

Fantasy Craft™



CALL TO ARMS:
INFERNALIST



CALL TO ARMS: INFERNALIST

CREDITS

WRITING

Alex Flagg

ILLUSTRATION

Ben McSweeney, Octographics

GRAPHIC DESIGN

Steve Hough

EDITING & LAYOUT

Patrick Kapera

PLAYTESTERS

Jon Andersen, Alex Andersson, Walter Christensen, Jacob Collins, Joshua Crisp, Loren Dean, Charles Etheridge-Nunn, Travis Herron, Tyler Johnson, Evan McLeod, Steve Mileham, Mark Newman, Andy Normansell, Lee Reeves, Kevin Ripka, Shaun Washington, Jimmy Taylor

TABLE OF CONTENTS

Introduction	3
Take Heed!	3
Infernalist (Expert Class)	3
Building the Infernalist	4
Playing the Infernalist	4
Spellcasting Feats	5
Dark Ritual	5
Spell Conversion: Alignment	5
Spoils of Evil	5
New Class Ability NPC Qualities	5
OGL/OGC	6



CRAFTY GAMES PRODUCT 20603

Fantasy Craft and all related marks are ™ and © 2009 Crafty Games LLC.

All rights reserved.

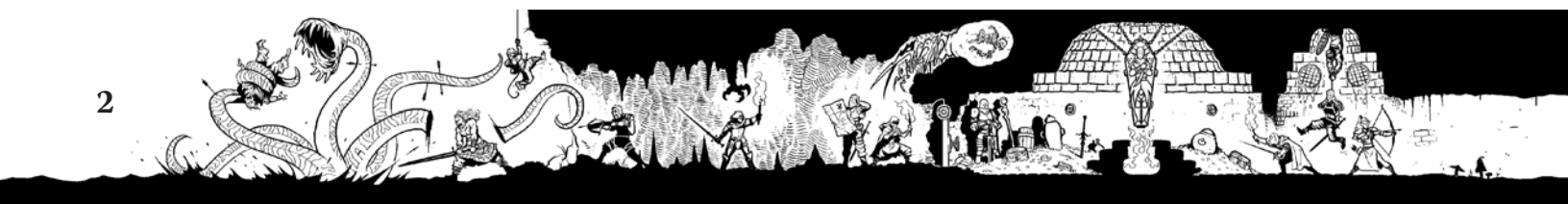
All characters, names, places, and text herein is copyrighted by Crafty Games.

Reproduction without Crafty Games' express permission is expressly forbidden, except for the purpose of reviews and when permission to photocopy is clearly stated.

The mention of or reference to any company or product in this release is not a challenge to the trademark or copyright concerned.

WWW.CRAFTY-GAMES.COM

FANTASY CRAFT CREATED BY SCOTT GEARIN,
ALEX FLAGG, AND PATRICK KAPERA



INTRODUCTION

Welcome to **Call to Arms**, a series of character expansions for Fantasy Craft. In each installment we offer a new class, appropriate for any fantasy setting. Some, like this volume's **Infernalist**, come with additional character options and other supporting material. For more information on this and many other great products, visit the Crafty Games website at **www.crafty-games.com**, your home for all things Fantasy Craft.

TAKE HEED!

The Infernalist is not for timid players, nor the faint of heart. By taking levels in this class you're bargaining with malevolent forces of incredible power and risking your character's long-term safety and security. Demonic blessings always come with a price — in this case permanent penalties with Will saves and Charisma checks, representing your character's gradual slide into oblivion. Along the way, however, he gains access to powers well beyond any other arcane spellcaster, including the Mage.

INFERNALIST (EXPERT)

Tales abound of witches and warlocks who barter with evil forces for knowledge, love, and conquest. The Infernalist is one such individual, driven by dark desires to risk his greatest possession — his immortal soul — for ultimate arcane power.

Depending on your campaign, an Infernalist could be...

- A megalomaniacal wizard whose lust for power knows no moral (or mortal) bounds
- A sorcerer rescued from certain death at the price of eternal damnation
- An adept seduced by vile forces beyond his understanding
- A blood-mage tapping the power of death to fuel vile magic
- A witch consorting with the Devil to wreak terrible revenge on her enemies
- A tragic figure accepting a Pyrrhic bargain to save his true love

Party Role: Specialist. The Infernalist pays a heavy price for his magical might and must make the most of it before his demonic debt comes due.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Intelligence 13+, Intimidate 4+ ranks, Spellcasting 6+ ranks, 5+ spells from the Calling and/or Shadow Disciplines

Favored Attributes: Wisdom, Intelligence

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Bluff, Crafting, Disguise, Intimidate, Investigate, Notice, Resolve, Ride, Search, Sense Motive

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Fire & Brimstone: You specialize in the magic of the nether realms. Each time you spend an action die to boost a Spellcasting check for a Fire spell, or a spell from the Calling or Shadow Discipline, the saving throw DC increases by an equal amount.

CLASS ABILITIES

Dark Pact I: You've forged a devil's bargain with a supernatural power. At Level 1, once per scene, you may attempt to cast a spell you know up to 2 levels higher than you can normally cast (i.e. if you can normally cast Level 3 and lower spells, you may attempt to cast a Level 4 or 5 spell). You also permanently gain 1 *tainted* grade (see *Fantasy Craft*, page 325).

Dark Pact II: At Level 6, you may use your *dark pact I* ability 1 additional time per scene (total 2). Also, once per scene, you may attempt to cast any spell of any level you're able to cast, even if you don't know it. You also permanently gain 1 additional *tainted* grade (for a total of 2 grades from this class).

Dark Pact III: At Level 10, you may use your *dark pact I* ability 1 additional time per scene (total 3). Also, once per scene, you may automatically cast any spell you know, regardless of level, without making a Spellcasting check or spending any spell points (you must still spend spell points to modify the base spell, as normal). You also permanently gain 1 additional *tainted* grade (for a total of 3 grades from this class).

Sympathy for the Devil I: You've learned the art of persuasion from inhuman counsel. At Level 2, you may make Haggle checks using your Intimidate skill bonus.

Sympathy for the Devil II: At Level 7, you may make Impress checks using your Intimidate skill bonus.

Circle of Power I: At Level 3, you may cast Level 1 and lower spells you know.

Circle of Power II: At Level 5, you may cast Level 2 and lower spells you know.

Circle of Power III: At Level 7, you may cast Level 3 and lower spells you know.

Circle of Power IV: At Level 9, you may cast Level 4 and lower spells you know.



Devilish Heritage: Your dalliance with infernal forces has left its marks. At Level 4, you gain the Devilish Heritage feat (see *Fantasy Craft*, page 100).

Imp: At Level 4, you gain control of an imp as an additional character (see *Fantasy Craft*, page 271). This imp is a special character with a Threat Level equal to your Career Level minus 4 (minimum 1). It gains no action dice, but you may spend your action dice on its behalf. If the imp dies or is dismissed, you lose Reputation equal to your Career Level and the imp is replaced with a new one at the start of the following adventure.

At Level 8, your imp's Threat Level increases to your Career level minus 3.

From Hell: Unholy forces watch over you and your friends. At Level 8, you and each teammate who can see or hear you gain Damage Reduction 2/divine.

BUILDING THE INFERNALIST

The Infernalist wields incredible power — at a cost; his soul begins to wither with his first step into the primal world of ancient evil. He gains his first permanent grade of the *tainted* condition at Level 1 and it rises again at Levels 6 and 10. By taking each of these levels the character is consciously sacrificing his connection with the mortal coil for unmatched arcane prowess. His best safeguard against the debilitating effects of his bargain is to load up on character options that boost Wisdom, Charisma, and related checks and saves. Certain Species, like elves and rootwalkers, can better cope with the *tainted* condition, and any Talent or Specialty that offers a bonus to Wisdom, Charisma, or Will saves is a plus. Of course, the character could simply give in to the lure of the bargain, accepting a great vulnerability so he can focus the rest of his training elsewhere. Such are the choices facing the damned.

In preparation for this class, a character should also take levels in Mage or another spellcasting class, though the Priest with Path of Magic will work in a pinch.

Suggested Species: Elf, Human, Rootwalker

Suggested Human Talents: Intelligent, Ruthless, Savvy

Suggested Specialties: Aristocrat, Shaman, Sorcerer, Swindler, Wizard

Suggested Entry Classes: Channeler (*Spellbound*), Mage, Priest (with Path of Magic)

PLAYING THE INFERNALIST

The Infernalist personifies absolute magical power, selling slices of his soul for access to progressively greater (and in every case unrivaled) spellcasting ability. *Dark pact* and an aggressive *circle of power* progression are the backbone of this trade-off, vastly amplifying the Infernalist's arcane prowess and flexibility by making him vulnerable to mind-altering affects and — in a game with the corrupting magic campaign quality (see *Fantasy Craft*, page 325) — running the risk of him succumbing entirely to the will of his malicious masters.

Fortunately, the Infernalist is also well-rounded: *sympathy for the devil* improves on his negotiation skills as he takes cues from the nastiest bargainers of all; *devilish heritage, from hell*, and his vitality progression make him much tougher than most magic users; and *fire & brimstone, imp*, his base attack bonus, and his Defense help him enormously in combat.

The Infernalist benefits most from feats that enhance his spellcasting efficiency or protect him from the ravages of demonic influence. Iron Will is a no-brainer, if he doesn't gain it from the Rootwalker Species or another character option, as are Spellcasting feats that boost his Casting Level and saving throw DCs. Spell Library is useful if he wants a wide range of spells, which can be particularly helpful late in his career as his *dark pact* grants access to his full repertoire, and Spell Conversion feats are a strong complement as well, offering great control over spell level and other facets of casting. Black Cat and Glint of Madness, from the Chance tree, are just as well themed, further disrupting opponents' actions (perhaps through the intervention of the Infernalist's sinister patrons?).

Table 1: The Infernalist

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+1	+0	+1	+1	+0	+2	+0	2	Dark pact I, <i>fire & brimstone</i>
2	+1	+2	+0	+2	+1	+0	+3	+1	4	Sympathy for the devil I
3	+2	+2	+1	+2	+2	+1	+3	+1	6	Circle of power I
4	+3	+2	+1	+2	+2	+1	+4	+1	8	Devilish heritage, imp (Career Level minus 4)
5	+3	+3	+1	+3	+3	+1	+4	+1	10	Circle of power II
6	+4	+3	+2	+3	+4	+2	+5	+2	12	Dark pact II
7	+5	+4	+2	+4	+4	+2	+5	+2	14	Circle of power III, sympathy for the devil II
8	+6	+4	+2	+4	+5	+2	+6	+2	16	From hell, imp (Career Level minus 3)
9	+6	+4	+3	+4	+5	+3	+6	+2	18	Circle of power IV
10	+7	+5	+3	+5	+6	+3	+7	+3	20	Dark pact III



Beyond the requisite mage's pouch, the Infernalist should seek gear that lets him exploit his combat-oriented caster role, preferably from a distance. Melee weapons with Reach and powerful ranged weapons are common, and those that inflict stress damage can also be useful. Armor should be light so it doesn't impact his maneuverability, and poisons may come in handy when fighting dirty.

Suggested Feats: Black Cat, Casting Basics, Dark Ritual (see below), Glint of Madness, Iron Will, Spell Conversion: Duration, Spell Conversion: Effect, Spell Library, Spoils of Evil (see right)

Suggested Adventuring Equipment (248s): Bullwhip, 5 candles, partial leather armor with light fittings, light crossbow + 20 barbed bolts, mage's pouch, 7 days' rations, sheaf of paper and common ink, 3 vials (doses) of agonizing poison

SPELLCASTING FEATS

For more about Spellcasting Feats, see *Fantasy Craft*, page 105.

DARK RITUAL

The blood of your enemies fuels your spellcasting.

Prerequisites: Spellcasting 1+ ranks

Benefits: You gain a trick.

Bloodletting (Coup de Grace Trick): When you perform a Coup de Grace on a standard NPC, you gain 1 temporary spell point. When you do so against a special NPC, you gain a number of temporary spell points equal to the adventure's Menace. These temporary spell points are lost at the end of the scene.

SPELL CONVERSION: ALIGNMENT

You've mastered the magic of conviction.

Prerequisites: Casting Level 1+, Alignment

Benefits: You gain 2 tricks.

Align Spell (Spellcasting Trick): When casting an unaligned spell, you may pay 1 additional spell point to add the Aligned term. The spell's variable effects increase by 50% (rounded up) if the target(s) possess an opposing Alignment.

Confident Spell (Spellcasting Trick): When casting an aligned spell, you may double the Casting Time and reduce each of the spell's variable effects to 1/2 standard (rounded down) to reduce the spell's level by 1 (minimum 1).

SPOILS OF EVIL

Sometimes being bad feels so good.

Prerequisites: Spellcasting 1+ ranks, Wisdom 15+

Benefits: You may substitute your Wisdom bonus for your Charisma bonus when determining your Lifestyle. You also learn 1 spell from the Shadow School and the spell point cost for you to cast any Shadow spell decreases by 1 (minimum 1).

NEW CLASS ABILITY NPC QUALITIES

The following Infernalist abilities are available to NPCs using the *class ability* NPC quality (see *Fantasy Craft*, page 231).

Class Ability	XP Value
Fire & brimstone	2
From hell	4
Sympathy for the devil	2 per grade



OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Fantasy Craft Rulebook, Copyright 2009, Crafty Games LLC; Authors Alexander Flagg, Scott Gearin, and Patrick Kapera.

OPEN GAME CONTENT

This release of Call to Arms: Infernalist is done under version 1.0a of the Open Game License and the draft version of the d20 System Trademark License, d20 System Trademark Logo Guide and System Reference Document by permission of Wizards of the Coast. Subsequent releases of this product will incorporate final versions of the license, guide and document.

Crafty Games' intention is to open up as much of this product as possible to be used as Open Game Content (OGC), while maintaining Product Identity (PI) to all aspects of the Fantasy Craft intellectual property. Publishers who wish to use the OGC materials from this product are encouraged to contact pat@crafty-games.com if they have any questions or concerns about reproducing material from this product in other OGL works. Crafty Games would appreciate anyone using OGC material from this product in other OGL works to kindly reference Fantasy Craft as the source of that material within the text of their work. Open Game Content may only be used under and in accordance with the terms of the OGL as fully set forth in the opposite column.

DESIGNATION OF PRODUCT IDENTITY: The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License, version 1.0a: Any and all Fantasy Craft logos and identifying marks and trade dress, including all Fantasy Craft product and product line names including but not limited to The Fantasy Craft Rulebook, The Fantasy Craft World Builder's Guide, The Fantasy Craft Primer, Call to Arms, Cloak and Dagger, Epoch, Godspawn, Sunchaser, The Darkest Hour, The Cleansing of Black Spur, the Toolkit series, website support materials (including, but not limited to, all free game support items such as adventures and the Errata Document), and all Fantasy Craft logos; any elements of any Fantasy Craft setting, including but not limited to capitalized names, monster names, magic item names, spell names, organization names, Faction names, project names, characters, monsters, magic items, spells, historic events, and organizations; any and all stories, storylines, plots, thematic elements, documents within the game world, quotes from characters or documents, and dialogue; and all artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and poses, except such elements that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

DESIGNATION OF OPEN CONTENT: Subject to the Product Identity designation above, all portions of Call to Arms: Infernalist are designated as Open Game Content.

USE OF MATERIAL AS OPEN GAME CONTENT: It is the clear and expressed intent of Crafty Games to add all classes, skills, feats, gear, and NPC statistics contained in this volume to the canon of Open Game Content for free use pursuant to the Open Game License by future Open Game publishers.

Some of the portions of this product which are delineated OGC originate from the System Reference Document and are © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE: "Fantasy Craft Copyright 2009, Crafty Games."

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com.

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, and are used with permission.

All contents of this release, regardless of designation, are copyrighted year 2009 by Crafty Games. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purposes of review of use consistent with the limited license above.

