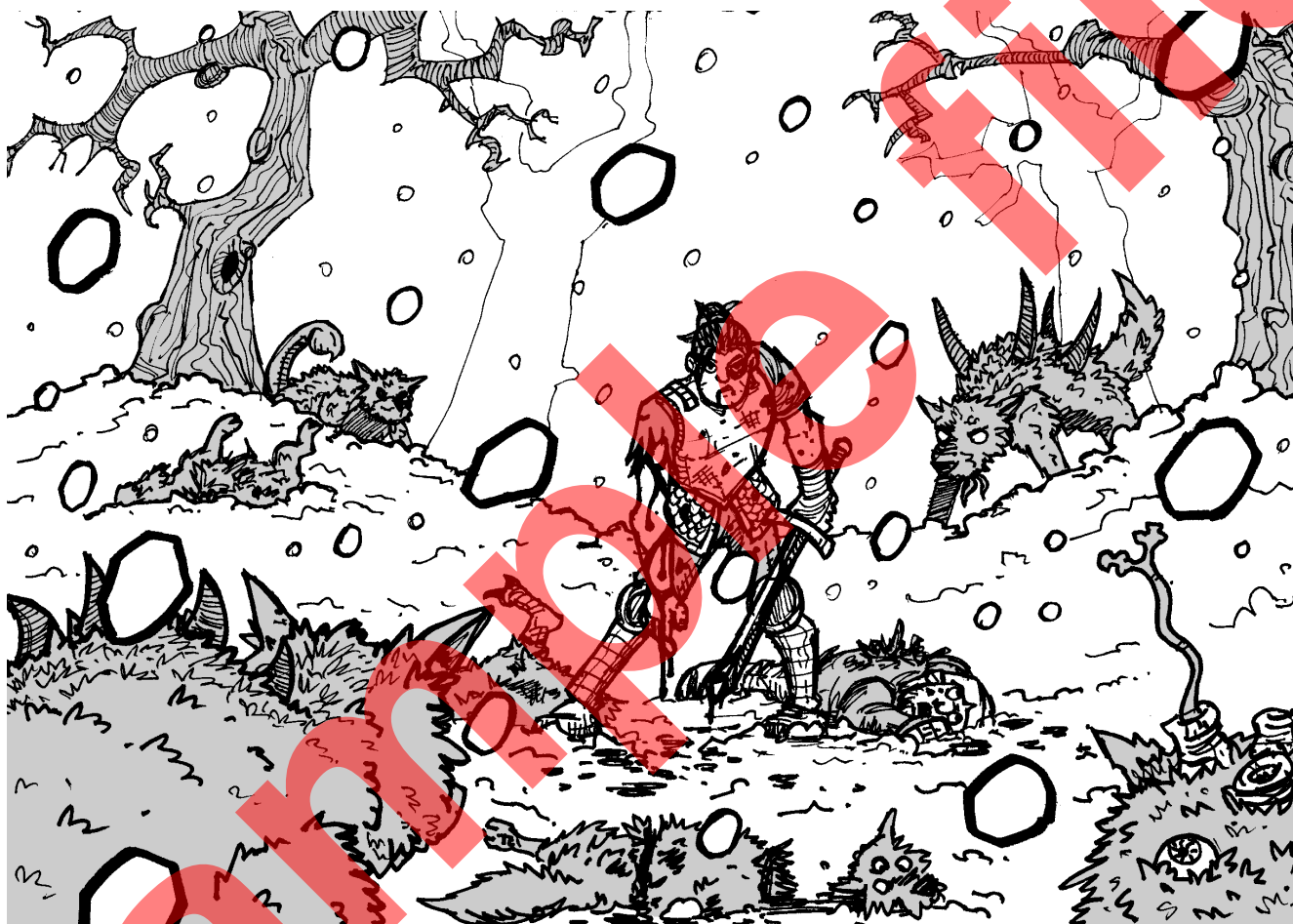


COMES CHAOS

Fantasy Adventure Game Supplement



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PART 1: INTRODUCTION

IMPORTANT: THIS BOOK IS NOT A STAND-ALONE GAME, BUT A SUPPLEMENT TO BE USED WITH EXISTING FANTASY ADVENTURE GAMES.

COMES CHAOS is a **campaign setting** designed to be used with fantasy role-playing games, especially the “B/X” edition of the original works created by Gygax and Arneson (as edited by Tom Moldvay, David Cook, and Steve Marsh). Other fantasy adventure games, including *Labyrinth Lord™*, *Lamentations of the Flame Princess™*, *BLUEHOLME™*, and *Swords & Wizardry™*, have enough similarities that they can function with the setting, albeit with some modification.

How To Use This Book

COMES CHAOS contains the information needed to run a campaign in its specific setting. DMs can use the ideas in the book piecemeal, populating their adventures with horrible mutants, twisted magic items, and strange spells OR they can adopt the setting in its entirety, creating a vast demonic conflict for players to explore. Alternatively, players wishing to “embrace the darkness” can develop their characters as **champions of chaos**; however, it is difficult for long-term, *cooperative* play to thrive under such conditions even when all participants are agreeable to this style of game.

This book is divided into nine parts, roughly corresponding to the original sections of the B/X rulebooks. Each part adds setting-specific context to your fantasy adventure game. Some of the rules presented here differ from standard game systems; where there is a contradiction DMs are encouraged to use the information found in **THIS book** as its rules are especially designed to support the setting.

COMES CHAOS: The Setting

There is another realm, a different dimension, that exists side-by-side with the mortal world. To humans, this plane of existence is a nightmare realm of insanity where evil, twisted entities feed on pain, torment, and suffering. It is a realm of **Primal Chaos**: a place where anything is possible and all is permitted, where there exists neither order nor law. All that matters in such a place is possessing the strength to exert one’s will...whether through violence or magic or deceit or treachery. It is a realm of chaotic, immortal entities of hideous form and monstrous appetites. Of these, the most dangerous are the **four great powers**: ancient beings of godlike might, commanding vast hordes of followers in endless wars of supremacy.

The realm of chaos exists outside of time. Ages ago, the gods in their wisdom set aside a portion of Primal

Chaos, sculpting and shaping it into a firm reality: the mortal realm. This is the world that player characters know: earth and sky and water, trees and mountains and animals, a world of sanity where life can survive and thrive in a *natural order* under *natural law*. Here, the gods created beings of stable form, mortals that can freely choose whether or not to act lawful, neutral, or selfishly chaotic.

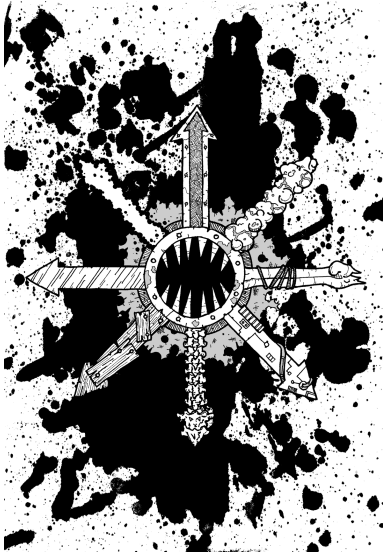
This mortal realm is a magical realm, bordered and permeated by Primal Chaos whose substance “leaks” through the veil between dimensions, confusing reality and corrupting natural law. Due to this leakage elves and human magic-users are able to cast spells and create magical enchantments, working their will upon the mundane by invoking the power of mutable chaos. This doesn’t mean magic-users and elves are chaotic or evil; in fact, many are quite lawful in temperament. Safely using magical forces requires a great degree of control and discipline for mortals, and neither is possible without the existence of law.

Even so, manipulating chaos is a dangerous affair, fraught with peril. In addition to possible corruption, magic use risks tearing the fabric of reality. It is akin to opening a door for the chaotic powers, inviting them to invade and inhabit the mortal world, bringing death and destruction with them.

This is the premise of **COMES CHAOS**: that a region of the mortal world has become overrun with Primal Chaos, where “holes in reality” have created a **wasteland** unfit for mortal habitation. The landscape of the wasteland has been twisted by the incursion of chaos: trees scream and weep blood, animals are mutated into horrible shapes, and people have degenerated into barbarism and bestiality. Those not slain or enslaved now worship the demonic powers, doing their best to emulate their chaotic masters. And as more right-minded folks fall to corruption and join the darkness, the **blight of chaos** spreads: the wasteland is growing larger, overtaking towns and communities, pushing itself against the bastions of civilization, threatening to engulf all the mortal realm....

Standard Terms

Throughout the text, the game referee is referred to as the **Demon Master** (or simply abbreviated **DM**) for reasons that should be readily apparent. The term **player** is used to refer to participants taking the part of **player characters (PCs)**. Other terms like **armor class**, **hit die**, **hit point**, **level**, and **saving throw** (or **save**) should be familiar to those who have played fantasy adventure games of the type for which this work is intended.



Alignment is an important term used to convey the *personality* of an individual PC or **NPC (non-player character)**: **lawful** characters tend to act kind and heroic, often guided by some higher morality, **neutral** characters tend to be consensus-driven (though leaning towards self-interest), and **chaotic** characters have respect for neither laws nor other people, hoping to turn all things to their own selfish gain. However, having a chaotic alignment does not automatically make a person a worshipper of the chaos powers (though ALL who worship chaos are chaotic in alignment).

A **follower of chaos** is any character that worships the chaos gods. Followers of chaos include **chaos cultists** and **chaos champions**. Cultists are mortals that worship chaos, either out of fear, desire for the fulfillment of dark promises, or both. Champions are mortal adventurers that pledge themselves to one of the chaos powers, hoping to grow in **might** by serving as devoted avatars of their patron. All such champions receive a **mark**, a symbol of their patron's favor; they also receive **mutations** as their mortal bodies are twisted by chaos. A **chaos sorcerer** is a follower of chaos that uses the dark magic of primal, unfettered chaos; some are chaos champions, but not all.

Exposure to chaos in the mortal realm has mutating effects on both man and beast. Creatures ruined beyond repair devolve into mindless **chaos thralls**: disgusting, slobbering monstrosities that exist only to serve their dark gods, often as servants to a champion or chaos cult. Chaos followers treat these wretches with a mix of revulsion and respect: a thrall's devotion to chaos is as total as its damnation.

Mutants and cultists are not the only slaves commanded by the chaos powers. Their main servants

are **demons**, creatures created from Primal Chaos, given foul form and fiendish appetites. Normally, demons only manifest in the mortal realm by means of powerful **summoning** magic, and their ability to remain is limited. In wasteland areas, where the blight of chaos has completely transformed the landscape, demons can exist indefinitely; some have even "wandered through" rifts torn in the fabric of reality by the chaos-imposed stress of such places.

The Four Great Powers

Four demon gods of chaos are known. Each is devoted to death in its own grotesque fashion; each epitomizes certain traits found in the darkest recesses of the human (and demi-human) psyche. Mortals call them by these names:

ArjaDem: *The bloody handed god of war, clad in armor of bronze and fire.* ArjaDem cares only for the spilling of blood, the taking of skulls, and acts of murder. He abhors wizardry but delights in weapons and the tools of war. He exemplifies humanity's fear and hatred of that which we don't understand, and our desire to destroy it in an orgy of carnage and wrath.

MorSolahn: *The form-shifting god of transformation, clad in colorful plumage, ever molting.* Called the father of sorcery, MorSolahn delights in the raw power of chaos and magic, and the warped changes it brings. He exemplifies humanity's ambition and desire for "more," our lack of acceptance for what is, and our rejection of peaceful serenity. He enjoys sowing discord and distrust, even amongst his followers, for change inevitably follows conflict.

SeiAhsk: *Terrifyingly beautiful, the twisted god of decadent pleasure and dark indulgence.* SeiAhsk delights in exposing his followers to debauched experiences, overwhelming their senses with depravity to the point where nothing but the most perverted of acts bring any gratification. He exemplifies humans' craving for new experience, even when such acts are destructive. SeiAhsk preys on the lusts and addictions of mortals, enslaving them with their own desires.

TeeGal: *The bloated, filth-covered god of pestilence and disease.* TeeGal is jolly and paternal, considering his demons his offspring and his mortal followers his grandchildren. He exemplifies human inertia, our desire to retain that which has outlived its usefulness, even to the point it becomes rotten. Mortals ask for more life: TeeGal laughingly gives them a plethora of viruses, bacteria, and infesting parasites to aid them in their own miserable putrefaction.

PART 2: RUINED PLAYER CHARACTERS

The **COMES CHAOS** campaign setting is even more violent and perilous than the standard version of the game. To compensate for this, all player characters should be created as 3rd level characters. The extra hit points, spells, and abilities should help balance the extreme dangers presented by the forces of chaos.

Determine ability scores by rolling 4D6 six times, though retaining only the best three dice; these are arranged as the player prefers. Unlike the standard B/X game, these ability scores may not be adjusted to increase prime requisite scores.

Player characters begin the game with the minimum XP needed to have achieved the third level. Rather than rolling for starting gold, each PC may begin with any amount of personal equipment the DM feels is reasonable, though no more than 2000 gold pieces worth of gear and transportation. Each character begins the game with a single magic item, randomly determined (the player gets to choose which table to use; for example, swords, armor, wands, etc.), OR two magic potions, randomly determined. Magic items should be limited to the minor enchantments found in the Basic rulebook, and any **cursed** or detrimental items should be re-rolled.



What follows is information detailing of how each class has been modified to fit the setting.

CLERICS

The gods who grant clerics their powers are not the same as the demon lords of Primal Chaos; rather, they exist outside and beyond, holding themselves aloof from the affairs of mortals. Instead of seeking to subjugate mortals, these divine beings refuse direct intervention, leaving the task of fighting demons to their faithful servants. It is not that clerics' deities are uncaring of their servants' travails (do they not bless them with spells?) but their motives and ways, in the end, are unknowable even to the wisest of clerics.

Regardless of alignment, all clerics are considered to serve these benevolent powers. Alignment describes a cleric's personal leanings and behavior, but so long as they worship in the manner prescribed by their faith, it matters not whether the cleric is lawful, neutral, or chaotic. In the COMES CHAOS setting, no cleric may use reversed spells; there simply are **no** reversed clerical spells granted by the deities in the setting. Likewise, all clerics (regardless of alignment) have the ability to **turn undead**, and this ability extends to turning demonic powers as well, beginning at 7th level:

Cleric Level	Lesser Demon	Greater Demon	Demon Prince*
7	11	-	-
8	9	11	-
9	7	9	11
10	T	7	9
11	T	T	7
12	D	T	T
13	D	D	T
14+	D	D	D

*Demon princes receive a save versus spells to resist.

A cleric is allowed a single turning attempt per encounter for each type of creature present; for example, if fighting a demon prince with a pack of slime hounds and retinue of zombies, a cleric could try to turn the hounds, the zombies, and the prince as three separate attempts. A cleric may make only one turn attempt per round.

Clerics who become chaos cultists (i.e. chaos champions or active worshippers of the demon powers) lose ALL their clerical abilities: no spell casting, no turning undead, nothing. They simply become an adventure with D6 hit dice (+1 hit point per level above 9th) that advances and fights as a cleric (though weapon restrictions need not be followed unless masquerading as a true cleric). Should such a character choose to construct a castle, she receives neither divine aid nor the fanatically loyal troops provided to a standard cleric. However, a high level cleric that already possesses a castle and troops when she falls to darkness retains them, corrupting her "faithful" followers into devotees of chaos!

DWARVES

Due to their rather stoic and unchanging nature, dwarves are uncommon amongst the ranks of chaos except in rare cases where entire clans have been converted at once. Dwarves are particularly resistant to the mutating effects of chaos, and dwarf champions of chaos are allowed a saving throw versus magic to resist any mutation that would otherwise be received