

DEMON LORD'S COMPANION 2

~CREDITS~

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INTRODUCTION

When compiling *Demon Lord's Companion*, I relied mainly on concepts and mechanics left over from the *Shadow of the Demon Lord* original design. When I ended up with an overabundance of content, it became difficult to decide what would stay in *Shadow* and what would be held back for future supplements. A great deal of that material went into DLC, while other pieces wound up in *Poisoned Pages* supplements and sourcebooks such as *Exquisite Agony*, *A Glorious Death*, and *Terrible Beauty*.

Now, a bit over two years and over one hundred products later, my folders containing notes and bits left over from previous designs have grown empty. Rather than despair at such a situation, I took the opportunity to push the game in new directions. I looked for gaps in what we've released so far, scoured my shelves for inspiration, and hatched all kinds of oddities while holing up in my favorite bar to come up with an exciting selection of options for players.

One of the best ways to expand the game is through ancestries, since these options can mesh with just about everything else. Therefore, this book gives you six, each a hidden people who have largely steered

clear of the major events unfolding in the world. Their scarcity and unusual nature make them quite exotic, and playing these ancestries can reward you with awesome options while challenging your roleplaying abilities.

Supporting the ancestries is a group theme mechanic to reflect the circumstances that hold a group of player characters together and rules to differentiate each group from the others.

As you might expect, this book also provides a selection of paths to cover some underused areas of character creation and development, while also supporting the new spells at the end of this book—all associated with the new traditions of Invocation, Metal, Order, and Soul. So, from invokers to sleuths, fencers to auspexes, your characters have an awesome set of new options to explore.

Demon Lord's Companion 2 aims to help you tell stories by highlighting peoples of all kinds who find themselves engaged in the struggle to save the world from annihilation. With this book, you can create unique characters, pursue mastery of new and esoteric forms of magic, or hone your talents in new and awesome ways. This book ensures that you never run out of interesting choices to make as you battle the darkness of the Void.



character creation

When you create a character for *Shadow of the Demon Lord*, the first choice you make is ancestry. You'll find ancestries in the main rulebook and other supplements as well, and now this chapter adds six more to the game, revealing peoples generally hidden from, and unknown by, any but the most well-traveled explorers and learned historians. These peoples have moved onto the world stage in answer to the growing threat posed by the Demon Lord. Some have had their homelands destroyed, while others have been drawn out from seclusion, unable to ignore the threat any longer. In this chapter, you'll find:

Ferren: Having lived among humanity for centuries, while keeping secret their shapeshifting abilities, ferren can transform their bodies into cats and back again. Secretive and inquisitive, they make excellent rogues and magicians.

Hamadryad: Sentient trees who can adopt humanoid forms, hamadryads stand guard over the natural world, protecting nature from being despoiled by its enemies. They make effective priests and warriors.

Molekin: Thieving and conniving dwellers of the deep places, molekin came to the surface after their

subterranean cities came under attack. They do well as warriors and rogues.

Naga: These serpentine humanoids commit themselves to protecting the Cosmic Egg, which they believe holds their returned god. Dangerous priests and magicians, nagas have emerged from their hidden crèches to lend aid to the other people in the world against the horde of demons and demon-servants spilling out from the fallen shadow to ensure that no harm comes to the Cosmic Egg.

Sylph: A reclusive elemental folk found in monasteries perched atop mountains, sylphs have seen the warning signs of the apocalypse and have joined the struggle against the Demon Lord. Sylphs make potent magicians and rogues.

Yerath: The strangest people revealed in this book, the yerathi are sentient, bipedal humanoids who live in hives scattered across the Patchwork Lands. They can be effective in any path they choose.

Story Complications: This chapter concludes with several new story complications. First introduced in *Demon Lord's Companion*, story complications provide characters with advantages in exchange for drawbacks, while offering inspiration for roleplaying.

FERREN

The ferren have lived among the humans for generations, hiding in plain sight by keeping their unusual shapeshifting abilities concealed. By assuming the forms of ordinary cats, they can move through their adopted communities without arousing suspicion. Ferren understand the fear that skinchangers elicit in other peoples, and many have been killed after being mistaken for one of those monstrous creatures, so they prefer to keep their true nature secret.

Gleaming Eyes and Feline Grace: The appearance of the ferren offers few clues to their unusual abilities. They look like other humans, though their eyes might reflect light like a cat's in the dark, and they all move with uncommon grace. Similarly, they can pass for ordinary animals of that sort when they assume the form of a feline. In human form, ferren stand between 5 feet and 5-1/2 feet tall and weigh between 100 and 150 pounds.

Children of the Moon: The Maiden of the Moon bestowed the gift of shapechanging to a tribe of humans who venerated her, and it's from that tribe that the ferren are descended. Most ferren worship this moon goddess, though some practice witchcraft or adhere to the tenets of the Old Faith.

Common Names: Ferren use human names, though those who live as human "pets" might go by other names.

CREATING A FERREN

Starting Attribute Scores Strength 9, Agility 11, 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

Size 1, Speed 10, Power 0

0 Damage, 0 Insanity, 0 Corruption

Languages and Professions You speak the Common Tongue.

Shadowsight You see in areas obscured by shadows as if those areas were lit.

Clawed Hands In human form, your unarmed strikes deal 1d3 damage instead of 1 damage.

Cat Form You can use an action to assume the form of a cat or return to your human form. You remain in the new form until you use this talent again. If you become incapacitated while in your cat form, you automatically revert to your human form.

If you assume cat form, everything you wear and carry transforms with you, absorbed into your new form. While they are absorbed in this way, you cannot use these items.

When you return to your human form, objects reappear wherever you wore or carried them.

While in cat form, you apply the following changes to your statistics:

- Your Size becomes 1/4.
- Increase Perception by 2; your Defense becomes 12.
- Your Strength becomes 8 (-2), and your Agility becomes 12 (+2).



- Your Speed becomes 12.
- You gain the climber trait.
- You gain natural weapons, which are claws and teeth. These weapons have the finesse property and deal 1 damage.
- You make rolls to hide or sneak with 2 boons.
- You are indistinguishable from an ordinary cat, although you can still talk while in this form.

LEVEL 4 FERREN EXPERT

Characteristics Health +4

You either learn one spell or gain Lynx Form.

Lynx Form When you would assume the form of a lynx instead. While in lynx form, you apply the following changes to your statistics:

- Your Size becomes 1/2.
- Increase Perception by 2; your Defense becomes 13.
- Your Strength becomes 11 (+1), and your Agility becomes 13 (+3).
- Your Speed becomes 12.
- You gain natural weapons, which are claws and teeth. These weapons have the finesse property and deal 1d6 damage. When you attack with these weapons, you make the attack roll with 1 boon.
- You make rolls to hide or sneak with 2 boons.
- You are indistinguishable from an ordinary lynx, although you can still talk while in this form.

FERREN AGE

3d6

- 3 You are a child, 11 years or younger. You are Size 1/2. Halve your height and weight. After 1d6 + 2 years, your Size becomes 1 and you double your height and weight.
- 4-5 You are an adolescent, from 12 to 17 years old.
- 6-8 You are a young adult, from 18 to 25 years old.
- 9-12 You are an adult, from 26 to 35 years old.
- 13-15 You are a middle-aged adult, from 36 to 55 years old.
- 16-17 You are an older adult, from 56 to 75 years old.
- 18 You are a venerable adult, 76 years old or older.

FERREN BUILD

3d6 Build

- 3 You are short and either thin or heavy.
- 4-5 You are heavy.
- 6-8 You are short.
- 9-12 You are of average height and weight.
- 13-15 You are tall.
- 16-17 You are thin.
- 18 You are tall and either thin or heavy.

FERREN HUMAN APPEARANCE

3d6 Appearance

- 3 You are hideous.
- 4-5 You are ugly.
- 6-8 You are plain and homely.
- 9-12 You are average-looking.
- 13-15 You are pretty or handsome.
- 16-17 You are striking.
- 18 You are beautiful.

FELINE APPEARANCE

3d6 Appearance*

- 3 Mitted, locket, or harlequin
- 4-5 Solid
- 6-8 Bicolor
- 9-12 Tabby
- 13-15 Tuxedo
- 16-17 Tortoiseshell
- 18 Hairless

*Choose your fur color

FERREN MANNERISM

d20 Mannerism

- 1-2 You are fastidious about cleanliness.
- 3-4 You like to knock things over.
- 5-6 You sleep as often as you can.
- 7-8 You like to hide or climb.

- 9-10 You are attracted to small moving things.
- 11-12 You are given to sudden outbursts of manic energy.
- 13-14 You tend to shred things you handle.
- 15-16 You hiss when you get angry or frightened.
- 17-18 You always bury your excrement.
- 19-20 You are attracted to water, especially running water.

FERREN PERSONALITY

3d6 Personality

- 3 You are vicious and hateful. You lash out at everyone.
- 4-5 You are an asshole. You make a mess and you don't care who has to clean it up.
- 6-8 You are lazy. You find it hard to make yourself do much of anything.
- 9-12 You are inquisitive. Your curiosity often lands you in trouble.
- 13-15 You are warm and pleasant. You make friends easily.
- 16-17 You are aloof, disinterested in other people.
- 18 You are loyal to your friends, and you support them in all they do.

FERREN BACKGROUND

d20 Background

- 1 A nasty fight left you scarred.
- 2 You were seduced by a devil. Gain 1 Corruption.
- 3 You spent a few years in the wilderness. Gain a random wilderness profession.
- 4 You killed someone in cold blood. Gain 1 Corruption.
- 5 You fell in love with a human and had a child.
- 6 You were raised by priestesses of the Moon Maiden.
- 7 You stumbled into a hidden kingdom and remained there for 1d6 years.
- 8 Someone important to you died, and the loss haunts you still.
- 9 Some rotten child mistook you for a cat and took you home. You only just escaped with your life.
- 10 You earned a living working in one of your professions.
- 11 You traveled extensively. You can speak one additional language.
- 12 Someone discovered your true nature and mistook you for a skinchanger. You left everything behind to start over somewhere else.
- 13 You received an education. You know how to read the Common Tongue.
- 14 You helped defend your community from a beastmen attack.
- 15 You found a scroll containing an incantation of a rank 0 spell (chosen by the GM).
- 16 You unmasked a killer or a cultist at large in your community.
- 17 You created a lasting piece of art. Add artist to your list of professions.
- 18 You found a potion (of the GM's choice).
- 19 Someone important owes you a big favor.
- 20 You came into money. Start the game with 2d6 cp.