim, the two make a Control Check. If the victim wins, the demon is *automatically* forced to end the possession attempt. If the demon wins, it can choose to start the possession at Greater Influence, Watcher or Dormant.

Ending Possession

Possession can end in any of five ways:

1. **The possessor voluntarily ends the possession:** The possessor can give up at any time as a free action.

2. **The victim drives the possessor out:** By spending possession points equal to the possessor's level. In the case of more powerful possessors, this often proves impossible, so driving the possessor to dormancy and waiting until it quits is an easier option.

3. **The possessor is exorcised:** Various rituals and other effects can end a possession.

4. **The victim dies:** The possessor takes 1d4 points of temporary Intelligence, Wisdom and Charisma damage but is otherwise unharmed.

5. **The possessor's body is killed:** This is only possible in cases where the possession is psychic, leaving the possessor's body behind while its mind enters the victim. If the body is destroyed, the possessor is allowed one final Control Check; if it spends possession points equal to five times the level of the victim, it erases the victim's mind and may inhabit the shell. The possessor keeps its Intelligence, Wisdom and Charisma scores, but otherwise uses the victim's statistics in all other respects.

Iliaster Costs and Possessor Demons

If the possessor's body is left behind while its mind travels out, it must still pay iliaster each day as normal. Most possessors arrange to have their bodies placed in life-support devices while engaged in long-term possession.

If the possessor physically possesses the victim, then it may parasitically feed on the victim's iliaster. The demon's iliaster requirement is reduced to one-tenth normal when possessing the victim, but it can only parasitically steal iliaster at Lesser Influence or better.

Possession Types

Possession can take any one of seven forms, arranged on a scale from most to least intense. The more intense the form, the more control the possessor has, but this also makes Control Checks more frequent by reducing the time unit.

1. Combat (round)
2. Full (minute)
3. Greater Influence (hour)
4. Sleeper (day)
5. Lesser Influence (week)
6. Watcher (month)
7. Dormant (month)

Dormant

While a possessor is in a dormant state, it is locked inside the victim's mind. The possessor has no sense of the passage of time and has no sensory input whatsoever. It cannot communicate or do anything else except end the possession or wait for the next Control Check.

The time unit between Control Checks is measured in months.

Watcher

The possessor can access the victim's senses, riding along and seeing whatever he sees. He cannot influence the victim's actions or thoughts, nor can he access the victim's mind.

The time unit between Control Checks is, again, measured in months.

Lesser Influence

At this level of possession, the possessor can access the victim's senses just like a watcher. Furthermore, he can read parts of the victim's mind and influence the victim's perceptions. While the possessor cannot dictate what the victim sees or hears, he can subtly alter these; making a friend seem less trustworthy or dangerous, making a sin more appealing and so on. In game terms, the possessor may give a +2 bonus or –2 penalty to any Concentration, Listen, Sense Motive or Spot checks made by the victim.

The possessor can also read the victim's surface thoughts; individual thoughts cannot be discerned, but the possessor can sense the general topics and emotions running through the victim's mind.

Finally, the possessor can control parts of the victim's body when the victim is distracted. This manifests as phenomena like automatic writing or the victim unconsciously dropping an item while walking.

The time unit between Control Checks is measured in weeks.

Sleeper

While the victim is awake, a sleeper possessor merely has Lesser Influence as above. However, when the victim is asleep, then the possessor has Greater Influence (see below). However, should the victim's body be injured or exposed to pain, loud noises or anything that wakes the victim up, it pushes the possessor back down to Lesser Influence.

The time unit between Control Checks is measured in days.

Greater Influence

With Greater Influence, the possessor has even greater control. While the victim still makes the decisions over the body's actions, the possessor can alter the victim's perceptions of reality. Every sensory input is filtered by the possessor. The possessor cannot create illusions of things that are not actually there, but could make a wall appear to be on fire, an angel seem to be a demon and so on. In game terms, the possessor can give a +6 bonus or –6 penalty to any Concentration, Listen, Sense Motive or Spot checks made by the victim.

The possessor has full access to the victim's thoughts, but not his memories.

The possessor can take control of the victim's limbs or body, but only for a maximum of one round out of two, and whenever the possessor takes control, the victim's perceptions are cleared. The possessor can fool the victim, or control the body, but not both at the same time.

The time unit between Control Checks is measured in hours.

Full Control

The possessor has complete control over the victim's body, including any mutations that are not expressly psychic or mental. The possessor can choose whether or not the victim can still sense what is going on (like a Watcher possession) or is pushed into a fugue state (like a dormant possession). The victim has no influence whatsoever over the body's actions.

If the body enters combat or any other life-threatening situation, the possession automatically moves to Combat possession, below.

The time unit between Control Checks is measured in minutes.

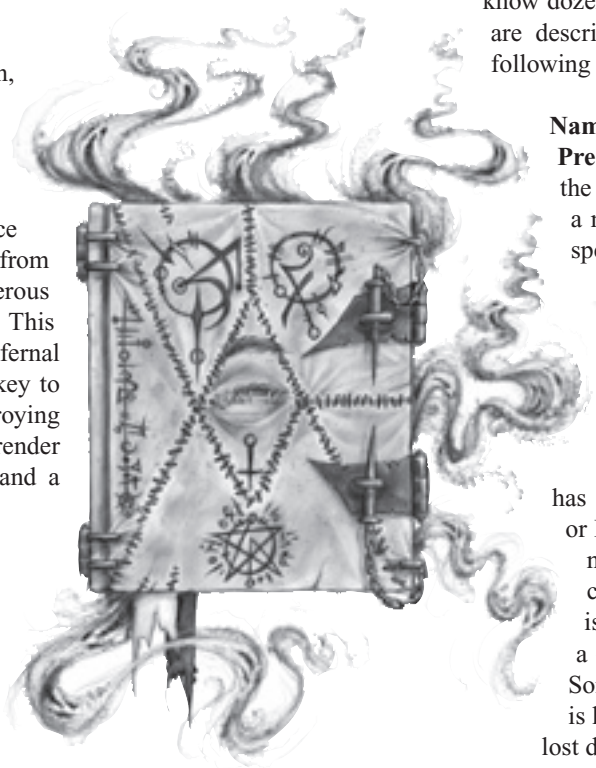
Combat

The stress of combat and the rise of the survival instinct can help a victim fight off possession – or make him thrash around and sink deeper into the possessor's control. Combat possession works just like Full Control, but the time unit between Control Checks is measured in rounds – i.e. a new Control Check is made each round.

Sorcery

The art of sorcery is said to have been created before the Fall; that the arcane words spoken and rituals enacted are the same as those used by humanity before Babel, and that by practising sorcery, the sorcerer taps the very power that created all that is. Sorcery is potent in the mortal realm, where it has been a secret tool of cabals and conspiracies for millennia, but it is much more powerful in Hell. By means of sorcery, a mortal can trap a demon in a magic circle and hold it there for all eternity. Sorcery permits mortals to treat demons as equals and demand all sorts of services and boons from them. In the endless clashes between the Houses, sorcery could have been the ultimate weapon – why muster an army to smash through Glabretch's defences when you can have some petty mortal spell-flinger whistle the master of House Glabretch up and force him to concede?

The answer to that question, and the counterbalance to the power of sorcery, lies in the massive fortresses that dot the Infernum. A demon can bind its essence to a structure, to protect it from the more indirect and dangerous forms of sorcerous attack. This has given the shape to the infernal wars for generations – the key to victory is besieging and destroying your opponent's fortress, to render him vulnerable to sorcery and a swift victory.



The Basics of Sorcery

To perform an act of sorcery, referred to as a ritual, the sorcerer chants various magical formulae, enacts a ritual with his ceremonial equipment, geometrical diagrams, spellbooks and other components. Sorcery cannot be done swiftly or sloppily; the most powerful rituals require hours of preparation and exceedingly rare components.

Sorcerous rituals are performed using the Sorcery skill, which measures a character's knowledge and understanding of sorcery. Unlike other skills, the complex skill of Sorcery does not have a single associated ability score; instead, the character's ranks in Sorcery are added to his ability score modifier from different scores depending on the situation. Normally, sorcery calls for Intelligence and Wisdom, but Charisma or even Constitution are also required to master sorcery.

Sorcery is difficult to resist; a character may be able to fend off sorcerous influences with successful Will saves for a time, but the spell will eventually take hold. Using counter-magic or slaying the sorcerer is the best countermeasure.

Rituals

The basic 'unit' of sorcery is the ritual. Even a neophyte sorcerer knows a few rituals, while master sorcerers know dozens. The most common rituals are described below, according to the following scheme:

Name: The name of the ritual.

Prerequisites: Any prerequisites the caster must possess, such as a number of ranks in Sorcery, a specific ability score and so on.

Components: What ritual items or devices are needed to cast the ritual. The cost of each item is listed in brackets, as is the penalty for not having the item. For example, the ritual of *scrying* has the component: Crystal Ball or Mirror (1 Cr, –10). The ritual needs a crystal ball, which costs one crown; if the item is missing, the caster suffers a –10 equipment penalty to his Sorcery check. If a component is listed as being Consumed, it is lost during the ritual.

Cost: The cost in iliaster of the ritual. This iliaster can be supplied from the caster's personal reserve or from vessels containing iliaster. The whole cost must be paid before the ritual is complete or the ritual fails, but the caster may pay the cost in instalments over the duration of the ritual. Some spells exact a further cost in the form of temporary ability score damage.

Casting Time: How long the ritual takes to enact.

Sorcery DC (Ability Score): The DC of the Sorcery check needed to cast the ritual. This check is made at the *end* of the casting time and any consumable components are lost whether the check succeeds or

fails. The ability score, listed in brackets, shows which ability modifier is applied to the character's Sorcery skill when making the check.

Failure: If the ritual has any special effects that happen when the caster fails his Sorcery check, they are described here.

Resist: How the target(s), if any, can resist the ritual.

Effects: What the ritual actually does.

The Range of Sorcery

Sorcery transcends normal space and time; there are no hard-and-fast limits on how far it can reach. If a ritual does not list a specific range, then it can affect anything in the same dimension. Hell counts as a single dimension.

The Duration of Sorcery

Sorcerous effects last indefinitely unless otherwise indicated. Killing the sorcerer does not automatically cancel any spells he has cast.

Gaining Rituals

A character knows a number of rituals equal to the number of ranks he has in the Sorcery skill. When he gains a new rank in the skill, he may learn another ritual. A character may also attempt to perform rituals he has not memorised by heart if he has a book or text describing the ritual to hand.

Casting a Ritual

While performing a ritual, the caster must use his standard action for the round to cast. He may move around, but may not move more than 30 feet from where he started the ritual. If casting in difficult conditions, the sorcerer may be required to make Concentration checks.

Ritual Modifying Rituals

Some rituals such as *hanging spell*, *energy tap* or *swift dispatch of the agent* modify an existing ritual. These spells may add to the casting time or casting DC of the main ritual and are cast at the same time.

Quick Casting

A character can choose to hastily cast a ritual, although this is likely to cause the spell to fail. A –5 penalty to the Sorcery roll to cast the spell reduces the casting time by 20%. A sorcerer can reduce the casting time to instantaneous by accepting a –25 penalty, but it is generally far easier to just use *hanging spell* to delay completion of a ritual.

The Three Keys

There are three sorcerous rituals that are of special complexity and importance in the Infernum – Summoning, Binding and Warding. Each of these, in fact, has five levels of ritual, such as Summoning I, Summoning II, Summoning III and so on. Each ritual must be learned separately, as it allows progressively more powerful entities to be affected. The rituals do not have to be learned in order, so long as the character possesses the prerequisites.

Summoning causes the named demon to appear before the caster. The demon is essentially teleported across the intervening space to the caster. This dematerialization and re-materialisation takes one round per three levels of the demon, rounded down. For the first part of the time, the demon is incorporeal but still present; midway through the travel time, the demon is literally in two places at once, but is incorporeal in both locations. During the final section of the travel time, the demon is incorporeal but present only at the caster's side. The table below summarises travel times and effects for most demons.

A demon is quite aware that is it being summoned, but does not know by whom. Summoning requires that the demon be able to move between its starting point and the caster, so a demon who is physically bound or trapped in a warding circle cannot be summoned. Demonic prisoners are therefore nailed to a handy surface to prevent sorcerous escapes.

Example:
A sorcerer summons a 5th level demon. In the first round, the demon is basically unaffected by the spell – it knows it is being summoned, but has not begun to fade. In the second round, it is between places – a ghostlike image of the demon is present both at its original location and at the summoning site. In the third round, the demon materialises wholly at the sorcerer's location.

Demon Level	Corporeal/ Not present	Incorporeal/ Not present	Incorporeal/ Incorporeal	Not Present/ Incorporeal	Not Present/ Corporeal
1-2	Round 1	—	—	—	Round 2
3-5	Round 1	—	—	—	Round 3
6-8	Round 1	Round 2	Round 2	Round 3	Round 4
9-11	Round 1	Round 2	Round 3	Round 4	Round 5
12-14	Round 1	Round 2	Rounds 3-4	Round 5	Round 6
15-17	Round 1	Rounds 2-3	Round 4	Round 5-6	Round 7
18-20	Round 1	Rounds 2-3	Rounds 4-5	Rounds 6-7	Round 8

If the demon had been one level higher (6th level), then its greater spiritual mass would have slowed the process. The first round is the same as for the 5th level demon, but in the second and third round, the demon is incorporeal first at its original location and then incorporeal at the sorcerer's location. It would only materialise in the fourth round.

The more powerful a demon is, the longer it takes to draw it using summoning.

Binding forces a demon to invest some of its power in an object or person. If bound to an object, the demon can be made to transfer some of its iliaster into the object, or be physically confined within it, or be bound to it completely (see Binding and Boosting, page 185). If bound to a person, the demon is forced into a Covenant with the binder.

As binding is a painful, dangerous and fundamentally distasteful process to the demon, trying to bind a demon invariably infuriates the creature. Binding is therefore generally done only when the demon is trapped in a warding.

A **Warding** is a magical diagram or field of force that demons cannot cross. Wardings are physically delicate in most cases, being nothing more than a chalk line drawn in a particular way. Still, even a simple warding can be an impassable barrier to a powerful demon. Warding can be *introverted* – made to keep a demon *in* – or extroverted, to keep them out.

Together, *summoning, binding* and *warding* are the three fundamental keys of Sorcery and the first levels of each ritual are always the first ones taught to an apprentice sorcerer.

Summoning I

Prerequisites: Sorcery 1 rank.
Components: Name of the Demon (–15) or name of one who holds a debt from the demon (–10), a sword (–5), incense (2 Ho, Consumed, –2), a sacrifice pleasing to the demon (consumed, –2).
Cost: 1 iliaster per level of the demon, 1d4 Constitution.
Casting Time: 1 hour.
Sorcery DC (Cha): 10 + level of the demon.
Failure: Demon fails to appear, but knows the name of the summoner.
Resist: Will save against result of Sorcery check –10.
The *summoning* ritual calls a demon to attend upon the caster. The caster holds the sword at arm's length and recites the demon's name three times at the height of the ritual; the demon must then make a Will save against the result of the caster's Sorcery check –10 or be *summoned*.

When summoned, the demon boils out of the ground and materialises next to the sorcerer, with one of its throats at the tip of the outstretched sword. While this may seem to put the sorcerer in a position of power, few of those who master the art of sorcery are also accomplished warriors and fighting a demon with a sword is rarely a good plan.

The demon decides whether or not the sacrifice is 'pleasing'. The demon can dimly sense what it is being offered; an especially impressive sacrifice can actually give a bonus to the Sorcery check. The sacrifice (if any, but offering no sacrifice is insulting and threatening) is placed at the caster's feet beneath the sword.

If the demon is willing to be *summoned*, the caster may take 10 or take 20 on the Sorcery check.

Summoning II

Prerequisites: Sorcery 3 ranks, Cha 13, *summoning I*.
This ritual works just like *summoning I*, but the demon's Will save to resist being called is at a DC of the caster's Sorcery check –5, instead of –10. Furthermore, the caster may make one additional attempt to *summon* the demon as part of the same ritual at the cost of five iliaster. This second attempt is made one hour after the first.

Summoning III

Prerequisites: Sorcery 6 ranks, Cha 13, *summoning I*.
Components: Name of the Demon (–15) or Name of one who holds a debt from the demon (–10), incense (2 Ho, consumed, –2), ritual garb (30 Cr, –4), a sacrifice pleasing to the demon (consumed, –2).
This ritual works just like *summoning I*, but the demon's Will save to resist being called is at a DC of the caster's Sorcery check and the caster no longer requires the sword component. Furthermore, the caster may make two additional attempts to summon the demon as part of the same ritual at the cost of five iliaster each. The second attempt is made one hour after the first; the third, another hour after the second.

Summoning IV

Prerequisites: Sorcery 9 ranks, Cha 15, *summoning I*.
This ritual works just like *summoning III*, but can also be used to *summon* damned souls or fallen angels. The components change as follows:
Summoning Fallen Angels: If the angel is not on a path, then there is no need for a sacrifice of any kind – it gives no bonuses or penalties. If the angel is on the Path of the Divine Will, then an example of the angel's

purpose is used (consumed, –4 if not present). Angels who consider themselves Dark Inheritors generally just want iliaster as a sacrifice (consumed by angel, –4 if a sufficient quantity is not present). Angels on the Path of the Mortal need no sacrifice (and cannot be *summoned* if in mortal form).

Summoning the Damned: A damned character can be *summoned* using this ritual. The only suitable sacrifice is an item from the damned character's mortal life, which can be extremely hard to obtain, especially as few damned can remember their existence before the Lethe Clouds. Not having such an item gives a –8 penalty to the Sorcery check.

Summoning V

Prerequisites: Sorcery 18 ranks, Cha 18, *summoning IV*.
This potent ritual works just like *summoning IV*, but with two important differences.
Firstly, the Will save DC to resist the *summoning* is *doubled* – i.e. it is equal to twice the result of the caster's Sorcery check.

Secondly, the ritual allows the caster to reach beyond the normal limits of sorcery; he can now call up *any* human spirit, not just the damned ones trapped in Hell. He may also attempt to call unfallen angels, but attempting to deal with such powerful entities is fraught with danger.

Binding I

Prerequisites: Sorcery 1 rank.
Components: Iron chain (3 Ho, –8).
Cost: –
Casting Time: 10 minutes.
Sorcery DC (Cha): 10**.**
Failure: Caster takes 1d4 points of damage.
Resist: Fortitude save, DC equals result of Sorcery check.
The simplest form of *binding* is a sort of sorcerous goad; it does not especially discomfort or hinder the demon, but can momentarily seize its will and force it to obey the sorcerer. The demon must obey a short command issued by the caster. The demon may make a Fortitude save to resist this; if the save is failed, the demon may keep making further saving throws each round after the first to break free, with a +1 morale bonus to the Fortitude save after each round.

Binding II

Prerequisites: Sorcery 5 ranks, *binding I*.
Components: Iron chain (3 Ho, –8).
Cost: 5 iliaster, one Charisma.
Casting Time: 10 minutes.

Fortresses and Summoning

If a demon (or other target of a *summoning* ritual) has invested its spirit in a fortress, then that fortress gives a penalty to the caster's Sorcery check. This penalty depends on the size and design of the fortress, which is fully described in *Book of the Conqueror*. For the moment, just use the following penalties:

Shrine: –5
Small Fortress: –10
Common Fortress: –15
Large Fortress: –20
Mighty Fortress: –25
House Fortress: –50

Sorcery DC (Cha): 10.
Failure: Apply the normal results of the ritual, but swap the roles of demon and caster.
Resist: None, but see below.
The second form of the *binding* ritual attempts to force the demon into service, by creating a Covenant between the two. Unlike a normal Covenant, where the two participants can try to influence the final bond through honeyed words or a show of force, the ritualistic *binding* cuts through all such societal niceties. The Covenant begins at Strength ten; the two then make opposed Will saves and add or subtract the difference between their Will saves from the initial Covenant Strength. If the demon reduces the Strength of the Covenant to zero, the spell fails.

Unlike normal Covenants, the Covenant created in this fashion does not stack with existing Covenants between debtor and holder. The Covenant created *replaces* any existing Covenant held by the holder over the debtor, even if this new Covenant is a weaker one.

Binding III

Prerequisites: Sorcery 11 ranks, *binding I*.
Components: Iron chain (3 Ho, –8), ritual oils and censers (2 Cr, Consumed, –4), host object (Costs a minimum of 3 Cr. per level of the demon, Consumed, –8).
Cost: 1d4 Charisma.
Casting Time: 10 minutes.
Sorcery DC: 15.
Failure: None.
Resist: Will save opposed by Sorcery check.

This ritual forces the demon into a ritually prepared host object, generally called a demon flask. Should the demon fail the saving throw, it is trapped within the flask until the flask is opened again. The hardness and hit points of the demon flask depend on its construction; traditional flasks are beautiful things of glass and crystal, but more pragmatic sorcerers have *bound* unhelpful demons into underground storage vaults that resemble tombs for radioactive waste. The demon is unaware of the world outside and is essentially out of existence while confined in this manner; it cannot be *summoned* and is much more difficult to locate by sorcery. Its Covenants still hold even while confined (one common punishment is to force a demon into a Covenant, then seal it into a flask and have the Covenant transfer itself to whomever opens the flask).

Binding IV

Prerequisites: Sorcery 15 ranks, *binding I.*
Components: Iron chain (3 Ho, –8), host weapon or creature.
Cost: 1 Charisma.
Casting Time: 10 minutes.
Sorcery DC (Cha): 15.
Failure: None.
Resist: None, but see below.
The demon is forced to inhabit the form of a chosen weapon or creature. This *binding* lasts for 24 hours, at which time the demon may make a Will save against a DC of the caster's Sorcery check. Another such Will save may be made each week thereafter until the demon is freed. The demon is automatically freed if the weapon is broken or the host creature is killed.

If a host creature is used, see the rules for Possession on page 228.

If a weapon is used, see the rules for Binding and Boosting on page 185.

Binding V

Prerequisites: Sorcery 18 ranks, *binding I, II, III & IV*.
Components: Iron chain (3 Ho, –8).
Cost: 2 iliaster per level of the target.
Casting Time: 3 hours.
Sorcery DC (Wis): 15 + level of the target.
Failure: None.
Resist: None.
This tremendously potent ritual physically binds the demon to the caster. The demon is ripped out of existence and the best parts are patched into the caster's body and soul. In game terms, when the ritual is completed, the victim is destroyed. The caster gains any mutations, feats or skill points he wishes that are possessed by the victim. He also gains the victim's entire iliaster reserve. He may also take the victim's ability scores if they are higher than his own.

However, if the caster is too greedy and takes too much of the victim, then something of the victim's personality can endure. Total the amount of ability score points, skill points, mutations and feats taken by the caster and divide this total by five to get the personality remnant's effective Will save. Each day, the caster must make an opposed Will save against the personality remnant. If the personality remnant wins, it takes control of the caster's body that day. A character can contain multiple personality remnants; they can work together or oppose each other depending on their beliefs and outlooks.

Warding I

Prerequisites: Sorcery 1 rank.
Components: Means to draw a diagram. See table for component costs.
Cost: One iliaster/100 feet or portion thereof.
Casting Time: Varies.
Sorcery DC (Int): 10.
Failure: No effect.
Resist: None.
A *warding* is a geometrical diagram that blocks demons and angels from entering a particular area. A *warding* can be introverted (creatures inside the diagram cannot leave), extroverted (creatures outside the diagram cannot enter) or total (creatures cannot pass the barrier in either direction). Creatures affected by a *warding* cannot attack the warding with melee attacks.

It takes time to draw a *warding*, but a *warding* can be of any size. Every ten foot radius of *warding* or portion thereof takes ten minutes to draw.

A *warding* can be made of any material; the stronger the material, of course, the harder it is for other creatures to destroy it.

Material	Hardness	HP	Cost/10 feet
Chalk[1]	0	2/inch of thickness	1 fang/50 feet
Ice[2]	0	3/inch of thickness	0
Wood	5	10/inch of thickness	5 crowns
Sinew-wood	8	10/inch of thickness	10 crown
Stone	8	15/inch of thickness	10 crown
Iron or steel	10	30/inch of thickness	20 crowns
Soulstone	15	30/inch of thickness	100 crowns
Hellish steel	20	50/inch of thickness	250 crowns

[1]The attacker must either erase the chalk marks somehow, or destroy the top inch of the surface.
[2]In the colder sections of the Infernum, wardings are etched into ice using bone needles.

If any part of a warding is broken, the whole *warding* shuts down. A *warding* can be repaired by creating a fresh *warding* diagram over the breach, but the strength of the repaired *warding* is reduced to the *lower* of the two *warding* strengths.

To break through a *warding*, a creature must make a Strength or Charisma check at a DC equal to 5 + the result of the Sorcery check. A creature may keep trying to penetrate the barrier, but each failed attempt inflicts 1d6 points of damage on the creature. While *wardings* can be hidden, the magical pressure will be sensed by a creature before it takes damage, so *wardings* cannot easily be used as magical traps.

Summoning spells cannot cross active *wardings*. *Binding* spells and other sorceries can, but if a warding is one-way, then each sorcerous effect that crosses the barrier from the 'correct' side reduces the *warding* strength by 2d6 for one round. For example, if a demon is trapped inside an introverted *warding* circle, and the sorcerer casts a *binding* into the circle, the *warding* strength drops for one round. Sorceries cast from the blocked side of a one-way *warding* do not decrease the strength of the *warding*.

Wardings can be layered, with circle after circle surrounding a trapped demon. The demon must overcome each *warding* to escape.

Wardings have a limited height; a linear *warding* extends up for a vertical distance equal to five times its horizontal distance, while closed or circular *wardings* form a spherical structure with a maximum height equal to five times the radius of the *warding*.

Warding II

Prerequisites: Sorcery 3 ranks, *warding I*.
Cost: 2 iliaster per 100 feet.
Casting Time: Varies.
Sorcery DC (Int): 15.
This more powerful version of the basic *warding* spell increases the Strength or Charisma DC to 10 + the Sorcery check result.

Warding III

Prerequisites: Sorcery 7 ranks, *warding I*.
Cost: 3 iliaster per 100 feet.
Casting Time: Varies.
Sorcery DC (Int): 20.
This even more powerful version of the basic *warding* spell increases the Strength or Charisma DC to 15 + the Sorcery check result.

Warding IV

Prerequisites: Sorcery 12 ranks, *warding I*.
Cost: Four iliaster per 100 feet.
Casting Time: Varies.
Sorcery DC (Int): 25.
The fourth iteration of the *warding* spell increases the Strength or Charisma DC to 20 + the Sorcery result. Furthermore, the damage inflicted by trying to push through a Warding is increased to 2d6.

Warding V

Prerequisites: Sorcery 15 ranks, *warding IV*.
Cost: 15 iliaster per 100 feet.
Casting Time: Varies.
Sorcery DC (Int): 30.
The final form of the *warding* ritual creates a virtually impenetrable barrier. Again, the Strength or Charisma DC is increased to 25+ the Sorcery check. Furthermore, the caster of the *warding* may spend one iliaster to increase the DC of the check by +2 for one round. Spending iliaster in this manner is a free action and any amount may be spent in one round.

The Grimoire

The second set of rituals are collectively referred to as the grimoire in sorcerer's parlance. There is no set path through the grimoire, although many rituals have prerequisites that must first be mastered. Most of the rituals listed here are commonly known by sorcerers and a student need not make any special effort to find them. Rituals with a higher Sorcery DC are rarer and are not found in every volume of occult lore

Alchemical Dupe

Prerequisites: Sorcery 10 ranks, *embody soul.*
Components: Silver Bath (10 Cr, –20), alchemical oils and salts (10 Cr. per level of the target, Consumed, –20), ichor, blood or flesh sample of the target (Required, Consumed, Varies).
Cost: 2 iliaster per level of the target.
Casting Time: One hour per day per level of the target.
Sorcery DC (Int): 5 + level of the target.
Failure: No effect.
Resist: None.
The sorcerer needs a scrap of the target's flesh to cast this spell. The flesh is placed in the silver bath along with various chemical compounds. A duplicate of the target creature then begins to grow in the bath. The caster must spend one hour per day per level of the target altering the mix of chemicals and tending to the sleeping duplicate, but can act normally otherwise. If the caster misses an appointment, the duplicate normally (90%) dies, but may wake up prematurely as a stunted and insane copy.

If the duplicate is grown successfully, the duplicate awakens. It is a perfect copy of the original creature in every respect, including the memories possessed when the original sample was taken, with two differences.

Firstly, the duplicate is indebted to the sorcerer in a Covenant with a Strength of 20.

Secondly, the duplicate or the caster (or both) must pay a certain amount of iliaster each day. This starts at one point of iliaster per day, but increases by +1 per week. This is in addition to the normal iliaster cost for a demon. If this cost is not paid, the duplicate disintegrates and dissolves over the next 24 hours (it loses one point of Constitution each hour after going one day without paying iliaster).

Angel of the Whispered Message

Prerequisites: Sorcery 1 rank.
Components: A feather (1 Fa, Consumed, –4), a golden trumpet (3 Cr, –4).
Cost: 1 iliaster.
Casting Time: 5 minutes.
Sorcery DC (Cha): 10.
Failure: No effect.
Resist: None.
By means of this ritual, the sorcerer may transmit a telepathic message to a single recipient. The message may not be more than thirty seconds worth of speech, but may also include hazy images and emotions. There is no limit to the range of the spell, but messages that cross Circles or even whole realms of existence have been known in rare cases to fail entirely or be 'delivered' late.

Despite the name, this ritual has no special relationship to the angels; the name is believed to date from the earliest days of Hell, when the only source of feathers were the burning wings of the First Fallen.

Anoint Sacred Weapon

Prerequisites: Sorcery 5 ranks.
Components: Weapon (varies), Oils (1 Ho, Consumed, –10).
Cost: 5 iliaster.
Casting Time: 1 hour.
Sorcery DC (Wis): 15.
Failure: No effect.
Resist: None.
This relatively simple rite blesses and anoints the chosen weapon. The weapon gains one weapon property (see page 185) chosen by the caster and the caster is treated as having the appropriate Boost Weapon feat. Furthermore, the caster may attack the silver cords of astrally-projecting characters; the silver cord has an Armour Class equal to the Wisdom score of the creature, a hardness of 2, and hit points equal the creature's Charisma score.

The anointing lasts for one day per level of the caster. A caster may have only one anointed weapon at a time.

Astral Projection

Prerequisites: Sorcery 10 ranks, *discern magic, scrying*.
Components: Crystal ball or mirror (10 Cr, –10), Ornate cloak (3 Cr, –10).
Cost: 15 iliaster/30 minutes, 1 Con.
Casting Time: 1 hour.
Sorcery DC (Wis): 20.
Failure: No effect.
Resist: None.
When the sorcerer casts *astral projection*, his spirit steps out of his body. The astral form is incorporeal, immaterial and invisible and cannot normally interact with the physical world. The caster can use purely mental mutations and effects, and may spend one iliaster to manifest for one round. While manifested, the sorcerer can be seen and heard but still cannot affect the physical world.

The sorcerer is still vulnerable to mental and psychic attacks. Furthermore, he cannot pass *wardings* and can be *bound* like a demon.

In astral form, the caster can fly with perfect manoeuvrability at 120 feet per round, or can choose to fly swiftly in straight lines at a rate of one mile per round.

The caster's astral form and his physical body are connected by an invisible silver cord, which can be seen by effects such as *discern magic*. The astral form must return to the body to end the spell; if the caster cannot return, his body suffers one point of Constitution damage for every half-hour after he runs out of iliaster and does not return. If the silver cord is cut, the character must make a Fortitude save (DC20) or die; if the save succeeds, the character is returned to his body.

Banishment

Prerequisites: Sorcery 5 ranks, *licence to depart*.
Components: Staff, rod or a similar object (2 Ho, –4).
Cost: 1 iliaster per level of the demon.
Casting Time: 1 round per level of the demon.
Sorcery DC (Cha): 10 + the level of the demon.
Failure: No effect.
Resist: Will save opposed by Sorcery check.
The difficult ritual of *banishment* is made even harder by the fact that the sorcerer does not automatically know

how powerful the demon is, so he does not know how long to chant for and how must power to release. While casting the ritual, the sorcerer may make a Knowledge (arcana) check at DC 20 each round to sense whether or not he has gathered enough power to affect his target.

This spell has a range of line of sight – both the sorcerer and the demon must be able to see each other in the round that the spell is completed. The sorcerer may hide from the demon until that last round, however.

When the caster stops chanting, the *banishment* is cast. If he has not chanted for long enough, or does not have enough iliaster to hand, then the spell has no effect (the iliaster is consumed anyway). If the *banishment* is strong enough to affect the demon, then the demon must make a Will save at a DC equal to the caster's Sorcery check. If this save is failed, then the demon instantly vanishes.

If the demon has a home fortress, it appears there. Otherwise, it appears at a random location in the Infernum. Roll 1d12:

Roll	Banishment Location
1	First Circle
2	Second Circle
3	Third Circle
4	Fourth Circle
5	Fifth Circle
6	Sixth Circle
7	Seventh Circle
8	Eighth Circle
9	Ninth Circle
10	Outside the Pit
11	Outside the Pit
12	Outside the Pit

Banishment only works on demons.

Blasphemous Rite

Prerequisites: Sorcery 3 ranks, Corruption level 11 or more.
Components: Tainted water (1 Fa, Consumed, –8).
Cost: 1 iliaster per 100 points of corruption.
Casting Time: 1 hour.
Sorcery DC (Wis): 12**.**
Failure: No effect.
Resist: Will negates.
The reverse of the *purification rite*, the *blasphemous rite* draws on the profane energies of Hell to corrupt the participants. The targets do not have to be willing, but willing targets can pay iliaster towards the cost of the spell.

Body Walk

Prerequisites: *Astral projection.*
Components: None.
Cost: 10 iliaster.
Casting Time: —
Sorcery DC (Wis): 10**.**
Failure: No effect.
Resist: None.
This modification to the ritual of *astral projection* allows the sorcerer to attempt to possess any creature he encounters. The sorcerer must spend one iliaster to manifest to make the attempt, but if the attempt fails, the sorcerer simply returns to the astral plane and may try another target. The sorcerer may not attempt to possess a creature again after failing during a particular projection session. If the sorcerer successful possesses the target, the projection is essentially put 'on hold' – the sorcerer no longer needs to spend iliaster or Constitution to maintain his astral form while possessing the victim, but once the possession ends, the sorcerer returns to astral form and must start paying the ritual's costs again. A silver cord connects the caster's mind to his body even while he possesses a creature.

Casting of Bones

Prerequisites: Sorcery 2 ranks.
Components: A set of bones or cards (3 Ho, –10).
Cost: 1 iliaster.
Casting Time: 10 minutes.
Sorcery DC (Wis): Varies**.**
Failure: False reading.
Resist: None.
Casting of bones attempts to predict the future of the sorcerer or another target present. It is of extremely limited accuracy and range, normally only giving flashes of likely events in the next few days. The DC of the ritual varies depending on where the sorcerer is; casting bones in a wilderness with no people around to muddy up the currents of probability is a low DC of ten; casting bones in a crowded city full of potential enemies and allies is much more difficult and might have a DC of 20 or more.

Change Species

Prerequisites: Sorcery 12 ranks, *embody soul*.
Components: Ornate ritual circle (Takes 10 hours to prepare, Consumed, –10), 9 pints of demon ichor (Varies, Consumed, –20), skin of a demon (Varies, Consumed, –20), mirror (5 Cr, –4), rare herbs and incenses (30 Cr, Consumed, –10).
Cost: Varies.
Casting Time: 24 hours, midnight to midnight.
Sorcery DC (Wis): Varies.
Failure: See below.
Resist: None.

By means of this most blasphemous and foul ritual, the sorcerer can transform another human being or an angel into a demon. The rite must commence and finish at midnight. As the spell is cast, the demonic blood and skin slowly and painfully merge with those of the target, until finally a new demon arises.

The more corrupt the target is, the easier the spell is. It is relatively easy to draw a tainted and twisted soul to the surface and to turn its fleshy housing into that of a demon. It is much harder to condemn a pure soul to demon-hood. Subtract the target's current Corruption from 20 – this value is the blasphemy level of the spell.

Iliaster Cost: Three per level of the target, plus three per blasphemy level.
Sorcery DC: 20 + (blasphemy level x 3)

The sorcerer is committing a grave sin by casting this spell, and is exposed to a sin rating equal to the blasphemy level. The sorcerer still gains corruption points even if the spell fails.

Should the spell succeed, the target becomes a demon. He retains all his current mutations, skills and hit points. His ability scores are recalculated by applying the demon breed's ability modifiers. His saving throws are recalculated using the demonic saving throw table.

He becomes a demon of the same level, so gains Breed Mutations as appropriate for his level. If the target had been inducted into a House, then he also gains House mutations as appropriate. For his random and chosen mutations, subtract the number of mutations he already had from his career as a mortal or angel, then select random mutations if he has any mutations left unclaimed.

Rumours exist of another variation of this ritual that can turn a demon into a mortal, but no living sorcerer claims knowledge of that spell.

Command the Elements

Prerequisites: Sorcery 3 ranks, *binding I*.
Components: None.
Cost: Varies.
Casting Time: 1 or more rounds.
Sorcery DC (Cha): 12.
Failure: No effect.
Resist: None.
This simple ritual allows the sorcerer to control the four elements. The spell can be used to control anything from a fist-sized lump of rock to massive boulders. The spell takes one round to evoke, after which the caster may begin to control materials. The caster must specify which element he is targeting as the spell is cast.

The caster can control the shape of the element, and move it at a rate of ten feet per round. When the spell ends, the material collapses where it currently stands. A caster may make a suitable Craft check to construct buildings using this spell.

Iliaster Cost per Round	Earth	Fire	Air	Water
1	Pebbles	Candle-flames (1 damage)	Faint breeze	Wine-glass
2	Fist-sized stones	Torch-flame (1d4 damage)	Light wind	Bucket
3	Tombstone-sized rocks	Hearth fires (1d6 damage)	Gusty wind	Bath
4	Boulder	Bonfire (2d6 damage)	Strong wind	Water tank
5	Wall	Burning building (3d6 damage)	Gale-force wind	Lake

The material moves along the ground in the case of earth or water, or flies in the cases of air or fire.

Command Wind and Wave

Prerequisites: Sorcery 7 ranks.
Components: Golden bowl (2 Cr, –8), fan (4 Ho, –8), purified water (3 Ho, Consumed, –8), jar of ether (3 Cr, Consumed, –8).
Cost: Varies.
Casting Time: 1 hour per 10 points of DC.
Sorcery DC (Wis): Varies.
Failure: Random weather.
Resist: None.
This spell permits the sorcerer to alter the weather patterns in the surrounding area. While the ritual cannot wholly alter the Infernal weather – no spell can put an end to the tearing winds of the Second Circle or calm the burning seas.

The ritual functions as follows – the Sorcery DC for the spell begins at DC zero, and each shift up or down on the following table adds +5 to the DC. Each column in the table starts at the closest approximation to its current state.

Wind	Weather	Temperature	Visibility	Waves
Calm (no wind)	Light or no rain	Bitterly cold	Normal	Calm waves
Light winds	Heavy Rain	Cold	75% normal	Choppy waves
Strong winds	Pouring Rain	Cool	50% normal	Rough waves
Storm winds	Storm	Warm	25% normal	Huge waves
Terrible storm winds	Torrential storm	Searing hot	5 feet	Tidal waves

Secondly, the caster must choose the range of the spell.

DC Increase	Duration	Range
+0	1d6 x 10 minutes	120 feet
+5	1d6 hours	1 mile
+10	4d12 hours	5 miles
+15	1d6 days	50 miles
+20	One Month	500 miles

Once the total DC of the new weather has been calculated, the caster spends the required iliaster, as follows:

Spell DC	Iliaster Cost
0	0
5-10	1
11-20	4
21-30	9
31-40	16
41-50	25
51-60	36
61-70	49
71-80	64

Conjure Hellfire

Prerequisites: Sorcery 2 ranks.
Components: Brass or copper brazier or lantern (3 Ho, –8).
Cost: 3 iliaster.
Casting Time: 1 round.
Sorcery DC (Con): 12.
Failure: No effect.
Resist: None.
By means of this swift ritual, the sorcerer transforms a flame into the seething energies of hellfire, which he then hurls at the target. Each casting of the spell transforms a flame into hellfire, which can then be thrown as a grenade-like weapon with a range increment of the thrower's Strength modifier x five feet, or else used as a mêlée weapon. Once the hellfire created by this ritual has damaged a creature, it reverts to normal fire, but the caster may prepare as much hellfire as he wishes in advance – so long as the converted flame has air and fuel, it will remain as hellfire indefinitely.

Sample Flames	Damage
Torch	1d4
Brazier	2d4
Bonfire	2d6
Furnace	4d6

Counterspell

Prerequisites: Sorcery 1 rank.
Components: Salt (4 Fa, Consumed, –4), staff or rod of authority (2 Ho, –4).
Cost: Varies.
Casting Time: 1 round.
Sorcery DC (Cha): Varies.
Failure: Backfire; see below.
Resist: None.
Counterspell is a swift incantation that allows the caster to shatter fields of magical force around him. It can be cast in two ways.

If *counterspell* is cast to disrupt another sorcerer's ritual, it must be cast while the ritual is being performed or at the moment of its completion. This use costs five iliaster; when the *counterspell* is cast, the defending sorcerer must make a Concentration check at a DC of the caster's Sorcery check. If the defender fails, then his ritual fails and he takes 1d6 points of feedback damage for every point of iliaster expended in the ritual.

Alternatively, *counterspell* can be used to bring down an existing magical effect. In this case, the caster's Sorcery result is compared to the Sorcery check used in creating the existing effect. (If the value of this is not known, then just assume it to be 13 + the level of the effect's creator). Compare the two Sorcery results and apply the following table:

Existing Effect – Counterspell	Effect
Failed by –11 or more	Backfire
Failed by –10 to –6	Backfire; effect strength reduced by 1d6
Failed by –5 to –1	Effect strength reduced by 1d6
Succeeded by 0 to 5	Effect strength reduced by 1d10
Succeeded by 6 to 10	Effect strength reduced by 1d12
Succeeded by 11 or more	Effect dispelled

A caster may spend iliaster to increase the effective Sorcery check once the spell has been cast; every point of iliaster spent gives a +2 bonus to the effective strength of his *counterspell.*

If the effect strength is reduced to zero or less, then the effect is dispelled.

If the *counterspell* ritual failed, or if it failed to overcome the existing effect by less than five or more, then the caster takes backfire and suffers 1d6 points of damage for every point of iliaster expended in the ritual.

Deceit of the Clouded Eye

Prerequisites: Sorcery 6 ranks.
Components: Ornate cloak (6 Cr, –4), ornate mirror (5 Cr, –4), incense (2 Ho, –4).
Cost: 5 iliaster per person.
Casting Time: 10 minutes.
Sorcery DC (Cha): 15
Failure: See below.
Resist: See below.
Deceit of the clouded eye creates an illusion in the minds of one or more targets. The targets must be within sight of the caster, but he can use spells such as *scrying* to spy on them from afar. The illusion can be of anything the caster imagines.

When the targets see the illusion, they may all make Wisdom checks (or a more appropriate skill; an illusion of a jewelled cup would be opposed by the Appraise skill) against a DC equal to the caster's Sorcery check. Further checks may be made whenever the targets interact with the illusion in a new way – for example, a character could make a Wisdom check when he sees the illusion of a woman, and a second check when he touches her. If any of the checks are failed, then the character sees through the illusion – he can still perceive the illusion, but can tell that it is unreal.

If the Sorcery check is a failure, then the illusion still forms, but the targets can all see through it automatically.

Illusory people created by this spell can be telepathically controlled by the caster, but can only take a single move action each round under normal circumstances. If the caster concentrates, he can lend full animation to an illusion, but must remain motionless and concentrating while concentrating in this fashion.

Discern Magic

Prerequisites: Sorcery 5 ranks.
Components: Crystal ball or mirror (10 Cr, –10).
Cost: 1 iliaster.
Casting Time: 10 minutes.
Sorcery DC (Int): 15**.**
Failure: No effect.
Resist: None.
When this spell is cast, magical effects become clearly visible to the sorcerer when viewed through the ball or reflected in the mirror. Hidden *wardings* show up as fields of force, magical spells as cobwebs of magical energy draped over a victim and so on. The caster can also see flows of iliaster. Knowledge (arcana) rolls may be required to identify unusual phenomena.

Embody Soul

Prerequisites: Sorcery 6 ranks.
Components: Silver Bath (10 Cr, –20), alchemical oils and salts (10 Cr, Consumed, –20).
Cost: 2 iliaster per level of the target.
Casting Time: 1 week.
Sorcery DC (Int): 20.
Failure: No effect.
Resist: None.
The ritual of *embody soul* grows a new fleshy body for a damned soul. It is far from bringing the dead back to life – the soul is merely operating a sort of organic vehicle, and still lacks the spark of life. Therefore, even when in human form, the damned soul cannot generate iliaster naturally. However, the embodied soul can still be a useful servant, as it effectively has double hit points. The fleshy shell begins with (1d8 +

damned's Constitution modifier) hit points per level of the damned soul. Should these hit points be exhausted, then the damned can emerge and fight on without so much as a pause. The fleshy shell has the same ability scores as the inhabiting soul.

The sorcerer can attempt to shape the growing body by increasing the DC of the Sorcery check; every +2 increase in the Sorcery check gives a +1 racial bonus to Disguise or Seduction checks, depending on how the body is formed.

While in a mortal body, the Damned soul needs to eat, drink and sleep to maintain the shell.

Energy Tap

Prerequisites: *Binding III.*
Components: Two or more golden rings (2 Cr each, –8) or a golden ring and a golden ingot (3 Cr).
Cost: 3 iliaster.
Casting Time: –
Sorcery DC (–): 5.
Failure: No effect.
Resist: None.
By means of *energy tap*, a caster may draw on sources of iliaster other than his personal reserve and handy vessels. The rite forcibly transfers energy from another source to the caster. *Energy tap* can only be used to fuel sorcerous rituals; the iliaster gained cannot be used to power mutations or alter fate.

There are two basic forms of this spell. The easier version uses a golden ring and a golden ingot. The caster wears the ring while casting the ingot into a source of extreme energy, such as a volcano, foulspring, active spawning pool or a similar site. The magical ingot will last for 2 + 1d8 rounds and provide 1d6 iliaster each round until it melts.

Alternatively, the caster can put one or more other golden rings on the fingers of other creatures. Each round, the caster may make an opposed Will save with one or more of the creatures. If the sorcerer wins, that creature must pay 1d6 iliaster from its personal store to the caster. If the creature does not have enough iliaster, it begins to take ability damage as per hellfire damage. A ring melts after 2 + 1d8 uses.

Exorcism

Prerequisites: Sorcery 8 ranks, *banishment*.
Components: Bell (2 Ho, –5), book (Varies, –5), candle (3 Fa, –5).
Cost: 1 iliaster per level of the demon.
Casting Time: 1 hour or more.
Sorcery DC (Cha): 10 + the level of the demon.
Failure: No effect.
Resist: Will save opposed by Sorcery check; see below.
The ritual of *exorcism* is a slow but potent form of *banishment*. It is generally only used in cases of possession, where the demon has been captured but refused to give up its host. *Exorcism* works just like banishment, but after every hour of casting, the caster may make another Sorcery check to force the demon to make another Will save or be banished. The iliaster cost for the spell need only be paid once, but the caster may keep trying to banish the demon until it is gone or he fails the Sorcery check.

Fiery Image Projection

Prerequisites: Sorcery 7 ranks, *voice from the fire*.
Components: None.
Cost: 3 iliaster.
Casting Time: None.
Sorcery DC (Cha): 10.
Failure: No effect.
Resist: None.
Fiery image projection is cast as part of the ritual of *voice from the fire*. Instead of the caster's image appearing as a dimly seen face within a flame, the enhanced spell projects a full-size image of the sorcerer from the fire. The caster can see or speak through this projection as if he physically inhabited it, but cannot use mutations or spells through the projection.

The image can move around, but is always connected to the flame by a tendril of fire, and cannot go more than 50 feet from the flame. Any damage to the image collapses it, although the sorcerer can create another image at the cost of another three iliaster as a free action.

Fruits of Corruption

Prerequisites: *Blasphemous rite.*
Components: Demon ichor (Varies, Consumed, –8), materials to draw a ritual circle (3 Cr, Consumed, –8).
Cost: 3 iliaster per level of the target.
Casting Time: 12 hours.
Sorcery DC (Cha): 10 + level of the target.
Failure: No effect.
Resist: None.
This spell makes the corruption of the soul manifest in the body, converting Corruption Levels into mutations. The spell has no effect on demons in most cases; the exception being demons who have somehow entered human form.

When the spell is cast, the target must sit in the centre of the ritual circle while the caster walks around him. The target gains one chosen mutation, selected by the caster, as if the target had just spent a feat slot to gain a

mutation. The target must have a Corruption of 11 or more for this spell to have any effect.

Glance of the Golden Eye

Prerequisites: Sorcery 3 ranks, Charisma 15.
Components: Kohl (1 Cr, Consumed, –4), rose petal (1 Ho, Consumed, –4), burnished copper bowl (1 Ho, –2), connection to the target (Varies, Consumed, –20), amulet (2 Ho, –2).
Cost: 5 iliaster.
Casting Time: 1 hour.
Sorcery DC (Cha): Level of the target creature.
Failure: No effect.
Resist: Will save against Sorcery check result.
The *glance of the golden eye* imbues the caster with astonishing charisma and personal magnetism – but only in the eyes of the target. The sorcerer must have some sort of physical link to the target, such as a personal item, signature, picture or a drop of blood. The less significant the link, the better the target's chances of resisting the spell, as follows:

Connection	Save Modifier
Ichor or other body part	–10
Skin or hair	–5
Personal item of great significance	+0
Personal item of minor significance	+5
Picture or other representation	+10

The target places half the connection into the brazier with the rose petal while daubing his eyes with kohl. The other half of the connection is placed into the amulet as the spell is cast.

If the target fails its Will save, then the spell takes hold. The target is unaware that anything has been done to him; should the spell fail or the saving throw be successful, then both sorcerer and target perceive nothing out of the ordinary.

If the spell affects the target, then the sorcerer gets a +10 bonus to Charisma for any and all interactions with the target so long as he carries half of the connection item on his person. This Charisma bonus affects everything from social interaction and Influencing to mutations. This Charisma bonus endures until the spell is broken or until the amulet containing half the connection is destroyed.

Greater Banishment

Prerequisites: Sorcery 10 ranks, *banishment*.
Components: Staff, rod or a similar object (2 Ho, –4).
Cost: 1 iliaster per level of the demon.
Casting Time: 1 round per 5 levels of the demon.
Sorcery DC (Cha): 15 + the level of the demon.
Failure: No effect.
Resist: Will save opposed by Sorcery check.
The ritual of *greater banishment* works just like its lesser counterpart, but has a considerably reduced casting time. At this level, it is fast enough to be used in battle – banishing the other side's commander can swing a battle.

Greater Ritual Preparation

Prerequisites: Sorcery 10 ranks, *ritual preparation*.
Cost: Varies.
Casting Time: + 9 hours.
Sorcery DC (–): 10.
This ritual modifies the basic form of *ritual preparation*. It raises the bonus that can be gained from *ritual preparation* by spending iliaster to +20; i.e. the caster may spend up to 20 points of iliaster to get a +20 bonus to the Sorcery check for his next ritual.

Hanging Spell

Prerequisites: Sorcery 2 ranks.
Components: None.
Cost: Varies.
Casting Time: –
Sorcery DC (–): 5.
Failure: No effect.
Resist: None.
Hanging spell allows a caster to temporarily pause the execution of a ritual. The ritual is complete and successfully cast, but it does not take effect until the caster releases it. Releasing a hanging ritual is a standard action.

When casting a ritual with *hanging spell*, the sorcerer must pay an iliaster cost of one point per day of hanging. The sorcerer may release the spell at any point up until this duration is exhausted, at which point the ritual ends without effect. For example, a sorcerer could cast a *hanging irresistible current of will* and spend five iliaster on the hanging effect. He would then have five days during which he could release the *irresistible current of will* as a standard action. If he waited more than five days, the *irresistible current of will* would be lost.

If the spell has a target, it is chosen when it is cast, not when it is released. A sorcerer can have any number of spells hanging. If a sorcerer is slain while he has a hanging spell, the spell is released when the sorcerer dies.

Healing

Prerequisites: Sorcery 3 ranks.
Components: None.
Cost: See below.

Casting Time: 1 hour.
Sorcery DC (Wis): 10.
Failure: No effect.
Resist: None.
This healing ritual restores 1d6 hit points per point of iliaster spent. It can also heal one point of temporary ability damage per five iliaster spent by the caster. The ritual draws on the innate healing abilities of the target, so it is relatively simple to cast.

Iliaster Burst

Prerequisites: Sorcery 4 ranks, *iliaster drain*.
Components: Staff or rod of authority (2 Ho, –4).
Cost: 1 iliaster.
Casting Time: 1 round.
Sorcery DC (Con): 20.
Failure: No effect.
Resist: Fortitude save.
Iliaster burst causes any iliaster held by a target to transform into damaging energies. Again, the sorcerer must strike the target with a staff or rod with a mêlée attack. If the attack is successful, then the target must make a Fortitude save. If this save is failed, an amount of iliaster equal to the Sorcery check is converted into damage, at a rate of one iliaster per two points of damage. If the target does not have enough iliaster in his reserve, the spell has no further effect – *iliaster burst* cannot be used to push a demon into Dissolution.

Iliaster Drain

Prerequisites: Sorcery 2 ranks, *binding I*.
Components: Staff or rod of authority (2 Ho, –4)
Cost: 1 iliaster, 1d4 Constitution damage.
Casting Time: 1 round.
Sorcery DC (Con): 12**.**
Failure: No effect.
Resist: Fortitude save.
To cast this spell, the sorcerer must strike the target with his staff or rod, which necessitates a mêlée attack. If this attack is successful, then the target must make a Fortitude save or lose 1d6 points of iliaster from his reserve. The caster gains this iliaster directly into his reserve.

Invisibility Shroud

Prerequisites: *Deceit of the clouded eye.*
Components: Ornate cloak (6 Cr, –4).
Cost: 1 iliaster per 10 rounds.
Casting Time: 4 rounds.
Sorcery DC (Cha): 15**.**
Failure: No effect.
Resist: None.
When this spell is cast, the sorcerer becomes invisible. It lasts as long he continues to pay the iliaster cost. Alternatively, he may channel the spell into a cloak and give it to another character. If the cloak is handed over, then the sorcerer must pre-charge the cloak with iliaster.

Invoke Mastery

Prerequisites: *Binding II* or better.
Components: Incense (2 Ho, Consumed, –6).
Cost: 3 iliaster.
Casting Time: + 1 minute.
Sorcery DC (–): 5.
Failure: As per *binding* spell.
Resist: None.
Invoke mastery temporarily increases the sorcerer's personal majesty and power. It is cast as part of a *binding* spell that is targeting a demon. The demon's saving throws (if any) against the *binding* is reduced by the caster's Charisma modifier. Multiple *invoke mastery* spells can be cast as part of a single *binding*, but each one adds its cost and increases the casting time and Sorcery DC.

Irresistible Current of Will

Prerequisites: Sorcery 12 ranks, *binding II*.
Components: Connection to the target (Varies, Consumed, –8), candle (1 Fa, Consumed, –4), focusing crystal (5 Cr, Consumed, –8).
Cost: 10 iliaster, 1d4 Con.
Casting Time: 12 Hours.
Sorcery DC (Cha): 20.
Failure: No effect.
Resist: Fortitude save against Sorcery DC halves damage.
The fearsome *irresistible current of will* inflicts damage from a distance. As long as the sorcerer has a connection of some sort to the target (see table), he can blast the target with magical damage. This damage manifests as internal bleeding, weakened bones, cancers and other internal injuries, so a victim killed by this potent rite appears to have died of natural causes.

The spell inflicts damage equal to the caster's Sorcery check. The victim may make a Fortitude save against this check to take half damage, as modified by the type of connection.

Connection	Save Modifier
Ichor or other body part	–10
Skin or hair	–5
Personal item of great significance	+0
Personal item of minor significance	+5
Picture or other representation	+10

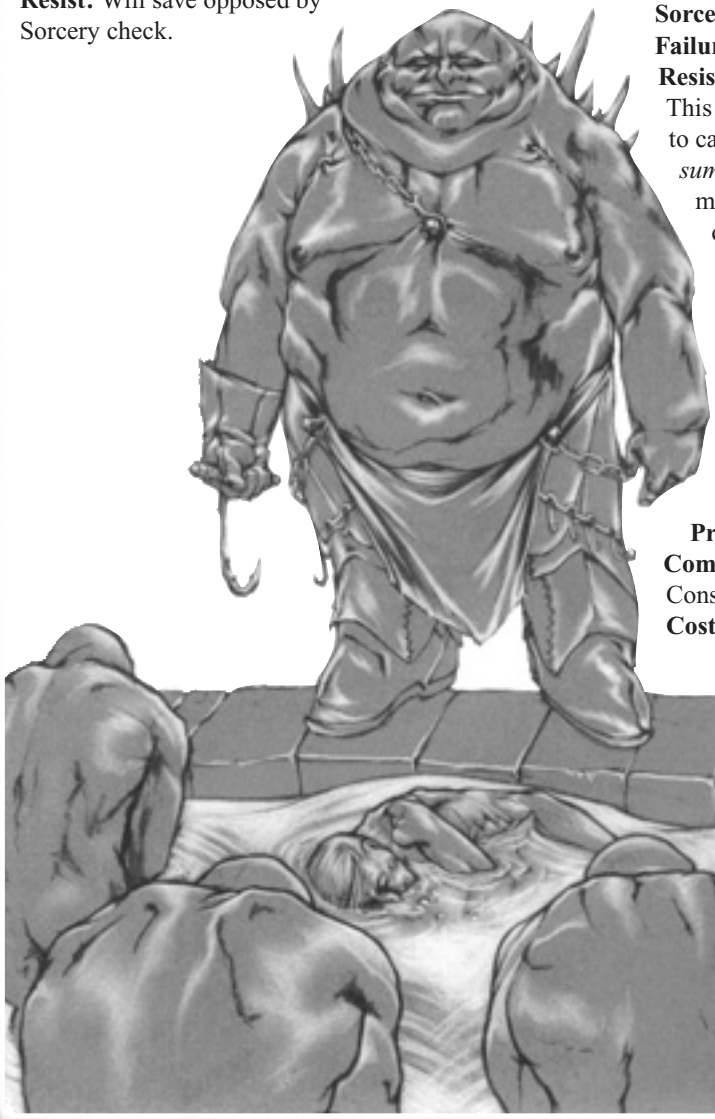
Irresistible current of will can be defeated by certain types of fortress – see *Book of the Conqueror* for details.

Levitation

Prerequisites: *Command the elements.*
Components: None.
Cost: 1 iliaster per 10 rounds.
Casting Time: 1 round.
Sorcery DC (Str): 12**.**
Failure: No effect.
Resist: None.
This simple rite permits the sorcerer to fly. For as long as he continues to pay iliaster, he may fly with perfect manoeuvrability at a speed of 30 feet per round.

Licence to Depart

Prerequisites: *Summoning I*
Components: None.
Cost: 3 iliaster.
Casting Time: One standard action.
Sorcery DC (Cha): 5 + level of target demon or angel.
Failure: No effect.
Resist: Will save opposed by Sorcery check.



Effects: The *licence to depart* can only be cast on creatures that the sorcerer personally *summoned* within the last ten minutes. The *licence to depart* 'unsummons' the creature, essentially reversing the process that transported it to the sorcerer's side. The transit takes just as long as the original *summoning*. The ritual can be used as a quick way to get rid of an uncooperative demon, or to send an ally back to where it is needed, in which cases the demon voluntarily waives its chance to resist.

The *summoned* creature reappears exactly where it was when it vanished. After ten minutes, the energies of the *summoning* ritual have dissipated and they cannot be used to send the creature back.

Mass Summoning

Prerequisites: *Summoning II* or better.
Components: None.
Cost: +20% iliaster per extra demon.
Casting Time: Double normal.
Sorcery DC (–): 10 + 10 per extra demon.
Failure: No effect.
Resist: None.
This ritual modifies any *summoning* by allowing it to call multiple demons at once. The DC for the *summoning* spell is equal to 10 + the level of the most powerful demon, plus 10 for every extra demon. Normally, the sorcerer prepares multiple *warding* circles for each demon, but all the demons can be called into a single circle or be called into free ground. Only the most powerful demon appears next to the sorcerer; the others materialise within 30 feet of the sorcerer.

Psychic Defence

Prerequisites: Sorcery 3 ranks.
Components: Skullcap (2 Ho, –6), Oil (1 Ho, Consumed, –2).
Cost: 4 iliaster.
Casting Time: 1 hour.
Sorcery DC (Int): 15.
Failure: No effect.
Resist: None.
Psychic defence enhances the sorcerer's protection against mental attacks for 24 hours. He gains a +4 enhancement bonus to all Will saves against psychic attacks. Furthermore, if the sorcerer beats the save DC by 10 points or

more, he may choose to turn the attack back on the attacker; resolve the attack again as if the sorcerer had initiated the psychic battle.

Purification Rite

Prerequisites: Sorcery 3 ranks, Corruption Level 10 or less.
Components: Purified water (3 Ho, Consumed, –8).
Cost: 1 iliaster per 100 points of corruption.
Casting Time: 1 hour.
Sorcery DC (Wis): 12**.**
Failure: No effect.
Resist: Will negates.
The *purification rite* removes corruption points from a tainted creature. The spell has its limits – it cannot remove Corruption Levels, but can burn off corruption points. The sorcerer can affect multiple targets with this spell, and the targets may pay iliaster towards the cost of the spell. The caster must touch the targets with the water to affect them, giving this spell an effective range of touch under most circumstances.

Reinforce Spell

Prerequisites: Sorcery 8 ranks.
Components: 3 stone markers (2 Cr, –10 per marker).
Cost: 5 iliaster.
Casting Time: 12 hours.
Sorcery DC (Int): 15.
Failure: No effect.
Resist: None.
This complex ritual reinforces another spell cast by the sorcerer. The components are three stone markers that must be buried on the site of the other spell (if the spell to be reinforced has a static effect) or in a hidden location (if the reinforced spell has a mobile locus of effect). As long as the stone markers are in place and undamaged, then the reinforced spell gains a bonus to its effective strength against *counterspell* equal to the caster's Sorcery check when casting *reinforce spell*. If the markers are moved or damaged, the reinforcement collapses.

To those viewing a mobile spell such as a *reinforced glance of the golden eye*, the spell's connection to its marker is visible as a dim line of energy between the two, which can be followed.

Reveal the True Form

Prerequisites: Sorcery 7 ranks, *discern magic.*
Components: None.
Cost: 1 iliaster.
Casting Time: 1 round.
Sorcery DC (Cha): 20.
Failure: No effect.
Resist: Will save opposed by Sorcery check.
This spell allows the caster to force a disguised or shapeshifted creature to transform back to its original form. The caster must have line of sight to the creature and the creature must be able to hear the caster's commands (blocking one's ears or deafness protects against the spell). If the spell is cast successful, the target may make a Will save against a DC equal to the result of the Sorcery check; if this save is failed, the target instantly transforms back to his base form. This spell can be used to transform soulshaped damned back into their normal forms, but the caster must beat the soul-shaper's Craft check result with his Sorcery check result.

Ritual Preparation

Prerequisites: Sorcery 1 rank.
Components: Ritual robes (30 Cr, –2), staff or rod of authority (2 Ho, –2), oils and incense (5 Cr, Consumed, –2).
Cost: Varies.
Casting Time: 1 hour.
Sorcery DC (Int): 10.
Failure: No effect.

Resist: None.
One of the most common rituals, this spell focuses the sorcerer's mind and the flow of his iliaster. The caster gains an insight bonus to a ritual equal to +1 per point of iliaster spent in this ritual, to a maximum of +10. The second ritual must be started immediately after completing *ritual preparation*.

Sacrificial Rite

Prerequisites: Sorcery 2 ranks.
Components: Sacrificial altar (20 Cr, –4), sacrificial dagger (1 Cr, –8), sacrifice (Consumed).
Cost: 1 iliaster.
Casting Time: —
Sorcery DC (–): 10.
Failure: No effect.
Resist: None.
Unsurprisingly, the *sacrificial rite* consumes the life energy of a victim and converts it into iliaster. The sorcerer must kill the target with a *coup de grace* attack; if he fails to strike a killing blow, the ritual is wasted and produces no iliaster. The victim produces an amount of iliaster equal to the following formula:

Victim's current iliaster reserve + one point per level of the victim + (20 – Victim's Corruption level).

Scrying

Prerequisites: Sorcery 2 ranks.
Components: A scrying stone, such as a crystal ball or mirror (10 Cr, –10).
Cost: 1 iliaster per round.
Casting Time: 1 hour.
Sorcery DC (Int): Varies, see below.
Failure: Caster suffers 1d6 points of temporary Wisdom damage.
Resist: None.
By means of *scrying*, the sorcerer can spy on another place or time. The more distant the target, the harder the ritual becomes. Furthermore, should the sorcerer fail to make contact, he runs the risk of seeing into places that are psychically dangerous to him; there are all sorts of unpleasant astral spirits and entities that prey on unwary scryers.

Attempting to scry the past or future is notoriously unreliable; the images gleaned tend to be confusing and fragmentary.

The target of the *scrying* spell is seen in the scrying stone, but is hazy and occluded by mists, increasing the DC of any Spot or similar skill checks by +10.

The sorcerer may try to make the *scrying* more powerful by adding modifiers to the DC as the image develops. For example, he could initially scry on just the target, then once that image formed, he could make another Sorcery check at +10 DC to get a wider view. Alternatively, he could switch to another target entirely – once the hour-long initial part of the ritual is complete, the sorcerer can keep scrying until he fails a Sorcery check, voluntarily ends the *scrying* session or runs out of iliaster.

The DC of the Sorcery check begins at DC and varies as follows:

Target Is…	DC modifier
Within a short distance (<100 miles)	+0
On the same Circle or within 1,000 miles	+5
In the same realm of existence	+10
In another realm of existence	+15
Connection to target	
Caster knows target well or has a specific personal possession of the target	+0
Caster has met the target or has a generic item once owned by target	+5
Caster has a description of the target, but nothing more	+10
Caster has only a vague inkling of who or what he is looking for	+15
Target Is	
A mortal	+5
A demon	+0
A damned soul	+10
An angel	–5
Time	
Present	+0
Past – within the last hour	+5
Past – within the last day	+10
Past – within the last year	+15
Past – within the last decade	+20
Past – within the last century	+30
Future – within the coming hour	+20
Future – within the coming day	+30
Scrying Area	
Just the target	+0
All within 30 feet	+5
All within 60 feet	+10
Aerial view over target	+15
Remove mists that give a –10 penalty to Spot checks	+10

Shield of Force

Prerequisites: *Binding I.*
Components: A silver broach (1 Ho, –4), a ring of plant stems or rope (1 Fa, Consumed, –4).
Cost: 10 iliaster.

Casting Time: 12 hours.
Sorcery DC (Str): 10**.**
Failure: No effect.
Resist: None.
For twelve hours after the completion of this ritual, the sorcerer gains a deflection bonus to his Armour Class equal to the result of his Sorcery check. Whenever he is attacked or makes an attack, this deflection bonus drops by one until the protection is wholly depleted. The *shield of force* is invisible until struck, in which case it becomes visible as a coruscating shell of energy.

Soulshape

Prerequisites: Sorcery 1 rank.
Components: A demon's claw or fang (1 Fa, –10).
Cost: 1 iliaster per two levels of the target soul.
Casting Time: 10 minutes.
Sorcery DC (Wis): 5 + level of the target soul.
Failure: No effect.
Resist: None.
Once this ritual is cast, the sorcerer temporarily gains the power to physically reshape a damned soul. He may work with the ectoplasm of the damned as though it were clay. The damned soul cannot resist this change, although the lengthy casting time of the ritual means that the targets are normally willing or at least restrained. The sorcerer may continue to alter the soul using the Craft (soulshaping) skill for up to twelve hours; after this time, the spell ends.

Spirit Invasion

Prerequisites: *Swift dispatch of the agent*.
Components: None.
Cost: +3 iliaster.
Casting Time: Special.
Sorcery DC (–): 5.
Failure: As per *summoning* spell.
Resist: None.
This ritual further modifies *swift dispatch of the agent*; instead of projecting the demon to the target location, the spell projects the demon into the body of a target creature. The sorcerer must be able to either see the target, or else have a token that specifically identifies the target. The demon may make a possession attempt as normal; if the attempt fails, the demon re-materialises where it began before it was *summoned.*

Swift Dispatch of the Agent

Prerequisites: *Summoning III* or better.
Components: Token from the target location (Varies, Consumed, –20).
Cost: 1 iliaster per 5 levels of the dispatched creature.
Casting Time: Special.
Sorcery DC (–): 5.
Failure: As per *summoning* spell.
Resist: None.
Swift dispatch of the agent modifies the basic *summoning* ritual. It requires a token from a site – if the sorcerer wishes to send the summoned creature to a particular mountain on the Second Circle, he needs a stone from that mountain. If he wishes to send it to a random place in the City of Dis, a coin forged in Dis would do. In general, the spell will transport the target to a random location within sight of the token. By increasing the DC by 5 more, the spell will transport the target to exactly where the token came from.

The sorcerer casts this spell as part the *summoning ritual,* paying the costs for both spells at the same time. *Swift dispatch of the agent* increases the DC of the *summoning*. If the augmented spell succeeds, then the demon materialises at the location the token is connected to, not at the caster's location.

This spell can penetrate warded areas, but the *caster* of the spell makes a Charisma check against the strength of the *warding*. If the caster fails, then the *summoning* also fails.

Transformation of the Self

Prerequisites: Sorcery 12 ranks, *embody soul, reveal the true form.*
Components: Ornate cloak (3 Cr, –10), Clay (1 Fa, Consumed, –10).
Cost: 1 iliaster per level.
Casting Time: 1 hour.
Sorcery DC (Wis): 25.
Failure: No effect.
Resist: None.
Transformation of the self allows the caster to alter his shape. He may transform into the form of an animal, a person or a demon. If he chooses the form of a person, he uses his Sorcery check result instead of the Disguise skill. If he chooses a demon, he may select up to one chosen mutation per three levels. The transformation lasts until dismissed, but the caster suffers one point of temporary Wisdom damage per day in a different form and cannot heal this Wisdom damage until he reverts to his original shape.

Voice from the Fire

Prerequisites: Sorcery 4 ranks, *angel of the whispered message*.
Components: A feather (1 Fa, Consumed, –4), a mirror edged in gold (8 Cr, –4), ritual oil (1 Cr, Consumed, –4), 2 or more fires (–20).
Cost: 1 iliaster per minute.
Casting Time: 10 minutes.
Sorcery DC (Cha): 15.
Failure: No effect.
Resist: None.

This potent communication spell allows the caster to speak through any open flame, from a candle-flame to a bonfire. The caster places his golden mirror in front of a flame and burns both the feather and oils in it. Anyone wishing to communicate with the caster must burn another dose of the same oil in a fire as the spell is being cast.

As long as oil has been burnt in at least two fires during the casting of the spell, then the image of the caster's face as reflected in the mirror appears in the fires. The caster can dimly perceive anyone on the far side of the fire, and his words can be heard as if he was speaking from the flames. Those standing by the fire can speak to the caster as though he were present.

Once communication has been established, it takes one iliaster per minute to maintain the link.

It is standard practice within the Infernum to give agents a set of vials of oil drawn from the same source and to have them prepare a fire at a pre-arranged time to receive updated instructions.

The oil is made with the Craft (alchemy) skill. It is relatively easy to make (Craft DC of 15), but the preparation of each barrel of oil is a closely guarded secret – it is possible to eavesdrop on a conversation by using stolen or copied oil.

Wardgate

Prerequisites: Sorcery 5 ranks, *warding I* or better.
Components: None.
Cost: 10% of iliaster cost of *warding.*
Casting Time: —
Sorcery DC (–): varies.
Failure: No effect.
Resist: None.
Wardgate modifies a *warding* as it is being cast to create a gap or gate in the wall, through which beings can pass without being affected by the barrier. The size of the *wardgate* is irrelevant; the complexity of the spell depends on how the gap is accessed. There are five basic options:

- **Timed:** The *wardgate* is activated at a particular time of day or time of year. This option increases the Sorcery DC by +5.
- **Token:** The *wardgate* is activated whenever a particular token is presented to it. This token can be as obvious as the badge or uniform of a particular House, or as specific as a single key. This option increases the Sorcery DC by +10.
- **Ritual:** The *wardgate* is activated by performing a short ritual in front of it, such as speaking a password. The sorcerer may select the skill used to perform the ritual (Sorcery, Perform, Tumble etc.) and the DC. This option increases the Sorcery DC by +10.
- **Manual:** The *wardgate* is controlled directly by the sorcerer, who must spend a full-round action to open or close the *wardgate*. This can be done over any distance. This option increases the Sorcery DC by +10.
- **Personal:** The *wardgate* is keyed to a specific person or group of people. For *each* person so specified, the Sorcery DC is increased by +7.

Abilities

	Score	Mod	Mutation	Temp	Mod
STR					
CON					
DEX					
INT					
WIS					
CHA					

Skills

	Total	Rank	Abil	Mutation	Misc
Appraise			int		
Balance ⁜			dex		
Bluff			cha		
Climb ⁜			str		
Concentration			con		
Craft					
Craft (engines) †			int		
Craft (fortresses) †			int		
Craft (gunsmithing) †			int		
Craft (hellfire)			con		
Craft (script)			int		
Craft (soulshaping)			int		
Craft (torture devices) †			int		
Craft (wpns & armour) †			int		
Decipher Script †			int		
Diplomacy			cha		
Disable Device †			int		
Disguise			cha		
Drive †			dex		
Escape Artist ⁜			dex		
Gather Information			cha		
Grovelling			cha		
Handle Spawn †			cha		
Heal			wis		
Hide ⁜			dex		
Intimidate			cha/str		
Jump ⁜			str		
Knowledge					
Arcana			int		
Architecture			int		
Engineering			int		
Infernography			int		
History			int		
Law			int		
Local			int		
Nobility & Royalty			int		
Theology			int		
Listen			wis		
Move Silently ⁜			dex		
Open Lock †			dex		
Perform					
(_____)			cha		
(_____)			cha		
Ride			dex		
Search			int		
Seduction			cha		
Sense Motive			wis		
Sleight of Hand † ⁜			dex		
Sorcery †			int		
Spot			wis		
Survival			wis		
Swim #			str		
Tumble † ⁜			dex		
Torture †			wis		
Warcraft			int/cha		

† Trained only ⁜ Armour check penalty Max ranks _____/_____

Infernium

Name: _____ Portrait

Player: _____

Race: _____ Breed: _____

Gender: _____ Size: _____

Level: _____ XP: _____

Character Description _____

Covenants _____

Corruption

Saves

	Score	Base	Ability	Mutation	Misc
Fort					
Ref					
Will					

Armour Class

	Total	Base	Natural armour	Worn armour	Shield	Dex mod	Size mod
AC		10					

Touch Attack AC ◯

	Total Att. Bonus	Base Att. Bonus	Ability	Size	Misc
Melee					
Ranged					

Hit Points — Iliaster

Max _____ Current _____

Max Reserve _____ Current _____

Usage/Round _____

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Feats

- ☐ Ability Focus
- ☐ Alertness
- ☐ Blind-Fight
- ☐ Boost Armour
- ☐ Boost Weapon
- ☐ Burst Fire
- ☐ Combat Expertise
  - ☐ Improved Disarm
  - ☐ Improved Feint
  - ☐ Improved Trip
- ☐ Combat Reflexes
- ☐ Dodge
  - ☐ Elusive Target
  - ☐ Mobility
    - ☐ Shot on the Run (Requires Point Blank Shot)
      - ☐ Spring Attack
        - ☐ Whirlwind Attack (Requires combat expertise)
- ☐ Drive-By Attack
- ☐ Endurance
  - ☐ Diehard
  - ☐ Survivor
- ☐ Exotic Weapon Proficiency
- ☐ Extra Mutation
- ☐ Extra Skill
- ☐ Flyby Attack
- ☐ Force Stop
- ☐ Great Fortitude
- ☐ Hover
- ☐ Iliaster Reserve
- ☐ Improved Critical
- ☐ Improved Natural Armour
- ☐ Improved Initiative
- ☐ Improved Shield Bash
- ☐ Improved Unarmed Strike
  - ☐ Improved Grapple
  - ☐ Stunning Fist
- ☐ Iron Will
  - ☐ Iliaster Font
- ☐ Lightning Reflexes
- ☐ Martial Weapon Proficiency
- ☐ Mounted Combat
  - ☐ Mounted Archery
  - ☐ Ride-by Attack
    - ☐ Spirited Charge
  - ☐ Trample
- ☐ Multiattack
  - ☐ Improved Multiattack
  - ☐ Wing Buffet
- ☐ Multiweapon Fighting
- ☐ Point Blank Shot
  - ☐ Double Tap
  - ☐ Far Shot
    - ☐ Dead Aim
  - ☐ Precise Shot
    - ☐ Improved Precise Shot
    - ☐ Skip Shot
- ☐ Rapid Shot
  - ☐ Manyshot
- ☐ Power Attack
  - ☐ Cleave
    - ☐ Great Cleave
  - ☐ Improved Bull Rush
    - ☐ Awesome Blow
  - ☐ Improved Overrun
  - ☐ Improved Sunder
- ☐ Purity
  - ☐ Moral Fortitude
- ☐ Quick Draw
- ☐ Quick Reload
  - ☐ Reformation
- ☐ Related Knowledge
- ☐ Run
- ☐ Sense of Self
  - ☐ Sensitive
- ☐ Skill Focus
- ☐ Snatch
- ☐ Strafe
- ☐ Toughness
- ☐ Track
- ☐ Two-Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
    - ☐ Greater Two-Weapon Fighting
  - ☐ Two-Weapon Defence
- ☐ Vehicle Dodge
- ☐ Weapon Finesse
- ☐ Weapon Focus
  - ☐ Weapon Specialisation
- ☐ Wingover

Special Abilities

Mutation Chains

Chain of Agility O O O O O O O O
Animal Aspect Chain O O O O
Chain of Bonded Weapons O O O O
Chain of the Carriage O O O O O
Chain of Claws O O O O O
Chain of Charisma O O O O
Chain of Corrosion O O O O O O O O
Chain of Crawling Flesh O O O
Chain of Darkness O O O O
Chain of the Devourer O O O O O O
Chain of Disease O O O O O O
Chain of Filth O O O O
Chain of Flies O O O O O O O
Chain of Form O
Chain of Gifts O O O O
Chain of Hellfire Mastery O O O O O
Chain of Horns O O O O O
Chain of the Hungry Mind O O O O
Chain of the Hydra O O O O O
Chain of the Ice Waste O O O O O O O
Chain of the Inferno O O O O O O
Insect Aspect Chain O O O O O
Chain of Intelligence O O O O O O
Chain of Lies O O O O O O O O
Chain of Living Armour O O O O O O O O
Chain of the Living Fortress O O O O O
Chain of Living Weapons O O O O O O
Chain of Lust O O O O
Machine Aspect Chain O O O O
Chain of Man O O
Chain of Monstrous Strength O O O O O O
Chain of the Mount O O O
Chain of Myriad Limbs O O O
Nightmare Aspect Chain O O O
Chain of the Possessor O O O O
Chain of the Seas O O O O
Chain of the Spider O O O O
Chain of Swiftness
Chain of the Thunderbolt O O O O O
Chain of Torment O O O
Chain of the Trumpet O O O O
Chain of Usury O O O O
Chain of Venoms O O O O
Chain of Vitality O O O O O O
Chain of Wandering Eyes O O O O
Chain of Weeping O O O O O
Chain of the Winged O O O
Chain of Wrath O O O O O

House/Noble/Breed	Save DC

Sorcery

Rituals

Grimoire

Equipment

ITEM	Weight

Coins **other wealth**

- Obol:
- Half-Obol:
- Quarter-Obol:
- Crowns:
- Horns:
- Fangs:

WEAPONS

Weapons	Cost	Dmg	Critical	Wield	Hardness	HP	Weight	Type

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