Victims of the Demon Lord

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Introduction

This is the end of all things. A shadow spills across the landscape, twisting and warping everything it touches, sparking unrest and wars, loosing incurable plagues, and cause the dead to rise. Magic misbehaves and ancient, terrible beings awaken to visit their wrath on an unsuspecting populace, while the very rules that define reality unravel, resulting in an unpredictable and dangerous environment in which survival is the paramount concern. This is the world of the Demon Lord and this rulebook is your introduction to it.

Victims of the Demon Lord provides you with everything you need to make a starting character for the *Shadow of the Demon Lord* roleplaying game. Drawing from the key chapters of the main rulebook, it leads you through character creation and then provides you with all the game rules so you can learn how to play.

Starting characters have few tricks to survive the many perils the game presents, hence the title. While your character may very well meet an abrupt and horrific end, rest assured, the world has many more victims to offer the Demon Lord and creating one takes just a few minutes. Of course, if you survive, you might just be able to avert the coming disaster or at least delay it for a time.

To make the most of this product, you'll need at least one 20-sided die (a d20), a couple of 6-sided dice (d6), something to write on, and a copy of the character sheet included at the back of this book. You'll also need a few friends, at least three. One of those friends should take on the role of the Game Master. You can find a free introductory adventure, *Survival of the Fittest*, on schwalbentertainment.com.

Once you complete your first adventure, the *Shadow of the Demon Lord* roleplaying game presents the full rules of the game, including what happens when your group forms and increases level, and how your character improves as a result. For Game Masters, *Tales of the Demon Lord* includes a full set of eleven adventures that explore the exquisite destruction promised by the Demon Lord.

Will you be the Demon Lord's next victim? Make a character, assemble a group, and find out if you have what it takes to survive.

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Character Creation

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You need a character to play *Shadow of the Demon Lord*. A character is the persona you adopt when you play the game, the individual you pretend to be in the troubled world of the Demon Lord. The Game Master can provide you with a character or you can create one using the rules in this chapter.

When you create a character, you make all the decisions about what your character looks like, how your character thinks and behaves, and how your character fits into the game's setting. These decisions set the stage for the story to come and help you portray the character in a consistent manner.

Ancestries

The first thing you do to create your character is to pick your ancestry. Ancestries tell you something about your homeland, culture, religious inclination, and appearance. As well, they indicate areas in which your character excels and where your character might be wanting.

The following ancestries are among the most common to the lands of the Northern Reach. Other ancestries might be available at your GM's discretion.

Humans are a diverse people encompassing numerous civilizations, cultures, and ethnicities. They are the dominant people in the world. Humans excel in any path they choose.

Changelings conceal their hideous forms behind identities stolen from other creatures so they can move more freely through the lands. Changelings make exceptional magicians and rogues.

Clockworks are people created by binding souls stolen from the Underworld to mechanical bodies. Clockworks have many different forms, and their origins determine the paths they will walk.

Dwarfs are an elder race cursed by the gods for their vanity and doomed to toil and dig in the earth for the treasures they covet. Dwarfs make powerful warriors and priests.

Goblins are exiles from the realms of faerie, forced to live among humanity or on the edges of human lands. They are a filthy, grubby people of low character and malicious disposition. Goblins do well as rogues and magicians.

Orcs were made from dark magic to be the ultimate slave soldiers in the Empire's armies. Brutish, strong, and violent, they exceeded expectations and helped their masters conquer the continent. They have recently thrown off their shackles and taken their destiny into their own hands. Bred for battle, orcs make strong warriors and deadly rogues.

Ancestry Benefits

Ancestries provide you with story cues that guide how you might play your character and tell you your character's starting traits.

Ancestry Story

In each ancestry, you will find suggestions about how those people fit into the game, their behavioral tendencies, and how they interact with others. These story elements offer generalizations to help you understand the ancestry and to give you ideas about how to play the character, but they are only suggestions. Just because most orcs are violent and temperamental doesn't mean you can't play an orc who is compassionate, kind, and noble. Similarly, your goblin might reject the filth and squalor in which these exiles seem so comfortable. Instead, your goblin could be quite fastidious about personal hygiene. So while the story suggestions provide you with a ready-to-play character concept, feel free to expand, alter, or abandon them to play the character *you* want to play.

Ancestry Traits

Statistics are the numbers that describe your character's capabilities. Just record the information in the spaces provided on your character sheet. The mechanics include all of the following.

Attributes

Four attributes describe your character's fundamental capabilities. They are Strength, Agility, Intellect, and Will. For each attribute, you have a **score** and a **modifier**. For information on what attributes mean and how you use scores and modifiers, see **Chapter 2.**

Scores

A score is a number ranging from 1 to 20. Average people have a score of 10. Record the starting scores from your ancestry in the spaces provided on your character sheet.

- **Adjusting Scores:** You can increase one score by 1 by decreasing another score by 1. You can make this adjustment only once.
- **Increasing Scores:** Your scores increase as your group's level increases.

Modifier

Your score determines your modifier. It is equal to the score minus 10. So if you have a 12 Strength, your Strength modifier is +2. Note the modifiers for each attribute in the spaces provided.

Characteristics

In addition to attributes, your character has several characteristics that include Defense, Health, healing rate, Perception, Size, Speed, Power, Damage, Insanity, and Corruption. Your ancestry tells you the numbers you assign to each. Information about using characteristics is in **Chapter 2.**

Languages and Professions

Your ancestry tells you the languages you can speak as well as any you know how to read and write. See the **Languages of the Northern Reach** sidebar for descriptions. In addition, your ancestry might grant you an additional profession. Professions are described after ancestries in this chapter.

Languages of the Northern Reach

The following languages are used throughout the lands of the Northern Reach.

- **Common Tongue:** The dominant language in the ruined lands of the Empire, merchants cobbled the Common Tongue (or just Common) from local languages to facilitate trade. It uses its own alphabet.
- **Dark Speech:** A guttural language filled with hard consonants, Dark Speech originated centuries ago in Gog, the accursed kingdom that spread across the lands of Rûl and was cast down and destroyed by the Empire's founders. Beastmen, cultists, and others seeking forbidden knowledge learn and use this language.
- **Dwarfish:** The language of the dwarfs has a harsh sound, a precise lexicon, and long, compound words. It uses a runic alphabet.
- **Elvish:** The language used by the elves and other faeries has a soft and musical sound, perfectly suited for singing and reciting poetry. Elvish uses its own script, its characters flowing into one another.
- **High Archaic:** The language of scholarship and magic, few people use High Archaic in conversation. It uses the same alphabet as the Common Tongue.
- **Trollish:** The language of the trolls is as ugly as Elvish is beautiful. It belongs almost exclusively to trolls and giants, and it sounds like a mixture of grunts and barks. It uses a runic alphabet similar to Dwarfish.
- **Secret Language:** Many organizations use secret languages to communicate. Druids, assassins, thieves, and even rangers use such languages.
- **Dead Languages:** Many languages fall out of common usage. The GM can introduce languages from lost peoples and languages that have largely fallen out of favor. Such languages may be important for deciphering ancient scrolls and tomes.

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TALENTS

Record any talents gained from your ancestry on your character sheet, noting what they do.

LEVEL 4 BENEFITS

You gain the level 4 benefits when your group reaches level 4.

ANCESTRY TABLES

Your ancestry presents several tables you can use to determine your character's background, appearance, personality, and other story elements. You can roll dice to randomly determine these elements, choose them, or come up with something else instead. When looking at each entry on the tables, bear in mind that the descriptions are relative to your ancestry, so your character could be short for a goblin or might be an orc who repels other orcs in terms of appearance.

CHARACTER SHEET

A character sheet, such as the one found at the end of this book, has places for you to record all the important mechanics for your character. You can use a copy of the provided sheet or note important information about your character on scratch paper. In either case, you reference this information during play.

HUMAN

Determination, resourcefulness, and sheer numbers helped humanity rise from its humble, primitive origins to become the most widespread and numerous people in the world. Few places have escaped human expansion, and settlements exist in mountains and swamps, desolate wastes and verdant plains. Human civilization has defined the last thousand years of history and continues even as the shadow falls.

Many Variations: Humans comprise many different ethnic groups. Skin tones can range from almost black to albino white, or green, blue, orange, pink, or something else. Some humans have patterned skin, stripes, thick body hair, or no hair at all. Humans also have many different shapes and sizes. They range from 3 to 7 feet tall and weigh from 50 to 500 pounds or more. Most humans live about seventy years.

Strength in Numbers: Community plays a strong role in human civilization. People are stronger when they work together than when they work alone. The resulting tribalism has been a source of strength and a great asset in human expansion, but it has also been a source of conflict that erupts into violence between rival groups.

Diverse Natures: Noble or crude, virtuous or wicked, courageous or craven, greedy or selfless—most humans fall somewhere between these extremes and behave in a way that looks after their interests and those of their loved ones.

Religious Inclinations: Few humans question the gods' existence, and many find their life's meaning in worshiping one or more gods. In the Northern Reach, humans might belong to the Cult of the New God, follow the tenets of the Old Faith, or practice witchcraft. See **Chapter 8** for details on religions.

Common Names: Aengus, Agnes, Aine, Alice, Anselm, Beatrice, Breandan, Caitlin, Cormac, Ella, Fiona, Geoffrey, Giselle, Henry, Joan, John, Kane, Kiera, Margery, Richard, Roisin, Rordan, Saraid, Seamus, Walter, and Yvonne.

CREATING A HUMAN

Starting Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Choose one attribute and increase it by 1.
Perception equals your Intellect score
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1/2 or 1, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue, and you can either speak one additional language or add a random profession.

LEVEL 4 EXPERT HUMAN

Characteristics Health +5

You either learn one spell or gain Determined.

Determined When you roll a 1 on the die from a boon, you can reroll the die and choose to use the new number.

HUMAN BACKGROUND

d20	Background
1	You died and returned to life. You start the game with 1d6 Insanity.
2	You were briefly possessed by a demon. You start the game with 1 Corruption.
3	You spent 1d6 years as a prisoner in a dungeon.
4	You murdered someone in cold blood. You start the game with 1 Corruption.
5	You caught and recovered from a terrible disease.
6	You belonged to a strange cult and saw many strange things. You start the game with 1 Insanity.
7	The faerie held you prisoner for 1d20 years.
8	You lost a loved one and their loss haunts you still.
9	You lost a finger, a few teeth, or an ear, or you gained a scar.
10	You earned a living working in your profession.
11	You fell in love and the relationship ended well or is ongoing.
12	You have a spouse and 1d6 - 2 children (minimum 0).
13	You traveled extensively. You speak one additional language.
14	You received an education. You know how to read the Common Tongue.
15	You saved your town from terrible monsters.
16	You foiled a plot to kill someone important or you brought a killer to justice.
17	You performed a great deed and are a hero to the people in your hometown.
18	You found an old treasure map.
19	Someone important and powerful owes you a favor.
20	You came into money and start the game with 2d6 cp.

HUMAN PERSONALITY

3d6	Personality
3	You are cruel, wicked, and self-serving. You enjoy making others suffer.
4	You are erratic and unpredictable. You have a hard time keeping your word and tend toward capricious behavior.
5–6	Might makes right. Obedience to authority is the highest ideal.
7–8	You look after yourself first and foremost. You're not above double-crossing friends.
9–12	You put your interests and those of your friends above all else.
13–14	You help others because it's the right thing to do.
15–16	You try to do what you think is right, even if it breaks laws and social conventions.
17	Your honor and duty guide everything you do.
18	You are committed to good and noble causes, and you never stray from your beliefs even if your insisitence would cost you your life.

HUMAN RELIGION

3d6	Religion
3	You belong to a cult dedicated to a dark power.
4	You belong to a heretical sect.
5–6	You were raised in the teachings of witchcraft.
7–10	You follow the tenets of the Old Faith.
11–15	You belong to the Cult of the New God.
16–18	You have no religion.

HUMAN AGE

3d6	Age
3	You are a child, 11 years old or younger.
4–7	You are an adolescent, 12 to 17 years old.
8–12	You are a young adult, 18 to 35 years old.
13–15	You are a middle-aged adult, 36 to 55 years old.
16–17	You are an older adult, 56 to 75 years old.
18	You are a venerable adult, 76 years old or older.

HUMAN BUILD

3d6	Build
3	You are short and thin.
4	You are short and heavy.
5–6	You are short.
7–8	You are slender.
9–12	You are average in height and weight.
13–14	You are a bit overweight.
15–16	You are tall.
17	You are tall and thin.
18	You are very tall and heavy.

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HUMAN APPEARANCE

3d6	Appearance
3	You are hideous. You look like a monster. Children cry when they encounter you, the weak of heart faint when they see you, and one person vomited after getting a good look at your face.
4	You are ugly, and people find your visage unpleasant thanks to a scar, wen, beetling brows, boils, piles, a wandering or weeping eye, or something else of a similar magnitude.
5–6	Most consider you homely: not quite ugly, but a bit worse than plain.
7–8	You are plain and uninteresting to look upon. People notice you, but your appearance fails to make an impression.
9–12	You are perfectly average in appearance. You look like everyone else.
13–14	You have a physical quality that makes you attractive to others. You might have pretty eyes, lips, hair, shape, or something else.
15–16	You have several attractive physical qualities that make you quite comely.
17	You are one of the great beauties in the land, an individual of almost unsurpassed form and appearance. People notice you.
18	You put beautiful people to shame. You are so striking, heads turn to follow you wherever you go. People become infatuated with you, stumbling over their words and feeling flustered when you show them attention. There's a fine line between love and hate. Should you spurn the attentions of people you enamor, their affection might sour to resentment and even hatred.

CHANGELING

Faeries create changelings to conceal the absence of children they steal. They construct a changeling from natural materials and use magic to give it the appearance of the missing child. The magic often fades after a few weeks, but sometimes it lingers and lets the changeling grow up to become a real person.

Many Masks: Changelings can use their magical nature to adopt the forms of anyone they see. They assume different forms to conceal their true nature, forms that most deem hideous and unsettling. When stripped of their disguises, changelings look like humanoids formed from dirt, sticks, and rocks, with glowing green eyes set in otherwise featureless faces. Changelings in their natural form stand 5 feet tall and weigh 90 pounds.

Changeable Identities: Constantly changing identities has a deleterious effect on changeling personalities. Most mimic the attitudes and outlooks of the people around them, having no particular views themselves or, if they have them, burying them so deep they cannot remember who they started out being or what they hope to become.

Common Names: When not using the names of the people they impersonate, changelings use nicknames such as Coy, Jester, Mirth, Rook, Shadow, Slick, or Sly.

CREATING A CHANGELING

Starting Attribute Scores Strength 9, Agility 10, Intellect 10, Will 10
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue.
Immune damage from disease; charmed, diseased
Iron Vulnerability You are impaired while in contact with iron.
Shadowsight You see into areas obscured by shadows as if those areas were lit.
Steal Identity You can use an action to alter your appearance to match that of a target living creature you can see within short range. The target must be Size 1 or 1/2 and have a humanoid shape of flesh and blood. Your body changes so you look like the target, though your clothing and possessions remain unchanged. The effect lasts until you use this talent again. If you become incapacitated or touch an object made from iron, you immediately revert to your normal appearance.

LEVEL 4 EXPERT CHANGELING

Characteristics Health +4

You either learn one spell or gain Doppelganger's Advantage.

Doppelganger's Advantage You can use a triggered action on your turn to use Steal Identity. As well, when you steal a creature's identity, your attack rolls against that creature are made with 1 boon while you have that creature's appearance.

CHANGELING TRUE AGE

3d6	Age
3	You are a child, 8 years old or younger.
4–7	You are an adolescent, 9 to 14 years old.
8–12	You are a young adult, 15 to 25 years old.
13–15	You are a middle-aged adult, 26 to 40 years old.
16–17	You are an older adult, 41 to 60 years old.
18	You are a venerable adult, 61 years old or older.

CHANGELING APPARENT GENDER

d6	Starting Form
1–3	You appear to be male.
4–6	You appear to be female.

CHANGELING APPARENT ANCESTRY

3d6	Starting Form
3–4	You appear to be a goblin. Go to the **Goblin** ancestry entry to determine your age, build, and appearance.
5–7	You appear to be a dwarf. Go to the **Dwarf** ancestry entry to determine your age, build, and appearance.
8–15	You appear to be a human. Go to the **Human** ancestry entry to determine your age, build, and appearance.
16–17	You appear to be an orc. Go to the **Orc** ancestry entry to determine your age, build, and appearance.
18	The GM determines your ancestry, age, build, and appearance.

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CHANGELING BACKGROUND

d20	Background
1	You only recently discovered your true nature, and you are having a difficult time adjusting to your new reality. You start the game with 1 Insanity.
2	You have no idea that you're a changeling. You think you are a member of the ancestry whose form you adopted. Add an extra random profession. Until you become incapacitated or touch iron for the first time, you cannot use Steal Identity.
3	You were enslaved by a hag and forced to perform unspeakable acts as she commanded you. You start the game with 1 Corruption.
4	You murdered the person whose identity you stole so you could take over that person's life. You start the game with 1 Corruption.
5	When your "parents" learned what you were, they cast you out from your home and you were forced to make your own way in the world.
6	You ran away from home when you learned what you were and lived among the faeries for many years.
7	You have earned the enmity of a witch hunter. This foe hunts you and will try to kill you if your paths ever cross.
8	Fearful townsfolk drove you out of your hometown. You have grown to hate them and plot revenge.
9	The first time you stole someone's identity, you also stole a few of that person's memories.
10	You earned a living working in your profession.
11	You fell in love, and your lover is not aware of your true identity.
12	After you were exiled from your hometown, a druid or witch took you in and cared for you. You always have a home with this character.
13	You worked as an informant for the Inquisition.
14	You received an education. You know how to read and write the Common Tongue.
15	You learned a terrible secret while masquerading as someone else. Work out the nature of that secret with your Game Master.
16	Your parents raised you even though they knew what you were. Their love and encouragement gave you the stability you needed to grow into a mature personality.
17	The elf who made you recently found you and befriended you. You can call in one favor from that elf by speaking into a shell he or she gave you. The extent of the favor's power is subject to the GM's discretion.
18	You adopted the form of someone famous, powerful, and important.
19	You have ties to a criminal organization after being recruited into it for your magical gifts.
20	You came into a quantity of money and start the game with 2d6 cp.

CHANGELING QUIRK

d20	Quirk
1	You always speak in the third person.
2	Your eyes glow green in the dark.
3	Animals become nervous around you.
4	You can adopt only male forms or only female forms.
5	You are wild and impulsive.
6	You always revert to the first form you adopted.
7	The scent of iron sickens you.
8	You have terrible nightmares.
9	You sometimes hear voices.

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d20	Quirk
10	You tend to lose small, inconsequential things.
11	One night each year, you lose your Steal Identity talent.
12	You can only assume the appearance of dead people.
13	You speak in whispers.
14	You give off an odd, earthy smell.
15	You can never keep your clothes clean.
16	You cannot get drunk.
17	You must always speak the truth as you know it.
18	You find meat repulsive.
19	You laugh at inappropriate times.
20	Forms you adopt have no hair or fingernails.

CHANGELING PERSONALITY

3d6	Personality
3	You steal the forms of others so you can do what you want without facing repercussions. You don't care about how this affects other people.
4–5	You enjoy taking on forms that let you work mischief.
6	You adopt forms that give you power over others. Power ensures your safety.
7–10	You take on other forms for profit, usually to gain access to places normally forbidden to you.
11–13	You are careful about the forms you take. You try to stay out of trouble and keep your secrets safe.
14	You strive to do the right thing and use your disguises to help other people, as well as to protect yourself from your enemies.
15–16	Your nature is a gift, and you use it to do what you think is right, even if it means upsetting others along the way.
17	You tend to stick to one form as long as possible; you crave stability and would do anything to be "normal."
18	You use your talents to help others, to make the world a better place, and to right wrongs.

CLOCKWORK

Clockworks are mechanical people made from metal plating, gears, wires, bits of spring, and cogs to which are bound souls plucked from the Underworld. The magic binding the soul tethers it to the clockwork but allows it to manipulate the body only while its internal mechanisms are moving. All clockworks have keys somewhere on their body, and while wound up, they move, think, and act like creatures. Should the key wind down, a clockwork becomes dormant—an insensate object.

Common Names: Typically, clockworks use names given to them by their creators. These can be nicknames or strings of letters and numbers. Clockworks might choose names they find interesting or use names dredged up from their souls' memories.

CREATING A CLOCKWORK

Attribute Scores Strength 9, Agility 8, Intellect 9, Will 9
Perception equals your Intellect score
Defense 13
Health equals your Strength score
Healing Rate equals one-quarter your Health
Size 1, **Speed** 8, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue.
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Key You have a key somewhere on your body that you cannot reach.The key determines whether you are a creature or an object. If the key is turning, you count as a creature and use your normal statistics. If the key isn't turning, you count as an object and use the statistics in the following description in place of your normal statistics (your Health becomes the object starting number). Your key stops turning when you become incapacitated or at the end of any round in which you got a 0 or less on an attack roll or challenge roll. Any damage taken in excess of your Health applies to your Health in your object form; if you take damage equal to the Health of your object form, you are destroyed.
Mechanical Body You do not eat, drink, or breathe. You do not age and you cannot be transformed into an undead creature. Your mechanical body makes it impossible for you to swim, so you sink to the bottom when you are submerged in liquid.

OBJECT FORM

Size as your creature form

Perception —
Defense 5; **Health** 15
Strength 0 (+0), **Agility** 0 (+0), **Intellect** —, **Will** —
Speed 0
Immune attack rolls against Intellect, Will, or Perception; attacks that allow challenge rolls to resist using Intellect, Will, or Perception
Suppressed Afflictions Any afflictions you had when you become an object are suppressed and have no effect for as long as you remain an object. However, rounds spent in object form count toward the duration of those afflictions.
Object You cannot use actions or triggered actions, and you cannot move. You are completely insensate.
Failing Magic If you became an object from becoming incapacitated, the magic binding your soul to your body begins to fail. At the end of each round, roll a d6.

- **6:** You arrest the failing magic, and you are no longer incapacitated, but you remain an object until another creature uses an action to restore power to you.
- **2–5:** Magical failure. If you get this result three times, your soul escapes your body, and you remain an object permanently.
- **1:** Explosion! You explode in a 1d6-yard radius from a point in your space. You are destroyed, and everything in the area takes 2d6 damage. A creature that gets a success on an Agility challenge roll takes half the damage.

Wind the Clock While you are an object, any creature that can reach you can use an action to twist your key. If you are not incapacitated, your mechanisms start working again, and you become a creature at the end of the round. If you are incapacitated, roll a d6. On a 3 or lower, you remain incapacitated. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.
Repair Damage A creature can use a tool kit and an action to start repairing you. If the creature spends a total of 4 hours working on you, it can make an Intellect challenge roll with 1 bane. On a success, your object form heals 1d6 + 1 damage.

LEVEL 4 EXPERT CLOCKWORK

Characteristics Health +5
You either learn one spell or gain Grind the Gears.
Grind the Gears You can increase the number of actions you can use on your turn by one. When you finish your turn, roll a d6. If you roll an odd number, you become an object at the end of the round.

Sample File

CLOCKWORK AGE

3d6	Age
3–8	You are new, 5 years old or younger.
9–12	You are experienced, 6 to 10 years old.
13–15	You are old, 11 to 50 years old.
16–17	You are very old, 51 to 150 years old.
18	You are ancient, more than 150 years old.

CLOCKWORK PURPOSE

d20	Purpose
1–4	You were built for war. Increase your Strength or Agility by 2.
5–8	You were built to work. Increase your Strength by 2.
9–12	You were built to use magic. Increase your Intellect or Will by 2.
13–16	You were built to gather intelligence about or assassinate targets. Increase your Agility or Intellect by 2.
17–20	You were built for an inexplicable purpose. Increase one attribute of your choice by 2.

CLOCKWORK FORM

3d6	Form
3	You are a small winged clockwork. Reduce your Health by 5 and your Size to 1/2. You can fly, but you must land at the end of your movement or fall. You are 3 feet tall and weigh 50 pounds.
4–5	You are a small spider-like clockwork with functional hands. Reduce your Size to 1/2. You ignore the effects of difficult terrain when you climb. You are 3 feet tall and weigh 50 pounds.
6–9	You are a small humanoid clockwork. Reduce your Size to 1/2. You are 4 feet tall and weigh 75 pounds.
10–15	You are a humanoid clockwork. You are 6 feet tall and weigh 300 pounds.
16–17	You are a large humanoid clockwork. Increase your Size to 2, but reduce your Speed and your Defense by 2. You are 10 feet tall and weigh 750 pounds.
18	You are a large clockwork with the lower body of a horse. Increase your Size to 2 and your Speed by 2. Reduce your Defense by 3. You are 6 feet long, 6 feet tall, and weigh 750 pounds.

CLOCKWORK APPEARANCE

3d6	Appearance
3	You have a strange and unsettling appearance.
4	You appear crude and ill-formed.
5–6	You appear battered, broken, and in poor repair.
7–8	You have no facial features or distinguishing markings.
9–12	You have a mere suggestion of facial features.
13–14	You appear well made and in good working condition.
15–16	You have a stylized and ornate body.
17	You have an ornate body festooned with etchings and ornamental jewels.
18	You have an exquisite body festooned with elaborate etchings and ornamental jewels, and trimmed in precious metals. If you are dismantled, your body parts are worth 1d6 gc.

Sample file

CLOCKWORK BACKGROUND

d20	Background
1	Your soul came from Hell. Start the game with 1d3 Corruption.
2	Your soul was plucked from the Underworld before it could forget its former life. Start the game with 1d6 Insanity and add an extra profession.
3	You spent 1d20 years in a dormant state.
4	Your maker treated you poorly. You escaped and now fear your maker will find you.
5	Fire, plague, or monsters destroyed your home and you are the sole survivor.
6	You were stolen from the workshop where you were made and lived as a slave for 1d6 years.
7	Goblins captured you and almost took you apart for scrap materials. You have replaced your missing components with bits of wood, old weapons, and other rubbish.
8	You were left to find your own way in the world when your maker died.
9	You fell off a boat and spent 2 years walking to shore.
10	You worked to fulfill your purpose for 1d6 years.
11	Choose a member of the group. That character found you and turned your key. You owe that character a debt.
12	You were one of 1d6 other clockworks made at the same time. You hope to find them one day.
13	You were made to be a translator. You can speak one additional language.
14	You were made to be a scribe. You know how to read and write the Common Tongue.
15	Your maker set you free to find your destiny.
16	You can't remember your past. You don't know where you came from or how you came to be where you are.
17	You built a lasting monument in your community.
18	You found a cryptic message inside your body. You have not yet deciphered its meaning.
19	You have a sword grafted to one of your arms.
20	You came into money and start the game with 2d6 cp.

CLOCKWORK PERSONALITY

3d6	Personality
3	You hate living things and take pleasure in pulling them apart.
4	You are terrified of becoming dormant.
5–7	Your body gives you power and strength. You use it to enforce your will on others.
8	You didn't ask for this existence, but you make the most of it while you have it.
9–13	You search for meaning in a world in which you have no place.
14	You were made to serve. You commit your existence to aiding others.
15	You don't know how you fit into this world, but you will spend your life trying to find out.
16–17	You obey the instructions of anyone you deem to be an authority.
18	Your maker gave you three commandments and you must obey them.

DWARF

Dwarfs live under the mountains in elaborate subterranean cities. From them, they launch expeditions deep into the earth to pry gold and silver from the unyielding rock. They hoard their treasures in great vaults and view other peoples with distrust, suspecting them all of coveting their wealth. The dwarfs have few friends and gain little aid when the forces of darkness overrun their strongholds to lay claim to their vaults. Thus many dwarfs wander the lands, homeless, friendless, searching for a new place to call their own.

The Beard's the Thing: Dwarfs have thick, stout bodies, limbs corded with muscle, and bellies bulging from their fondness for alcohol and food. All dwarfs, male and female, wear elaborate facial hair, braiding it in their clan designs, decorating it with silver or gold rings, or greasing it up into unusual shapes. Other dwarfs have fanciful mustaches or thick muttonchops that hang past their waists.

Short but Dense: Dwarfs stand between 3 and 4 feet tall, and they can weigh up to 250 pounds. They have the human range of coloration, though they tend to be grimy and wrinkly from their work in the mines and forges.

Dour and Suspicious: Gruff, critical, and suspicious, dwarfs make few friends outside their own kind. They covet treasure but temper their greed with the certainty that their ancestors are always watching. Thus, dwarfs conduct themselves with honor to avoid bringing shame to their clans.

Common Names: Anise, Brunhild, Doogan, Erika, Franz, Grete, Guntur, Heida, Helmut, Ilse, Martok, Oda, and Ragnar.

CREATING A DWARF

Starting Attribute Scores Strength 10, Agility 9, Intellect 10, Will 10
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score + 4
Healing Rate equals one-quarter your Health, round down
Size 1/2, **Speed** 8, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue, and you speak, read, and write Dwarfish.
Darksight You can see in areas obscured by shadows or darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.
Hated Creature Choose a creature from the **Hatred** table. Your hatred grants 1 boon on attack rolls made against creatures you hate.
Robust Constitution You take half damage from poison. You make challenge rolls with 1 boon to avoid or remove the poisoned affliction.

LEVEL 4 EXPERT DWARF

Characteristics Health +6

You either learn one spell or gain Shake it Off.

Shake it Off You can use an action to heal damage equal to your healing rate and remove one of the following afflictions: fatigued, impaired, or poisoned. Once you use this talent, you cannot use it again until after you complete a rest.

Sample file

Sample file

DWARF AGE

3d6	Age
3	You are a child, 20 years old or younger.
4–7	You are an adolescent, 20 to 30 years old.
8–12	You are a young adult, 31 to 50 years old.
13–15	You are a middle-aged adult, 51 to 100 years old.
16–17	You are an older adult, 101 to 150 years old.
18	You are a venerable adult, 151 years old or older.

DWARF BUILD

3d6	Build
3	You are short and scrawny.
4–6	You are short and fat.
7–8	You stand a bit shorter than other dwarfs.
9–12	You are average in height and build.
13–15	You have a magnificent belly.
16–17	You are tall.
18	You are tall and heavy.

DWARF APPEARANCE

3d6	Appearance
3–4	You have a monstrous appearance, likely due to hard living and several near misses. Your face is a mass of scar tissue, probably missing an ear, an eye, or your nose. You also display some unusual habit, such as pounding nails into your skull or greasing your body with troll fat.
5–6	You have several interesting features that work together to make you one ugly brute. Filth from digging in the dirt, mites infesting your hair, skin lashed with healing scars, and a rich aroma of vomit—all these contribute to your distinctive style.
7–8	You are hairy, portly, and grubby.
9–11	You are a typical dwarf, hairy and portly, but well groomed.
12–15	You take pride in your appearance. You stay clean, oil your facial hair, and perhaps braid it or tie it with metal rings.
16–18	You are quite fetching for a dwarf. You have regal features, good bearing, and a deep voice. You take pride in your appearance.

DWARF HATRED

d20	Hated Creature
1–2	Ogres
3–4	Troglodytes
5–6	Beastmen
7–8	Orcs
9–10	Goblins
11–12	Elves
13–14	Trolls
15–16	Giants
17–18	Dragons
19–20	Demons

DWARF BACKGROUND

d20	Background
1	You sold your soul to a devil to gain wealth. The devil betrayed you and left you penniless. You start the game with 1 Corruption.
2	Your ancestors appeared to you in a vision and sent you to recover a fabled relic.
3	You accidentally killed someone close to you.
4	You stole gold from a rival clan and the theft shames you.
5	You fought against the creatures you hate and lost.
6	You brought shame to yourself and your clan. You live as an exile, searching for redemption, even if that redemption comes with a glorious death.
7	You were taken prisoner by the creatures you hate. You lived as a slave for 2d6 years.
8	The creatures you hate overran your home and wiped out your clan.
9	You survived a cave-in and get a bit nervous when underground.
10	You earned a living working in your profession.
11	You are a sworn servant of the Dwarf King.
12	You are a gifted artisan. Add artisan (any one) to your list of professions.
13	You traveled extensively. You speak one additional language.
14	You inherited a battleaxe or a warhammer from an ancestor.
15	You discovered a vein of gold under your mountain home.
16	You hunted down and helped kill a creature you hate.
17	You performed a great deed, and you are a hero to your clan.
18	You have a key to an ancient treasure vault lost to the dwarfs long ago.
19	You are the rightful heir to a stronghold overrun by the enemies of your people.
20	You came into money and start the game with 2d6 cp.

DWARF PERSONALITY

3d6	Personality
3	Your hatred is a living thing. It drives you, gives you strength, and helps you triumph over your enemies.
4	You seek a glorious death killing your enemies.
5–6	You love gold more than anything. You love the way it feels, the sound it makes, and the taste of it.
7–8	You believe other people covet your wealth. It is your duty to protect what is yours—at any cost.
9–12	Your honor is your life. You would never do anything to bring shame to your people.
13–14	You surrender to the will of your ancestors, the customs of your people, and the good of all.
15–16	You believe your people must rise above their greed and suspicion. In these dark times, you must band together to overcome the doom that awaits you all.
17	You don't trust or like non-dwarfs, but they have their uses.
18	You have little use for the customs of your people. It's time to move past the dusty caves and seek out fortunes elsewhere.

GOBLIN

The Faerie Queen exiled the goblins long ago, for a crime only she remembers. As part of their exile, she stripped them of their immortality and doomed them to live out their days in the mortal world. Goblins have since infiltrated human societies, making their homes in rubbish heaps and sewers where, to everyone's surprise, they seem quite happy doing the jobs no one else is at all interested in performing. Picking through trash for choice treasures or trawling the fetid waters oozing through the subterranean tunnels for a bit of gold or a dropped coin is all goblins need to keep them from making trouble for their neighbors.

Bizarre and Varied Appearance: All goblins are short by human standards, but their height is the only thing they have in common. No two goblins look alike. They all have unusual physical characteristics that make them distinct from one another, such as pig snouts in place of noses, fangs, horns, a profusion of seemingly mobile warts, and other less savory manifestations of their physical corruption.

Weird Habits: Many goblins have weird habits. Some keep their nail clippings and excretions in small bottles and jars to prevent witches from stealing their names. Others knock on wood when they need a bit of luck, keep odd bits of rubbish as good luck charms, or can never bathe for fear of losing their vital essence.

Common Names: Goblins love crude humor and it shows in such names as Blix, Blunder, Bubo, Cough, Drips, Hack, Pecker, Phlegm, Poop, Pox, Puke, Sludge, Snot, and Vomit.

CREATING A GOBLIN

Starting Attribute Scores Strength 8, Agility 12, Intellect 10, Will 9
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1/2, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue and Elvish.
Immune damage from disease; charmed, diseased
Iron Vulnerability You are impaired while you are in contact with iron.
Shadowsight You see in areas obscured by shadows as if those areas were lit.
Sneaky When you roll to become hidden or move silently, you make the Agility challenge roll with 1 boon.

LEVEL 4 EXPERT GOBLIN

Characteristics Health +4

You either learn one spell or gain Spring Away.

Spring Away When a creature you can see gets a failure on an attack roll against your Defense or Agility, you can use a triggered action to retreat.

Sample file