

BLOODLANDS



A DUNGEONS AND ZOMBIES
DEADWORLD

BY JASON VEY

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AN ALL FLESH MUST BE EATEN! DEADWORLD
FOR USE WITH DUNGEONS AND ZOMBIES

BY JASON VEY

For all those who bought and enjoyed *Dungeons and Zombies*. This is for you. And for Gerry, for great suggestions. Thanks and enjoy.

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It Always Starts Small...

"Grandpa, why is nobody allowed out after dark?"

"Sit down, Alexei, and I'll tell you."

Alexei sat, wide-eyed in front of the fire. He loved Grandpa's stories. Grandpa used to be a great warrior; he'd even slayed a dragon once upon a time, so the people said. And in truth, the great big stuffed dragon head on the wall seemed to support those claims. But Grandpa was old, now, almost eighty, and was blind in one eye. He had traded his sword in for a cane long before Alexei was born, but still, he was Alexei's hero, and Alexei hoped that he could be as great as Grandpa one day.

"Well, kiddo, it started thousands of years ago, during a war that ravaged the entire known world."

"A world war? Are you serious, Grandpa?"

"I'm serious. The whole world. And it's also the story of why the elves changed. A group of cultists got themselves an army together and tried to awaken the Archons. One of the greatest of their number, a necromancer named Lady Dakkara S'senkrad, managed to become the avatar of Eloeus. Evil people swarmed to her like locusts, and like locusts they swarmed over the lands. Wherever they went, nobody was left untouched. Either they joined her, or were killed and raised as part of her undead hordes. Oh, the elves and dwarves took up arms alongside the humans to fight the tides of darkness, but centuries of mistrust between the nonhuman races bubbled to the surface and before the people knew what had happened, the elves and dwarves had turned on each other."

Alexei sat, eyes wide, enraptured. Grandpa smiled and ruffled his hair before continuing.

"But all hope wasn't lost. A brave group of heroes, they say, took up a quest to put together an ancient and powerful artifact that could destroy Dakkara and her legions, and make sure the Archons didn't rise. They had the help of Ormazd, but unfortunately Angra Mainyu sent legions to side with Dakkara and the Archons, thinking that if he helped awaken the Old Ones, Angra Mainyu would sit at the right hand of Ialdaboath and rule over this world."

"What was the Artifact?"

"Nobody knows. All records and knowledge of those days were wiped from the libraries and memories of men. All we have left are legends. Some say the gnomes know, but that an ancient curse strikes deaf and dumb, and paralyzes from the neck down any gnome who tries to share this information before the days when mortals are ready for it."

"So what happened, grandpa? Did the heroes succeed?"

"If they hadn't, we wouldn't be here today, my boy. Oh, but their success wasn't complete, and it was a bitter success at that. You see, just as they assembled the Artifact and were about to use it, the elves unleashed a powerful spell designed to wipe the dwarves from the face of the world. The energies from the elven spell combined with those of the Artifact. Dakkara was defeated, but the land was tainted, causing undead to ravage the world ever since. That's why we don't go out at night anymore, lad. It's

far too dangerous, with the vampires and revenants and draugr wandering the land seeking victims. Some brave souls patrol the streets, keeping us safe in our homes, but there are too many of the dreaded creatures for the night ever to be safe again."

"And what about the elves and dwarves?"

"Ah, as for them, the elves' spell was corrupted and rebounded upon them. Except for a small group living in the Celbeneru forests, they were corrupted and became the Twilight People, the Tinnudhel."

"Wait, grandpa, there are no forests in Celbeneru!"

"Not anymore, no. You see, when the world was re-shaped, there were great earthquakes that turned plains into oceans and forests into wastelands. The Celebeneru Mountains sprang forth from the ground, surrounding what was once the Northern Forests, and the elves that lived there were trapped in the desert. They live there to this day, throwbacks to the race that once was, but harder, less peaceful after a thousand years of living in the arid bowl of Celebeneru."

Suddenly, there was a knock on the door, and a quiet voice sounded from outside. "Alexei...Alexei, are you there?"

Alexei jumped to his feet, agape. "That's mama's voice!"

Grandpa looked sad. "Mama's dead, Alexei."

The voice called again: "Alexei, it's me. Please answer."

Alexei opened his mouth to respond, when grandpa tackled him to the floor.

"Trust me; you don't want to answer that, my boy," he said.

Bloodlands

A fantasy Deadworld by Jason Vey

Introduction

Welcome to Bloodlands, a dark fantasy Deadworld for *All Flesh Must Be Eaten*. This is a world in which the quest of a group of heroes a thousand years past went horribly wrong, and the consequences of that quest, combined with a mysterious great sin by the elven peoples during a world war, caused the entire face of the continent (and possibly the world) to be reshaped, and allowed the dead to arise. This Deadworld assumes ownership of the following books: the *AFMBE* core rulebook, *Dungeons and Zombies*, and *Atlas of the Walking Dead*. While it will be possible to play in this world with only the core *AFMBE* rulebook, some important details and aspects of the world will be lost.

A Note About Sources

The nice thing about doing a Deadworld for general consumption via the Internet is that I have unlimited access to source materials. Thus, as the setting grows in scope (it is an evolving work in progress, after all), it will probably use more than just the three books described above and may even move beyond the *AFMBE* line to include materials from *WitchCraft*, *Armageddon*, *Terra Primate*, or other **Unisystem** games. Where this happens, I will endeavor to include sidebars with substitute (if slightly inferior) methods for using just books from the *AFMBE* line.

Cosmology and Setting

In the Beginning

The world of Demaria was created by the Demiurge Urizen, billions of years ago. The earliest days of the world were dark ones, with Urizen's powerful henchmen, the Archons, ruling over all sentient life on the world. The Archons gave life to all beings in the world, and taught magic, art, and science, but also brought evil into the world, to torment the goodly races for no other reason than their masters' cruel

amusement. Likewise, the Archons demanded worship and tribute, and accepted sacrifices constantly. The sole exception to this is the lady Sophia, the matron of wisdom and sad virgin mother of Urizen.

The Archons are conceived as being humanoid in appearance, with the heads of animals (with the exception of the demon Sabaoth and Sophia, Lady of Wisdom), and each has a sphere of influence and lordship over one type of evil creature. They are vastly powerful entities, capable of granting any metaphysical powers to their cultists, despite their imprisonment.

Table 1: The Archons

<i>Urizen</i>	Lion-headed, Creator and King of Cats. Also called <i>Ialdabaoth</i>
<i>Iao</i>	Seven serpent heads, Lord of Hydras
<i>Sabaoth</i>	Flame-headed Father of Demons
<i>Adoneus</i>	Dragon-faced Father of Dragons
<i>Eloeus</i>	Mule-headed Lord of Undead
<i>Oreus</i>	Ape-faced Father of orcs and goblinoids
<i>Astaphaeus</i>	Hyena-faced Lord of carrion-eaters
<i>Sophia</i>	Crowned with a halo, Mother of Nature and Wisdom

Coming of the Gods

The gods came from out of the light of the *Pleroma*, the divine ether to which all humans seek to enter when they depart this world. Seeing the subjugation of the beautiful races, the leader of the gods, Ormazd, united his fellows to stand against the mighty Archons with powerful magics and weaponry. Still, the Archons with their vaunted might were more powerful than the gods, until Sophia came to Ormazd and gave him the secrets necessary to defeat her son and his lieutenants. A powerful incantation enabled the gods to imprison the Archons deep within the earth, where they remain even to this day, plotting their revenge through the destruction of that which they have wrought. As part of the bargain, Sophia sacrificed herself to the incantation, knowing that her own power would be required to hold at bay

the rest of the Archons, and wise enough to know that the temptation to create another offspring would be too much for her to bear, once her first child was defeated.

At first, the races of the world welcomed the gods, who took a much more hands-off approach to governing the world, demanding worship and tribute, but remaining largely in their otherworldly realms, supporting their followers through clerics and the divinely-touched. It eventually became evident, however, that not all the gods were goodly. Some were as dark and power mad as the Archons they'd usurped, and these were deadlocked in an eternal struggle with the gods of light. Human, elf, and dwarfkind were invariably drawn into this struggle as well, and champions of both light and darkness have risen and fallen throughout the ages, until the day comes when Ormazd faces and defeats Angra Mainyu in the final battle. Known collectively as the Zarathustrian Pantheon, or simply Zarathustra, the gods of good are the Spentas, while the evil gods are the Daevas. Zarathustra recognizes no neutral gods.

The Scourge

1,000 years ago, legend has it that a group of heroes undertook a powerful quest to stop the Archons from awakening and devouring the world. Agents of the Archons were everywhere, and corrupted the minds and hearts of many. It was during this period that the world began its reshaping, and the kingdoms of Dunaanland and Azteroth leapt from beneath the Earth. The seeds of ancient enmities were sown, and the elves became envious of the riches of the dwarves. A secondary war erupted between the dwarves and elves. It is said that the elves invoked powerful and dark magics in an attempt to overcome their foes, just as the heroes completed their quest to reassemble and use a powerful artifact that could end the war.

The magical energies released by these two forces altered the entire world, and the elves were forever corrupted by its energies. This was

the Scourge. Because of the Scourge, undead roam freely over much of the world, and are a plague upon the living. Unfortunately, most of the records of those days were destroyed in the chaos that followed, and none now live who remember the dark times before and just after the Scourge.

The Coming Apocalypse

The gods of Zarathustra are destined to one day clash in a final battle. On this day, it is said, Ormazd will finally defeat Angra Mainyu once and for all, but their cosmic battle on the material plane will free the Archons, who will rise up and renew their war upon the gods who defeated them. How this final battle will end is uncertain. Some sages insist that it will spell the end of the world; others say that great cataclysms have shaken the world in the past, and humanity and her allies and enemies have always survived. The world, these sages say, will be irrevocably altered as it has been before, but that a new age of peace and prosperity will arise, where men, elves, dwarves, and their allies will at last be free of the rule of the gods for all eternity.

Until that day, the Archons speak to their followers in dreams, granting them power and corrupting their minds and souls in ways that even Angra Mainyu cannot comprehend. These cults of the Archons are perhaps the deadliest threat to the world today, for if a worshipper of the Demiurge or one of his followers becomes corrupt enough, the Archon can create within the cultist a near-godlike avatar to sow chaos and destruction throughout the world.

The Archons and *Armageddon*

Many mythologies, from Lovecraft's Mythos to classic Norse mythology, have stories about evil beings imprisoned in eternal sleep, who may or may not awaken one day to destroy the gods and the world. Used properly the Archons and their cults can be a source of horror, adding more grit to this very pulp world. Players and ZMs who own *WitchCraft* or *Armageddon* may wish to run the Archons using the guidelines for Mad Gods and Taint. This is perfectly reasonable and is the author's intent and conception for these evil, slumbering beings. In such a case, it is suggested that *Armageddon's* Adepts (p. 328) be used as guidelines for cultists.

Table 2: The Spentas

Deity	Portfolio	Aspects
Ormazd	Creator of all that is good and father of the gods	Elemental Air, Justice, Strength, War
Vohu Manah	Son of Ormazd, god of enlightenment and animals	Beast (choose a type), Mind, Strength, Wisdom
Asha	Spiritual wealth, healing, keeper of divine law	Elemental Fire, Justice, Healing, Sun
Khshathra Vairya	Promoter of the Divine on earth, god of wealth	Sky, Trickster, War, Strength
Armaiti	Goddess of love, goodness, and reverence	Elemental Earth, Fertility, Moon, Wisdom
Haurvatat	Strength on earth and spiritual perfection	Elemental Water, Forge, Healing, Strength,
Ameretat	Immortality in the afterlife, growth and wholeness	Elemental Air, Fertility, Moon, Wisdom

Table 3: The Daevas

Deity	Portfolio	Aspects
Angra Mainyu	Creator of death and all evil beings	Death, Sea, Trickster, Vengeance
Aka Manah	God of secrets and decay	Trickster, Wisdom, Shadow
Druj	Goddess of deceit, wickedness, betrayal	Sky, Trickery, Wisdom
Saurva	God of darkness, destruction, power, and inevitability	Shadow, Strength, Vengeance, War
Taromaiti	Goddess of heresy, hatred, intolerance, and cruelty	Elemental Earth, Forge, War, Vengeance
Taurvi	God of plague, famine, and pestilence	Fertility, Sky, Sea, War
Zairicha	God of entropy, drought, despair	Death, Elemental Fire, Shadow

The Orishas

The pantheon of Orisha represents a wild card faction in the struggles of Vêrfold. The deities of Orisha feel that mankind should not be tied up in the struggles of some great heavenly war, and that he should possess the free will and independence to make his own path in the cosmos. To that end the Orisha deities guide and help all mortals who wish to break free of the struggles of the Blood War between Angra Mainyu and Ormazd, but in all other respects are the same as any other deity, albeit often less

directly involved with their followers other than sending power and blessings through their priests. The Orisha faith has been gaining acceptance quickly among mortal kingdoms, and both the good and evil gods of Zarathustra are concerned, for if their followers turn from them, they will quickly find themselves decreasing in power and exiled to the cosmos, deities without followers and without a home. And yet, the innate neutrality of Orisha's stance in the Blood War has held the Zarathustrian gods at bay, rendering them mystically unable to move against the Orishan pantheon. The Orisha gods represent a strong middle-ground and balancing force between the good of the Spentas and the evil of the Daevas.

Table 4: The Orishas

Deity	Portfolio	Aspects
Eleggua	God of Justice and Fate	Elemental Air, Justice, Strength, Wisdom
Orunmila	God of Wisdom and Divination	Elemental Earth, Mind, Wisdom
Babalu	God of Disease and Healing	Healing, Moon, Shadow, Strength
Chango	God of Power, Glory, and Battle	Elemental Fire, Vengeance, Sun, War
Oggun	God of work and warfare, strategy and tactics	Forge, Justice, Strength, War
Yemaya	Goddess of Life, Death, and the Sea	Death, Fertility, Moon, Sea
Oshun	Goddess of Wealth, Love, and Ambition	Fertility, Strength, Trickster, Wisdom

The Inspired in Demaria

In Demaria, Inspired characters have access to abilities called *Primal Powers* in addition to Miracles. These abilities can be found in Eden Studios' *Armageddon Role Playing Game* (Armageddon, p. 280). Inspired do not need Essence Channeling to power their Primal Abilities, though the Primal Skill is still a necessity. Every Inspired in Demaria must choose two of their Deity's Aspects, and may purchase Primal Powers from these Aspects, as described in *Armageddon*.

Three new Aspects are described on the next page. It should be noted that ZM's are encouraged to read through the existing Aspects before creating new ones; Trickster, for example, is not only appropriate to actual gods of trickery and mischief, but to gods of fortune and gods of chaos as well. Examine the power combinations available before leaping to the creation of new Aspects.

New Primal Aspects

Healing

Deities of healing are patrons of surgeons, doctors, and are focused on the curing of ailments, diseases, and injury. Their clerics tend to be wandering missionaries, seeking only to help the downtrodden wherever they might be found, healing not only the body, but the spirit as well, for not all ailments are physical in nature. Deities of healing often stand directly opposed to deities of war and destruction, though in some cases healers work alongside warriors, seeking to cure the damage that war, a necessary evil, leaves behind.

Primal Powers: Discernment, Earth's Bounty, Life, Vitality

Mind

Deities with the Mind Aspect represent all the various mysteries and inner workings of the human (and nonhuman) psyche. They look for answers to the secrets of the universe, and value wisdom and mental strength above all else. Most psychics and psychic invokers (D&Z p. 25) revere gods with the Mind Aspect.

Primal Powers: Awe, Discernment, Illusion, Psyche

Shadow

Gods of shadow symbolize darkness, dreaming, and the idea that nothing is ever what it seems. In the shadows of the night, what appears to be a monster could in fact be perfectly mundane, and what appears to be mundane could in fact be a hideous predator.

Most gods of shadow are blind and stand opposed, either directly or indirectly, to gods of light. Gods of Night and Shadow are different than gods of the Moon, because they represent the shadowy, uncertain aspects of the evening, and not the eerie light shed by the sun's nighttime counterpart.

Primal Powers: Darkness, Dreamer, Illusion, Trickery

Hey, This is supposed to be for *AFMBE!*

For those who do not own *Armageddon*, fear not. The Inspired in Demaria can work fine using only Miracles, as discussed in *Dungeons and Zombies*. Primal Powers simply serve to add a bit more specialized and unique flavor to clerical types in this setting. It should be noted, however, that Inspired Invokers (D&Z, p. 23) may *never* learn Primal Powers; these characters are restricted to Invocations and Miracles, as standard.

Races of Demaria

Aside from humans, all standard fantasy races from chapter 2 in *Dungeons and Zombies*, as well as the Saurians from chapter 3 (p. 63, 67), exist on Demaria's main continent, Vêrfold, with one exception. Elves are completely altered due to some great sin in their distant past, and standard Elves do not exist, though Desert Elves are close. Goblin or Orc characters should have been raised in civilized society and not among the ravaging, cavedwelling population of their people. There are civilized Orc and Goblin city-states along the Northeastern coast. New Racial Qualities are as follows. Characters gain no points for any drawbacks packaged into their race, though Cast Members may spend experience or Quality points to "buy off" the drawbacks, as standard.

Dirdraug

5-point Racial Quality

The Dirdraug are a canine race, standing anywhere from four to seven feet in height, and with fur in shades of black, red, silver, or brown. Like more common canines, the Dirdraug have a pack mentality and thrive on the hunt, if not necessarily the kill. They are fiercely loyal to their pack, be it the pack they grew up with, or an

adopted “pack” of friends, and casting out a Dir draug from a social group is a sure way to destroy the creature’s self-esteem. Their society resembles the society of wolves, a tribal hunter-gatherer structure, led by the Alpha male who is advised by a council of mostly female advisors. The Alpha reigns until overthrown by another male in trial by combat. Rumors persist of “enlightened” tribes of Dir draug who have thrown off their primitive ways in favor of more democratic means of governance, in which even female members of the race can rise to leadership positions, but these rumors are as yet unconfirmed.

Dir draug can raise Intelligence and Constitution to 8 and gain the following: +2 to Intelligence and Constitution, Acute Senses: Smell, the Situational Awareness Quality, and Teeth dealing D6(3) x Strength Damage.

On the down side, Dir draug are still ruled in many ways by their canine instincts. They suffer the Emotional Problems (Fear of Rejection), the Emotional Problems (Emotional Dependency), and an Honorable (Level 1) Drawback. Dir draug gain no points for these Drawbacks.

Dragon Adept **5-point Racial/Profession Quality** **Prerequisite: The Gift**

More than just folk who revere dragons, Dragon Adepts actually take on the physical and emotional traits of these majestic beasts. No one knows exactly what Dragon Adepts are, or from where they hail. Some say they are the progeny of mortal and draconic couplings; others say they have a mystical connection with dragons on some elemental level. The fact that no one has seen a living dragon for over a thousand years makes these beings even more feared and awed. Dragon Adepts may raise Strength and Constitution to a maximum of 8 and gain the following benefits: +1 to initial Strength and Constitution scores, 2 levels of Hard to Kill (and may purchase up to 10 total), claws which deal

D4(2) x Strength slashing damage, and tough, leathery skin which provides an AV of D6+1(4).

On the down side, Adepts take on some of the characteristics of dragons. They suffer a 1-point Attractiveness drawback due to their vaguely reptilian appearance, a 1-point Cruelty Drawback, and a 1-point Covetous (Greedy) Drawback. Dragon Adepts gain no points for these Drawbacks.

In addition to their basic abilities, Dragon Adepts gain access to certain Zombie Aspects, which may be purchased as Powers with Quality, Drawback, Metaphysics, or Experience points. Variable level Aspects such as Flight and Fire Breath may not be improved once purchased; the Adept must pay the full cost of the ability at the time of purchase. Available Powers are as follows: Acid Blood (AFMBE p. 158), Infravision (AFMBE p. 154, cost: 3 points), Nightvision (D&Z, p. 27), Spew Flame (AFMBE, p. 158), Winged Flight (costs 5 points per level for Adepts) (Atlas, p. 101).

Nonhuman Dragon Adepts

Not all Dragon Adepts are human; however, whatever race the Adept is born into, their Adept abilities replace standard racial abilities. Thus, a Minotaur Dragon Adept would still be a Dragon Adept; he would not have the abilities of both Minotaurs *and* Dragon Adepts.

Dragon Adepts spawned from races with natural attacks (such as a Minotaur’s horn attack) may purchase these natural attacks, but such attacks purchased separately cost character points equal to the average damage dealt by the attack.

Restrictions: The Winged Flight ability has a prerequisite of “all other Dragon Adept powers.” Dragon Adepts are not restricted to spewing flame once every 6 hours as are zombies; however, breathing fire costs an amount of Essence equal to the Power Level of the ability and Dragon Adepts are subject to effects from Essence Loss. Dragon Adepts may never purchase any other Racial Quality, and a Dragon Adept who purchases a

Profession Quality loses all special Adept Powers purchased, and may never purchase more Powers.

Elves, Desert (Eru'el)

5-point Racial Quality

These use the Racial Quality for the standard Elf in *Dungeons and Zombies*, save that the Survival (Forest) skill becomes Survival (Desert). Eru'el society has a tribal and nomadic structure, and are hardened by a thousand years of living in the sands of Celbeneru. The Eru'el tend not to value art and what they view as "fickle pursuits" as a result, and are uncomfortable in the cooler and more temperate realms of the world, though they consider the hot, damp jungles of the north a virtual paradise (heat *and* water? Surely the gods smile on those lands!)

Elves, Night (Morellon)

5-point Racial Quality

Legend has it the Elves were responsible for the magical Scourge that reshaped the world over 1000 years ago. Due to this great sin, Elves have become a shadow of the noble faerie race they once were, the Morellon. They are now feared and known far and wide as assassins and necromancers (a largely undeserved reputation). They are now possessed of bluish or purplish skin, pale green eyes, and blue-black hair. Though good Morellon exist, most now tend towards activities that foster chaos, and are extremely selfish in their outlook. They're xenophobic by nature and most stay secluded in their forest kingdom. Still, they have no particular enmity towards other races, and maintain slightly strained trade relations with the human kingdom of Lightwolfe.

Morellon may raise Willpower and Dexterity to 8. They gain +2 to initial Willpower and Dexterity scores, the Acute Senses (Vision) Quality, 1 level in Survival (Forest), and the Walk in the Shadows Power at no extra cost.

On the Down Side, Morellon are scarred physically and mentally by the strange curse that has afflicted them and suffer -1 to initial Constitution scores, a 2-point Charisma Drawback, a 1-point Cruelty Drawback and 2 levels in Socially Inept when dealing with non-Morellon. Morellon gain no points for these Drawbacks.

Elves, Twilight (Tinnudhel)

5-point Racial Quality

Prerequisite: The Gift

Gated in from another realm centuries ago, the Tinnudhel are members of a subterranean subrace of elves who are known for their cruelty and depravity. Upon arriving in Demaria, the Tinnudhel were taken aback at the lack of hatred exhibited by the folk of Demaria. Thus, these creatures have taken a step away from the evil of their kind and attempted to find acceptance in common society. Unfortunately, thousands of years of evil aren't so easily overcome, and Tinnudhel are often found serving in thieves' guilds, or even running them. However, the fresh start on this world has enabled some Tinnudhel to pursue heroic paths. Tinnudhel have pale, almost translucent skin, and eyes ranging from crystal blue to deep purple to crimson. Their hair ranges from silver to white to black, to hues of midnight blue, and they have slender, chiseled features.

Tinnudhel may raise Dexterity and Perception to 8. They gain +2 to initial Dexterity score, 1 level of Attractiveness, the Infravision Power, 2 Levels of Resistance (Magic), 1 level in the Lesser Illusion Invocation, and 1 level of Essence Channeling at no extra cost. On the down side, they suffer -1 to initial Strength and Wisdom scores (scores cannot reduce attributes below 1), the Light Sensitivity Drawback (2 point version; see p. [?]), 2 levels of Socially Inept in dealings with non-Tinnudhel, and a 1-point Cruelty or Honorable Drawback (choose one). Tinnudhel gain no points for these packaged drawbacks.

Rawdîr

5-point Racial Quality

Rawdîr are a feline race that ranges from 4 feet (1.2m) to 7 feet (2.1m) in height and are

covered with thick fur, which appears in an infinite variety of patterns and color combinations, made up from many of the same colors as human hair. Rawdîr fur ranges from short to long, and some males sport manes of soft hair. Rawdîr society is hedonistic and sensual; the Rawdîr love art, music, and games of love. They consider themselves an enlightened species, and many come to feel that they are superior to all other races in this respect.

Rawdîr can raise Dexterity and Constitution scores to 8 and gain the following benefits: +2 to initial Dexterity score, Claws which deal D6(3) x Strength slash/stab damage, Teeth that deal D4(2) x Strength slash/stab damage, Acute Senses: Sight, and the Nightvision Power at no additional cost.

On the down side, Rawdîr are distinctly feline in temperament, and suffer a 1-point Cruelty Drawback, either a 1-point Delusions of Grandeur Drawback or 1-point Covetous (Lecherous) Drawback (choose one), and either a Showoff, Lazy, or Reckless (choose one of the three) Drawback. Rawdîr gain no points for these drawbacks.

Saurians (Lizard Men)

5-point Quality

Saurians are as they appear on page 67 of *Dungeons and Zombies*, save that they do not worship Tiamat in Demaria. Rather, they are a jungle-dwelling tribe of savage snakemen who fanatically worship the Orisha deity Chango (p. 6). Instead of a 3-point Minority Drawback, they suffer a 1-point Minority Drawback and a 2-point Cruelty Drawback.

New Profession Qualities

The following are new Profession Qualities suitable for use in any fantasy Unisystem game and fulfill archetypical roles that were perhaps left uncovered in *Dungeons and Zombies*.

Barbarian

5-point Profession Quality

Barbarians are members of tribal societies who live on the fringes of civilization, or outside of it entirely. Generally speaking, Barbarians are viewed as warlike and savage by members of more "civilized" cultures, but this is largely due to a misunderstanding of the barbarian's alien ways. They generally survive in animistic, hunter-gatherer cultures and many do not even worship deities, but aspects of nature and the spirits of animals. They tend to be simple people who fear magic other than that wielded by their own tribal shamans.

Barbarian characters gain +1 to any two physical attributes, 2 levels of Hard to Kill (and may purchase up to ten total), 1 level in the Hand Weapon (Choose one), Hand Weapon (Bows), Survival (Choose a type), and either Fast Reaction Time or Situational Awareness (choose one) at no extra cost.

In addition, Barbarians can by making a Simple Willpower Test enter a state of *rage*. While in this state, which lasts for ten minutes per level of Willpower the character possesses, the Barbarian gains five points which can be distributed amongst his three physical attributes, and five bonus levels of Hard to Kill (which can raise Hard to Kill beyond the normal maximum). However, he loses five points from his mental attributes while the frenzy lasts (player can choose how these points are distributed, but no attribute can fall below 1). Life Points are adjusted as appropriate to the new stats and HtK levels.

While in a rage, the Barbarian must make a simple Perception Test any time he needs to recognize friend from foe, using the modified Perception score after rage adjustments. Failure means anyone who gets in his way is a potential target. Emerging from the rage early is possible, but requires a Difficult Willpower Test to accomplish (using the modified Willpower score after rage adjustments).

When the rage ends, attributes revert to normal and all bonus Life Points are lost. It is possible for a Barbarian to have taken enough damage that the loss of these bonus Life Points can reduce total Life Points below zero, causing the need for an immediate Survival Test, or even instant death, in extreme situations (below -30 LP's). Even if this is not the case, the Barbarian emerging from a rage is exhausted, suffering Endurance damage equal to the total amount of bonus Life Points gained during the rage, times 2. This can result in unconsciousness, if the Barbarian's Endurance reaches zero.

On the down side, Barbarians tend to be reactionary, caustic, and somewhat contemptuous of civilized life. They are also bound by their own code of morality and ethics. As such, they suffer a 2-point Delusions (Prejudice) drawback associated with civilized ways of life, a 2-point Honorable Drawback, and a 3-point Socially Inept Drawback when dealing with civilized society. They gain no points for these downfalls.

Cavalier

5-point Profession Quality

Cavaliers are mounted warriors, experts at combat from horseback, and they form the elite forces in most civilized cavalry units. While all mounted warriors gain certain benefits from fighting on horseback (*D&Z*, p. 31), Cavaliers have learned to maximize these special abilities.

Cavaliers gain +1 to Dexterity and Constitution, 1 level of Hard to Kill (and may purchase up to 10 total), 1 level in the Riding, Hand Weapon (Pole Arms), Hand Weapon (choose either blunt weapons, swords, or axes) and Shield skills, and Riding specialization in Mounted Combat (adding +2 to the Riding skill for all Tests related directly to combat). They also gain +1 level of the Status Quality at no charge and do not suffer encumbrance penalties for wearing heavy armor. They also increase damage multipliers by one when striking from horseback.

On the down side, Cavaliers are seen as paragons of nobility and much like Paladins are all but slaves to their sense of duty and honor. Yet at the same time, they tend to look upon those of lower station with disdain or an overdeveloped sense of righteousness and paternalism, and tend to assume that their reputation precedes them. They suffer a 1-point Covetous (Conspicuous) Drawback, 2-point Honorable Drawback, 2-point Delusions of Grandeur Drawback, and a 1-point Obligation to uphold their own standards of morality. Cavaliers gain no points for these Drawbacks.

Cavaliers and starting equipment

Cavalier characters do not gain the standard starting package list. Rather, these characters should begin play with 2 weapons of choice, a war horse, medium shield, and plate armor, and D6 x 10 (30) gold pieces with which to purchase additional equipment.

New Quality

The following new Quality is suitable for use in any mystically-oriented **Unisystem** game.

Inspired Necromancer

3-point Supernatural Quality

Prerequisite: Inspired Quality

Similar to Inspired Invokers, Inspired Necromancers have through some unknown means managed to reconcile the inability to combine Miracles (or on Demaria, Primal Powers) with Necromancy. These characters are most common among primitive tribes and function as guides and shaman, but can also be found on the fringes of civilization, hermits and witches. *Bloodlands* Inspired Necromancers must choose whether their character will have Primal Powers or Miracles; they may not have both. Essence Channeling is not required for powering Miracles or Primal Abilities, though it is still necessary for Necromancy powers.

New Drawbacks

The following new Drawbacks can be used in any **Unisystem** game. Socially Inept was originally

written for *Dungeons and Zombies*, but was accidentally omitted from that work. It now appears in the online errata for the book and has been reprinted here for ease of use.

Conspicuous

1- or 3-point Social Drawback

Your fame or reputation precedes you, or you just stick out like a sore thumb. This Drawback comes in 2 levels. For 1 point, when trying to remain inconspicuous you have to make a simple Willpower Test to remain unnoticed. For 3 points, remaining inconspicuous requires a Difficult Willpower Test (D10 + Will) to remain unnoticed.

Light Sensitivity

3- or 5-point Physical Drawback

This character was raised in either a nocturnal or subterranean environment. Abrupt Exposure to Bright Light causes the character to become dazzled as long as they remain in the affected area, suffering -2 to all Tasks and Tests involving sight.

The higher level of this Drawback causes the character to become completely blind for the first D4(2) rounds of exposure. Blinded characters must make Perception + Notice Tasks at -5 to move, attack, defend, or use any skill. Following the period of complete blindness, characters with the 5-point version of this Drawback regain their normal perception score, but still suffer -2 to all Tasks and Tests as though they had the 2 point version of this Drawback.

Characters with Acute Vision *and* Light Sensitivity have all penalties doubled while in areas of bright light due to their more sensitive eyes, which are also more pained by light.

Socially Inept

1-point per level Social Drawback

Some people might be the nicest folk you'd ever want to know, but have the social graces of a head of cabbage. This Drawback provides a penalty to socially-based Tasks or

Tests (such as Seduction, Questioning, etc.) equal to the Drawback's value. Situations in which this Drawback applies are generally left to the ZM's discretion.

Trusting

2-point Mental Drawback

Everyone is a genuinely good person. This character must make a simple Willpower Test to disbelieve anything anyone tells him, even if that person is caught in a lie. In addition, the character gets downright insulted whenever anyone shows distrust towards him, and is likely to lash out (verbally or physically) at the insulting party if they do not apologize for the perceived slight.

The Dead

The living dead in Bloodlands come in a near infinite variety of shapes and forms, and can be found all over the world, though certainly the majority are concentrated in the two southern kingdoms of Danneland and Azteroth. By far the most common types of undead found in Vêrfold are the walking dead created by necromancers using the Death Raising (*Dungeons and Zombies*, p. 47) power. These shambling horrors use the stats for Restless Dead, found on page 65 of *Dungeons and Zombies*.

More intelligent varieties of undead that are fairly common in the realms of Vêrfold are the various types of vampire (vampire, nosferatu, and Gothic vampyre), and Revenants, found in *Atlas of the Walking Dead*. But the sheer amount of negative energy permeating the land means that *any* type of undead monster can rise at *any* time to plague the people of the realm (who will naturally turn to the Cast for help).

For those ZM's who don't own *Atlas of the Walking Dead*, you are encouraged to make frequent use of the custom zombie creation rules from both the core book, *Dungeons and Zombies*, and any other AFMBE books you may own, creating new and varied undead for your Cast to do battle with on a regular basis.

The Soul Blades

Legend has it that weapons of great power still lie scattered across the world. These weapons, some of which may have been wielded by the great heroes who tried to stop the Scourge over a millennium ago. Capable of great feats of magic and might, it is said that these weapons have bound to their matrix the soul of a great warrior, cleric, or mage, and it is this soul that gives the weapon its power and singular purpose. No one knows how many of these blades lie in the deep places of the world, but if the whisperings are true, the blades impart great power to any who wield them.

The magic of creating soul blades has been lost to time. Some necromancers have joined with dark clerics to attempt to revive the secrets, but to date none have been entirely successful. Involuntary subjects generally are too traumatized by the magic required to install their soul into the swords, and as a result lend no true power or intelligence to the weapons. Voluntary subjects find that they are limited in their abilities when encased within the blades, and that they can only communicate with and be wielded by Necromancers with sufficient skill to contact the spirit.

Powers common to Soul Blades are listed below. In general, a Soul Blade is a living entity trapped, or voluntarily bound, within a weapon. For reasons unknown, such weapons are always bladed, though they may be hafted or grip weapons, axes or swords.

Powers Common to All Soul Blades

Soul Blades are intelligent and have their own personality, and can telepathically communicate with both their wielder and with any Necromancer who has Death Speech at level 3 or higher. As such, the weapons have Int, Per, and Wil scores. They impart to their wielders a bonus to hit in combat equal to the

weapon's Perception Score, and inflict an additional amount of damage equal to the weapon's Intelligence Score. The weapon retains any supernatural and mental Qualities and Drawbacks it had while alive, and may use these abilities to its wielder's benefit or hindrance if it so chooses. Likewise, the weapon has its own Essence Pool, equal to double its three attribute scores plus any levels of Increased Essence Pool it may possess. All Soul Blades have an effective Essence Channeling level equal to their Willpower score, and may also have additional levels as per the Essence Channeling Quality. This Essence can be drawn by the wielder to use the weapon's powers or, if the wielder has Essence Channeling, to power his own Essence-based powers.

In addition, Soul Blades generally have a purpose, and it is to this purpose that all of their powers are geared. In essence, they serve a concept just as mortals serve a deity, and just like an Inspired attempting to use Miracles for the wrong reasons, a Soul Blade whose powers are used for reasons in opposition to its own outlook can refuse to allow access to these abilities, and even attempt to bend the will of their wielder to their way of thinking. Whenever a Soul Blade attempts to control its wielder in this manner, the two parties must make Resisted Simple Willpower Tests; the blade can spend Essence to gain a bonus to its roll, gaining +1 to the Test for each Essence spent in this manner. Soul Blades are not possessions, but powerful allies that should not be taken lightly.

The most powerful Soul Blades are those that possess the Inspired Quality. These weapons have no need of Essence Channeling and are often possessed of *Primal Powers* that the weapon can impart to its wielder or use on its own, as applicable to the power in question. An example of such a weapon, Eibon Ban'Dar, appears in the box on page 14.

Eibon Ban'Dar

Weapon Type: Broadsword

Base Damage: (D8(4) x Strength) + 2 slash/stab

Intelligence 2

Perception 2

Willpower 3

Essence Pool: 39

Essence Channeling: n/a

Purpose: Eibon Bennik-Dar is dedicated to the pursuing of justice and valor in battle. It does not suffer fools lightly, and does not suffer villains (or perceived villains) at all.

Special Abilities: Primal Skill 4, Primal Powers

Primal Powers: Awe (Aura of Power), Might (Enhanced Strength), Weapon Mastery (imparts Weapon Mastery with itself)

What, No Love for *AFMBEI*?

Note that for those players without access to *Armageddon*, Eibon Ban'Dar can still be used by replacing Awe with the Affect the Psyche Invocation (which works using the Primal Skill rather than an Invocation level), the Might power with the Strength of Ten Miracle (Wil + Primal Task to activate), and Weapon Mastery with an additional bonus to hit and damage in combat of +5, for one round per success level on a Wil + Primal Task, costing five Essence per use. All Primal Tasks use the blade's Mental Attribute.

Noteable Locations in Verfold

Azteroth

This realm is one of volcanic ash and evil. Overrun by demons and undead, and named for Azteroth the Lich, the powerful and ancient necromancer who rules the land, Azteroth's armies are ironically held at bay by an equally evil being. Most civilized beings avoid this place at all costs. Time and again great heroes have ventured into Azteroth with the intent of assassinating its lord and pacifying the region. Nobody has yet returned from such a mission intact. It is also said that Azteroth possesses a Dracozombie (*D&Z*, p. 82) to whom he has granted enhanced intelligence. If it exists, this creature is his mount and only friend.

Every type of undead from the *Atlas of the Walking Dead* can and will be found roaming

Azteroth in droves, unchecked. It is not a land hospitable to the living.

Azteroth the Lich

Strength 3

Constitution 4

Dexterity 4

Intelligence 6

Perception 6

Willpower 6

Dead Points 238

Speed 16

Endurance Points 38

Essence Pool 54

Weak Spot: Phylactery (Charm; *Atlas* p. 106). Azteroth will always regenerate unless this (AV 10 DC 50) is destroyed.

Qualities and Drawbacks: Cruel 3, Delusions of Grandeur, Increased Essence Pool 5

Skills: Brawling 1, Dodge 4, Hand Weapon (Sword) 4, Intimidation 3, Myth and Legend (Archons) 5, Notice 2, Occult Knowledge 3, Smooth Talking 4

Aspects/Powers/Metaphysics: Might of the Dead, Seal of the Dead, Rule the Dead, and Create Zombies as per *Zombie Lords* (*D&Z* ch. 3); all Invocations at level 7; Necromancy 5, Death Raising 5, Death Lordship 4; Regenerate 4/Turn (unless Phylactery destroyed); Soul Sucker w/Evil Eye

Gear: Short Sword, chain mail armor, Dracozombie mount

Dunneland

Another realm of evil, but one of honor as well, the lord of Dunneland is the dwarven Death Knight Lord Dunnebar. Dunnebar rules over his realm with an iron fist, his armies and police forces bolstered by devils from the Nine Hells, but none can say that Dunnebar is dishonorable or unfair. Indeed, his sense of justice is rigid and unflinching, and those who obey his laws to the letter are left largely alone. Torture and death, however, await those who commit even the smallest infraction. Dunneland does in fact boast both human and dwarven populations, and many of its citizens are not evil. The realm boasts trade agreements with the dwarves of Dwarfholme, and Dunnebar has signed a treaty with both Dwarfholme and the kingdom of Lightwolfe that he will never invade their lands, so long as no organized attempts to dethrone him or annex his own kingdom take place. This was a practical pledge more than a beneficent one on Dunnebar's

part, for he is engaged in a centuries-long and brutal war with the Lich-king Azteroth. Barbaric hordes of wild Dirdraug range through the wildernesses of Dunneland, and have posed problems for Dunnebar in the past.

The lieutenants of Dunnebar's army, as well as the enforcers of his law are undead cavalry led by the dreaded *Chek'zuar*. These creatures are feared throughout Vêrfold and use the same stats as Shedim Zombies (*D&Z* p. 81)

Lord Dunnebar

Strength 7 **Constitution** 5

Dexterity 4 **Intelligence** 5

Perception 7 **Willpower** 5

Dead Points n/a, 78

Speed 18

Endurance Points n/a

Essence Pool 58

Qualities/Drawbacks: Cruel 1, Honorable 3, Increased Essence Pool 5

Skills: Bureaucracy 3, Hand Weapon (Sword) 5, Martial Arts 3, Necromancy 5, Notice 5, Intimidation 5

Weak Spot: None from normal attacks; Blessed Weapons and Fire deal damage to Dead Points.

Special Abilities: Increased Dead Points, The Lunge, Damage Resistant, Life Sense, Regeneration (1/Turn); Soul Sucker w/Evil Eye. Dunnebar can use stolen Essence to heal himself at the rate of 1 LP per Essence stolen, or to supplement his own Essence Pool.

Metaphysics: Dunnebar possesses all Necromancy abilities at level 5.

Gear: Magic Long sword (D8x7+1 damage and can fire bursts of Soulfire D6x5, 3x/day), plate and mail armor, undead mount, large shield

Lightwolfe

The largest human kingdom in the world, Lightwolfe is a fairly standard medieval kingdom, though very large by our historical standards. It spans over 1600 miles from its northwestern most to southeastern most corners, though of course much of this land is unsettled plains and woodlands. The men of Lightwolfe have with the help of the Dwarves and Gnomes of the Celbeneru Mountain Range cut a pass through the mountains to connect the upper and lower halves of their kingdom. Rawdîr roam the

southern and western portions of Lightwolfe, but have proven themselves no threat to the human kingdom, and in fact often act as emissaries between the humans and Morellon.

Bartalath

Similar in size if not larger than Lightwolfe, Bartalath is a Morellon kingdom that lies south of its human neighbor. It is a heavily forested area, and it is said that the foliage is so thick that at ground level it is nearly as dark as night within the region. Rumors abound of vast crystalline cities within, hidden by powerful glamours and illusions. Few enter the kingdom of Bartalath, and most who do never find the legendary cities. The elves engage in trade relations with the humans of Lightwolfe, but always arrange meetings on a small island located in the thin neutral inlet between kingdoms. With the kingdom of Dunneland to their east, this seems wise on their part. As with Lightwolfe, Rawdîr roam freely through Bartalath and act as dignitaries and intermediaries between the Morellon and human kingdoms.

Dwarfholme

This expansive mountain range is home to the Stonegrinder Clan of Dwarves. Their clan maintains a vast underground kingdom spanning over 100 miles across. Unfortunately, the dwarves are involved in a long-standing and bloody war for control of the undermountains with a vast clan of savage orcs and goblinoids led by the orcish war chief Rothbau Ashkugrym.

Hilldale

Hilldale really consists of the foothills at the south of Dwarfholme. It is the largest organized community of gnomes in the entire world. Led by a governing council of nine elected by the rest of the community, the gnomes herein are said to be fascinated with mechanics and clockworks, and some stories claim that every so often, the lid blows off of a foothill from a massive explosion deep within. Otherwise, it is a peaceful community. The gnomes leave everyone alone, and ask only that they be left alone in return. They

are hospitable and friendly to visitors, so long as the visitors display common courtesy in return.

Dirian Plains

These grasslands are home to nomadic tribes of Rawdîr, humans, and Dirdraug. Society here is strictly hunter-gatherer in nature, and skirmishes between tribes and races are as common as trade. In particular, the Rawdîr and Dirdraug do not get along, and the human tribes often act as intermediaries between the two races.

Celbeneru Desert

An arid bowl of little vegetation and less water, the Celbeneru Desert is a harsh region nevertheless populated by minotaurs, reptilian races, nomadic humans and a savage breed of desert-dwelling Elves, the Eru'el. The mountain range surrounding the desert and extending south to the border of Bartalaith is known as the Celbeneru Mountain Range. It is rumored that one or more Archons lie trapped beneath this desert, and that the desert was created when the Celebeneru Mountains sprang into existence after the Scourge. The mountains surrounding the Desert are the home of another, smaller clan of Dwarves, the Mountaintutter clan, and a large population of gnomes. The Mountaintutter clan maintains amicable, if distant relations with the Stonegrinder Dwarves of Dwarfholme.

Quartoth Jungles

Thick rainforest populated by exotic animals, barbaric pygmy humans, Saurians, and savage goblins and orcs. Most civilized folk don't venture here, though rumors persist of a kingdom of yet another subrace of Elves lives within the forest, and indeed members of the Coastland Collective insist that these jungle elves have come to their aid during orcish and goblin raids on more than one occasion. Unfortunately, relations haven't been established because the elves always fade back into the forests immediately after the battle is won.

The Coastland Collective

This is an arrangement of human, Tinnudhel, and even a few civilized orcish and goblin city-states who maintain trade, diplomatic, and military relations, coming to one another in time of common need. They defend each other from raids by the savages of the jungles, and their navy is feared throughout the world. Each city-state is independent, but decisions for the Collective are made by a council of elders from the various city-states involved.

The Misty Isles

The rumored prison of yet another Archon, these islands are always shrouded in thick mists. They are known to be overrun with undead and lycanthropes, and it is also suspected that a band of pirates makes their cove in this region.

Adventure Ideas

Any number of adventures are waiting to be had in the wide and varied lands of Vêrfold; in fact, all of the adventure ideas listed in Chapter three of *Dungeons and Zombies*, "Dead Gods and Demon Lands," are more than appropriate for use herein, with only a few minor changes (altering deities and so on). Chapter 7 of *Dungeons and Zombies*, the "Tomb of Doom" dungeon crawl, would make a fantastic introductory adventure for *Bloodlands*, and in fact, canon for this setting places Kaarj the Conqueror's dungeon in the southern areas of the kingdom of Lightwolfe, through the Celbeneru mountain pass and just west of the edge of the Quartoth Jungles.

The Heart of Angra Mainyu

(In honor of Robert E. Howard)

The Cast is waylaid by soldiers from the kingdom of Lightwolfe and told that the king himself desires their company. Upon arriving, however, the Cast is taken to a private audience chamber and greeted by a tall, dark man who introduces himself as Baltar, the king's advisor and regent.

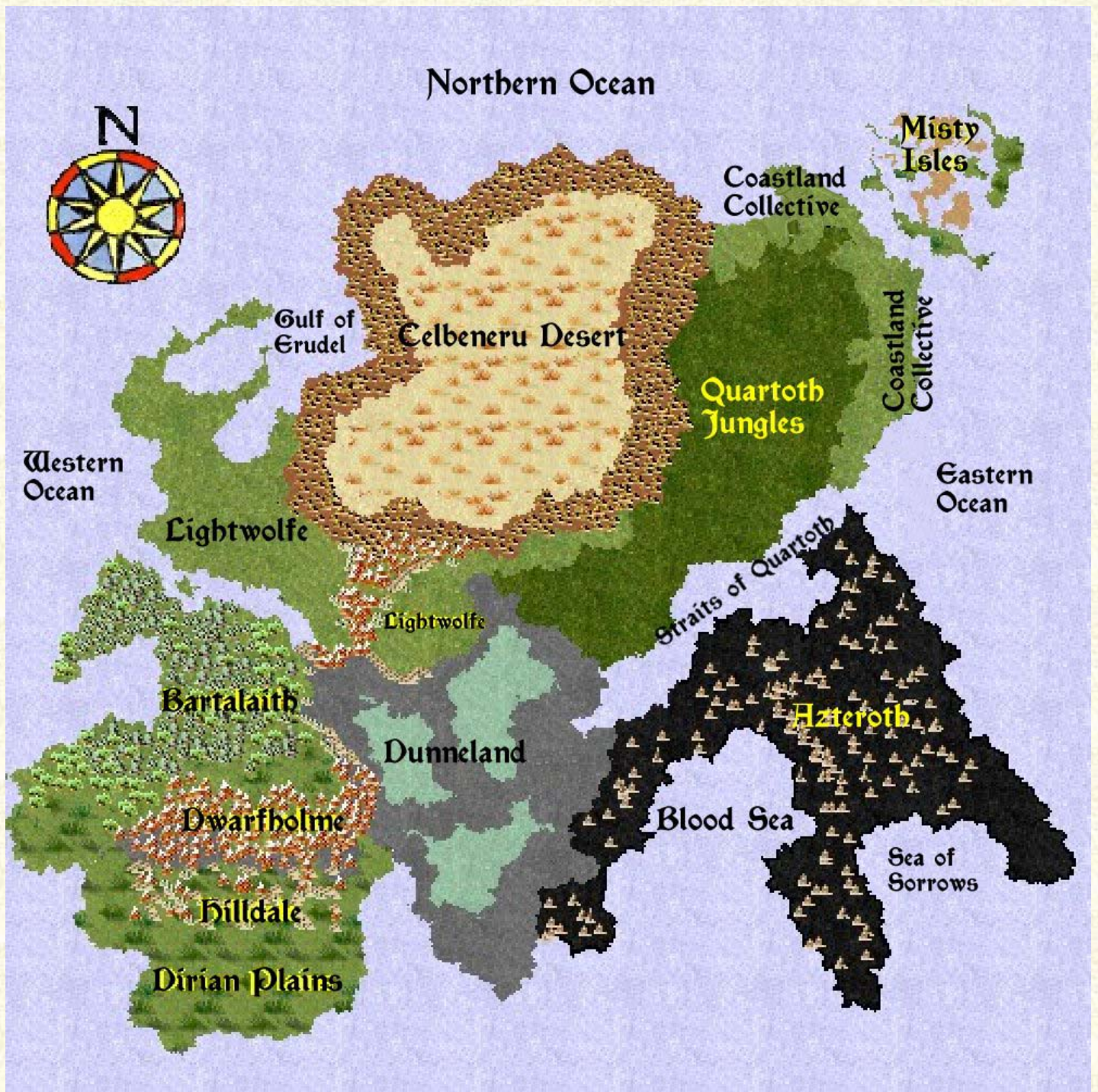
Lightwolfe, it seems, is in dire straits. The king has vanished, and armies are gathering in the south, on the other side of the Celbeneru pass. Intelligence reports indicate that an uprising is in the works, and that one of the king's less-trusted nobles has raised an army with the help of a black-robed sorceress. Baltar fears that the enemies of Lightwolfe have somehow managed to resurrect the evil sorceress Dakkara, dead for over a thousand years. He can't afford to send official representatives or dignitaries; this situation is too delicate for that. He wants the Cast to undertake a mission in secret, so that he can claim plausible deniability if they are caught. On the up side, he can pay handsomely and is willing to declare the Cast heroes should they succeed at their task.

The mission is this: the Cast is to travel south and infiltrate the lands of the erstwhile traitor, one Stephan Borgia, and find out what

they can about Borgia's plans and about the status and whereabouts of the king. Also, they are to learn the truth behind this black-robed sorceress and do whatever they can to undermine Borgia's plans for the kingdom, until the king can be returned to the throne. Baltar is to remain behind to keep up the charade that the king remains in Lightwolfe, though has taken ill with a minor flu.

The truth of the situation is horrifying and insidious. The King is being held in Borgia's dungeons, his soul slowly drained to energize the sorceress, who is the one and only Dakkara, risen from the grave by a powerful and evil gem, the Heart of Angra Mainyu. Somehow, the Cast must defeat Borgia and Dakkara, rescue the king, and escape back to Lightwolfe City, the capitol. If they are successful, they will be hailed as heroes, and great rewards will surely follow. If they fail, the world may see a repetition of history better left buried....

The Continent of Vêrfold



Battle Mage

Adept Hero

Str 2 **Int** 2
Dex 4 **Per** 2
Con 2 **Wil** 3

Speed 12

Life Points 38

Endurance Points 26

Essence Pool 45

Qualities/Drawbacks

Addiction (Heavy Smoker) (-2)

Attractiveness (-3)

Covetous (Ambitious) (-2)

Essence Channeling 5 (10)

Fast Reaction Time (2)

The Gift (5)

Hard to Kill 4 (4)

Honorable (-1)

Increased Essence (6)

Reckless (-2)

Skills

Brawl 1

Dodge 3

First Aid 1

Hand Weapon (Sword) 2

Hand Weapon (Bows) 2

Magic Bolt 5

Notice 3

Occult Knowledge 1

Stealth 1

Metaphysics

Elemental Air 1

Elemental Earth 1

Elemental Fire 1

Shielding 2

Soulfire 1

Gear Standard Starting package (*D&Z*, page 33)

Personality

Don't mind the scars. I don't. It started when I was a little kid. I always liked playing with fire. Imagine what it felt like the day I found grandpa's old spell books and realized I could *create* and *throw* it—along with lightning, balls of rock, and hell, pure Essence! I've been in heaven ever since, and let me tell you, those powers come in really handy when you're under siege on a ship at sea, or in the middle of a village being sacked by the undead.

Too bad I wasn't that good at it when the undead sacked my village. I barely got away with my life—and grandpa's spell books—intact. Since then I've been wandering around, selling my services to whoever needs them, and basically enjoying life as much as I can. We've all got to die sometime, right? I just want to take as many bad guys with me as possible when I go. Oh, and staying dead would be nice, too.

Quote: Hah! You think *that's* impressive? Wait till you see me blast that zombie with a lightning bolt at 500 yards!