



FRAGGED AETERNUM

A FRAGGED EMPIRE RPG
SETTING & RULE ADAPTION

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Created by Wade Dyer

"There are no ordinary people. You have never talked to a mere mortal. Nations, cultures, arts, civilisations – these are mortal, and their life is to ours as the life of a gnat. But it is immortals whom we joke with, work with, marry, snub and exploit – immortal horrors or everlasting splendours."

– C.S. Lewis, The Weight of Glory.

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INTRODUCTION

"It seems to me that there are only two options in this city. Either you look right at all the ugliness and risk it breaking you or you look away and never know the truth. The thing that will really gnaw at your brain is when you start to wonder if you ever had a choice. Maybe we were all supposed to look. Maybe we were never meant to."

- Babbled by a man in rags outside the Greyburgh Market.

Aeternum, the eternal city, is a place of strife and mystery. It is a metropolis that spans the entirety of known existence: its buildings, parks and streets stretch from horizon to horizon without end. Within Aeternum, the souls of the dead do not lie still. When a human dies, their soul will rise from their body as a green ghost of their former self. After the briefest pause, that soul will either ascend into the sky or crawl down beneath the ground. The people of the infinite city live their lives under the shadow of a disturbing revelation: the vast majority of souls do not ascend.

Many try to live by rules which will deter the descent of their souls, but no clear path has ever been found. Traumatized by the implication of their fate, most citizens of Aeternum choose to ignore the notion of souls altogether in an attempt to maintain their sanity. Despite their self-denial, the city is at a breaking point, caught between two mighty forces and their own weaknesses.

With no resources of their own the people live by the whims of Celestials, immortal beings of golden light who follow their own private agendas. Many do not see the Celestials as saviours; they cast them as jailors. Worse still are the vile Fiends: bestial creatures of nightmarish design, born from the evils of humanity. Fiends seduce, corrupt and destroy all that they influence. More troubling than the existence of these two great powers is the knowledge that the Fiends come from below, where most souls go, and the Celestials come from above.

The people of Aeternum are mere bystanders. The Tethered, an order of undying champions, have stepped forward to guide and protect humanity. The early Tethered chose humanity over Celestials, Fiends, and worldly motivations and strove to ensure that the people of Aeternum could live long, fruitful lives, giving them time to find a way for their souls to ascend. While the Tethered still advocate this grand ideal, their numbers and resources have dwindled, forcing them to loosen their entry requirements more and more with each passing year.

The task of the Tethered is not a simple one. When night falls and the city's gaslights spring to life, the worst elements of man and Fiend alike are laid bare. The struggle is endless for the Tethered. The people of Aeternum are eager to look away from their woes, and gratitude for the Tethered's task is rare. Still, the Order pursues its goals relentlessly.

On the streets of Aeternum, the Tethered's stories are told. Heroic tragedies play out in brutal fashion, unacknowledged by the people the Tethered are sworn to protect. The flash of black powder and the gleam of blades in the moonlight accentuate their struggle. Death is little more than an inconvenience to them, but each defeat carries a measurable cost in human souls.

"You died... you should stop doing that. It slows you down and leaves others, the mortals, vulnerable."

- Ludivine Cain, Great Lantern keeper.

SHORT STORY: HUNGER & PAIN

Thunder crashed in the distance. The girl pulled against the leather restraints encircling her wrists as her feet struggled with those binding her ankles. The hard wooden chair she was bound to creaked with her effort. Rapidly, her eyes darted around the room. It was a large, domed, and dominated by a single massive lantern at its epicentre. Pale golden light flooded from the lantern and reflected off long metal tubes which stretched ominously from the lamp towards the chair in which she sat. The light flickered off the ceiling to reveal ancient frescoes depicting divine Celestials and infernal Fiends locked in eternal struggle. In the midst of the battle, humans cowered in terror. Scents of dust and lamp oil filled the arid room. She tugged against the restraints again.

"They're for your protection. Maintaining your physical condition is imperative at this phase. Don't want you flailing about and breaking something, do we?" The voice originated from the shadows, and had the quality of worms writhing through earth.

The source of the voice appeared, as if from nowhere, stepping out of the shadows cast by the lantern. He limped forward, dragging his dead left leg behind him and leaning heavily on a crutch. She had seen him before. The members of the order called him "Grave Robber". If he had a real name, she had never heard it uttered.

"You performed well in all the trials. We think we can make something of you. Just one more test today, my dear." Grave Robber continued.

"I was told the tests were over," the girl said, barely louder than a whisper.

"Do not be overeager to advance, young Abberton. So often they forget to think of what they're sacrificing," Grave Robber lectured.

"Do not call me that! I am no longer an Abberton. Just continue, and let us end these tests," she snapped.

"The tests are never over for the Tethered, child. But you'll see that soon enough. We'll show you. This is the big one. Pass or fail, your fate is sealed," Grave Robber grinned through blackened teeth. "We're excited for you."

"This could kill me?" The girl sounded calm despite the implication.

"Oh no, my dear, this will kill you. Of that, there is no doubt. The fun part is seeing what happens after. We do hope it's something we can work with. More often than not we just get a new body to bury. Are you ready?" Grave Robber chuckled as he limped toward the giant central lantern.

"What is that?" She inclined her head to indicate the large lantern. "Not that it matters; too late to go back now."

"It is light, all light. Maybe the first light, but we don't really know."

he muttered, grabbing lengths of tube and turning toward her.

The girl calmed her breathing and her mind. 'In, one, two, three. Out, one, two, three.'

He limped closer, affixing the tubes to the chair. She winced as the tube's metal edges bit into her flesh, drawing blood. Grave Robber was tall, although his reliance on the crutch made him appear somewhat shorter. With his wild yellowed eyes, mangy beard, and maniacal expression backdropped against gothic architecture, wild technology, and the rising storm, Grave Robber appeared to be insanity made manifest. He fumbled with numerous tubes before pulling a leather harness over her head. The harness, like the tubes, pierced her skin.

"We always thought there should be more ceremony to this. Maybe for some there is. Doesn't do no good to think about it now, does it?" he laughed to himself as he worked.

"Then get it over with." She gritted her teeth.

"So brave. Most aren't, you know. We've seen far too many beg for a way out. Only one way we know of to get out of that chair. Who knows, maybe you'll enjoy it. We doubt that, though. This is really going to hurt." He cackled.

Grave Robber finished attaching the tubes to the central lantern. He gazed back at the young woman, bound to the ancient chair, and she locked eyes with him. The girl focused on his wild gaze as he threw a large switch. Pale light spilled from the lantern and through the tubes, creeping closer to her. Grave Robber's mad yellow eyes danced as golden fire coursed through her veins and burned up her flesh. She was momentarily distracted from the pain as she felt something pulling at her, like the lantern was trying to drag her into it. She flung her head back in agony, but no scream exited her lips. She closed her eyes against the pain, feeling her mortality ripped from her.

Thunder crashed in the distance and tore Meredith from the memory that gripped her. Torrential rain poured down, splattering fat drops on Aeternum's endless cobblestone streets. Howling wind whipped at Meredith's long overcoat. Fingers of lightning crackled through the heavens, lighting the night sky.

In the brief flashes of light provided by the storm, Meredith could see the city sprawling out in all directions as far as her perception would allow. Impossibly large, the sight of the city from the raised central Districts always amazed Meredith. Aeternum was so massive that only madmen and liars claimed to have seen its ends. Great walls divided up the eternal city in an almost jigsaw pattern, separating the countless Districts that made up the never-ending metropolis.

Aeternum was in a constant state of flux. Old buildings were demolished by nature, disasters or neglect. More troubling were the

Fiend incursions. Fiends provided the greatest threat to Aeternum and its people, greater than all the beasts who stalked its wild parks and subterranean caverns, and arguably worse than those who bled it dry from its many courts and temples. They were truly horrific creatures of supernatural origins that could manifest from seemingly nowhere, and who thrived on human suffering.

Scurrying about, on the periphery of society, the Architects worked tirelessly to rebuild the city. Architects were the smallest of the Celestials, invulnerable and all-powerful beings from the sky. The Architects were tasked with building and rebuilding Aeternum. They, like all Celestials, worked without any semblance of a plan that mankind could understand. New buildings rarely, if ever, resembled those they replaced.

The rain ran like a waterfall down the steeply-angled awning sheltering Meredith. It poured over the edge to run through the street. Her eyes swept the flooded street, adjusting rapidly from intermittent flashes of lightning. She sighed, and set her gaze on the man who shared her shelter.

"He's always late," the large man growled. "He thinks it makes him charming."

With only a passing glance, William Stroman could often be confused for some sort of large animal. His hulking frame seemed impossible to hide, even beneath the heavy cloak he wore. His long grey hair rested near his shoulders, tied with a single strand of simple twine. Beneath he wore a heavy leather vest which left his powerful arms bare. Adding to the general ferociousness of William's appearance was the oversized mace he carried openly through the streets, which he effortlessly cradled in a single hand.

"Tardiness is many things, and charming is not among them," Meredith lectured.

"He's the only one I could find who knows anything about the Morholm District. I don't like Elliot, but we need him. Try to avoid..." William trailed off.

"Avoid what? Stabbing him?" Meredith's eyes narrowed as she finished William's thought.

William's smile was lit by a flash of lightning. He liked working with Meredith. While her demeanour intimidated many of their colleagues, he found her honesty to be comforting. Meredith wasted neither words nor time. Elliot, the man they awaited, seemed to take a great joy in wasting both.

The pair had spent the previous week investigating a rash of disappearances along the Morholm wall. Within the past month there had been nearly forty disappearances, most unreported. Nothing tied the missing people together except that they vanished in the evening, and within three hours' travel of the Morholm gate.

Morholm, one of the poorest of the Districts to share a border with Strigham, was a strange place. The residents had a reputation for being unfriendly and rarely speaking to people from other Districts. Numerous incursions from Fiends and subsequent reconstruction by the Architects had twisted Morholm into something more akin to a maze than a city. The buildings were close together and leaned at odd angles. Morholm always appeared to be one strong breeze away from collapse.

The walls surrounding Morholm seemed thicker than other District walls. The cobblestone streets that passed through the heavy wrought iron gates quickly narrowed and began to twist and split into numerous paths which disappeared in the forming mist.

"We'll give Elliot five more minutes. Then we continue without him," Meredith sighed again, eager to continue the hunt.

"I'm sure he will show up soon," Elliot laughed, appearing through the rain.

Elliot Ambercolt was tall, thin, and wrapped in finery. The man had a noble bearing to him, but his eyes were those of a thief. Everything Elliot did unnerved William, who found it difficult to trust the man despite their shared allegiance. Rain spattered on Elliot's tricorn hat and ran down his leather duster. Droplets of water splashed against his bladed cane, washing away remnants of fresh blood.

Meredith narrowed her eyes, turning their scrutiny on Elliot. It was rare for anyone to be able to sneak up on her, but even more shocking, she had never seen anyone surprise William, who was gifted with senses like the beasts he so resembled.

"Let's get going, then," Meredith hissed against the raging storm.

"Are you in such a hurry that you would fail to introduce yourself? William and I are old friends, but I only know you by reputation. I've heard many tales of the Saber Maiden, and I am eager to see if you live up to them," Elliot began to bow, "I am..."

"I know who you are," Meredith cut him off abruptly.

"I see. Then there's no need for formality. How absolutely disappointing." Lightning flashed illuminating Elliot's piercing eyes.

"You'll get over it, I'm sure," William grunted.

"Time does heal all wounds, my friend. We know that better than most." The illusory hurt had completely vanished from Elliot's voice.

"What have you found in Morholm?" Meredith interrupted insistently.

"Is she always like this, Bill?" Elliot chuckled glancing to William.

"Call me Bill again and we will have a problem," William growled.

"My apologies, William, I was unaware that was a sore spot. In truth, there is very little to find in the District. Most of the people shut their windows when an outsider passes by. However, I am not most people. The last Fiend incursion hit Morholm hard, and the Architects are not being forthcoming with any assistance. The residents seem to have found someone who hears their pleas. They whisper about their "Saviour" when they think they are alone. I do not know who, or what, this saviour is. All I could gather from the brief conversations that I was privy to is that some residents are taking people from the streets and bringing them to this saviour. I would hazard to guess that is where our wayward lambs have ended up." Elliot shrugged his shoulders.

"That's not much to go on." Meredith shook her head.

"I apologise for the lack of information. I had one or two problems attaining it." Elliot glanced down to the blood dripping from his cane.

"There's no use complaining about what we don't have. Let's focus on what we do have," William's voice lost some of its edge.

"We know they all ended up here, which should be enough," Meredith said flatly, turning her head to indicate the District gates.

"If I were a gambling man..." Elliot began.

"You are," William uttered gruffly.

"You really do take all the fun out of this, my friend. Very well, I'll keep it simple. They are most likely in the Undercity."

Numerous destructive events and the subsequent rebuilding by the Architects were fundamental parts of Aeternum's nature. The Architects were not known to remove the ruins they replaced; they simply built atop the rubble. After countless reconstructions atop the ruins of older buildings, an underground labyrinth had formed beneath Aeternum. The Undercity, a subterranean realm that appeared to be a twisted mirror of its surface counterpart, was a maze of ruins and sunken buildings where only the mad or desperate dared to venture.

"Then we should get moving. It takes forever to find anything down there." Meredith stated.

"Lead the way, Saber Maiden. You see, I know who you are as well." Elliot gestured toward Meredith with a flourish.

"You do not know a thing about me, Elliot," said Meredith, and prayed she was correct.

Without ceremony Meredith took the lead, not caring for another long speech. Rain saturated her overcoat in seconds and her long flaxen hair stuck to her face. William followed silently with Elliot taking up the rear. The trio took a direct route through the massive Morholm gates, liberally bribing the guards to ensure their discretion. Flashes of lightning and eruptions of thunder heralded their arrival.

The cold eyes of the residents, lacking even the most basic sense of compassion, watched the small group as they walked through the quickly-flooding thoroughfare. Their boots moved deftly over slick cobblestones, splashing to accentuate every step. Doors latched and shutters slammed as the trio passed. William growled a low chuckle, having expected the reaction.

Meredith caught herself staring at vacant structures and ruins. Quickly, she snapped her gaze back to the road ahead. As they walked, she moved toward the centre of the group. Reaching back she pulled the hood on her sodden overcoat over her head. Despite the angry leers of the few residents they encountered, she never met their gaze.

"Friendly lot, huh?" William glanced to Meredith, his eyes lacking the mirth implied by his question.

"They aren't fond of Tethered here. They seem to blame us for the damage done in the last incursion. Maybe it would have been better to just let the whole place be destroyed. That would teach the ingrates a lesson," Elliot chimed in above the pounding rain.

"Yes. Let us just ignore our only duty." Meredith's hissing words drew a tiny cloud of steam in the damp air and sounding far harsher than she intended.

"She is absolutely no fun, William," Elliot groaned. "I wasn't serious, you know."

"If you do not mean it, why would you bother saying it? Are you so fond of wasting words?" Meredith did not look back.

"We all know he is." William smiled a feral smile as he cut off Elliot's carefully constructed reply.

"Once we find a suitable entrance to the Undercity it should be easy to follow any signs of people," Elliot uncharacteristically shifted the conversation back to their task. "Even the most recent surveys haven't turned up a thing of value down there. If we encounter people, we need to view them with suspicion."

This shift seemed to make both Meredith and William slightly uncomfortable, and the group continued on without speaking. The sloshing of their boots through the rain-slick streets, and the pattering of giant raindrops were the only sounds that accompanied them. The street narrowed between a worn haberdashery and an ancient-looking hotel. The buildings seemed to lean in opposite directions, each looming over the street in some strange attempt to meet in the middle. Their broken windows glistened in the flickering street lights like jagged teeth.

Meredith stopped before the hotel. Her pale blue eyes lingered on the wooden sign hanging on the door. The faded and scratched paint had long since lost any semblance of meaning. The sign hung loose, as if it were about to fall at any second and come crashing to the street below. Written in rough red paint were the words "Death to the

Abbertons". Those four words held her gaze. As Elliot moved up from behind she wrenched her eyes away.

Elliot stalked to the fore of the group and led them down a narrow alley. The street wound about without a semblance of a real direction. At times the cobblestones beneath their feet gave way to bare muddy earth which sucked at their boots audibly as they passed. The few street lights faded into the distance as the trio moved away from the major thoroughfare, leaving only faint moonlight and lightning to illuminate their surroundings.

Despite Elliot's familiarity with the area, William noticed the battered iron door leading to the Undercity first. The gruff Tethered grunted, turning his head toward the concealed entrance covered by thick moss and vines, and pointed a gnarled finger at the heavy chain and lock holding the door shut. The lock and chains were made of glistening silver which stood in stark contrast to the dinginess of the door they sealed. Each link of the chain was set with strange runes that seemed to draw the eye.

"I might be able to break them," William shrugged.

"There's not a better entrance?" Meredith's voice contained only the faintest traces of irritation.

"Not if you want to reach the Undercity this evening. Just stand back, William. I've dealt with these locks before," Elliot chimed in cheerfully.

"What are they?" William stared at the silvery chains and felt a slight tremor of fear run through his body.

"Nothing you can smash," Elliot whispered as he knelt before the door, scraping away the moss with his gloved hands.

Elliot whispered softly, extending his palms over the locking mechanism. Eerie light formed in wisps around his fingertips, licking gently at the lock. The tiny flickering light drifted within the keyhole, writhing around as if searching. The glow intensified in Elliot's palm and the sound of metallic parts shifting could be heard within the lock. As the lock clicked open, a surge of emerald energy flowed back from the lock and into Elliot's palm.

Elliot gritted his teeth and stumbled backward, catching himself on the opposite wall of the alley. His head swam and his vision blurred. He felt warm, like something was burning inside of him. Something squirmed inside of his palms, working its way up his arms. Like a parasite crawling through flesh, he felt it attach itself. To his credit, Elliot composed himself quickly. He shook his arm to ease the phantasmal pain and stood upright once more.

"What was that?" Meredith asked suspiciously.

"Just a bit of feedback; nothing to be concerned about," lied Elliot, as he so often did.

Without waiting, William grabbed hold of the heavy iron door. Muscles bulged in his massive arms and the iron door groaned as he ripped it aside. It landed with a heavy thud. Dry air pungent with a strange blend of ancient scents poured from the opening. From the muddy side street, beneath the pouring rain, the Undercity below seemed an entirely different world.

A narrow stone stair descended from the rain-slick streets into the lightless world below. Once the party passed the threshold into the upper level of the Undercity, the sounds of the raging storm above faded away. The Undercity was a realm of subtle noises and darkness. The devastated ruins of buildings formed a labyrinth of passages, cleared and reworked by Aeternum's most insane and desperate inhabitants, making it into a bizarre parody of the world above.

All three Tethered unhooded their soul lanterns, each carrying a flame taken from a Great Lantern, casting eerie shadows along ancient walls which were covered in dried filth. The stairs fed into an uneven chamber with a cracked tiled floor. The walls all slanted inward, making the room a strange lopsided pyramid. The same grime that covered the walls along the stairway lined the chamber. Scraped into the thick, crusty surface of a far wall was a single word: "Hunger".

"Ominous," Elliot whispered with a lighthearted smirk.

A solitary corridor led out the pyramid chamber and rolled forward into what seemed like infinite darkness. The tiled floor was covered in dried mud and bore the marks of countless footprints. The sides of the hall were a mismatch of outer and inner walls of ruined structures that had somehow seamlessly blended together to form a single surface. Some of the former buildings had their windows intact, although only blackness could be seen behind their transparent surface.

The weight of the Undercity was oppressive, even with the exit nearby. William could not help but wonder how much worse the sensation would become as they descended to the lower levels. His heightened sense of hearing turned the group's relatively quiet footfalls into a cacophony that reverberated through the long, dark hall and mixed with the distant sound of flowing water. William tightened his jaw, grinding his teeth together, in an attempt to focus past the sound. Every instinct told William to turn around and leave, despite the knowledge of his own immortality.

The hall expanded considerably, and opened up into a wide tunnel with drainage channels running across either side. The channels were filled with thick, oily water which spilled over their lips to flood across the floor. Thick globs of pulpy matter jammed the drains. The entire tunnel smelled of sewage. Elliot made a dramatic display of pulling a scarf over his nostrils.

The drainage tunnel grew darker, the thick shadows at its edges feasting upon the light of the Tethered's lanterns. The darkness almost had substance to it, and each member of the group could almost see movement in its inky depths at the edges of their peripheral vision. When William turned his head to stare into the shadows, all movement vanished. The shadows swarmed with life,

slithering about the ceiling and walls to encircle the Tethered.

Elliot groaned as the writhing pain in his arm crept up to his elbow, intensifying his agony. Phantasmagorical voices in countless tones rose from the shadows. Some shrieked and wailed while others growled and hissed. They chanted and sobbed as the group passed, and grew louder as the tunnel continued to widen. The horrific chorus taunted and mocked. It begged and pleaded. It threatened each member, revealing their darkest secrets and desires.

"You are my blood. You cannot change that," a familiar voice whispered through the chaos to Meredith.

Stern and harsh as she remembered, the voice called out to her from the awful choir. Her eyes rolled around to her companions, who did not seem to hear it. It appeared that each of them heard something different. The harsh voice repeated itself, but was soon drowned out by a sea of wailing cries. They spat curses and accusations at her. Meredith's composure broke and she covered her ears, screaming. That sound too was drowned out.

As their pitch rose, the pain in Elliot's arm grew. Then, as rapidly as the shadows had appeared, the voices fell silent and the darkness vanished. The party exchanged nervous glances, although all were unsure of exactly what those around them heard in the fiendish storm of noise and darkness. They gripped the hilts of their weapons and pressed onward.

No more words were exchanged. Elliot took the lead, and moved with quick steps through the dilapidated hall. The strange nature of the Undercity had made them all instinctively cautious. William noticed the change first, his bestial instincts detected the subtle shift in everyone's posture. His ears could barely detect their footfalls as they stealthily moved through the darkness: their lanterns faintly illuminating the tunnel around them.

The tunnel walls seemed to shift as the group walked, growing narrower at an imperceptible pace. Soon the trio was forced to turn sideways in order to continue their advance. Elliot pulled his coat tight in an effort to avoid the grime-encrusted walls. William inhaled deeply to make his profile slimmer, still barely squeezing through the passage. Meredith flexed and relaxed her sword hand unconsciously, and completely ignored the filth covering her soaked overcoat from contact with the wall. After some time the tiled walls gave way to natural rock, its jagged surface increasing the discomfort of traversing the tunnel.

The tunnel ended abruptly, opening into a massive cavernous chamber. Neither its ceiling nor far walls could be seen due to its vastness. The cavern was filled with ruined buildings, remnants of a previous incarnation of Aeternum, all in various states of decay. Even if repaired, the buildings would've been odd, as their walls met at strange angles and leaned in different directions. The size of the chamber and sheer number of strange buildings, pointless staircases and flooded pools made the cavern appear to be a reality-defying painting.

At the dark ruin's epicentre there was a collection of ruined buildings seemingly piled atop one another to form a single-chambered cairn. Large flat pieces of rubble encircled the cairn, each etched with strange symbols. The surrounding rocks drew the viewer's gaze into the centre of the rubble and held it there. Just glancing at the rubble circle made the group uneasy. William silently vowed to smash every single stone.

The approach to the central cairn was a simple affair. The group moved quickly from one ruined structure to the next, using the many buildings to obscure their approach. The innards of the ravaged buildings were painted with bizarre images of men and women being tossed into giant cauldrons by hulking creatures who seemed to be an amalgamation of man and swine. In the background, looming above the entire scene, were nebulous shadowy creatures with hundreds of blazing eyes. Intermingled within the imagery, insane devotional litanies praising all manner of blasphemous beings were scrawled in dried blood and other fluids.

Meredith dragged her fingers over a painting, smearing the surface. The whole place felt disturbing. William felt the hairs on the back of his neck stand on end. He nervously glanced to Meredith who had already unsheathed her blade, baring the steel as if it would ward off the corruption that seemed to linger in the very air. Elliot focused on the devotional words, clicking his tongue as he read.

"Have you found anything useful?" Meredith whispered to Elliot.

"It's mostly gibberish. To make matters worse, the madman responsible for this nonsense is barely literate. I hate uneducated fanatics. In any case, there are a few references to a saviour and provider," Elliot did not seem surprised. "My guess is that some of the Morholm residents got tired of their prayers going unanswered and offered their devotions to new, more ready, ears. That's about all the sense we're going to glean from this mess. Best not look too closely."

"It's largely irrelevant. We find the missing citizens and kill anything that stands in our way. I don't need answers as to why it all happened," William said under his breath.

"Anything we learn could prove beneficial," Meredith stated.

The dry tone of her voice seemed like a reprimand to William and it affected him more than he'd expected. He respected the woman deeply. There were very few Tethered who did not know of the Saber Maiden, if only by reputation. While he didn't know much about Meredith, and he doubted anyone else did either, William was aware of how other members of the Order deferred to her.

Rumours and mystery surrounded the Saber Maiden. Meredith was rumoured to be over 100 years old, although she appeared a girl of barely twenty years. According to many of the elder Tethered, she'd undergone her trials as a teenager at a time when surviving the ordeals was almost unheard of. The stern silence of the woman only seemed to add to the air of mystery about her.

William did not have long to think about his current companions. A strange scent lingered on the stagnant air of the cavern: the smells of sweat, oil, and rotted meat mingled to form a distinctly unique stench. His ears twitched at the sound of a multitude of footfalls headed in the group's direction. He held a gnarled hand up to silence them. Elliot and Meredith were familiar enough with William to immediately fall silent. Quietly the party hid within the ruins as the footfalls of an approaching group became audible to those without supernatural senses.

The approaching group consisted of eight men and six women. Each wore a bloodstained leather apron over their threadbare clothing. Tucked into the waistband of their trousers was rusted cutlery, wet from recent use. Each member of the group wore a leather mask fashioned into the face of a grinning hog. Cold eyes stared vacantly from behind the masks, lacking even the basest traces of humanity. They paced into the centre of the ruined building with all the subtlety of a herd of cattle.

"Are you even sure you saw them?" a massive rotund man bellowed at the others.

"Yeah! They was sneakin' through. I know I seen 'em, Everett," a scrawny man replied nervously.

"Well, I don't see them now," Everett grunted dubiously, breathing heavily.

"Maybe you should look again!" Elliot's voice mocked as he darted from the shadows, his cane in hand.

Elliot flicked his wrist, hitting a switch on the handle of his cane as he extended his arm. From within the body of the cane a thin hidden blade snapped into place, turning the walking implement into a miniature scythe. The weapon twirled in his hand as he passed the fat man, Everett, slicing easily through his throat. Everett gurgled as he tried to suppress the flow of blood pouring from his neck. His eyes rolled back as he dropped to the floor.

To their credit, the pig-masked cultists reacted in a disciplined manner. Their hands went to their belts, drawing their crooked butcher's implements. They turned and prepared to rush Elliot, shifting their attention away from the crumbling wall as William pressed against it. The loose wall gave way beneath William's impressive strength, collapsing into the midst of the porcine thugs. Two were crushed beneath the bulk of the falling stone. The rest scattered, suffering only minor bruises before scrambling to their feet.

Three cultists turned their blades toward Elliot while the remainder rushed toward William, perceiving the large man as the greatest threat. The rusty edges of their weapons glistened in the pale light of the Tethered's lamps. The mask-wearers moved without hesitation or fear. On their hot breath, William could smell the lingering scent of human flesh.

The trio of cultists pursuing Elliot moved swiftly to surround him.

Two sought to distract him while the third rushed him from behind. The attacker lunged with an outstretched arm, seeking to bury her kitchen knife in Elliot's back. Elliot spun quickly, raising his cane to turn the blow aside. He rotated his wrist, letting the knife slide harmlessly off the bladeless side of his cane. Darting in the opposite direction he slashed out at the lunging woman, catching her in the back of the neck and severing her spine.

A blood-filled gurgle escaped her lips and spilled out from the pig mask. She collapsed to the rocky ground, rolling onto her back as her life ebbed, her eyes staring blankly at the cavernous ceiling. Thin vapour started to rise from her lips and nostrils, and passed through her body to hover atop it. Her soul danced above her corpse, swaying gently for a moment. It pulsed nebulously as some invisible force gripped it and began to pull. A wail rose from the ethereal soul as it was dragged to the ground. Struggling, it was slowly forced beneath the surface and vanished entirely.

Six of the hog-faced thugs swarmed over William, slashing at him with their crude implements. William couldn't match the speed of Elliot or Meredith. Instead, he planted his feet and met his attackers with a ferocious roar. He did not have time to unsling his mace from his shoulder, so he lashed out with his hands at the charging cultists. The first man to reach William was rewarded by the bestial Tethered's hand wrapping about his throat. William lifted the man off his feet singlehandedly and clenched his fist, crushing the masked man's trachea. Using the gagging attacker as a shield, William was able to ward off the majority of the mob's blades. The few knives that got through bit at William's flesh, leaving his shirt torn and bloody.

William's blood dripped onto the stone floor. He unleashed a feral snarl, backing away from his attackers. He raised his human shield before himself, shaking the man as the cultist's eyes bulged and his throat filled with blood. Still, his attackers pressed forward. Their blades were wet with his blood and had a thirst for more.

Meredith was instantly at William's side, appearing out of thin air. She pivoted and slashed with her sword, driving the attackers back from her companion. Her face, a mask of serenity, was a stark contrast to the savage countenance of William. Meredith's chilly eyes locked onto the group of men before her. Shifting her blade into a high stance, she darted into the centre of the mob. Moving with unnatural speed, she batted aside the attackers' weapons, sending them back in all directions. Meredith pursued relentlessly, striking the first man in her path with a horizontal strike across his eyes. The blade cleanly cut through the porcine mask and tore through the man's face. He raised his hands to clutch at the red ruin that had once been his eyes, screaming until her second lightning-fast stab found his heart.

The space provided by Meredith gave William the room he needed. He released the gagging man from his iron grip, dumping him unceremoniously onto the ground. Rolling his massive shoulder, the heavy mace dropped into his gnarled hands. Soaked in blood, a savage grin swept over William's face and he swung wildly over Meredith's head. Extending the weapon to its full length and using

his long arms to their full advantage, William was able to swing the weapon wide enough to catch three of the pig-masked men and women. When the heavy bludgeon met their skulls, they were crushed to pulp immediately. The three dead cultists hit the ground in unison.

Meredith stalked after her final prey, swiftly avoiding his frantic cuts. She lunged in close. Her face hovered in front of his mask. Impassive eyes locked onto his as she watched all signs of life drift from his face. Stepping back, she slid her blade free of his ribs. He absently glanced at the wound in his chest and crumpled to the ground. Inclining her head, Meredith watched Elliot toy with the two remaining attackers.

Elliot danced around the clumsy attacks of the cultists; his body twisting and contorting like a circus performer. A confident smirk remained etched on his face as he vaulted above the awkward lunge of one attacker to land with catlike grace behind the woman. Flicking his wrist, Elliot tossed the cane-scythe; it hurtled through the air and sank wetly into his target's back. Elliot swept his arms out wide, opening his coat to reveal he was unarmed.

"Why don't you surrender? You can save your own life and save me a bit of effort!" Elliot's tone was deeply sardonic.

The piggish man didn't stop to consider Elliot's words. Levelling his knife, he dashed forward, stabbing at Elliot's chest. Elliot's arm snapped down, catching the man by the forearm and turning the blade out. His free hand grasped the handle of the knife and pulled it close to his own stomach. Quickly he stepped forward, using his own body to ram the knife under his attacker's ribs. Lifting up, he drove the blade into the man's heart.

"See? Now no one is happy." Elliot laughed as the cultist dropped.

"Glad you're enjoying yourself," William grunted, checking his wounds.

"What is life if not to be enjoyed, William?" Elliot retrieved his cane-scythe.

"I suppose I cannot argue that point," William shrugged.

"William, my friend, I'm speechless..." Elliot smiled warmly.

The air about their deceased enemies began to swarm with the rising souls of the cultists. Drifting just above their former bodies, they cried as one after another was pulled violently through the ground. Meredith struggled to maintain her demeanour despite the welling sadness she felt within her. Her hand balled into a fist and she turned away.

"It had to be done. They would have only done more damage if left alive." William, always perceptive, understood.

"The circumstances which led to this could have been avoided. Even if they had to die, they could have been saved." Meredith's icy

façade cracked slightly.

"They made their choices. They chose incorrectly." Elliot shook his head.

Meredith did not respond. Her face melted back to one of stoicism and the cold edge returned to her eyes. Turning, she stomped toward the central cairn. William offered a shrug of his massive shoulders and followed. Elliot fell in behind him, chuckling quietly to himself. The group stalked through the ruined streets of the subterranean realm, not pausing to inspect any of the strange imagery or architecture that they passed along their route.

As they approached the cairn, a great sense of malevolence loomed over them. The broken walls and columns of numerous buildings that comprised the structure were neatly stacked and begged the question as to how such heavy objects had been moved. The cairn was seven metres high at its tallest point and was close to twenty metres in length. The whole structure, despite its dubious construction, conveyed strength and sturdiness. Elliot could detect the presence of malign sorcery holding the building together.

The only entrance to the cairn was a squat and narrow hole on its shortest side. The group stopped outside the entrance, and each member stared into the abyssal darkness within. Even the supernatural light of their lanterns could not penetrate the cairn from the outside. Their eyes briefly met as each sought a method to determine who would enter first. Swallowing the lump in his throat, William ducked and passed over the threshold.

William felt a strange sensation as he stepped into the cairn. It was as if the outside world were pulling at him, begging him not to enter the pile of rubble. He glanced around nervously as his eyes adjusted to the dim light of the interior. As they did, his senses were suddenly overwhelmed as if all triggered at once. His ears detected the faint sounds of weeping, nearly drowned out by the buzzing of a thousand flies. His face curled as his nostrils filled with the scent of human blood and rotting meat. More disturbing than all the other stimuli was the sight that awaited his adjusting eyes.

The cairn's interior was large: nearly three times the size that the outside of the building had suggested. A high arched ceiling rose above his head, supported by wooden crossbeams. From the beams dangled countless chains ending in large hooks. Hanging from the hooks, surrounded by thick clouds of bloated black flies, were the remains of nearly twenty people: men, women, and children. Their skin had been flayed from their flesh and their blood dripped down to run along the angled floor to a circular drain. The floor was littered with long wooden tables, soaked in blood and marred with the telltale scars of a chopping block. Surrounding the tables, two-dozen men and women clad in pig masks worked, callously chopping meat.

In the back of the chamber, dug into the floor, were large pits, sealed with thick iron bars. Within the earthen cells, the missing citizens of Aeternum who had not yet met a grisly end on the killing floor above awaited their grim fate. They sat in silence, bereft of

hope. Vacant eyes gazed out of the cells at their would-be rescuers without acknowledging the possibility of freedom. They leaned weakly against the walls, emaciated and weakened. Not a single person bothered rising.

A solitary man stood at one of the tables, a meat cleaver in his hand. He was tall, standing just over two metres. His gaunt face was pallid. His eyes were dark and sunken. The man had thin papery lips that seemed locked in a smile. His lanky arms hung nearly down to his knees and ended in long thin fingers, each tipped by a broken black nail. Strewn on the table before him were hunks of meat crawling with flies. He inclined his head to regard William.

"We should wait for your companions before we speak," the man said, holding up a spindly hand.

As if on cue, Meredith stepped through the door, followed quickly by Elliot. The thin man watched in obvious amusement as they took in their surroundings. His delight in their revulsion was palpable. After a few seconds, which felt like an eternity to William, the thin man slammed his cleaver into the chopping block. The sound echoed through the chamber. The masked cultists all ceased in their work, and turned to watch the entrance of the Tethered with mild interest in their dull eyes.

Meredith's eyes locked onto the captives held in the crudely-dug pits and stuck fast. Flickering recognition wriggled through her brain, crawling toward the surface. She tried with all of her considerable will to pry her gaze from the forlorn prisoners, but was unable. Her breath caught in her chest. Memories from long ago swelled in her mind, overcoming her.

"Welcome, esteemed members of the Order. I am unger," the man's voice oozed. "Allow me to..."

William lunged forward, cutting the man off mid-sentence. His heavy mace dragged across the ground as he closed the distance between himself and his foe. His biceps bulged as he brought the bludgeon upward in a rising arc. Caught off guard, Hunger was unable to protect himself as the mace made contact with his chest. The Fiend was lifted into the air and thrown back like a rag doll to crash through a series of gore-spattered tables. The pig-masked cultists did not bother to scatter and merely watched as Hunger was slammed into their midst.

Hunger's body lay in a pile of broken wood on the floor. His muscles began to twitch and spasm. From across the room, the Tethered could hear the sounds of popping cartilage and tearing muscle. A low squeal escaped his waxy lips as his body convulsed. Beneath the papery surface of his skin, his insides twisted and rolled.

Rolling onto his stomach, Hunger crawled to his hands and knees. His thin skin ripped as his size increased dramatically. His stomach swelled and distended into an enormous potbelly covered in thinly-stretched skin. His neck elongated as his face stretched into a skull-like shape, curling and twisting into a rictus grin of

yellowed teeth. Hunger's body continued to stretch and swell, his already-impressive height nearly doubling in mere seconds. Clawed fingers extended, as his skin ripped to reveal pink flabby flesh beneath. The squeal grew in intensity.

Rising from the ruined tables stood a bipedal beast of enormous height. Its dark, beady eyes glared hatefully at the Tethered. Familiar mocking laughter spilled from its gaping grin. Its long fingers, each tipped with a black claw, curled tightly into fists. Hunger threw its head back with glee before quickly snapping forward in a blood-curdling roar. Clutched in its meaty fist, a cleaver of prodigious size sliced through the air. A ripple flowed through the room, emanating from the gigantic Fiend. Barely tangible shifts in the air struck out like waves at the Tethered.

William felt the disturbance first. His muscles tensed and went rigid. The hairs on his neck stood on end, and cold sweat beaded on his temples. The animal part of his brain told him something was very wrong and instinct took over. He issued a low growl, hunching forward in a bestial manner. He bared and gnashed his teeth as he instinctively backed away from Hunger.

Elliot wailed as the invisible wave struck him and sent searing pain coursing through his veins. Spreading further up his arm, the agonising energy crept up to his shoulder, working toward his heart. Every nerve on Elliot's right side screamed for relief, but the pain never dulled or relented. Each second seemed worse than the one which preceded it. So fierce was the pain that Elliot doubled over, falling to his knees. His eyes took on a hard edge as they stared at the source of his pain.

Meredith continued to stare at the captives, almost compulsively, her breath locked in her chest. Her eyes began to soften, their hard edge dulling rapidly. She clasped her eyes shut tightly, but could not shake the images of the imprisoned humans from her mind. The hopelessness of their faces and the desperation in their eyes burned through her eyelids. The image would not fade. She took a shaking step toward the cages.

"Delicious, isn't it?" Hunger laughed in squealing delight. "Your fear, pain, and need are delicacies to be savoured."

"What is it doing to us?" Elliot groaned in pain.

"I merely taste what it is you have to offer," Hunger snorted with mocking laughter.

"Enough!" William howled, throwing himself forward.

The bladed mace crashed through the air, colliding with Hunger's side. A thud echoed through the chamber from the impact. William roared ferociously, his face a mask of savagery. Hunger, unfazed by the assault, brought his cleaver down with tremendous speed, slamming it into William's shoulder. The rusty edge of the massive weapon bit down, parting muscle and bone, cleaving down to William's collarbone. The large man stared in disbelief as Hunger wrenched the



cleaver free in a spray of blood. William stumbled back a single step before Hunger raised a massive foot, kicking William in the chest and sending his body crashing into the opposite wall. His body landed in an unmoving heap.

Gritting his teeth against the pain, Elliot raised his uninjured arm. He traced intricate lines through the air and trails of energy followed his fingertips, forming the sacred patterns of Aeternum which hovered before him. A lance of blistering energy erupted from the centre of the pattern, scorching through the air to strike the massive Fiend in the chest. Tendrils of burning emerald energy sprang from the point of impact to crawl over Hunger's bristly skin. They seared flesh where they touched, leaving burn marks across the porcine Fiend's body.

"Meredith, strike while he's distracted!" Elliot shouted, anguish evident in his tone.

Meredith couldn't hear him. Her hesitant steps gained speed, and she dashed past Hunger. Her sword lashed out in a rapid blur, slaying every pig-masked cultist that stood between her and the captive in the cells. The masked men and women dropped to the bloodstained floor in wet heaps, but she did not stop. Her gaze remained locked on the prisoners, the rest of the world seemingly faded from existence.

"What are you doing?!?" Elliot cried out in disbelief.

Hunger laughed greedily; the pain and confusion of his foes thrilled him. Lowering his porcine head, Hunger thundered forward. Swinging his cleaver in a wide horizontal sweep, the Fiend lashed out at Elliot. A snort of sheer glee dripped from Hunger's slavering maw. Elliot threw his arms out wide and leapt back to avoid the vicious slash. The blade passed close, tearing easily through the thick leather of Elliot's coat, but failed to bite flesh.

Elliot backed up, facing off against the large Fiend alone. He didn't have time to follow Meredith or to check on William. His cane-blade snapped free. Suspending his hand over the weapon, he offered whispered pleas to Aeternum. The eternal city granted his request and tongues of emerald flame licked at the weapon's edges, adhering to the blade. Darting forward, Elliot slashed at Hunger with the burning weapon. The cane's edge tore into the meaty forearm of the Fiend, leaving charred muscle in its wake.

Hunger bellowed in pain, flailing out with a massive arm. The swatting limb struck Elliot in the shoulder, spinning him in a full circle as it lifted him into the air. The pain was far more intense than Elliot would have anticipated, but it failed to compare to the seething sting which flowed freely through his veins. Elliot pulled his legs in and landed rolling. Quickly he was on his feet, backpedalling away from the pursuing Hunger.

Elliot's heart sank as his back met with the cold stone of the wall. Deep in the room, he could see Meredith slashing through a host of the pig-faced cultists without regard for their Fiendish master. He

held his cane defensively in front of himself and gritted his teeth.

"I'm not going to make it easy on you, filth!" Elliot's eyes burned with hatred.

"Easy? That would hardly be as sumptuous. No, demi-human, this will be slow." Saliva dripped from Hunger's lips.

A howl, primal enough to tear Hunger's gaze from Elliot, blasted through the room. Crawling up from a pool of blood, William rose to his feet. Savage madness contorted his features. Beneath the surface of his skin, bone and muscle shifted. The horrific wound in William's shoulder began to knit itself closed. Slithering tendrils of muscle grasped one another, pulling the rent flesh together. His shoulders groaned, cracked, and widened. His nails thickened, splitting his fingers open at the tips. William's canine teeth elongated into curling fangs. His body swelled and grew, gaining nearly half a metre in height. His lengthening frame filled out with bulky and powerful muscle, shredding his vest. Elliot gasped in horror, pressing against the wall.

Grasping his mace in a single clawed hand, William leapt at Hunger. His powerful legs lifted him nearly three metres into the air. He swept the weapon out from behind in a 180 degree arc. The mace crashed into the side of Hunger's face as the Fiend turned toward the foe it had thought defeated. Bone splintered in a thunderous crack, caving in the side of Hunger's face. Viscous black blood poured from the wound. The Fiend's eye burst free from its socket, dangling from thin, sinewy cords. William landed heavily and roared, turning for another attack.

From across the room, Meredith failed to notice Elliot's pleas or William's rise. Her gaze remained on Hunger's captives. Lashing out with her sword at anything which presented itself before her, Meredith waded through the hog-masked crowd toward the cells. She did not bother to count how many men and women died on her blade. She did not bother to think of their souls. She cut, stabbed, and hacked through the throng without mercy.

Such was her focus that Meredith failed to notice the numerous minor wounds accrued as she cut through the cultists. Nearly a dozen cleavers tore at her overcoat and into her skin, but she paid them no heed. Meredith swayed and danced past the weapons of her enemies, felling new foes with every step. The blood of the slain stained her coat, torn to reveal an extravagant ball gown beneath. Her pace slowed before she came to a sudden halt before the cages.

The weight of their faces was crippling to Meredith. They stared at her without the slightest hint of hope. Looking into their eyes, Meredith saw nothing. She was held by the sight and oblivious to all else. Something inside the Tethered snapped, and she gripped her sword tightly. Unable to fathom what could completely sap the will from a person, Meredith turned toward Hunger. As she turned, she was met by a young man whose mask barely fit. His paring knife slid effortlessly between her ribs.

Meredith glanced down, barely able to comprehend the wound or the

wet red stain spreading over her coat. Her hand pressed to the wound and she glanced down at her fingers which glistened crimson in the dim light of the cairn. Insight into her situation filled her eyes and she stumbled backward against the cage, sliding down the iron bars. Meredith's gasps for air came rapidly, but were quickly drowned out by William's roaring. She watched the savagely-transformed William continue his onslaught against the massive Fiend as her eyes grew dim. The prisoners watched the life fade from her body in silence.

Elliot's eyes raced across the room, holding to Meredith as she fell. He felt no real attachment to the woman, especially after her recent behaviour, but had enough respect for her to regret the ignobility of her fall. Elliot watched the pulse of light rise in Meredith's lantern as her body began to dissolve. The process did not take long, and soon her lantern was all that remained of the woman.

Elliot felt his own hopes dashed. The writhing agony continued to pulse within his body, blurring his vision. Gritting his teeth, Elliot focused past the pain, sending stinging bolts of raw magic streaking into the flank of the massive Fiend as it reeled from William's onslaught.

William narrowed his feral eyes as the bright flashes of energy exploded against Hunger. Snarling, he brought his mace crashing against the outside of Hunger's knee. With a crack, the Fiend's massive leg bent inward and it crashed down onto a single knee. Bellowing, William followed the strike in a full circle, bringing the mace slamming in once more.

With astonishing quickness, Hunger caught the bladed weapon in a single massive hand. Blood dripped from the porcine Fiend's hand as it gripped the mace's head tightly. William's muscles bulged and he tried to hold onto the mace, but it was futile. Hunger ripped the oversized weapon from William's hand and effortlessly sent it clattering across the floor. The Fiend's cleaver followed with incredible speed, chopping down at William.

In his frenzied state, William was not aware enough to dodge. The cleaver slashed downward and the transformed Tethered instinctively raised an arm to ward off the blow. The metal wedge met with his forearm, tearing through muscle and shattering bone. The cleaver's edge smashed into the floor, leaving William's arm in ruin from the elbow down. The appendage dangled lifelessly at his side, barely attached to his body.

The glow from Meredith's lantern grew incrementally, starting as a faint flicker and growing into a pulsing beacon. Wispy vapour drifted from the lantern as if it were a censer. The misty material shone faintly as it coalesced, forming the vague outline of a human. The nondescript form continued to quickly take shape, features forming on its surface. In a matter of only seconds, a phantasmal version of Meredith stood beside the lantern. The semi-transparent apparition somehow looked younger. Its ghostly dress, a garment of extravagant make, flowed about it in a nonexistent wind. Gripped in her transparent hand was a flickering blade of ghostly energy. She exuded the same calm as she had in life. Pale eyes flared with weird

energy as Meredith calmly glanced around the chamber.

Ripples of soothing energy flowed out of the spectral woman, colliding with the disturbance caused by Hunger. The dissonance between the two auras grew with an audible hum. The room began to vibrate as they warred against one another. The hum rose to a great cacophony and suddenly died down. Hunger bellowed in rage as his ruinous aura was drowned out.

The gargantuan Fiend stumbled up to his full height, rising from his knees, to stagger backward. The Fiend's beady eye narrowed, focusing on Meredith. Waves of soothing energy continued to flow from the spectral woman. They washed over Elliot and William, revitalising Meredith's companions. William's mangled arm began to immediately mend, the flesh reknitting and pulling the severed muscles together once more. Elliot felt the magical agony afflicting him begin to fade. His connection to the raw magic of Aeternum intensified as the agonising haze lifted.

Arcane language poured freely from Elliot's lips. As he traced ancient symbols in the air, a single dot of boiling light appeared on the ground behind Hunger. It began as a small tear in reality and grew rapidly, spiralling out in a large circle. The spiral burned brightly before leaving only dark scorch marks on the ground. Elliot continued to focus on the spiral, chanting softly. Sweat beaded on his temples and his hands balled into fists.

Something in William's frenzied brain took note of Elliot's actions. Growling, the feral Tethered bent his knee and lunged forward. He lowered his shoulder, smashing it into the beast's flabby stomach. Gritting his sharp teeth, William pushed. The ground cracked beneath his toes as he struggled to move the enormous Fiend.

Hunger laughed mockingly as his much-smaller foe struggled to move him. His clawed hands reached down, encircling William's chest. The Fiend's grip tightened, compressing William's ribs until they begin to crack. William snarled, clawing ineffectually at Hunger to break himself free.

Meredith's ghostly body knelt, gathering energy about her before leaping forward. She shot through the air like a cannonball, her sword leading the flight. The burning weapon sank deep into the hog-Fiend's knee. Hunger squealed in anguish, dropping William and stumbling to the side as Meredith twisted her ghostly sword.

The instant the Fiend's grip relented, William roared fiercely, pressing against the mammoth hog with all of his might. The muscles in his neck and shoulders swelled with the strain. Stumbling on his injured legs, Hunger toppled backwards and landed with a thunderous crash in the centre of the arcane spiral.

As the Fiend's pink flabby body touched the scorched sigil, it erupted with blazing energy. Searing heat poured upward in a pillar. The blazing column crackled and roared, blackening the porcine beast's flesh. William, despite his fury, backed away from the burning Fiend and raised a hand to shield his eyes.

Hunger kicked and screamed, rolling out of the sigil hoping to cool its burning flesh. Greasy black smoke filled the room accompanied by the stink of charred meat. His claws carved deep gouges in the floor as he struggled to rise. Collapsing heavily on his side, he failed in the endeavour. A long pained sigh ripped from his lungs, which soon turned to mocking laughter.

William, seeing his enemy fall, lost grip on the rage driving him. His body began to contract, painfully shifting back to his normal state. Blood stained his lips and fingers, but the sheer savagery drained from the man. He coughed a mouthful of blood onto the ground, breathing heavily.

"It is too late. She has heard their cries. She is very near, now. You should..." Hunger wheezed.

"Shut your mouth, Fiend," Elliot hissed, sinking his scythe into the Fiend's brain.

The laughter immediately stopped and was replaced by a faint wheeze as the last of the life flowed from the Fiend's infernal body. Hunger ceased his wheezing and began to immediately dissolve into a viscous black substance which seeped into the cracks of the floor. Despite his size, Hunger's body was little more than a puddle within a matter of seconds. Elliot's scythe clattered to the floor.

"We need to restore Meredith quickly," William gasped through broken ribs.

"First we need to get the prisoners out of..." The words caught in Elliot's throat.

Something in the air changed suddenly. The room grew cold and steam stuck to the breath of the Tethered. Even without preternatural senses, they were all aware that something was very wrong. A feeling of great malevolence washed over them. Something was watching them: something ancient and evil. Of that fact they were all certain.

Inky darkness flooded the room, drowning out even the celestial light of their lanterns. The darkness smelled of brimstone, and Elliot sensed a malicious intelligence at its core. A nebulous shape coalesced at the centre of the dark mass. A physical form of living shadow flowed out. Crimson eyes ripped open, covering the entirety of its barely-defined body. Multiple misshapen pupils focused on each of the Tethered, analysing them with passing interest.

"What..." Elliot never finished his thought.

The eyes narrowed, and tendrils of solid shadow ripped from the inky mass. Each was as sharp and thick as a blade. The swarming mass squirmed and lashed out at each of them. Elliot managed to dodge more than a few of the incoming blades, but the sheer volume caught up with him. His body was skewered nearly eight times and slumped lifelessly to the floor. William, who was barely able to move, was struck by enough of the incoming tendrils to rip his body apart entirely.

The sergeant was acutely aware of his own breathing. The clock on the wall seemed to be ticking with the volume of a pistol shot. Even the quill in his hand sounded like he was dragging a sword across stone with every stroke.

His eyes flicked upwards, as if he needed confirmation that the Tethered were still present. They were indeed: three of them in total, not a single one bearing the slightest resemblance to another. By the window of the sergeant's office sat what looked to be the youngest. His red hair was wild, his face angular, and his eyes twinkled with merriment and mischief. He fed scraps of bread to a tiny firebird perched on his finger.

To his left, a raven-haired woman with cold eyes, dressed in the garb of a blacksmith, albeit without any sleeves. Her arms were strong and tightly folded as she sat back in her chair. A hammer forged from black metal rested against the wall beside her.

And then, the man in the cloak. At least, the sergeant assumed that he was a man. His face was wrapped in bandages, his head concealed by a hood and his body swathed in a dark purple cloak that seemed to shimmer and flow with no outside influence.

The senior officer swallowed as he finished the contract by the light of the candle on his desk, clearing his throat. The three Tethered all turned their heads towards him in eerie unison.

"Fifteen silver thalers now," he announced, sliding the contract across the desk. "Fifteen afterwards. You sure the

three of you are enough?"

Truthfully, he hadn't a clue how many Tethered it took to storm a haunted mansion. Twelve of his best guards had vanished without a trace on the hunt for a murderer who'd barricaded himself in the old house. He wasn't stupid: magic was at work here. As distasteful as the city watch found their services, this was a job best left to the Tethered. Strictly off-the-books, of course.

The raven-haired woman pinned the contract down with her palm and dragged it across the desk. Her eyes narrowed as she scanned the brief document, then held it up for the cloaked man to see. How he did so, the sergeant had no idea. The bandages completely covered his eyes.

"You should have come to us sooner," the cloaked Tethered said.

"I'm coming to you now," the sergeant responded, with as much authority as he could muster. "Can you do it?"

The raven-haired woman turned away. The cloaked man held out a hand, which was covered in a clawed gauntlet. The empty palm was soon burdened with a bag of coins, and he bowed before motioning that it was time for them to leave.

The sergeant exhaled and sank back into his chair as the door shut, knowing that his chances of promotion lay in pieces. And yet, the Tethered were the only option. As repugnant as the thought was, he would not sacrifice the lives of his men to protect his pride.

Meredith's spectral body began to fade, the strength of her lantern fading. She watched in silent rage, unable to act, as the shadowy being drifted through the room and out into the corridors of the Undercity. Soon, a familiar darkness engulfed her.

William sat up, unaware of how much time had passed since his demise. Angrily, he glanced around the room. A massive lantern in the centre of the chamber bathed the room in golden light. Lying around the lantern were the awakening forms of Elliot and Meredith. Groggily, his companions arose from their most recent demise.

The lantern chamber was covered in thick dust, as if it had not seen use in a very long time. While the layout of the room and the style of the artistry was familiar to each of the awakening Tethered, the fine details of the room were alien to them. The central lantern was covered in unfamiliar runes which they could not read.

Composing themselves quickly, the trio headed out of the lantern house and into the streets of Aeternum. When they reached the fence line, William's jaw dropped open. Clinging to the rooftops, walls, and buildings surrounding Morholm were countless spindly, pale creatures with no discernible features. The diminutive beings' heads all looking towards the centre of Morholm in a silent vigil.

The pale creatures were the Architects: the Celestials tasked with all construction in Aeternum. While the strange Celestials had no faces, there was an aura of sorrow about them. Their silent vigil seemed funerary to the Tethered. They could not help but share the feelings of the strange creatures.

"They're downhearted because they know Morholm is doomed and see no reason to rebuild it," Meredith whispered.

"We needed to rescue those people," William hung his head in shame. "This is our fault..."





SETTING

Eridan paused as he stepped over the threshold of the abandoned church. Immediately, his eyes were drawn to the same place as his nose: the pungent, acrid veins that covered the ground, seemingly growing out of the stone itself. The air was thick and stung the man's eyes, and he pulled his neckerchief over his mouth as he took steady steps into the gloom.

He tensed as he passed the dusty pews, listening for the barest hint of movement. Corrupted targets always seemed to stow themselves inside the gloomiest, most forsaken of hovels, but the emptiness made Eridan's job slightly easier. There was, after all, a reason that he was one of the few Tethered who'd respond to the posted bounty and liked to occasionally work solo. It made the thrill of the chase all the sweeter, and it was a chance to hone his tracking skills. The extra money didn't hurt either.

He reached back to where the handle of his axe jutted over his shoulder, finding comfort in the grasp. The other hand held out in front as he made his way along the aisle, listening for the slightest sound.

A man-sized hole had been forcefully created behind the pulpit: a new addition by the looks of things. He stepped out into the church gardens, now an overgrown jungle. The nearest trees gleamed in the starlight, and he noticed that they were coated in pale green crystals. He also noted the green-tinged blood that coated the wild, overgrown lawn.

Charming, and after he'd just had new boots fitted. The Tethered sighed as he pulled his giant axe out from where it was slung across his back. After a moment of indecision, he slashed it through the air in a perfect arc. A crescent wave of flame annihilated the tangled undergrowth leaving only scorched bramble.

Eridan strode over the newly-cleared space, whirling his axe around so that it rested on his shoulder. His instincts told him that this hunt was nearing its end. Disappointing... but it was now time to greet his quarry.

AETERNUM

- A. TETHERED GREAT LANTERN.
- B. GREAT MARKET.
- C. SLUM PRECINCT.
- D. TEMPLE PRECINCT.

- 1. STRANGLEHORN KEEP.
- 2. DARKSTONE MANSION.
- 3. HEAVENSPIRE TOWER.

- 4. GREYBURGH MARKET.
- 5. SLEEPLESS MARKET.

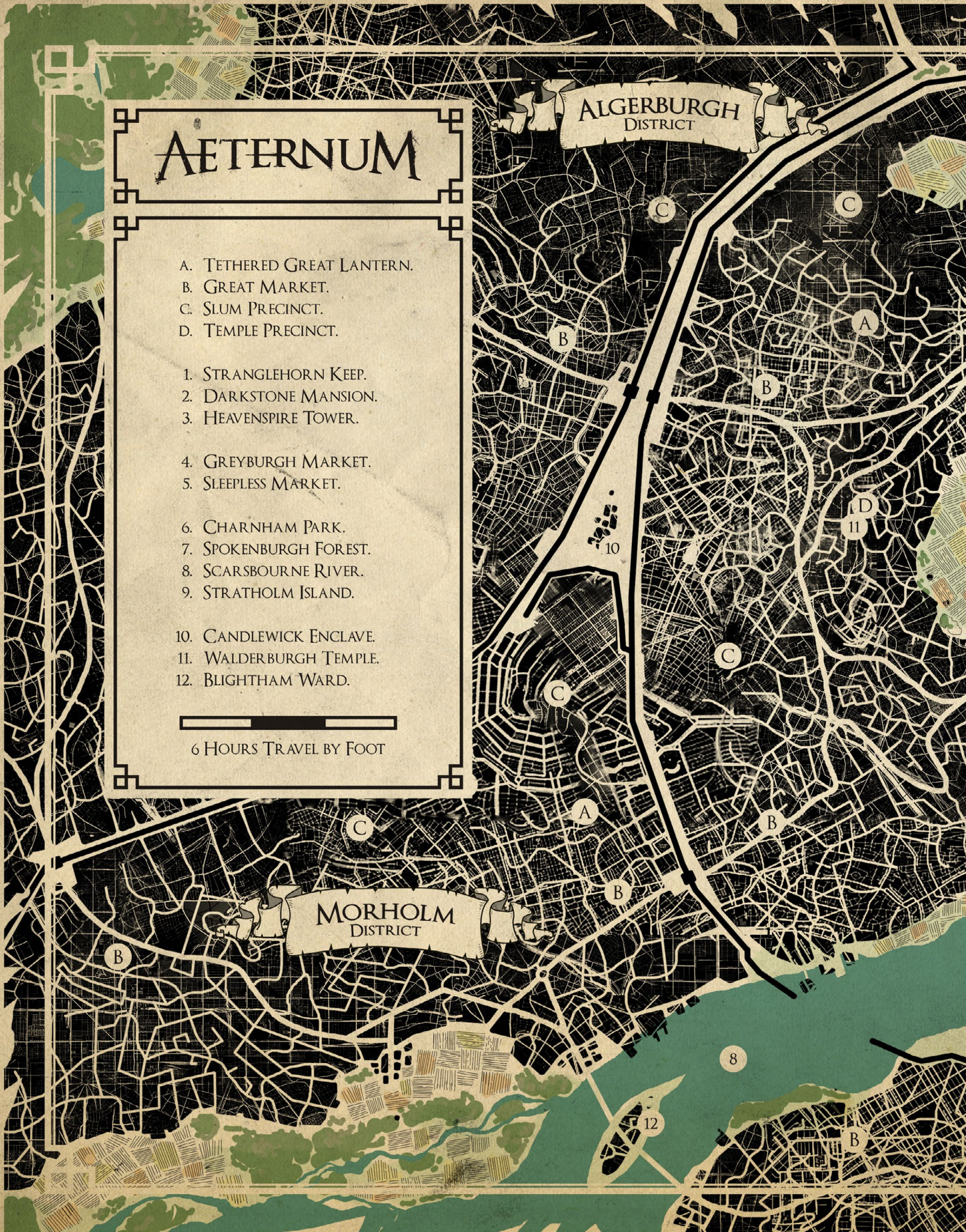
- 6. CHARNHAM PARK.
- 7. SPOKENBURGH FOREST.
- 8. SCARSBOURNE RIVER.
- 9. STRATHOLM ISLAND.

- 10. CANDLEWICK ENCLAVE.
- 11. WALDERBURGH TEMPLE.
- 12. BLIGHTHAM WARD.

6 HOURS TRAVEL BY FOOT

ALGERBURGH
DISTRICT

MORHOLM
DISTRICT





STRIGHAM
DISTRICT

KENWICK
DISTRICT

THE ENDLESS CITY OF AETERNUM

"Aeternum is all we know. It is all we have ever known. In these winding city streets beneath the gaslights, our lives run their courses. Does this not trouble you my children? Do you not long for something more? If we ever wish the world to be our own, Aeternum must burn."

— Aaron Lykas, Prophet of Destruction.

Aeternum is the name of both city and world to its inhabitants. Impossibly large, Aeternum stretches out endlessly beyond each horizon. It is so large that no person, apart from deranged madmen, has claimed to reach its limits. Within the massive walls which divide countless Districts, the people of Aeternum go through the motions of their lives. Scholars, philosophers and theologians have long debated the existence of a world outside Aeternum but such speculation is dismissed by the population at large. The average citizen has enough worries without time for idle conjecture on theoretic lands outside the only world they know.

The city is a marvel of gothic architecture. High angled roofs and pointed arches adorn nearly every building. Towering spires loom high above the cityscape, connected by massive lengths of chain. The structures of Aeternum are almost exclusively constructed of austere coloured stone. Buildings are heavily adorned with thick columns, leering gargoyles, and angelic statues.

From the spires one can get a glimpse of exactly how large Aeternum is. From even the highest vantage point the city stretches out infinitely in all directions. From above the city appears as a giant puzzle, its pieces divided by the massive walls that separate the many Districts of Aeternum. The walls are topped with ancient gargoyles who keep a silent vigil over the people below. Wide streets feed into huge gates: the only points of passage through the walls.

Aeternum is ancient. No one knows the exact age of the city, but since humanity first recorded time it has inhabited Aeternum. All historians agree that the city was constructed by the Celestials long before mankind's arrival, as it is they that maintain the bulk of its construction. The few expeditions launched into the Undercity have revealed the ruins of countless centuries beneath the surface, with each new layer of city built atop the ruins of the previous, although these reports are tenuous at best.

By day, crowds fill Aeternum's cobblestone streets. Pedestrian travel

flows around the horse-drawn buggies of those who can afford them. Small shops display their wares in oversized windows and the majority of people go about their lives without concern for the mysteries of Aeternum.

By night the streets of Aeternum are very different. When the sun sets and the gaslights spring to life dangerous gangs, drifters and prostitutes take to the streets. It is a world not often discussed by the polite people of Aeternum, but it remains a thriving part of life for many of the eternal city's residents. Mirroring the cosmopolitan day life of the city, Aeternum's nightlife provides no shortage of unbelievable stories. It also provides more than a few freshly deceased bodies for the street cleaners, and the desperately hungry, to attend to.

Population, Philosophy & Politics

Aeternum's countless Districts are divided by great walls. Each District is entirely autonomous and functions at the will of its rulers and residents. Many Districts are overseen by local watches and councils of elected officials. Others have had control seized by families or individuals with vast amounts of resources, turning these Districts into feudal societies. This has created a huge variation in local culture from District to District. It is not uncommon for groups living within a few hundred metres of each other to know almost nothing about the habits of their neighbours.

The people of each District live according to traditional ways. Worker's children take over their family's trade, and their children take over in turn. Marriages are usually arranged with other Districts in order to add new blood to each District. However, there are occasions in which the people of a District refuse to allow outside marriage. Some Districts are so insular that they refuse to allow their citizens to leave at all.

The strange nature of souls in Aeternum has created a single factor capable of unifying multiple Districts. The visible posthumous movement of souls has given rise to numerous theories as to how one's soul can ascend. Numerous religions thrive in Aeternum, each offering its followers a methodology for living their lives in order for their souls to ascend after death.

Not all faiths are benevolent. Many people have seen the descent of devout souls as a clear indicator that there is no surefire way for a soul to ascend. Numerous desperate individuals have turned to alternative beliefs in order to explain the mysteries of Aeternum. Groups have formed practising all manner of strange ritual, from



worshipping the horrific Fiends, to indulging in nonstop hedonism. Most of these groups are cast in an unfavourable light by the more traditional residents of Aeternum.

Strigham, Shadows & the Seven

Few Districts stand out in the history of Aeternum as much as Strigham. Strigham derives its fame from a series of ancient landmarks that arguably predate every other standing structure in Aeternum. This has led many scholars to claim that Strigham is the oldest of all Districts in the eternal city; a claim that has caused numerous studies, debates, and even bloodshed.

Strigham is overseen by a council of seven members selected from the most influential religious and political leaders in the District. The Seven meet monthly to discuss important changes to be made in the District, but each is responsible for a specific facet of government. Changes in the council have often caused shifts in laws, making the rules one must abide by within the District a nebulous and confusing concept.

Enforcing the will of the Seven is a small group of individuals known as "Shadows". Shadows work as secret police, gathering information discreetly in order to protect Strigham and its interests. They are a grim group selected primarily from orphans with no ties to complicate their duties. No one in Strigham is beyond the reach of the Shadows. Militia leaders, affluent merchants, pious theologians, Tethered, and even one member of the Seven have quietly disappeared while under the secret organisation's scrutiny.

Economy, Exchange & Employment

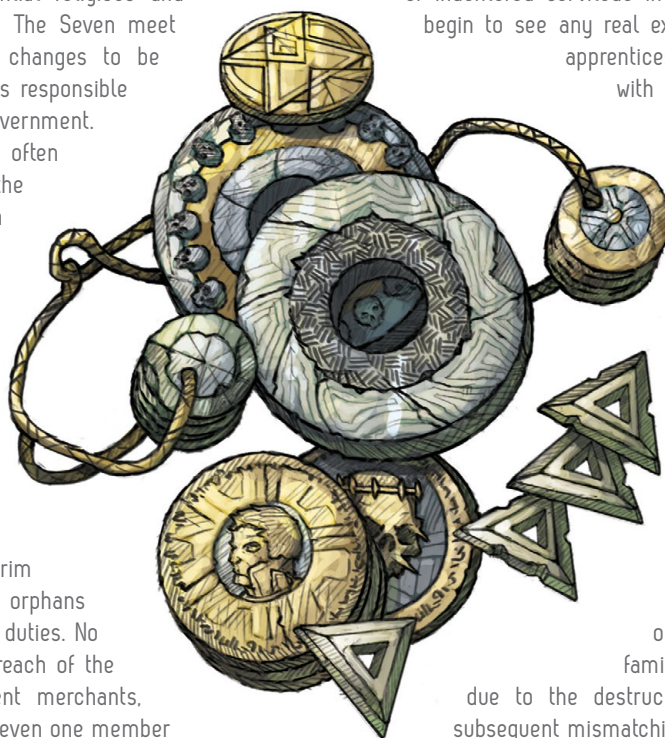
Resources are scarce in Aeternum and mostly dependent on the whims of the Celestial Architects. Food is provided when the Architects clear areas for farming or the raising of livestock. These areas are often a hotspot for trouble as Aeternum's people struggle to control the flow of food. Ore and minerals are mined from the ruins of the Undercity, but quality metals are becoming harder to find as each year passes.

Each District in Aeternum mints its own currency. It is not uncommon for individuals who travel between Districts to have silver coins in their pouch with countless different emblems stamped on them. While the stamps on each coin may differ, each silver thaler holds the same value regardless of its District of origin. The

distribution and storage of currency is handled differently in every District. More than one District has devoted itself toward the storage, loaning, and exchange of coins leading to powerful banking Districts.

While silver coins are the legal currency of the land, the scarcity of silver has created a need for a more realistic system of exchange. Bartering is far more common among the lower classes of Aeternum, and it is likely that many families live their entire lives without ever possessing a single coin. The exchange of goods and services provides a very real system of trade in the absence of currency.

Rarity of materials and coins has led to many creative systems for compensation. Workers often apprentice to others for a term of indentured servitude in which they learn a trade before they begin to see any real exchange for their efforts. The terms of apprenticeship are always set by the tradesman, with a five year period being common in Strigham.



Ruin, Regrowth & the Realm Beneath

Whenever a building in Aeternum is ruined it will inevitably be replaced by the Celestial Architects. While this saves the people of Aeternum a lot of effort, the Architects are not beholden or mindful of the plans of people, and will often replace a building with a structure of entirely different design. This often creates problems with surrounding roads that may not align with existing ones. It is not uncommon for multiple families to live in cathedral-like buildings due to the destruction of their previous residences and subsequent mismatching reconstruction.

When a building is destroyed, the Architects will build on top of the rubble. Centuries of this practice have pushed the remains of ancient Aeternum lower as newer structures rise atop the old. No one knows how deep the Undercity, a vast network of ruined tunnels and buildings beneath the streets of Aeternum, goes. There have been few efforts to venture into the Undercity, although scarce resources and the discovery of important materials have recently made such expeditions a necessity.

Many historians and scholars maintain that if one were to go deep enough into the Undercity, the ruins of the very first buildings of Aeternum could be discovered. Many theological and scholarly expeditions have been sent beneath the city streets in hopes of unravelling the mysteries of Aeternum. These ventures are almost never seen again, and those that do return with their minds broken as they rant about unimaginable horror.

EXAMPLE LOCATIONS

1) Stranglehorn Keep

Sitting atop a grand hill overlooking Strigham's noble sector and surrounded by thick walls is Stranglehorn Keep. Stranglehorn is a landmark so cursed that no noble or ruler has desired to occupy it in centuries. At the height of the Rhun Empire the keep was surrounded by a detachment of golems. Whether they were there to keep intruders out or to keep something in is a matter of speculation. Stranglehorn's massive towers loom above the surrounding District, a grim reminder that even the greatest of Districts can fall.

Long ago before even the rule of Rhun, Strigham was controlled by a secret society of Fiend worshipping cultists that caused Stranglehorn to become the epicentre for the worst Fiend incursion in the District's recorded history. A bizarre summoning ritual caused innumerable Fiends to spill into Stranglehorn and the surrounding regions. The Fiends tortured and slaughtered everyone within the Keep for days before the Tethered, with the assistance of a single Celestial, were able to finally cleanse the Keep.

Stranglehorn Keep is a cursed building that carries the stigma of a thousand tyrants and failed leaders. Disembodied souls, lost and unable to meet their final fate, wander the halls wailing in misery as dark spectres hunt those foolish enough to enter their lair. The very air of the Keep has a tangible weight to it that stifles those who walk its charred walls. With its unsettling nature, no one has stepped forward to claim Stranglehorn Keep. The building is instead used by the Seven to train (and possibly house) their elite Shadows, the enforcers of their will. Within the nightmarish halls of Stranglehorn, the grim Shadows train generations of new recruits; inuring them to the horrors of Aeternum at a young age, and weeding out the weak.

2) Darkstone Mansion

Hidden within the depths of the massive Spokenburgh Forest, concealed by overgrowth and cathedral-sized trees, sits an ancient manor. The Darkstone Mansion is a monument to former opulence fallen to ruin. Strangled by vines which twist through the vast stone complex like thorny parasites, Darkstone and its secrets are sought by many throughout Aeternum.

Long ago the mansion belonged to the recluse Merius Darkstone who, after nearly a century of service to the Order, found the Tethered to be misguided and sought to rebuild the Order according to his own ideals. After decades of toil, Merius built a massive complex in which to train new acolytes. This revised vision of the Order was never fully realised and Merius faded into further obscurity. No one knows what befell Darkstone, but the mansion was left abandoned with no trace of its owner to be found.

Darkstone Mansion is now home to a powerful sorcerer, who laid claim to the abandoned manor countless years ago. Using the mansion as a place to conduct strange experiments and rituals away from the prying eyes of the city, the current resident is the source of much gossip and supposition. Concrete answers are hard to come by as the sorcerer is fiercely protective of his territory and plans.

The Order has a vested interest in Darkstone Mansion as the Tethered have reason to believe that Merius Darkstone had a Great Tethered Lantern installed within its walls. The Order would stop at almost nothing to claim and relight the lost Lantern if anyone could prove it to be true. Numerous Tethered reconnaissance efforts have been made to reconnoitre Darkstone, but with little effect.

3) Heavenspire Tower

Strigham's most famous landmark is a pale white tower that can be seen from any point within the District. Many governing leaders have their homes and offices on the tower's higher floors, making Heavenspire the de facto seat of leadership for Strigham. The highest levels, however, are sealed and no person on record has ever accessed them. Many historians believe that the keys to these mysterious upper levels must lie somewhere in the ruins of the Undercity, as that is where the keys to the current open floors were found.

Heavenspire has gained major significance to many religions venerating the Celestials, and it is common to see Architects resting within the windows of the upper floors. Strange visions have been attributed to those who fast and pray within the shadow of the great tower and numerous penitents have claimed to see mighty Celestials in the sky around its apex.

Strigham University

Aeternum is a place of superstition and folklore. Unanswered questions about existence, the soul, and the world around them plague its citizens. The vast number of religions practised within the eternal city have done their best to answer these questions and direct the populace, but they all lack concrete evidence to explain why they believe the things they believe. Without evidence, many noble sons and daughters have turned to more formal methods of education. Casting aside the strange tales and legends of their families, they have sought to better understand the mysteries of Aeternum.

Colleges can be found in numerous Districts with a population possessing both the desire and resources to pursue education. They are often great mansions, fortresses, or temples left behind by the Architects and converted by the populace. Within their halls, numerous students study history, medicine, and even the strange workings of Aeternum's magic.

Strigham University is a massive cathedral complex boasting hundreds of rooms. Situated between Heavenspire Tower and the Spokenburgh Forest the University houses dozens of the wealthiest children of Strigham and the surrounding Districts. Tuition for noble children to attend the University is exceedingly high, but the school remains the best place in the District to form connections with other wealthy families.

Students of the university are free to study numerous disciplines, although a few classes and areas of study are only attended with invitation of the instructor. These classes are secretive

and often deal with magic, from a theoretic rather than practical standpoint, and history. While there are countless lessons to be learned from normal history professors the secretive historians, called Archivists, delve into many events forgotten by the city's people. They fund expeditions into the undercity, study ancient relics, and seek any connection to Aeternum's hidden past.

4) Greyburgh Market

Spanning a massive area, the Greyburgh Market is the largest of Strigham's markets. The Greyburgh Great Market is a labyrinth of stalls, tents, and makeshift shops. Countless merchants and craftsmen vie for a place among the ever-growing throng of stalls and river wharfs. The limited space, despite the sheer size of the market, has led to numerous trade vendettas and outright violence on more than one occasion.

Its position along the Scarsbourne river has allowed the Greyburgh Market to boast many goods from distant and exotic Districts. It is not uncommon for those shopping the market to encounter merchants from areas they have never heard of before. Not only does the river bring in a large assortment of goods, it also allows for the travel of news throughout the Eternal City. Boats crowd the docks around the market and many merchants sell directly from their vessels while customers line up on narrow and rickety jetties.

All manner of goods, both legal and contraband, can be found by those willing to trek through the muddy thoroughfare of the market. The weight of commerce has drawn a near endless supply of ne'er-do-wells, pickpockets, and muggers all looking to make some easy coin at the expense of their fellow citizens.

Rumours exist of a secret market hidden among the normal shops of the Greyburgh Market which caters exclusively to magic users. All manner of rarities and ritual components are said to be found among the secret stalls run by shady vendors, disgraced scholars, and hedge witches. The Witch-Finders of the Host of Purity have long sought this hidden market, but to no avail.

Birch Street

Throughout Strigham neighbourhoods are viewed in a stereotypical and sometimes callous fashion. Areas with higher crime rates are considered dens of wickedness and are offered no protection or assistance from the Seven. These areas quickly fall to chaos and disrepair without the local law protecting the citizens from each other. Even if the reputation of an area is false, it can often be cast in a nefarious light.

Birch Street, a small winding street which runs the length of Greyburgh Market's eastern edge, is one such example although its reputation is chillingly accurate. Birch Street is known to be a thief's paradise. Anything and everything stolen can be found in the hollowed-out warehouses and dismal taverns that line either side of the narrow road. Here fences, street gangs, pickpockets, pimps, and murderers all meet to sell their nefarious wares. It

is a place no upright citizen finds themselves in.

For those with illegal intent, Birch Street offers a veritable bounty. A few coins in the right hands can arrange nearly anything for those willing to risk the dangers of the street. Information of the most secretive nature is sold to the highest bidder, assassinations can be arranged, and stolen items can be purchased. If rumours are to be believed, and on Birch Street they are always true, one can even attract the attention of Fiends offering contracts.

Gangs rule the street itself, each controlling who operates on their block. Struggles between gangs seeking to expand are frequent, but never disrupt the flow of business on the dark street. Each group is responsible for protecting its territory along the street. This has led to a few fights with local authorities, but no real effort has been made to clean up the area. It is even rumoured that a certain member of the Seven protects Birch Street, using its spies and killers as payment for allowing them to operate there.

The Deviant Septum

Hidden in the shadow of the great bridge separating the Strigham and Kenwick sides of the Greyburgh Market is a rickety tavern. A sign featuring a broken and bloody nose hangs loosely on a chain over the door, swaying in the wind. No passerby stops by the Deviant Septum for a drink or a meal. No traveller seeks rest within its walls. The Septum is a place for brawlers and ruffians to vent their anger and perhaps earn a little coin. Inside the tavern nightly bouts of bare-knuckle boxing and wrestling are held. It is a place where a small fortune can be gained and lost within a single evening. It is a place where blood has a calculable value.

Owned by the gruff Claude Vincent the Deviant Septum is only a semi-functional tavern by day. While the business takes in considerable profits, very little is put into its thin façade. The food is terrible and the drinks are watered down. A layer of filth covers every surface within the common room, which constantly smells of smoke, sweat, and blood. Anyone uninformed of the Septum's true purpose would immediately seek another location to meet any need that would cause them to stop by.

The basement of the Deviant Septum is the true draw of the place. Crowds gather to watch local champions pummel one another into unconsciousness, and sometimes further, on a nightly basis. Bets are placed and tracked by Vincent himself. The contests held within the basement are not limited to human conflicts, and animals gathered from throughout Aeternum are brought beneath the Deviant Septum to battle to the death before a cheering crowd.

Rumors circulate among the Septum's patrons of even more secret events involving powerful and monstrous combatants of supernatural nature. Some whisper that Claude Vincent has found a way to capture lesser Fiends for exhibition matches.

There are other rumours that he has captured and magically bound a Tethered to feature in his bouts.

5) Sleepless Market

Functioning on a nonstop cycle, the aptly named Sleepless Market handles the foodstuffs for the entirety of the Strigham District. Meat, vegetables, and grains are brought in from the numerous farms surrounding the Spokenburgh Forest and the Greyburgh Market to be sold at all hours. Vendor licensing for the Sleepless Market is handled exclusively by the Seven, who receive generous contributions from merchants wishing to sell their wares to the District's most wealthy families and distributors. The licenses rotate yearly and competition for the chance to do business is fierce.

It is not uncommon for many to visit the market in the middle of the night in order to meet their family's needs and to avoid the day's crushing traffic. This has led to a criminal element surrounding the market in the later hours of the day and throughout the night. The Strigham militia is utilised to defend the market itself, but has little protection to offer travellers after they leave the market.

6) Charnham Park

An oasis of green in the middle of the dreary grey stone of Strigham, Charnham Park is one of the grandest parklands in the Eternal City. The rulers of Strigham go to great lengths to keep Charnham Park fenced off and in pristine condition, and during the daylight hours it is one of the most popular places for affluent families to spend leisure time.

Charnham Park is a small forest neatly pruned and divided into sections by clean cobblestone paths. The park boasts numerous clear water fountains surrounded by white marble cherubs, beautiful gazebos, and various wildlife brought in by Strigham's nobility. A large housing complex, set aside for groundskeepers and guardsmen stationed within the park, rests in the western section of Charnham in order to keep the park running seamlessly. An ancient crypt filled graveyard occupies the southern section, surrounded by grand oak trees that pre-date the founding of the District.

By night Charnham changes dramatically. The natural beauty of the park becomes sinister. Strutting peacocks take refuge as strange carrion birds perch in the trees. Cloaked individuals meet clandestinely by moonlight. Disappearances of those wandering the park by evening are common and even the staff stationed there refuse to leave their dwellings before dawn.

7) Spokenburgh Forest

The Spokenburgh Forest is somewhat of a mystery to the residents of Aeternum. Despite the constant efforts of the vast and highly productive farms surrounding the forest, it continues to grow into their land. Upon numerous occasions a farmer has spent the entirety of a day hacking back the encroaching Spokenburgh only to awake to the forest reaching farther into their land than the day before.

The forest is a realm separate from the rest of city. The verdant land is a strange and magical place that the citizens of Aeternum

prefer to avoid entirely. Spokenburgh seems much larger from inside than its confines would appear. So large and strange is the forest that no effort to measure it from inside has been successful, with numerous expeditions becoming lost. The Spokenburgh Forest seems to actively confound those seeking to explore it. Pathways through the wood change abruptly and the dense forest canopy makes conventional navigation impossible.

The forest is home to all manner of strange creatures. Fabled beasts straight out of legend who seek to avoid interaction with humanity call the forest their home. The expeditions that do return always do so with wild tales about fantastical animals and fey folk.

Despite the overwhelming and obviously magical nature of the forest, there is no trace of Fiendish influence within Spokenburgh. Many believe this is due to the fact that few humans inhabit the forest. Others tell tales of a Verdant Mother: a powerful being who protects the forest and creatures within. The few humans who do inhabit the forest are a strange breed who rarely leave and universally revere the Verdant Mother with religious fervour.

8) Scarsbourne River

Cutting through the city like a fresh and seeping wound is the Scarsbourne River. The wide and slow-moving waterway's foul, greenish and malodorous waters are regularly filled with debris. The waters of the Scarsbourne are also surprisingly deep. Boats and barges constantly travel across its filthy surface, ferrying goods from one shore to the other. Long docks stick out into the water from both shores allowing dockworkers to load and unload cargo at all hours.

Boats are a necessity for travel due to the sheer volume of people and goods needing transport across the river. Bridges crossing the Scarsbourne are rare and usually controlled by noble families and tolls are extremely common. The few smaller bridges beyond the notice of Aeternum's great families are havens for thieves and bandits.

Deep beneath its slow-moving surface, one can see water-worn structures long lost beneath the murky Scarsbourne. Architects appear to make no distinction between the surface and the river bed, building grand and minor structures, despite the lack of need or occupancy. Amidst the sunken buildings is the wreckage of numerous ships that have been lost over countless years. Soaked pieces of scrap and the waterlogged remains of boatmen line the floor of the ancient underwater city. Dancing with the gentle current of the Scarsbourne many boatmen have claimed to see numerous vaguely humanoid shapes swaying. When focused upon, the wispy figures instantly dissipate.

9) Stratholm Island

Stratholm Island is more a glorified tenement than anything else. The island was formerly a large temple dedicated to the worship of the Celestials. Now the temple has fallen from its former glory and is filled with the carrion who feed on society. Numerous criminal syndicates, gangs, and black market merchants have claimed Stratholm. All traces of the once-divine nature have been washed away by tides of blood and buried under mountains of ill-gotten coin.

Stratholm is a sprawling tenement in which the buildings are piled atop each other. Shanties stretch out from the temple and into the Scarsbourne River where they rest on rickety stilts. Walkways of wooden planks connect these unstable structures and allow for their impoverished residents to secretly move about. When the residents could no longer build outward to accommodate the growing population, they began to build structures atop one another. From the opposite banks of the Scarsbourne, Stratholm Island looks like a strange insect hive.

Stratholm is in a constant state of flux. Numerous gangs vie for control of the island and the river shipping lanes. Many of these gangs will travel out onto the Scarsbourne in crude boats to raid cargo vessels, only to later sell the goods back to their original owners. The strongest gangs oversee large portions of the island and challenges for control are frequently issued. These power struggles are short and extremely violent, often drawing the attention of the Tethered.

Court of the Charred Prince

On the eastern edge of Stratholm Island looms an ancient and blackened structure. Surrounded by high walls of dark stone, the ruined castle sits amidst Stratholm's many slums; an eyesore even when compared to the shabby buildings and unlit streets which surround it. Locals do not approach the castle. The few outsiders to venture within and return have found nothing of value. No one wishes to lay claim to the compound. Yet for a rare few the castle utters an irresistible call. Those who hear it venture blindly within, never to be seen again.

The story of the castle is unknown: lost to the annals of time. Whatever did transpire within its dark walls has been long forgotten or deliberately omitted from recorded history. Local legends of a once opulent manor destroyed by the Celestials are the most commonly spoken, but no one truly knows the sad tale of the estate.

Even from a distance, part of the estate's story is obvious. There was once a great fire. Scorch marks and soot mar the stone of the walls and buildings unable to be removed even by the most torrential rain. It radiates heat even from a distance and ash falls around it like a faint snow. The surrounding air is filled with the scents of smoke. The entirety of the compound smoulders without a flame in sight.

Upon rare occasions, individuals will dream of the palace as it was at the height of its decadence. The dreams become



"I've watched hundreds of Tethered dance with evil and court madness, these are the ultimate weapons against us. We must die, or become what we once hunted."

– Former words of Carlaine Volkhvy,
Tethered Dread Druid of Spokenburgh Forest.

"In a world of Fiends and Celestials how can a mere human or Tethered ever make a difference?"

– Sir Garret Forester.

vivid and often the dreamer is unable to wake. Before long the sleepers are unable to resist. They travel, while asleep, toward the ancient structure. As they approach the blackened iron gates open for them by some unseen hand. The dreamers pass through the gate with a smile, never to return.

10) Candlewick Enclave

Beginning as a territorial dispute between the surrounding Strigham, Algerburgh and Morholm Districts, the enigmatic Candlewick Enclave is now home to a wide array of outcasts and nomads seeking refuge.

In an effort to destabilise the area and uproot the local population without sparking open conflict, both Algerburgh and Strigham regularly exile violent criminals into the area. This has forced the residents of Candlewick to sever all ties to the surrounding Districts, going so far as to publicly execute those sent to reclaim the territory.

Candlewick has become a haven for the disenfranchised: a home for exiles and pariahs, free of influence from the outside world. Without trade or resources the people of the Candlewick Enclave rely on theft and scavenging to survive. On dark moonless nights skilled 'Wallrunners' are sent out to scale the massive District walls to bring back food and other supplies. These skilled thieves go to great lengths to not harm the wall guards and city watches of their neighbours, as they do not wish to be considered anything more than a mild nuisance.

11) Walderburgh Temple

Formed of seamless brilliant marble, the Walderburgh Temple, or the Cathedral of the Dawn as it is known by some, is one of the most ancient religious structures in Strigham. Iron braziers burn at each of the temple's four corners in an incessant vigil. Statues of Celestials line the main walk into the temple, watching passersby silently, and above ancient gargoyles peer out into the city. The cathedral is clean, bright, and pristine. Most notably, however, it is abandoned.

Throughout history the people of Strigham have tried to occupy the temple for one reason or another. Throughout history only a handful of individuals have made it through the iron-banded doors without uncontrollably falling to their knees, wailing, and fleeing in terror. Those few who have entered leave quickly after, and none talk about what they witnessed within.

It is whispered that only those touched by a Celestial may enter the Cathedral, and all others are strictly forbidden. Stories tell of willful trespassers trying to force their way through the obvious

barriers burning to piles of smouldering ash on the cathedral's steps. The chosen few who are allowed entry all come and go without harassment or harm.

Entering the temple and looting its rumoured riches has become the dream of many thieves. To be able to set foot inside would alone cement a legend for the shifty few who would dare attempt such a feat. To date, none have succeeded.

The Great Cemetery

Ringed by wrought iron fences and tended by a host of custodial and security staff, Strigham's Great Cemetery sprawls over a large area behind Walderburgh Temple. Tombstones, mausoleums, and less expensive grave markers stretch out over the gentle green and grey landscape. Gargoyles, carved in the image of fierce Celestials, line the perimeter of the cemetery in an eternal vigil. The Great Cemetery provides hope to the families of the dead that the physical remains of their loved ones will not be misused by any of the nefarious forces lurking within Strigham.

Keepers, men and women in service to the Seven, oversee the cemetery. They are a humourless lot clad in drab grey clothing. The Keepers dedicate their lives to presiding over the preparation of bodies, funerary rites, and an everlasting vigil over the dead. Their strange rituals appear to appease the Architects, who expand the bounds of the Great Cemetery with each passing year to accommodate new residents to the eternal rest offered within its boundaries. Despite the expansion and its massive crypts, the Cemetery is crowded.

Other burial sites litter Aeternum, but few offer the protection of the Keepers and the promise of undisturbed rest for the deceased. Grave robbers, necromancers, and wayward undead creatures haunt other grave sites preying not only upon the dead but upon the living who visit them. The Keepers utilise strange religious magic to protect their charges and are ever vigilant. The few villains able to slip unnoticed into the Great Cemetery and steal anything are hunted with relentless determination. Often the Keepers will turn to the Tethered to aid in these pursuits, forging a strong relationship between the two organisations.

12) Blightham Ward

No area in Morholm holds as much power over its surroundings as the affluent and well-guarded Blightham Ward. Situated at the centre of the Scarsbourne River, the small island serves as a control point for all goods entering and leaving Morholm. The island also functions as a major connection between North and East Morholm. With its unique location, Blightham holds influence over the area around it disproportionate to its relatively small size.

Blightham is owned and ruled by the aristocratic Abberton family; a line of nobles so old that no known historical records of Morholm predate the Abberton line. Though many families may be able to rival their resources, few can rival their long-reaching influence. The Abbertons are universally reviled by the common people of Morholm for their vicious business practices and hoarding of wealth. Countless

citizens have starved due to the Abberton's stranglehold on trade through Blightham.

Blightham and its shores are dangerous even when disregarding the cruelty of its owners. A trio of strange Fiends lurks along the shoreline of the Scarsbourne River, attacking small vessels and large shipping barges alike. Appearing as a mixture of beautiful women and giant eels, the Fiends have eluded the Tethered for decades.

Tethered Great Lantern, North West Strigham (Recommended Starting Location)

Strigham's most famous Great Lantern lies amidst a decrepit training facility once maintained by the Tethered. The massive Order House has fallen to disrepair after nearly a century of neglect. Overgrown with vines and filled with ancient statues, their faces worn away by the weather, the facility is visited only by people seeking to join the Order and by Tethered seeking a safe place to rest.

There is life in the dusty halls of this ancient building. A small staff of Tethered trained caretakers maintain the lower levels of the facility and guard its Great Lantern. Key among the Lantern's custodians is the enigmatic Grave Robber. The ostensibly insane caretaker has inducted countless individuals into the ranks of the Order; although none know who initiated him. Grave Robber is ancient even by Tethered standards, and has never been seen outside the facility.

Deep in the bowels of the facility lays an ancient library, which some say holds the truth of the Order's origins. It is whispered to dwarf all other collections of lore within the city, but none have been brave enough to seek it out. The few Tethered who have gathered the courage to ask the custodians about the possible trove of knowledge are met with denial of the library's existence.

Gravehurst Prison

The Seven of Strigham are not known for leniency to criminals. Hangings are a common occurrence for even minor crimes. Small prisons hold lesser criminals where they can confess before a judge, pay the fine associated with their crimes, or simply be executed. Harsh sentences make for an efficient legal system. However there are some criminals who will never see a trial or even be given the mercy of a public execution. These criminals, whom the Seven want to disappear and be forgotten, are sent to Gravehurst.

From the outside, Gravehurst appears like any other militia compound within Strigham. Its walls are higher and its guards more grim, but due to the violent nature of the surrounding slums its unique soldiers are often dismissed. A single tower, wide and square, sits within the centre of the prison. It looms over the surrounding slums like an ever vigilant sentinel. Many citizens walking within sight of the tower will claim to feel the structure itself watching their every movement. Some say that this tower was originally built by the Tethered Order to house otherworldly prisoners, which would help to explain the Sevens attachment to it.

The inmates of Gravehurst are a strange lot. Often the Seven cannot execute their political rivals for fear of creating martyrs and spreading their enemies' ideologies. Instead, they lock those they see as dangerous to public order within Gravehurst's imposing walls. Not all inmates are political prisoners, some have committed crimes so horrendous that the Seven fear them coming to public light. Some of the most insane and vile examples of humanity ever to have lived within Aeternum haunt dank cells waiting for the day they can escape.

There is no term for prisoners within Gravehurst. Every man and woman within its walls will maintain residence in the prison until the moment they expire. The moment they are discovered their bodies are burned without ceremony. No one remembers the inhabitants of Gravehurst. Only a select few know of its existence at all.

Tethered Great Lantern, South East Strigham

Surrounded by the twisting alleys and the endless stalls of the Greyburgh Market hides an unassuming complex of ancient structures, untouched by damage from Fiends. Filled with stored goods from the market and overseen by a consortium of wealthy merchants, none would assume the complex to be anything more than a simple warehouse. Buried in trade goods and guarded by the consortium's soldiers sits one of the Tethered's lost lanterns.

The warehouse complex is owned by the Order, although no Tethered presence has been present in centuries. Without the protection of its rightful owners, the lantern house was taken over and put to profitable use by the consortium. The location has proven invaluable to the merchants who are able to use the vast storage space to triple the amount of goods they can sell at Greyburgh.

Many Tethered know of the Lantern, although none claim to know how its flame died out. Despite the common knowledge of the Great Lantern's existence amongst the Order, any effort to reclaim the complex and the prize within would take great effort. In their current state the Order is too fractured to make any real reclamation effort, but among the newly inducted and ambitious members of the Tethered Order there has been talk of reclaiming the structure and relight its golden flame.

Tethered Great Lantern, North East Morholm

Morholm's sole Great Lantern lies in the Northeast of the District. Surrounded by poverty-stricken and desperate citizens seeking protection, the Lantern offers hope to those who take shelter near its light. Despite the lack of attending Tethered, the still-lit Lantern has become a faint beacon of hope and a symbol of protection. The ancient facility surrounding the Lantern is crowded with homeless vagabonds and nomads, but none dare sleep in the tower containing the Lantern itself.

Rumours among the few Morholm Tethered speak of a great doom looming over the District: a call for assistance has gone out to allies in neighbouring Districts. If the people of Morholm remain neglected then the entire District will surely fall.



ETERNITY, THE SOUL & FAITH

"The cultivation of one's soul is the great mystery of our world. The descent of so many souls is harrowing, but we have almost no knowledge of what that descent means. Popular theory dictates that ascension is the fortunate outcome. How can we be certain that this is true? If it is true, what does that mean for all the souls that descend? Questions such as these galvanise the people of Aeternum into ignoring the entire phenomenon. I cannot help but think that ignoring the problem only makes it worse."

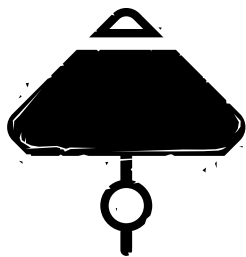
– Roland Carter, Theologian.

If any one aspect most influences the flow of life and history in Aeternum, it is the soul. When an individual dies their soul will visibly rise from their body. These souls are ghostly reflections of a person's former appearance, and after a moment the soul will slowly rise into the sky or be pulled violently beneath the ground. This posthumous movement of souls presents multiple dilemmas for humanity.

First, the existence of a soul is a troubling notion which carries implications of an existence separate from the physical life people know. The nature of souls in Aeternum, primarily their gravitation in one of two directions, raises the probability of an afterlife existence. Knowledge of a preferable afterlife brings about debate on how one should live in order to reach it. Without a clearly set path, it is a debate that will never be solved. Centuries of trial and error have provided no roadmap to an ascended soul, and the people of Aeternum have tired of trying.

Religious organisations have risen to great prominence throughout Aeternum by offering a method through which a soul can ascend. Great and prosperous churches gather power and influence in exchange for their offer of a pathway to ascension. Many of these organisations live by creeds of benevolence and altruism, but that is not always the case.

Many religions preach the destruction of those who threaten the souls of humanity. Doom prophets and witch hunters stalk the streets of Aeternum seeking their salvation through the demise of others. In many Districts where particularly aggressive religions hold sway, it is not uncommon for neighbours to accuse one another of unforgivable sins only to take their neighbour's land or possessions.



The Eternal Scale

The rise and fall of souls without a clear indicator as to logic behind it has spawned numerous altruistic methodologies seeking to

better the soul through acts of kindness and charity. These methods do not always result in the ascension of one's soul which often leads to disenchantment with the method. In order to account for failed occurrences the Eternal Scale was created.

The Eternal Scale seeks to balance the weight of the soul. Their philosophy remains rooted in both the material and spiritual, seeking to enrich life and cultivate ascended souls. Adherents to the Eternal Scale follow a very strict tier system in which any member can rise to prominence within the church. This alone has made the Eternal Scale incredibly popular with the common and poor alike.

Those first entering the faith are known as Penitents. Penitents live lives of charity and poverty, performing tasks and giving away all but the most necessary personal possessions to those of higher tiers within the Eternal Scale. They struggle against material need and seek only spiritual benefit in pursuit of cleansing their souls of impure connections to the world.

As the Penitent's soul is cleansed of material need, they progress into higher tiers until they are gradually allowed more comforts. At the highest tiers of the Eternal Scale are the counterweight to the poor masses; the Enlightened.

The Enlightened live lavishly in donated mansions, surrounded by the possessions provided by Penitents. Free of material need, they are allowed to indulge in the physical pleasures of the world. The opulence of the Enlightened is a thing of renown throughout Aeternum. With incredible material wealth at their disposal, it is common for Enlightened to become influential political figures overseeing entire Districts.



Wet Nurse Saviours

Strangely not all souls are affected by the rules of Aeternum. The souls of children under a year old neither rise nor sink and simply dissipate into thin air. Many theologians tie this to the fact that babies have no inherent weight to their soul, and there are no rules governing them. While widely ignored, this phenomenon has garnered the attention of a disturbing ideology.

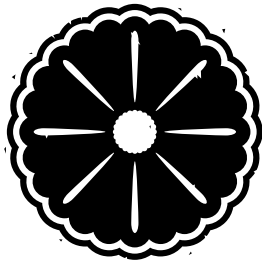
The Wet Nurse Saviours are a religious group who base their entire belief system on the lack of weight to infant souls. While they see themselves as kind angels of deliverance, their grim practices have shocked the residents of Aeternum. Seeing the descent of so many souls, the Wet Nurses seek to spare children from the horrible end

that statistically awaits them. Moving quietly through the night, the Wet Nurses abduct children and sacrifice them in order to ensure their soul does not descend. Through ritual sacrifice, the Wet Nurse Saviours believe they are capable of borrowing the neutral state of the infant's soul and avoiding the descent of their own.

The Wet Nurse Saviours follow a strict matriarchal structure. At the top of the faith is a single woman known as the Great Mother. Chosen from the lower ranks of the faith, the Great Mother personally chooses the middle tier leadership of the faith. Sister Superiors, those beneath the Great Mother, oversee the operations of the faith. They are responsible for choosing the sacrifices and leading sacrificial rituals. The majority of the faith is made up of Sisters, women who carry out the orders of the Sisters Superior and scout for potential sacrifices.

Wet Nurse Reapers

An even darker splinter group from the Wet Nurse Saviours are the Wet Nurse Reapers. These dark individuals see the lack of infant descension as a result of their innocence, not their soul's weight. They have accepted their own eventual downward fate and seek to spare as many young lives from a similar fate as they can, by killing as many as they can.



The Host of Purity

While it has neither the political power of the Eternal Scale nor the vast following of other larger faiths, the members of the Host of Purity possess zeal unmatched in the other major religions. The Host seeks to root out any element capable of corrupting mankind's souls and cleanse it. Members of the Host of Purity terrify members of other religions due to their extremely liberal definition of evil.

The Host sees the incursions of Fiends as divine punishment and willingly wages a war against the horrific monsters. They are quick to purge any behaviour the Host feels is a benefiting the Fiends. The Host believes that once mankind is free of the Fiends and all their influence, all souls will ascend. They view their actions as being for the good of all humanity and pursue their goals without hesitation or mercy.

Unlike other religious organisations, the Host of Purity has a standing militant force. Exceptional members of the church are selected in their youth and taken from their families to be raised as weapons of the Host. These divine weapons are known as Inquisitors. They are raised to disregard all attachment outside the church. Educated and

trained to slaughter the enemies of the Host, Inquisitors stalk the streets of Aeternum by night, eager to eradicate evil in all its forms.

The Host of Purity follows a strict hierarchal organisation. Each church is overseen by a Vicar, a leader embodying the zeal of the Host. Beneath the Vicars are the Deacons who serve as their retainers. Above the Vicars are Bishops, selected from the holiest Vicars to maintain order across multiple Districts and churches. At the top of the religious structure sits the Pure, the single most influential Bishop in Aeternum who casts aside their personal identity to oversee the entirety of the Host. The Pure travels throughout the city, from one congregation to another, ensuring that all the faithful are prepared for action. The nature of this preparation terrifies the other religions, who the Host sees as misguided evil doers.

Many a Tethered has emerged from the ranks of the Host.

Cults, Charlatans & Crusaders

There can be no exact count to the number of beliefs in Aeternum, as new organisations rise and fall daily. The major religions maintain their hold on the majority of the populace, but countless splinter groups exist outside their influence. Many individuals seek to prey on the uncertain people of Aeternum and often religions will be founded to suit the needs of a few at the expense of many. Charlatans and false prophets walk the streets seeking to expand their influence and convert others to their way of thinking.

Fiend cults are a rising threat to the population of Aeternum. Faced with seemingly unending desperation, many citizens take up the banner of the Fiends in order to find some comfort in their lives. The worship of Fiends is forbidden in most Districts, and in those with a strong Host of Purity presence it is usually a death sentence. Cultists seek to blend in with the rest of the population and many join other religions to disguise their true beliefs. At the whims of their Fiendish masters, these cults seek only to corrupt and destroy.

While it is a rare occurrence, upon occasion a mortal will be endowed with Celestial power. These individuals are often given specific tasks to accomplish before their power fades. It is not uncommon for throngs of followers to flock to those bestowed with Celestial potency. These rare gatherings are often referred to as Crusades. Every religion views Crusades on a case-to-case basis. If the goals of the Crusade align with their own, they often openly support it. In some cases, they see the Crusade as a threat, and ideological violence soon follows.



"Is there an ultimate god? My guilt hopes not and my heart hopes so."

- Montana Cliff, Deacon of the White Way.

THE TETHERED (THE PCs)

"Oh ho, look here, a new recruit! Let us get a look at you! Yes, you have the right eyes. We can see the fear in them. You understand hopelessness. You know what it is to see the world crumble around you. That's good! But are you willing to move forward: to shoulder hopelessness and fight anyway? We'll see for ourselves, if you survive the final trial."

– The Grave Robber.

The Tethered, referred to from within as 'The Order', consider protecting the souls of Aeternum's people their sacred charge. The Order seeks to accomplish this by doing all within their power to provide more time to the city's people to cultivate souls capable of ascension. This has become the sole preoccupation for the Tethered who throw themselves into an eternal struggle against the nature of mankind and the hellish Fiends.

The origins of the Tethered are shrouded in mystery. Even within the Order there are few historians who can reliably discuss the first Tethered. It is widely accepted that the Order stems from a husband and wife, the very first Tethered, who witnessed the descent of their young son's soul. The couple was so distraught by the thought that even a young soul could be drawn below, that they desperately searched for any method to correct the tragedy and prevent it from happening to others. Some tales tell of the couple finding a method of using strange lanterns discovered deep beneath Aeternum as receptacles for their souls, allowing them to extend their physical lives indefinitely. Others tell of them being personally gifted a golden flame from a mighty Celestial, which must be kept within a specially made lantern and would prevent one's soul from going neither up nor down, binding them to the now. These tales are dismissed by many Tethered as wild storytelling, an idea made stronger by the fact that no evidence of the couple's existence has been discovered.

By fusing their souls to the Great Lanterns, the Tethered are capable of cheating death. This has created chapter houses around Aeternum, each guarding one of these Great Lanterns. The flow of a person's soul into the lantern slowly changes the Tethered. Their bodies become stronger and faster than ordinary humans. Muscle memory is greatly enhanced, allowing most members of the Order to quickly learn complex physical skills. In a manner of months, the Tethered can perfect a skill which would take an ordinary human a lifetime to master. Other changes accompany the fusion, but these vary from one member of the Order to the next. It is not unknown for a Tethered to possess strange and unique abilities beyond the ken of mortals.

To join the Order an applicant must go through a rigorous series of

trials in order to determine their mental and physical ability. These tests exist primarily to weed out those without the will to endure hardship. After weeks of having their limits pushed, an applicant is invited to partake in the final ritual: the binding of their soul to one of the Order's Great Lanterns. Fewer than one in twenty survive the process of fusion. Those that do not are unceremoniously dumped on the streets, for the undying Tethered have no graveyards.

Mandate, Morals & Motivation

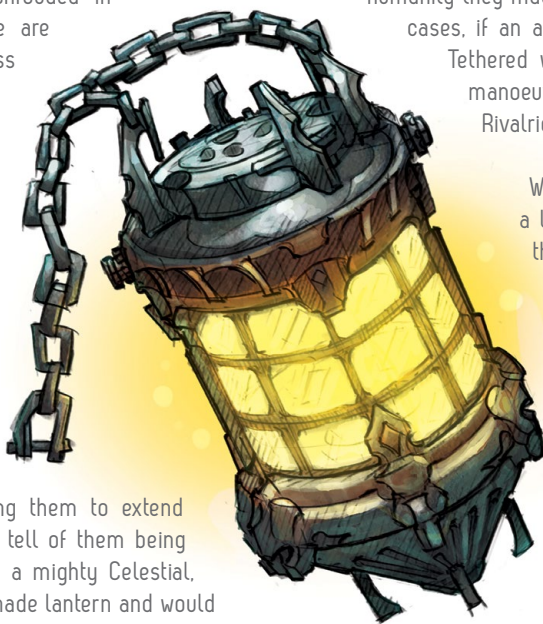
Most Tethered share a single vision: to see all souls ascend. However, there are many differing theories on the best approach to this goal. While all members of the Order agree that humanity needs more time and protection from senseless death to find the proper path, the nature of that path is a matter of great debate. Upon rare occasions, Tethered will find themselves directly opposed to one another. Despite each seeking to do what they think is best for humanity they may see a fellow Tethered as an enemy. In these cases, if an amicable compromise cannot be reached, the Tethered will often fight each other, or enact political manoeuvres to gain support from other Tethered. Rivalries between Tethered can be long and brutal.

While many join the Order for altruistic reasons, a larger number join out of fear. It is no secret that the vast majority of souls in Aeternum do not ascend. This has created a fundamental fear of death in the city's population that can outweigh natural survival instincts. Such is the drive to cheat death that a large number of the Order's members join to prolong their lives. Murderers, thieves, and other ne'er do wells have sought to join the ranks of the Tethered seeking a reprieve from death. While traditionally the Order has had very strict entry requirements, these have been relaxed in recent decades due to declining resources and a rise in the philosophy that even the worse examples of humanity have the right to more time to seek ascension. Many skilled Tethered have joined the Order for selfish reasons, only to later grow into their new vocation, and if their membership is beneficial to humanity there are few complaints.

The daily struggle for the souls of Aeternum does not relent. Many Tethered become disenchanted with the pairing of constant hardship and lack of reward. While cases of desertion are rare, they do exist within the Order. These deserters quickly become outcasts and are hunted by their former comrades who seek to capture and retrieve them at all costs. What happens to the retrieved betrayers is pure supposition, but rumours that the fusing ritual can be undone gives would be defectors significant pause.

Ash, Arising & the Awakened Soul

Tethered do not fear death as normal people do. Their bodies



age at a rapidly reduced rate, and so long is their lifespan that no Tethered has ever been recorded as dying from their bodies breaking down. The fusion of their soul and bodies to the Order's Great Lanterns make true death, from normal means, impossible. When external sources would kill a Tethered their bond with the Great Lanterns causes a miraculous and frightening reaction.

As a Tethered's body falls dead, their soul rises from the apparent corpse. Each person's soul is different in appearance and is a reflection of their true nature. Without the fetters of flesh, a Tethered soul is a terrifying opponent capable of unbelievable destruction.

After a short time, heavy phantasmal chains will erupt from the surface of a Tethered's personal lantern. These chains will seek out the errant soul, ensnaring and violently pulling it into the lantern. As soon as the soul is returned, the lantern, as well as the body of the Tethered, will disintegrate into a pile of ash leaving little evidence that it was ever really there. This state of pseudo-death lasts until the next night. The following evening, when the gaslights of Aeternum are lit, the Tethered will rise from a Great Lantern and be reborn to continue the eternal struggle.

A strange power exhibited by all Tethered from the connection to their own lanterns is the ability to return their destroyed colleagues to life. This power places great strain on the Tethered utilising it and will often form a bond between them and the Tethered they are resurrecting. As long as the Tethered remains in their corporeal form they are capable of bringing their ghostly colleagues back.

Unknown to most of the Order, the struggle of eternal life does not last forever. At some stage in their life, a Tethered will feel compelled to return to the lantern which gave them their power. This span of time is variable, and many Tethered have lived for close to a century without hearing the call. This choice is incredibly private and often very sudden. The final fate of a Tethered's soul is only known by very few, most speculate that it simply vanishes, going neither up nor down.

Blades, Bonds & Brilliance

The equipment of each Tethered varies greatly and is always based on personal taste. The Order provides all manner of personal arms and armour to the Tethered. Each piece of equipment is marked with sacred sigils tying it to the soul of the Tethered. This bond ensures that when a Tethered is killed and reborn, their regular equipment is reborn with them: intact. While the weapons and armour of the Tethered can be destroyed, the same process which repairs their bodies also reconstructs the bonded tools of their trade.

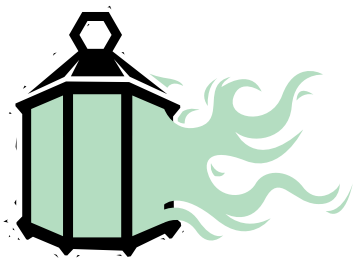
Despite the variance in equipment, all Tethered carry a single unifying item, a small lantern. These lanterns serve as not only a source of light, but a link between the Tethered and the Great Lanterns. The style of each lantern differs from ornate ancient looking lamps to handheld hooded lanterns worn on the belt.

Allegiance, Association & Agendas

While the mandate of the Tethered is clear, the method best utilised to achieve their goals remains a matter of some debate among the Order. Without a clear methodology to follow, numerous splinter groups have formed. Each faction or fraternity has its own theories on how to pursue the daunting task set before all Tethered. Ideological clashes are common between factions often leading to arguments, and on rare occasions, bloodshed. More often than not, the various factions do their utmost

to accommodate their fellow Tethered, despite seeing differing ideologies as misguided.





Wardens of the Pyre

"Laugh while you can, Fiend. You will burn just like all the rest."
– Sister Floria Issak.

"Fight fire with fire" is a common expression among many of the Tethered who seek to use the malign powers of the Fiends against their ancient enemies, however the Wardens of the Pyre fight everything with fire. Adherents to the Wardens of the Pyre commonly have a religious disposition that reveres the light and heat of the Great Lanterns, and seeks to purify all of Aeternum with their light.

Strange rites and devotions surround the Wardens of the Pyre. The sect has taken on the mission of guarding the Great Lanterns as their personal quest. Finding and rekindling all lost Great Lanterns is a vital part of their ultimate goal. The Wardens of the Pyre see themselves foremost as light bringers and guardians who utilise holy flame to scour evil from the Eternal City. The strange sect boasts numerous Tethered imbued with Celestial magic, making the Wardens one of the most respected factions within the Order.

The Wardens of the Pyre distinguish themselves by the lanterns they carry. Despite the personal nature of each Tethered's link to the Great Lantern, the Wardens use ancient brass lanterns depicting hosts of Celestials. These lanterns have become infamous amongst Fiends, who have real cause to fear the Wardens. But, while many a Fiend has met its end burned to nothingness in the holy flames of the Pyrites, many Pyrites have fallen prey to the Fiendish powers they wished to turn on their enemy.

The Wardens of the Pyre meet infrequently. These meetings are always held around a Great Lantern, and Tethered from any other faction are welcome to witness. The rites and prayers performed are beautiful, but make little sense to outsiders. In these meetings the Wardens discuss and plan quests to rekindle lost Great Lanterns.

The Wardens respect other factions among the Tethered, but pay them little heed. Their personal goals are of the utmost importance to them and the Wardens have little time to contemplate the methods of others. They meet differing ideologies with condescending politeness. They are not eager to make enemies of the other factions, but show no real interest in endearing themselves to outsiders.



The Masked

"Faces can show sadness, anger, or pity. We wear masks because we cannot allow any such emotion to sway our course."
– Edbert Gallows, Masked Tethered.

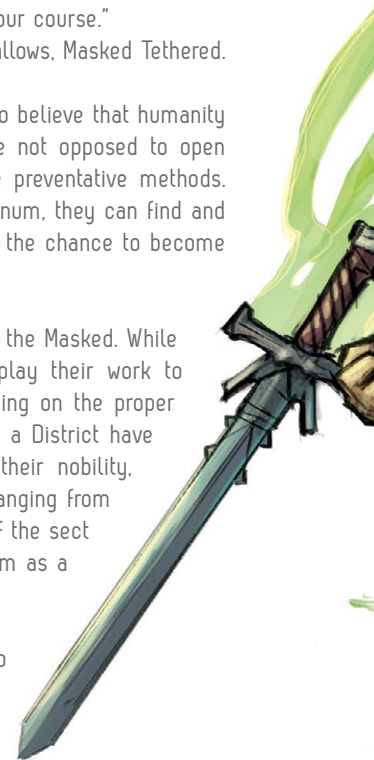
The Masked are a network of Tethered who believe that humanity must be watched and guided. While they're not opposed to open battle with Fiends, the Masked prefer more preventative methods. They believe that by secretly policing Aeternum, they can find and eliminate potential horrors before they have the chance to become a real threat.

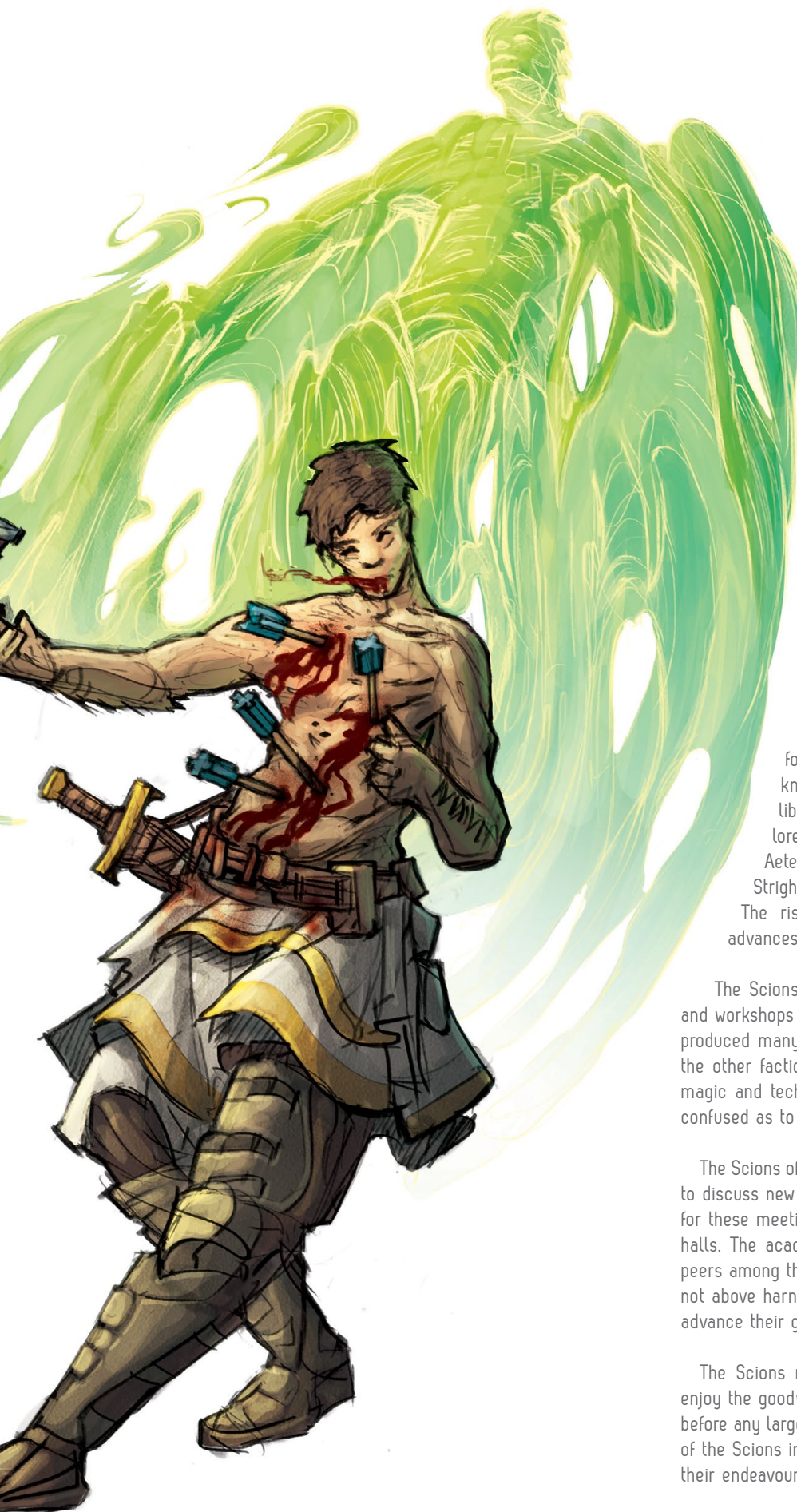
Symbolic acts are the primary method of the Masked. While they're a secretive sect, they publicly display their work to galvanise the people of Aeternum into staying on the proper path. On numerous occasions the people of a District have awoken to criminals and/or members of their nobility, suspected of corruption and vile sorcery, hanging from nooses in the District centre. The majority of the sect takes no joy in these displays, but sees them as a necessary method to guide the masses.

The Masked live a double life. They go to great lengths to conceal their nature as Tethered, blending in with civilian society. Each carries a full, or half, mask which serves to conceal their identity and mark them as members of the Order. By night, the Masked shed their disguises and don their masks. Grimly they stalk the streets of Aeternum, rooting out crime and corruption in order to save the souls of the city.

The Masked have an informal affiliation with one another. They communicate through a series of intricate hand gestures and coded speech. Two members of the faction being in the same location are very rare, but when it does occur the situation is often dire.

The Masked watch the other factions, and the rest of the Order, closely. They do not see any as being above corruption, and remain poised to strike down Fiendish corruption wherever it may be found, and display it publicly as a warning to all others with wicked intent.





Scions of the Sage

"Any brute can swing a sword around. Any man, woman, or child may pull a trigger. We arm the righteous brute. We aim the barrel for the helpless child. We prepare them for battle and illuminate their targets. Their victory is ours as well."

– Scion's Creed.

Among the numerous legends of famous Tethered, Talia Sage often stands out. While not the martial or magical equal to many of her contemporaries, she sought knowledge in all its forms. Foregoing direct battle, Sage preferred to arm her allies with her knowledge. Countless heroes owe their victories to her aid, earning her a place among the most venerated of the Tethered.

The Scions of the Sage have continued their forbearer's mission, seeking to arm their brethren with knowledge to stand against the darkness. With vast libraries at their disposal, the Scions possess more lore and history than almost any other organisation in Aeternum. Throughout the past century the Scions of Strigham have found a new discipline to add to their arsenal. The rise of scientific knowledge and its accompanying advances in technology to arm their allies.

The Scions of the Sage toil endlessly in libraries, laboratories, and workshops in order to discover new information. The faction has produced many new spells and weapons which they freely give to the other factions. The Scions are known to blur the line between magic and technology, and those utilising their arsenals are often confused as to the true nature of the weapons they carry.

The Scions of the Sage from across many Districts meet frequently to discuss new ideas and projects among their peers. The locations for these meetings are always great libraries or college conference halls. The academic nature of the faction has granted them more peers among the mortal population than any other faction. They are not above harnessing the knowledge of normal men and women to advance their goals.

The Scions make great efforts to include other Tethered. They enjoy the goodwill of the Order as a whole, and are often consulted before any large undertaking. Other factions will often visit members of the Scions in search of advice or specialised equipment to aid in their endeavours.



FIENDS

"They are corrupt deceivers, all. They prey upon our weaknesses and desires like parasites. Their schemes are endless and often without any discernible goal beyond their own pleasure in our suffering. We struggle and they laugh, stopping only to bait us. The only ironclad rule when dealing with Fiends is that one should never deal with Fiends."

— Merlinda Dramis, Aeternum Historian.

Fiends present the most overt and immediate threat to the people of Aeternum. Horrific creatures crafted from the raw stuff of nightmares, Fiends seemingly exist only to torment and corrupt humanity. Aeternum's history is filled with stories of monstrous creatures manifesting out of nowhere and laying waste to entire Districts before disappearing or being destroyed by the Order. The only certainty involving Fiends is that they will cause pain, suffering, and death.

Fiends originate from a world below Aeternum and the hearts of mankind. The general consensus among the people of Aeternum is that they come from the destination of all souls pulled beneath the surface. Few scholars and theologians have painted them as anything but pure evil. Those scholars who do attempt to categorise and understand Fiends are quickly discredited and cast out by their colleagues, as they often lose their sanity in pursuit of their knowledge. Fiends have been known to manifest from thin air in areas rife with turmoil and suffering, crawl from the ground itself, tearing their way to the surface and ripping into the world of man with unmatched fury, or slither out of shadows and corpses to torment and corrupt all they encounter.

There is no standard ascribed to the physical properties of Fiends. They are nightmarish beings whose bodies are horrid reflections of mankind's darkest desires and fears, with few Fiends possessing identical physical properties. The most commonly occurring themes in a Fiend's physical makeup are mixtures of animal and human components. Often they bear seeping wounds, are surrounded by clouds of buzzing insects, or appear rotted through. No matter the combination of features that make up a Fiend, they are universally terrifying. While the bulk of Fiends are monstrous beings, there are a large number of more insidious Fiends who assume the guise of humans.

Perhaps the most disturbing fact known about Fiends is that they are capable of originating from within humanity itself. In times of great evil, emotional bonds can be forged between man and Fiend. The phenomenon is known by many different names; possession or infestation being the most common. The cycle begins when a human becomes absorbed in an emotion that Fiends find appealing. The infestation grows as the host becomes more indulgent in behaviour associated with that negative emotion. Before long a Fiend in the shape of its host will begin to sprout, rising from its host like an escaping soul. Soon it will separate entirely

from its host. Many Fiends view the host as their link to the world and will continue to feed on the emotions of their unfortunate parent. Others view their host as nothing more than an egg from which they hatched and are quick to dispatch the human that spawned them.

While the most common encounters with Fiends take the form of physical incursions, there are rumours of ancient Fiends lurking in the Undercity beneath Aeternum. In subterranean lairs long abandoned, these powerful creatures lurk. They watch humanity above and exert their influence subtly so as not to provoke the wrath of the Celestials.

Incursions, Intent & Insidiousness

The most notable tragedies involving Fiends come in the phenomenon known as incursions, in which a Fiend materialises, seemingly from nowhere, to wreak havoc on the surrounding area. These attacks appear random and without purpose other than to terrorise and destroy. Despite the short length of most incursions, the scars they leave on Aeternum and its people can last for decades. Survivors live the rest of their lives without knowing what caused the attack and unable to shake the feeling that it could happen again at any moment.

Fiends appear to be drawn to, or at least are more visible in, areas where people suffer the most. When food is scarce or violence is prevalent, Fiends are never far behind. They thrive on the worst emotions and actions humanity has to offer. The scarcity, harshness, and terrifying mysteries of Aeternum have provided Fiends with more food than they could ever hope to consume. However, Fiends are greedy and indulgent creatures.

Fiends spawned from mankind are particularly clever and have developed methods far more insidious than their raging brethren. Their birth from a human host has given these Fiends an intimate knowledge of humanity, its wants, and its weaknesses. Often they will go before the desperate and disenfranchised as saviours, offering simple solutions to the complex problems facing the residents of Aeternum. Starving people are offered the means to feed themselves. People living in Districts ruled by tyrants are given promises of freedom. Fiends of man specialise in manipulation and know exactly what words to use to draw the downtrodden to them.

Many Fiend worshipping cults have been founded by Fiends of man. They begin as small, usually benevolent, organisations seeking to aid the needy. As their numbers grow and their members become more corrupt, the true nature of the Fiend is inevitably revealed. When weighed against the wanton destruction of larger Fiends, such

groups pose a much greater threat to the souls of Aeternum's people.

Witchery, Wisdom & Weakness

Fiends are supernaturally powerful creatures capable of slaughtering humans with little effort. Possessing potent natural weapons and incredibly thick skin, they are considered to be nearly invulnerable to all of humanity's weapons. Whole ranges of powers have been attributed to Fiends throughout Aeternum's history and anyone who has ever encountered such beasts will not be quick to dismiss these rumours.

More hazardous than raw physical potency, many Fiends have acquired ancient knowledge. Numerous Fiends possess knowledge of sorcery and are able to warp reality as they see fit. Paired with their impressive physical presence, the sorcerous knowledge of Fiends makes them some of the most powerful beings in existence; second only to the Celestials.

Rather than struggle against the Fiends, many humans have sought to bargain with these creatures. Poor souls with no other option, or madmen hungry for power, have gone before Fiendish masters and pledged their souls and service in exchange for the ability to alter their lives. These humans are taught ancient sorcerous rites and rituals for their fealty.

Despite their fearsome prowess Fiends can be killed, or at least temporarily destroyed. It takes a great concentration of force and multiple grievous wounds, but felling a Fiend lies within the realm of mortal possibility. The sigil marked weapons of the Order have the most effect against Fiends. While Fiends only fear the awesome might of Celestials, they know well the power of the Tethered and will show their ancient enemies no mercy.

Enmity, Eternity & Enemies

If there is one thing the Fiends truly fear, it is the Celestials. While mankind has no knowledge of whatever struggle is waged between the two supernatural factions, buildings constructed by the Architects often contain mosaics, tapestries, and frescoes depicting ancient struggles between Humanity, Fiend and Celestial.

The very approach of a Celestial is enough to stop even the most ferocious Fiend in its tracks. Such is their aversion to the presence of Celestials that Fiends will retreat even when they greatly outnumber their ancient foes. Fortunately for the horrid creatures, Celestials rarely appear within Aeternum and appear to be intent on letting humanity struggle against the Fiends, or they are fighting this great war in a way that people cannot see.

Fiends are not natural creatures and carry none of the limitations that life brings with it. Undying and ancient, Fiends are content to wage a long war against their Celestial enemies. The few theories to the motives of Fiends agree that the souls of humanity play some important part in their war with the Celestials. If this is truly the case, despite the power of Celestials, the Fiends appear to be winning.

"Never trust a Fiend, especially when they speak truth."

– Ben Golg, the pure.

"It is interesting to note that when confronted with a Celestial there is no mistake as to what we are witnessing. An equal mixture of awe and terror washes over us in their presence. Even if having never seen one before, we know exactly what the being before us really is. In our fascination it is important to stop and wonder whether it comes before us to aid or destroy. The odds of either are nearly equal."

– Horatio Wilcumber, Discredited Theologian.

Celestials are immensely powerful beings that descend from the skies above Aeternum. The appearance of a Celestial is often viewed as an auspicious occasion. However, their agenda appears to take no notice of mankind's wishes, as whole Districts have been reduced to ash by the unfathomable power of the Celestials just as often as they have descended for the sole purpose of destroying a great Fiend. While they have little personal interaction with the people of the city, no other beings have had a greater impact on Aeternum or its people.

Celestials appear in many different forms, changing with surprising fluidity to whatever form suits their purpose. Often they appear as nothing more than nebulous bursts of light, bathing all who witness them in luminescence. Other times, they show themselves as amalgamations of great beasts shrouded in the same tell-tale light. The most common form taken by the Celestials is the shape of human women with fierce features, long flowing hair and wings made of golden fire. Their ability to change appearances has made any attempt to categorise Celestials a futile effort. Only one type of Celestial stands out from its peers. Of all encountered Celestials, the Architects stand out as unique and most commonly seen.

Differing from their awe-inspiring brethren, the Architects are the least overt of all Celestials. Quiet and small, the pale Architects scurry over the remains of ruined or crumbling buildings. They are short lanky creatures with abnormally large hands and feet. Their bodies are chalk-white and their faces lack any features whatsoever. The Architects are very sombre in contrast to their Celestial brethren. Many scholars doubt that Architects are Celestials at all, but they share the same invulnerability and unspoken goals. These similarities are more than enough to convince the majority of Aeternum's citizens of their Celestial nature.

No matter their physical characteristics, all Celestials share a common goal. Unlike the squabbling of Fiends, there has never been a recorded incident of Celestials working against each other. Whether rebuilding a ruined section of the city or destroying a pristine park in a rain of fire, Celestials never waiver in their task. Relentless pursuit of their goals is a defining trait of all Celestials.

Much to the dismay of mankind, the goals of Celestials are secretive at best. The agenda of the Celestials remains shrouded in mystery. The immortal beings appear to make little effort to accommodate mankind in their strategies, and often their actions seem at odds with the well-being of humanity. On rare occasions, special individuals will be chosen by the Celestials to participate in

their grand plan. Even in these infrequent occurrences, the chosen are given tasks and very little information as to why they must be accomplished.

Celestials bear the burden of humanity's survival in Aeternum. This task is carried out openly by the Architects who are responsible for the construction of nearly all structures within the city. The Architects are so dedicated to this task that they have been known to disassemble manmade structures and replace them with those of their own design.

Architects also clear large swathes of land for farming and livestock. Where the seeds they sow and the animals they deliver come from is a mystery to all Aeternum's inhabitants. When farms are created, the District in which they are located experiences a great boost in trading power with their neighbours. Wars have been waged between Districts and local rulers have been created from the ability to control the fast-growing food the Architects provide.

Perfection, Potency & Patience

Celestials appear as perfect beings: immortal, invulnerable to all known harm, and powerful enough to destroy entire Districts with little more than a whisper. The awe-inspiring might of Celestials is the stuff of many Aeternum legends, as well as the founding of many major religions. While many religions revere the Celestials, they adamantly refuse to be deified and have destroyed many churches that venerated them as gods. They are a power without rival.

From the quiet labours of the Architects to the spectacular displays of might from other Celestials, the amazing potency of Celestial beings is well known. The depth of their power, however, is unknown. They seem to be beings without limitations. Tales of Celestials reviving the dead, destroying gigantic Fiends with a single blow, and endowing mortals with superhuman abilities surround the Celestials. Without parameters to gauge their power, the legends surrounding the Celestials grow wilder with every retelling.

Despite their limitless power, Celestials are never quick with its application. They never act without cause or reason, even though no mortal is ever aware of their reasoning. Celestial actions are always contained, never expending effort in pursuit of anything outside their goals.

Edifice, Engineers, and Encounters

Encounters with Celestials are extremely rare. The only exception to their infrequent appearance is the Architects. These diminutive builders are a common sight in Aeternum as they work tirelessly to build over ruined buildings. Morning through evening they can be seen crawling over a building in progress, materialising what supplies they need from thin air.

The Architects work with surprising quickness, although when observed directly their pace seems normal. The majority of the work appears to be done when the observer blinks or looks away, if

only for a second. The Architects never interact directly with people, and will often vanish when faced with direct contact.

The buildings constructed by the Architects often defy conventional logic. The Architects do not construct the buildings the people of Aeternum want them to. They build everything according to their own baffling plan. New buildings are constructed atop the ruins of the old, and never share the same design as their predecessors. The citizens of Aeternum have learned to adapt to these constant changes and are more accepting of the Architects than other Celestials, as they never bring destruction.

War, Wrath & Weaponry

Celestial intervention in human affairs is extremely rare. When they are forced to alter their plans and become involved, the Celestials display a wrath that makes the most ferocious Fiend seem tame. When a District becomes too saturated with suffering and evil, it is a prime target for a Fiend incursion. In order to stop major incursions that could become capable of threatening multiple Districts, a single Celestial will often appear as a warning to the citizens of the District.

If this initial warning is ignored, the Celestial will return. The second appearance of a Celestial is a death knell for the District. With minimal effort the Celestial will burn the entirety of the District, reducing it to ash. Occasionally, the Celestial will spare a few residents of the District. These rare individuals spared often go on to lead remarkable lives and are viewed as models for the ascension of the soul. Nothing forces the Tethered into action like the appearance of a Celestial. The Order will do all within their power to spare a District the grizzly fate of failing to heed the warning of the Celestials.

When the Celestials are forced to act aggressively, they wield an impressive array of weapons and magic. Weapons of pure light or golden flame are most common. These strange weapons shriek as they cut through any solid material as easily as the air itself.





"They say the Architects are strange. They say the Fiends are terrifying. If you ask me, they don't hold a candle to the unending machinations of the human brain. In this city we bend gears, steam, science and sorcery to our whims to fill a chasm deep within us. The need to create, even if our creations are monstrous. Self-deception and grasping beyond our sight lie hidden in our core."

– Gabriella Vance, Alienist.

Aeternum is often an oppressive city. The vast majority of its people struggle daily for even their basest needs. In order to ease daily life, much of the city has turned to technology in order to provide for their needs. Science is a curiosity of the social elite who can afford to spend their days pursuing intellectual inquiry, or the pursuit of secretive lunatics or social pariahs. For most of Aeternum's people, the many great advances made technologically are never seen and have little impact on their daily lives, more often than not they must settle for the old ways that have been perpetuated for countless generations.

The level of commonly-used technology in Aeternum has been stagnant for as far back as historians can trace. With limited means of constructing their own manufacturing facilities, the people of Aeternum must make do with the types of production structures provided by the Architects. Many Districts benefit from more advanced technologies because of natural resources found in or beneath the District. Strigham, for instance, has large gas reserves in the higher levels of the Undercity beneath it. This allows For Strigham to boast streets lined entirely with gaslights making it shine more than its neighbours. Residential advancements like indoor plumbing, home gaslights, and fire extinguishers are the purview of the wealthy. Less affluent households make do with whatever they can scrape together in order to survive.

Creation, Commerce & Craftsmen

With limited access to large-scale production facilities, Aeternum, and especially Strigham, has become a city of craftsmen. Without machines to mass produce objects, crafters hold a special and unique place in society. Tailors, blacksmiths, wainwrights, clockmakers,

carpenters, and shoemakers hold important positions in society and to be apprenticed to any craftsman is a noble pursuit. Their shops keep the flow of currency moving throughout the many Districts, and without the numerous tradesmen operating throughout the city, there would be almost nowhere for the average citizen to spend what few coins they are able to scrape together.

Cogs, Clocks & Conveyance

The average citizen of Aeternum often views technology as a luxury in which they cannot partake. Great clocks rest in the upper levels of ancient Aeternum structures, where only the affluent can go. Grand carriages, each unique and designed by a master, hurry through the streets; forcing the common people to step aside.

Clockmakers are the rarest of all craftsmen in Aeternum and often live lavish lifestyles. Often clockmakers are approached by the wealthier citizens of Aeternum and commissioned to build all sorts of mechanical devices. Many noble children play with expensive clockwork toys, which dance around powered by tiny gears.

Bricks, Bats & Blood

Weapons are not regularly carried by the people of Aeternum. While flintlock pistols and muskets are available, they are rare. With few organised efforts to manufacture and sell these weapons, they are the purview of craftsmen alone. Each weapon found on the streets of Aeternum is unique and proudly bears the mark of its creator.

The most common true weapons are found in the hands of District militias, city watch and the guardsmen of powerful nobles. While firearms are available, they are rare and take a large degree of training to quickly load and fire. Instead, the crossbow has become the most popular weapon among guards and private armies. Pikes and halberds are equally common in the hands of private guards due to their effectiveness when dealing with crowds and their relatively low cost to produce and maintain.

A lack of advanced weaponry has not left the people of Aeternum without means of harming one another. Clubs, knives, pitchforks, scythes, hammers, and other tools are used excessively in gang warfare. The most common implements of violence on the streets of Aeternum are designed for other, more mundane, uses.

Machinery, Madness & Monstrosity

Science is a foreign concept to the average Aeternum citizen, and seen as more akin to magic than logic. Commoners tend to view scientists in the same disdainful manner in which they view witchcraft. All new ideas are strange and threatening to the general population. Many scientists are forced to work in secret because of the societal stigma placed upon them.

Working in secret, there are a handful of scientists whose work presents a true danger to society. The dangerous nature of magic and the bargaining that accompanies it means that many are forced to seek scientific methods for achieving magical results, or the

reverse. The outcomes of many such experiments only reinforce the negative view the general populace places on science.

When pursuing darker agendas scientists will often go mad in their isolation. Even altruistic experimentation like raising the dead, curing disease, and augmenting food supplies to feed the masses have led to disastrous results. The people of Aeternum have many stories of strange abominations wandering the streets of Aeternum until they are put down by a mob or the Tethered.

Gears, Golems & Genocide

While clockwork automatons are rare, they are not unknown in Aeternum. Golems are complex creatures of iron, gears, steam and magic. Some are crude with heavy lumbering bodies and others are finely crafted and sculpted works of art. While building a golem requires a skilled craftsman, it takes powerful and outlawed magic to give the automaton even a simple level of consciousness. Only a few mages specialise in such magic and their services can come at incredibly high prices.

Many of the citizens of Aeternum, and all of its leaders, fear the very notion of creating a golem, and their apprehension is well justified. Long ago the powerful Rhun District used their vast wealth to build an army of golems. Calling mages and craftsmen from all over the Eternal City, Rhun used strange rituals to bond the army to the will of their ruling family, the Rhuns. Thousands of massive iron soldiers followed the commands of Rhun leaders to subjugate the surrounding Districts. They crushed all opposition, destroying any who stood in the way of their ambitions. Through a long and bloody campaign Rhun conquered two dozen Districts, including Strigham. The empire persisted for nearly four hundred years, with control of the golems passing from one family head to the next.

The dynasty continued for many generations, but like all human power in the Eternal City it did not last. Despite her significant power, Queen Annalise Rhun II feared her own mortality and knew that no amount of wealth would save her soul from its inevitable descent. Desperate for an escape, she joined the Tethered Order, but her soul was consumed by the Great Lantern; leaving her body a smoking husk.

Everyone expected command of the golem army to pass to Annalise's daughter, but the destruction of the Queen's soul caused a fracture in the magic binding the iron automatons to the Rhun family. Some of the golem force crumbled to dust, while the majority of the constructs went mad. They rampaged indiscriminately through the streets of the vast Rhun Empire, killing millions before they were eventually stopped. While most of the golems were eventually destroyed, many retreated into the Undercity. The aftermath of the golem assault left the Rhun Empire fractured as the Districts separated themselves.

See pg: 65 for full Arcane Skill Roll rules.

"Witches are the most loathsome of all beings. Their infernal dealings have wrought disaster upon all of Aeternum, leaving only broken souls in their wake. They wear the skins of men and women, but make no mistake, they are as hideous as any Fiend. Break their minds and burn their bodies. It is the only way to truly end their threat."

– Merius Olanthorpe, Host of Purity Inquisitor.

The limitations of humanity are made apparent in contrast to the unchallengeable power of Celestials and the overwhelming might of Fiends. When compared to such powerful entities, humanity feels frail and weak. They know full well that they are amongst the least powerful beings in Aeternum, and many struggle with that knowledge. It is not surprising that when a person's limitations and ambition are at odds, many have learned to borrow the power of greater beings to use for their own ends.

Magic is obscure in a city of oddities. For a human to harness magic, reality warping power must be bestowed upon them by a more powerful being. The source of this endowment comes in many different forms. Power is often bestowed upon individuals by Fiends who will trade some of their essence in exchange for service. Rarer still are those who utilise the power of the Celestials, a power that can only ever be gifted. Aeternum itself is steeped in ancient magic. Long ago, scholars learned to tap into the inherent magic of the city and use it to shape the world around them to their wills. These magicians use the power of Aeternum's streets, sewers, parks, and other locales, often specialising in a particular type of environment.

The people of Aeternum fear magic, regardless of its source. There is no acceptance of sorcerous power, despite its intention. Many Districts and religions maintain constant vigilance over the population in order to prevent fledgeling magic users from becoming a threat. The punishment for sorcery is often brutal, and dangerous mobs rarely wait for a trial. In many cases, a simple accusation is enough to end lives.

Mages, Magicians & Monikers

The terminology used for those who use magic differs greatly throughout Aeternum. In some Districts they are referred to as Sorcerers or Warlocks. Mage is the kindest term used to describe those who harness magical power. The Host of Purity makes excessive use of the phrase Witch. The fervour for naming magic users witches has spread beyond the Host and is now common slang for wizards. Very few distinguish between the sources of a mage's power when attributing names to them.

Rites, Rituals & Reality

The use of magic takes many different forms. The most obvious is when a sorcerer takes the raw fabric of reality and twists it in an obvious manner. This is referred to in the magic community as "weaving". Weaving results in spectacular, and often destructive, effects which change the very laws of nature. Hurling fire, turning

invisible, and cloaking oneself in a magical shield are all examples of this obvious variety of spellcasting. This form of magic terrifies and awes the people of Aeternum. It is fast, loud, and dangerous. While many consider weaving the most terrifying form of magic, there are others capable of causing far more damage.

Ritual magic is perceived by the Host of Purity as the most contemptible and insidious form of magic. Through ancient rites and rituals, mages have exerted their power over reality in the most subtle and widespread way. Witches have used rituals to control the minds of influential citizens and bring ruin to entire Districts. Hexes and curses have spread sickness and ruined what little food is available on more than one occasion. Often rituals will be blamed for even naturally occurring dilemmas. It is not uncommon in times of extreme scarcity for the people of a District to turn on one another with claims of witchcraft and subsequent executions.

Contracts, Casting & Cost

Arcane power does not come easy; or cheap. Deals struck with otherworldly patrons are never a simple matter. In order to harness strange energies a mage must adhere to the terms of their patron. Each entity requires something specific, and there is no standard method of deciding what a sorcerer must do in order to maintain or gain power.

Fiends are particularly fond of soul bonds when offering their power to mortals. In most cases, the mortal is able to utilise the Fiend's power in exchange for the Fiend gaining possession of that mortal's soul upon their death. Many Fiends require regular sacrifices in their name or general service to their specific cause. Fiendish magic is a corruptive source which inevitably brings ruin upon its user. By design, Fiends seek only to despoil the souls of those they grant power to and are eager to strike up bargains with mortals. These deals are honoured at the discretion of the Fiend, for they are bound to contracts just as tightly as man. Often these bargains are faulty or twisted, leaving the magic user broken and powerless in their moment of greatest need. Despite the danger of association with Fiends, there never seems to be a shortage of would-be witches and warlocks willing to offer themselves for deceptively easy power.

Celestial magicians must abide by a code. There is no binding contractual agreement stating the necessity of adherence, but few are willing to betray the Celestials. Celestial bestowment is rare, and becomes rarer with each passing year as fewer individuals are found worthy. When power is granted to a mortal, it always plays into the Celestial's unfathomable design. Inevitably the Miracler, as Celestial magic users are often known, becomes an example for others to follow. In the end nearly all Celestial mages see their souls ascend to the sky.

A mage who learns the ancient intricacies of magic harnessing the power of Aeternum itself are beholden only to the city. There are very few restraints placed on such magic users, but their power is the most difficult to harness and requires more effort and skill than other forms of magic. A miscast spell will often have disastrous and unforeseen consequences, as taking personal control of reality is no small task.

Ghosts, Ghouls & Grotesques

Of all magic practised in Aeternum, Necromancy holds a place of particular dread in the hearts of both the public and the Order. The Tethered have no tolerance for the practice of Necromancy, and even dabbling in it warrants an immediate death sentence. For while many fear the uncertain eternal fate of their souls, all fear the inevitable suffering that results from the capture of their soul by a Necromancer.

Necromancers are powerful individuals capable of directly disrupting the flow of souls, capturing them in strange apparatuses to fuel for their obscene sorceries. While all souls serve to power necromantic spells, many vile rituals require unique souls of a specific nature. The most common ability possessed by Necromancers is the ability to communicate with the echoes of the deceased, to glimpses their past experiences or to learn long-forgotten knowledge, but this power gives them no insight into the current state of a deceased's soul once it has ascended or descended. Well-practiced Necromancers are also able to reanimate corpses to carry out their wishes. Rare practitioners have even successfully mimicked the rituals of the Tethered, linking their own souls to Aeternum itself. Such immortality rituals are extremely rare and require hundreds of captured souls; among them the soul of at least one Tethered.

In the past, Necromancers have caused massive amounts of death and suffering, heading up massive hosts of reanimated corpses. But even without their masters to guide them, their horrific creations linger on. The most common undead encountered in Aeternum are walking corpses. Animated cadavers, be they skeletal or fresh, that keenly feel the absence of their souls and hunger for the attachment. While many of these beings are slow and simple, all are incredibly hard to destroy, and some, like the vampires, possess truly horrific powers. In the absence of their master's command these animated corpses will seek out the living in a fruitless attempt to devour their soul.

The undead in Aeternum do not require physical bodies in order to terrorise the living. Spectral dead, little more than disembodied souls, haunt ancient places of trauma and strife. Many go through the motions of their former lives without the slightest realisation they are no longer living. Others have realised their fate and seek only to torment the living. While these ethereal undead possess no physical form, they're capable of briefly affecting the physical world. The merest graze of their phantasmal touch can rot living tissue and their voice can bring about terrible agony and madness.

There is no standard for measuring the undead as the specifics of every encountered being will be dependent on the nature of the Necromancer who created them.





FLORA & FAUNA

"Claude prowled the grounds of the menagerie. The twisted metal of broken bars and smashed cages groaned in the powerful wind whipping through the zoo. A howl erupted into the night from somewhere deep within the park, drawing his hand to the grip of his pistol. Eyes surrounded him in the darkness, reflecting the yellow flame of his lantern. They watched in silence, a strange intelligence burning behind each pair. A sound, like mad laughter, ripped from the obfuscated creatures. They charged, ravenous mouths eager for the taste of flesh."

— Claude Vondirk, Green Shrine Zoo.

Aeternum boasts a plethora of plants and animals, despite its metropolitan nature. The Architects maintain a careful balance between natural and constructed environments. The strange pale Celestials plant massive parks, build around ancient forests, and provide the wilderness a place to thrive within the Eternal City.

Massive cats stalk rooftops in abandoned Districts feeding on oversized rats and those foolish enough to wander into their hunting grounds. Ivy grows and curls around buildings with a seeming sentience. Livestock and beasts of burden graze on green pastures set aside for them by the Architects. The signs of flora and fauna are clear to those who know how to look for them.

There are few life forms more important to Aeternum than its plants and animals. Without the hardy edible plants that grow in the adverse city conditions the people of the Eternal City would starve. Without the small and thick-furred city cows and overly aggressive pigs there would be no meat or leather. Even the city's strange species of large rat provides an invaluable service by devouring the carrion which threatens to choke the gutters of the Eternal City.

Farms, Fish & Foliage

Natural creatures face severe adversity within Aeternum. Nature is often pushed back as mankind seeks new spaces to fill. Once lush parks recede with every passing year, dedicated farmland grows scarce, and the governing bodies of the Districts seek to purge their lands of every creature they see as potentially dangerous.

Due to this adversity the production of food has become an imperative focus as well as a source of great wealth for many Districts. Croplands are guarded more heavily than any bank and the penalty for stealing food can carry a harsher sentence than murder in some areas. Attempting to harm or steal livestock often leads to public execution.

Alongside the hardy grains and vegetables grown on Aeternum's few farms lives the city's livestock. Short stocky cows with thick shaggy fur, bred to provide milk and beef while occupying little space, graze absently guarded by armed men. Aeternum's pigs, particularly aggressive creatures, are kept behind heavy fences. Numerous criminal syndicates have become fond of the Eternal

City's pigs, knowing that for a small pittance farmers will look away while they feed their enemies bodies to a surly sow.

The rivers and seas created by the Celestials are heavily fished, and what can be caught is sold at extravagant prices. The waters of Aeternum are home to numerous species of fish and water-dwelling animals. Darting among the fish are the ever hungry river sharks, a species known for its tendency to breach the water and capsize small fishing boats. Many a lucky fisherman bears the scars of an attack by a river shark. The less lucky are mourned, but it is accepted as an inherent danger of the profession.

Some food can be gathered growing wild in the forested parks scattered across Aeternum, but this often leads to direct conflict with the wildlife of the parks as well as encounters with other less mundane denizens of the uninhabited places of the Eternal City. Strange plants, many carnivorous and aggressive, creep from the wooded lands of the city to take root in populated areas. Strangling vines, man-eating blooms, and even strange flowers who's pollen drives men to insanity have been recorded.

Predators, Prey & Pets

Numerous species of wildlife have made their way into the populated areas of Aeternum and learned to thrive in the sprawling buildings of the city. Many naturalists believe that these creatures have been fundamentally changed by the magic flowing through the city and are now distant relatives to the creatures they once were. The wild animals of Aeternum, particularly the predators, often display a cunning which sets them apart from their domestic counterparts.

Large black furred cats, standing just shy of two metres at the shoulder and weighing close to 270 kilograms, hunt for prey through the city streets. Called Hellcats, the massive felines have forgotten how to exist without the easy prey offered within the city. Many hunts have been organised to eliminate the creatures, but they show a peculiar intelligence, retreating into the Undercity when outmatched.

The fear of spiders is common among humanity, but fear of the Red Faced Rat Spider is universal. The size of a small dog, the Rat Spider gets its name from its primary prey. A highly social creature, the Rat Spiders live in giant colonies, infesting sewers and abandoned buildings. The spider's venom induces a state of extreme euphoria in its prey, making their meal enjoy the experience of being devoured. Left unchecked these colonies can overtake entire areas of the city, for the Rat Spider has no qualms about attacking humans and dragging them back to the colony.

Not all beasts living alongside mankind are predatory threats. Countless breeds of canine are utilised by the people of Aeternum. Useful as guards, hunters, and herding livestock the dogs of the Eternal City occupy an important place in society. But their familiarity with man is not always beneficial. Packs of wild and escaped dogs wander the streets of poor regions, scavenging what they can.

Medicine, Menageries & Magic

The strange animals inhabiting the city and its pockets of wilderness are often captured for study at the College of Naturalism in Strigham. Live spiders and serpents fetch a high price at the college and are used to create antivenoms. Scientists study the numerous species to better understand the strange world in which they live. Among its most famous discoveries, the College of Naturalism is famous for its public announcement not to eat Aeternum's rats: advice many now deranged men fail to heed.

Schools throughout Aeternum often create menageries or zoos in order to study living specimens. The public is often allowed to visit for a small fee which goes directly to the college. There, behind thick iron bars, regular folk can catch a glimpse of both common and wondrous beasts they would never have a chance to view safely. From their cages, the residents of these zoos watch the humans who come to gawk at them, waiting for a chance at freedom.

Colleges and wealthy collectors are not the only ones who seek to capture the wildlife of Aeternum. Outcast sorcerers and necromancers often use beasts and exotic plants in their studies. Missing people often draw attention, but few adults go looking for a missing dog. These strange experimentations have led to the birth of countless bizarre creatures. Living amalgamations of two or more beasts, animals with sorcerous abilities, and even a herd of undead pigs have all threatened the city at least once.

Strange, Subterranean & Savage

The Undercity, as in all other ways, is a strange and horrific mirror to the crowded city above. Beasts of numerous and unrecorded varieties slink through ancient caverns, prowling the lightless world. Amidst the rubble of ruined buildings one can find entire eerie ecosystems entirely separate from the world around them. The tales of such places are wild and often considered delusion, for no sane person enters the Undercity.

The creatures of the Undercity are too bizarre to clearly define. Twisted creatures, warped by the madness beneath Aeternum's streets, are often horrific versions of beasts found on the surface. Often the creatures encountered are amalgamations of existing creatures, like the pale crows that haunt massive caverns of the Undercity; large birds with greyish black feathers and glowing multifaceted eyes like those of a fly.

Many of the Undercities tunnels lead so deep that entire forgotten biomes can be found amidst the rubble of ancient Aeternum. Vast caverns have been glimpsed, filled with glowing fungus and bizarre prehistoric creatures. Entire ecosystems, unknown anywhere else, have been recounted in the tales of the few who have ventured deep beneath the city and returned to speak of it.

A ravenous and savage world awaits any who venture into the lightless depths beneath Aeternum. Its creatures hunger eternally and welcome all would be explorers.





RULES

Audric didn't know what was about to give way first: his legs, or his aura. Franz lay a few feet away, hand clamped over the stump of leg that still remained. The axe blade of the golem pressed down on Audric's magical shield with what felt like the weight of a mountain. He grasped the handle of his sword in one trembling hand and his other outstretched towards Franz, gritting his teeth as the great axe pushed against the barrier. Audric's arms felt leaden. The barrier began to crack.

Then Hilda uncloaked atop the golem's great stone head, her scythe infused with Celestial magic. With a cry, she slashed across its neck. The pressure of the axe lifted and the golem straightened, reaching back in a vain attempt to grab the agile Tethered woman.

Audric sank to his knees, gasping for air. He had only a moment of respite before he was hoisted to his feet, a potion shoved into his hand.

"No time," Quentin snapped, before once again raising his crossbow and taking aim at the golem's head. Ensorcelled as they were with incendiary bolts, they had little impact.

Audric downed the potion, feeling artificial life flood through his limbs. Behind him, Franz dragged himself across the ground with his one good leg, propped up on his staff.

"It's powered by an arcane furnace," the sorcerer breathed, his face ashen. "Ice magic might..."

"I can't shield you again," Audric cut in. "Get clear."

Damn... Ice magic. They weren't prepared for this fight.

The axe swung, swifter than expected, and Audric was barely able to dive out of the way. Franz wasn't so lucky, his body a bloody smudge on the causeway. Audric's sword blazed with a sudden icy light. He whirled round to see Franz's spectral form hovering over him, channelling what power he could into Audric's blade. The golem's burning gaze locked onto its new target.

Audric charged, leaping to meet his foe, the tip of his blade aimed straight at the heart of the blazing furnace, and both heat and cold met in an almighty clash.

GETTING STARTED

OVERVIEW

Fragged Aeternum places you in the dark fantasy world of Aeternum; a place of strife and endless mystery. It's a metropolis that spans the entirety of known existence: its buildings, parks and streets stretch from horizon to horizon without end.

The default assumption of this book is that the party of player characters (PCs) are immortal and powerful humans known as the Tethered.

Fragged Empire Core Rule Book

This rule book is an adaption of the Fragged Empire rule system. All rules in this book are assumed to be the same as they are in the Core Rule Book unless stated otherwise. You will need the CRB to make use of the rules within this book.

The Core Rule Book can be purchased from our website:
www.fraggedempire.com

You're Immortal and will Die a LOT

See pg: 92 for full Death and Healing Roll rules.

When you die (by having any Attribute reduced to -2) you will turn into a Spectre as your soul leaves your body. As a Spectre, you will gain a sudden burst of power (+1 Armour and Damage) but will quickly fade, only to be returned to life by one of your companions or at one of the Great Lanterns at a Tethered guild hall.

Simplified Rules

Fragged Aeternum does not use large chunks of the Fragged Empire rule system (eg: no Trade Goods or ships), and has many rules simplified (eg: no Ammo, no RoF, easier Healing, fewer Actions, etc...). The goal of this is to create a more narrative driven, and flexible game.

Limited Resources, pg: 53

Each character in Fragged Aeternum will have fewer Resources (4 +1 per 5 Levels), but each spent point will have a greater impact.

Momentum Points, pg: 94

There is no Strong Hit: Critical Boost in Fragged Aeternum, rather you gain Build Momentum which grants a Momentum Point. Momentum Points can be spent to boost a character's Damage.

Short List of Changes

- » Race = Nature.
- » Different Attributes.
 - Might = How much damage you do.
 - Agility = How accurate your attacks are.
 - Speed = Movement.
 - Conviction = How many Momentum Points you can have.
 - Empathy = How good you are at Healing (or how terrifying you are if you're an NPC).
 - Understanding = Your ability to make use of Cover.
 - There is no Fate.
- » Limited Resources.
 - You always have Max Resources.
 - Your Resources = 4 (+1 per 5 Levels).
- » Research = Study.
- » Secret Knowledge = Knowledge.
 - And is gained far more frequently.
- » Different Skills.
- » You Don't Become Trained in Combat Skills.
- » Outfit = Stance.
 - Defence Stats are completely defined by your Stance.
- » Understanding Determines your Defence Bonus from Cover.
- » All characters have 6 Slots.
- » All Items have a Spare Time Acquisition Cost.
- » No Rate of Fire (RoF) Rules.
 - All Weapons have a pre-defined number of To Hit Dice.
- » All new Actions.
- » Strong Hit: Critical Boost has been changed to Momentum.
 - Momentum Points are used to increase your Damage.
- » Some Healing may be performed mid-Combat.
- » New NPC Types.
 - Power Group, equal in power to 1 PC.
 - Immense NPC, equal in power to 4 PCs.
- » NPCs die when any Attribute is reduced to -2, not 0.



WHAT'S DIFFERENT?

A QUICK SUMMARY OF SOME MAJOR CHANGES.

MOST RULES ARE THE SAME AS THE CORE RULE BOOK.



Simplified Rules

No Ammo, reloading, RoF, Influence, Trade Goods, Utility Items or Ships.
Fewer Actions and Weapons.
Fewer Resources.



Personal Combat

Greater emphasis on timing your Attacks (knowing when and how to spend your Momentum Points) and managing your powers.
Most Healing is done during Combat.
Combats can be more difficult.



Death

You will die often. TPKs will happen.
When you die, you will turn into a Spectre. As a Spectre, you can keep fighting for a short time before you fade, only to be reborn.



Your Level

Your character's Level plays a more significant role, as your Resources, Perks and Complications are all based off your Level.



WHAT IS A TETHERED?

- » Tethered are blessed (or cursed) individuals who applied to join The Order, were killed by the golden fire of a Great Lantern, and were then brought back to life. No one knows for sure why some are brought back and some are not.
- » Each Tethered is an amazingly powerful individual (but still far less powerful than many Fiends and many other powerful individuals across Aeternum).
- » Each Tethered character can cast spells (see pg: 42 and 65) and most channel their personal power through a prominent weapon.
- » When a Tethered dies, they will turn into a Spectre for a short time before vanishing (unless no other living Tethered is nearby; then their Spectre will vanish straight away). Tethered are more powerful as a Spectre and can be raised back to life by another Tethered, or by a Great Lantern once the sun goes down.
- » All Tethered can Heal other Tethered.
- » Most Tethered appear to age at one-tenth the speed of a normal human and they do not die of old age.
- » Many Tethered become insane or corrupted in their old age (as the slow walk of time and the whispers of Fiends wear them down), leading many to permanently end their own lives once they feel the time is right.
- » It is not known if Tethered souls go up, down or merely cease to exist when they permanently die.
- » The Tethered Order's primary goal is to save human lives so that may find a way for their human souls to ascend.
- » The greatest sin that a Tethered can commit is to cause a human soul to become irreversibly corrupted by a Fiend.
- » The second-greatest sin a Tethered can commit is to murder an uncorrupted human.
- » It is rumoured that if a Tethered strays too far from the Order's laws they will be imprisoned, stripped of some power (reducing their Resources) or not allowed to be raised from the dead.
- » The Tethered Order has no firm political power in most Districts (though they may in some). Tethered must navigate their geo-political, legal and economic landscapes like all others.
- » Most people don't know about the Tethered, or dismiss them as fairy tales.
- » The Tethered Order have guild halls and Great Lanterns in most Districts, though most are run-down and poorly maintained.

CHARACTER CREATION

Works just like it does in the Core Rule Book (pg: 30), but with some changes (highlighted in **black**).

- » The Game Master defines your starting Level (usually Level 1).
- » Select a Nature.
- » Answer the question: "Do you think your soul is going up?"
 - » Yes, No or Unsure.
- » Gain 3 familiar Languages (Strigham, Morholm and Kenwick).
 - » The GM may change these languages.
- » Gain 1 familiar Culture (Strigham).
- » Distribute 18 Attribute Points.
 - » Amongst your 6 Attributes (0-5 points each).
- » Select your Trained Skills.
 - » 6 Primary (Everyday and/or City) Skills.
 - » You are automatically Trained in the 2 Combat Skills.
- » Select your Traits, 1 per Level.
 - » You may have up to 1 Trait per area: Level, Resources, each Attribute, each Trained Primary Skill and up to 3 Traits per Trained Combat Skill.
- » Resources = 4 +1 per 5 Levels.
 - » You are always at your Max Resources.
- » Allot your Resources.
- » Select a Perk.
- » Select a Complication.
- » Starting Spare Time Points = Your Level +2.
- » Starting Knowledge = 3.
- » Spend Spare Time Points (you may automatically gain any item or service that costs 16t or less, no roll required)
- » You start with Tools for all of your Trained Skills and a Tethered Lantern (used to bring other Tethered back to life). These require no Slots.

DO YOU THINK YOUR SOUL IS GOING UP?

All PCs must answer the question of where they believe their soul is going once they finally die for good. Answering this question is mostly connected to developing your character's personality, but some Traits may only be taken by characters that have a specific answer to this question.

You may change your answer after character creation, but this should be an important life-changing event for your character.

Yes

You believe you have the answer for why some souls go up, and your character believes they're one of these.

No

While you may have some thoughts on why some souls go up, you're confident that you will not be one of them.

Maybe

Through lack of confidence, guilt or intellectual apathy, you're not sure where your soul will go once you finally die.



MAKING A CHARACTER

BEST DONE ALONGSIDE YOUR GM AND FELLOW PLAYERS.

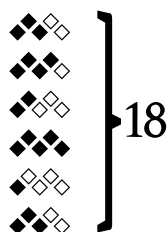
START WITH A CHARACTER CONCEPT BEFORE YOU START BUILDING.



Select Your Nature



Do you Think your Soul is Going Up?

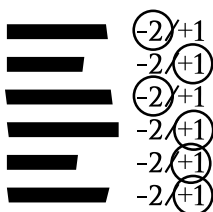


Distribute 18 Attribute Points

You have 18 points to distribute amongst 6 Attributes.

Each Attribute may be set from 0 to 5.

An average person has 1 point in each Attribute.



Select Your Trained Skills

A Trained Skill grants a +1 bonus to their rolls.

An Untrained Skill has a -2 penalty to their rolls.

Select 6 Primary Skills.

You are always Trained in your 2 Personal Combat Skills.



You Gain 1 Trait per Level

You may have up to 1 Trait per area: Level, Wealth, Resources, each Attribute, Trained Primary Skill, and up to 3 Traits per Personal Combat Skill.



Allot Resources, Spend Spare Time Points and Knowledge

Your Resources equals 4 (+1 per 5 Levels).

Your starting Spare Time Points equals your Level +2.

Your starting Knowledge equals 3.

You may start with any item or service that requires a Spare Time Roll of 16t or less without needing to roll. Each item or service costs 1 Spare Time Point to acquire.



ATTRIBUTES

Attributes are an abstract representation of your character's raw power and the quality of their mind.

An average person has every Attribute at 1. A rating of 0 is impaired, and 3 or more is amazingly gifted.

All Tethered are Powerful Individuals

Capable of physical, intellectual and arcane powers far beyond what most people can do.

No Fate

There is no Fate Attribute. A similar re-roll ability can be gained through the Deranged Nature (pg: 142).

Skill Rolls

See pg: 64 for full Skill rules.

Attributes don't grant Description bonuses to Skill Rolls. Some Skills gain a bonus of +1 if you have 4 or more in a specific Attribute, while others give a -1 penalty if you have 1 or less in that specific Attribute.

Might (Mig)

Your ability to cause harm and destruction. This Attribute may be a representation of your character's physical strength, arcane power or ability to exploit a character's weaknesses.

- » This Attribute is primarily used to determine how much damage your attacks do.

Agility (Agi)

Your ability to physical interact with your environment, either through your swiftness, reflexes or keen senses.

- » This Attribute is primarily used determine the accuracy of your Attacks and may be used to make you harder to hit.
- » Works like Perception.

Speed (Spe)

Your speed of movement and action.

- » Works just like Movement.

Fly

You may spend your Movement to Fly higher (or lower), increasing the Range of all Attacks made against you, and by you. This may also reduce the Range between you and another Flyer (eg: by flying closer to them). Flying lower will reduce any gained Range.

Incorporeal

You can move through any terrain or character without penalty. Terrain that you can't move 'through' (eg: a pit) still inhibits you.

Teleport

You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to and you do not need to see where you are going.

Conviction (Con)

Your mental commitment to your chosen task, ability to focus your thoughts and clarity of mind.

- » This Attribute is primarily used to determine how many unspent Momentum Points (pg: 94) you can have at one time.
- » Momentum Points are primarily used to give you a sudden boost in Damage.

Empathy (Emp)

Your ability to understand and connect with other people and their sufferings. A high value does not make you more compassionate, just able to understand other people's problems and how to exploit or heal them.

- » This Attribute is primarily used to determine how effective Healing is on you (pg: 92). It will also make you more resistant to fear when adjacent to an ally.
- » This Attribute is used by NPCs to determine how effective their Fear Weapons are (pg: 156).

Understanding (Und)

Your ability to use your senses, perceive, understand and make use of your environment.

- » Primarily used for determining who acts first in combat, and how much benefit Cover grants you.

ADVANCEMENT

OVERVIEW

Level

Your Level plays a more important role in Fragged Aeternum than Fragged Empire as so much of your personal ability, power and social standing is tied to it.

You Gain:

- » +1 Perk every 2 Levels.
- » +1 Complication every 3rd Level.
- » +1 Resource every 5th Level.

Resources

Represent your ability to use powerful weapons, and the amount of trust that the Tethered Order places in you.

You do not gain Resources through your in-game actions: you gain them by increasing your Level. Your Max and Current Resources are always the same. You may only lose Resources if you are found to be working against the Tethered Order.

- » Your Resources always equals 4, +1 per 5 Levels.

Influence

You do not gain Influence in Fragged Aeternum. Your social standing is reflected through your Perk choices.

Spare Time Points

You gain 2 Spare Time Points per Session (not 1).

Trade Goods

You do not gain Trade Goods in Fragged Aeternum.

Valuable physical commodities are Miscellaneous Items, see pg: 160.

Research = Study, pg: 55

Miscellaneous Items, Tasks and Services

See pg: 160–163 for a full list of example Items, Tasks and Services.

These minor items, services and tasks play a more prominent role in Fragged Aeternum.

GAINING

Level

Same as the Core Rule Book: each character's Level is increased by one at the end of every third session.

GMs should feel free to alter this progression rate.

Resources

- » Your Resources always equals 4 +1 per 5 Levels.

Spare Time Points

You gain two Spare Time Points at the start of each game session. Additional Points may be gained as a reward for good role playing.

Study Units

Can be acquired through your in-game actions: such as by finding secret tombs, scrolls or skilled teachers.

Knowledge

Gained by acquiring Study Units (pg: 55).

Minor Items and Services, pg: 160–163

Usually acquired by making a Spare Time Roll, found in-game, or given as a reward from NPCs.

Equipment

Some Items and Modifications can only be gained through in-game actions (ie: those with the Acquire cost: Loot). Items that are looted or found during play should rarely cost Spare Time Points.

"The small girl watched in horror as the knife rose into the air. Its gleaming edges reflected the flickering candlelight as the silver blade was held aloft. The throng of black-robed women chanted, nearly drowning out the piercing cry of the child. Then, the knife descended.

The crying ceased, and the real horror began."

– Victoria Sill, *A Night with the Wet Nurse Reapers*.



EXAMPLE LOOT / NPC PAYMENT

Items that are given, looted or found during play should never (or rarely) cost Spare Time Points.

Money/Valuables

See pg: 160 for a full list of Commodities Minor Items.

If PCs obtain money or valuables they should be given Commodity Minor Items such as: Small Bag of Money, Treasure Chest or Box of Trade Goods.

Knowledge

See pg: 55 for full Study Unit rules.

If players obtain rare knowledge, eg: from a book, scroll or teacher, they should be given free Study Units of a specific type or a Description Bonus to a Study Roll.

Rare Equipment

Certain Modifications or Minor Items (with the "Loot" Acquire cost) may only be found through a character's in-game actions.

Modifications with a Knowledge Acquire cost are commonly discarded as they're learnt abilities.

Note to GMs

Items in the hands of NPCs may have different stats and abilities when in the hands of PCs.

The Snatcher, Loot Example

A teleporting Fiend known as the Snatcher has been kidnapping people and taking their valuables. In combat it is able to channel its teleportation powers into a long black dagger, making it disappear and reappear above people's heads.

To reflect this ability, the GM gives the Fiend a Hefty Ranged Weapon with the Throwing Blade Variation and the Fiendish and Tricky Ranged Modifications.

After being killed, the PCs open the Snatcher's sack to find a large amount of gold coins and other valuables. The GM says this counts as a Treasure Chest, which can grant +4 to a failed Wealth Skill Roll OR be split up into 4 Large Bags of Money (+2 to a failed Wealth Skill Roll).

Bereft of its master's powers, the black dagger counts as a Short Melee Weapon with the Blade Variation and the Precise Melee Modification.

TRAITS

You may have up to 1 Trait per area: Level, Resources, each Attribute, each Trained Primary Skill and up to 3 Traits per Personal Combat Skill.

Requirements

Cor X

You must have at least Corruption X.

Familiar Language or Culture

You must have the listed Familiar Language or Familiar Culture to gain this Trait.

Mad X

You must have at least Madness X.

Nature, Trait, Perk, Complication or Condition

You must have the listed Nature, Trait, Perk, Complication or Condition to gain this Trait.

Yes/No/Maybe

You have answered the question "Do you think Your Soul is Going Up?" in a specific way. If your answer changes you must Retro this Trait when you gain your next Level.

X Kn (Knowledge)

You must spend X Knowledge to gain this Trait.

You may spend Forbidden Knowledge.

If you Retro this Trait you do not gain your Knowledge back.

X F Kn (Forbidden Knowledge)

You must spend X Forbidden Knowledge to gain this Trait.

If you Retro this Trait you do not gain your Knowledge back.

SPARE TIME POINTS

PCs gain 2 Spare Time Points per Session, not 1.

Healing Rolls

See pg: 92 for full Healing Roll rules.

Insight, Resolve, Infernal and Celestial Skills are the most appropriate Skills for making Healing Spare Time Rolls.

"Why is it that the Fiends are ever eager to answer our prayers but the Celestials are not?"

This question makes me suspicious not only of the righteousness of our prayers, but also of how we require things to be answered on our terms."

- Heilwig Guast.

STUDY

Study works just like Research (Core Rule Book, pg: 68) except as noted below.

Tools

Study Spare Time Rolls do not require you to have access to specific Tools, but GMs should require characters to have access to in-game objects (eg: books, a rare artefact, etc...) or experiences to justify their study.

Acquiring Study Units

You need to describe in character how you're acquiring your Study Units, usually through studying a notable object or situation within your game (eg: a rare artefact, event or Fiend).

Study Units can also be found through your in-game actions, such as by finding secret tombs, scrolls or skilled teachers.

- » 1 Study Unit requires a Spare Time Roll of 12.
- » 1 Study Unit that would grant you Forbidden Knowledge requires a Spare Time Roll of 16.

Knowledge

Acquiring 4, 8, 12, 16, 18 and 20 Study Units grants your character 1 Knowledge. Acquiring 21, 22, 23, 24, 25, 26, 27 and 28 Study Units grants your character 1 Forbidden Knowledge.

Knowledge is spent to acquire some Traits and to gain some Weapons or Stances. Once Knowledge is spent it can never be regained.

Forbidden Knowledge

This Knowledge is either forbidden by the Tethered Order and/or incredibly dangerous to know or acquire. Forbidden knowledge is not always, but often, related to Fiends.

When you gain Forbidden Knowledge something bad WILL happen (to you, or to others). The more Forbidden Knowledge you have the worse this will be.

Eg: You gain Corruption +1 per Forbidden Knowledge.

Study Variations

There are no Study Variations.

Publish

You don't Publish Study units.

Perks

Study Units do not grant Perks.

FAMILIAR LANGUAGES & CULTURES

Learning a people's language and culture is vital to good communication and understanding of those who are different to you.

Languages are purchased by spending Knowledge and are not gained through Perks.

- » Purchasing a familiar Language or Culture costs 2 Knowledge.

LANGUAGES

- » Each character starts with 3 familiar Languages: Strigham, Morholm and Kenwick. The GM may change these.
- » If you're speaking to a character and you don't share a common language, you both suffer a -4 penalty to all Skill Rolls to communicate with each other (ie: using Persuasion or Leadership).
- » This penalty is reduced to -2 if you share languages from adjacent Districts (as you're able to find common words).

CULTURES

- » Each character starts with 1 familiar culture: Strigham. The GM may change this.
- » When trying to understand a culture that you're not familiar with, you suffer a -2 penalty to all Skill Rolls to understand that culture (ie: using Insight or most City Skills).
- » This penalty is reduced to -1 if you're familiar with a culture that's adjacent to a culture that they're familiar with.

Marita's body shook in terror as the massive Fiend opened its triple-jointed jaws to reveal rows of deadly teeth, each as large as her head and dripping with eldritch poison.

Her heart pounded as the monstrosity of death effortlessly walked through the keep's stone wall towards her group, brushing aside the massive bricks as if they were but leaves on a bush.

In her head she knew they had a shot at killing it, but her body still acted as if it were mortal. She felt the telltale signs of the heart attack before it killed her: pressure in her chest, shortness of breath, nausea and then jaw pain.

'Damn,' she thought moments before her death. 'I'll have to kill it as a spectre.'

- Marita Blackthorn, victory at Briar Keep



PERKS

The following rules replace those in the Core Rule Book (pg: 76).

The same Perk may be chosen multiple times, but their bonuses do not Stack. Perks may be lost. If they are, you may choose a new one.

You start with 1 Perk and gain an additional one every 2nd Level.

EXAMPLE PERKS

The example Perks listed here are intended to inspire GMs and PCs. GMs should feel free to create new Perks.

Access

You have been trusted with access to a helpful non-public space such as a private library, barracks, workshop, manor or safe house.

- » This location may give you a +1 Description bonus to your rolls.

Major Access

You have been trusted with access to an important non-public space such as a secret library or keep.

- » Required Perk: Access.
- » May only be gained through Traits.
- » This location may give you a +2 Description bonus to your rolls.

Broad Access

You have been trusted with access to a number of connected non-public spaces across multiple Districts such as guild halls, or to a range of similar events such as high society parties.

- » Required Perk: Access or Prestige.
- » This location may give you a +1 Description bonus to your rolls.
- » This location is available in multiple locations.

Anonymity

While many may have heard of you, and you may have many friends, few know your past or your day-to-day actions.

- » NPCs find it hard to find information about you.
- » Only a select few people have heard of you if you have the Prestige Perk or Reputation Complication.

Deep Anonymity

Other people don't contact you... you contact them.

- » NPCs are far less likely to remember you.
- » People find it nearly impossible to find you, or find information about you if you do not want them to.

Contact

You're friends or connected with someone who is willing to help you out. This contact is often restricted to a limited geographical area. This relationship goes both ways.

- » This person may give you a +1 Description bonus to your rolls.

Useful Contact

You have access to a person of power, such as high priest, lady, gang leader or head guard.

- » Required Perk: Contact.
- » May only be gained through Traits.
- » This person may give you a +2 Description bonus to your rolls.

Contact Network

You have a large number of contacts in a number of locations.

- » Required Perk: Contact.
- » This contact may give you a +1 Description bonus to your rolls.
- » This contact is available in multiple locations.

Prestige

You have gained a helpful reputation for yourself amongst a limited geographical area or social group.

- » You may have a +1 Description bonus when interacting with someone who is aware of, and likes, your reputation.
- » You may have a -1 Description penalty when interacting with someone who is aware of, and dislikes, your reputation.

Widespread Prestige

Your reputation has spread far across multiple Districts.

- » Required Perk: Prestige.
- » Your Prestige Perk happens in a wider variety of locations.

Membership

You have earned your place in an organisation. While you have very little authority to order others around, your superiors acknowledge you as someone to be respected and trusted.

Increased influence/rank is gained through your in-game actions.

- » Your organisation may require things of you.
- » Once per session you may gain the Access or Contact Perk.
- » Gain Corruption +1.

Large Faction

Your faction is spread across multiple Districts.

- » Required Perk: Membership.
- » You may make use of your Membership and/or Rank Perk far more frequently and in a wider variety of locations.

COMPLICATIONS & CONDITIONS

The following rules replace those in the Core Rule Book (pg: 76).

The same Complications and Conditions may be chosen multiple times, and their penalties Stack. Complications may be lost. If they are, you must choose a new one.

You start with 1 Complication and gain an additional one every 3rd Level.

Fate Points

Even though there is no Fate Attribute Stat in Fraggd Aeternum, you still gain a Fate point for that session when a Complication impairs you in a significant way (ie: losing a Spare Time Point).

EXAMPLE COMPLICATIONS

The example Complications listed here are intended to inspire GMs and PCs. GMs should feel free to create new Complications.

Addiction

You need to perform a certain action or consume a specific substance on a regular basis. Your addiction regularly interferes with your everyday life and responsibilities.

- » You must make a Resolve Skill Roll to resist your Addiction when it tempts you.

Corruption +X

Your own body, mind or social group are corrupting you, turning you towards evil.

- » The GM may add X Henchmen or Power Bodies to any Combat.
- » Does not grant Fate Points.
- » If you gain Corruption 21 you become an NPC.
- » After you gain 5, 10, 15 or 20 Corruption you gain a Complication.
- » After you gain 6, 11 or 16 Corruption you gain a Perk.
- » GMs may give you Corruption for your in-game actions.

Dependent NPC

One or more weak NPCs are dependent on you for their safety.

Endless Debt

You owe a debt that can never be repaid, but you will try.

- » You may never have more than 4 unspent Spare Time Points.

Guilt

Your dark past hangs over you like a cloud.

- » You must make a Resolve Skill Roll to resist your Guilt.
- » If you further your guilt, you lose 1 Spare Time Point.

Moral Code

You live by a set of rules. They give you strength and clarity in times of darkness and confusion. But they may also keep you from opportunity and power.

- » You must make a Resolve Skill Roll to act against your Moral Code.
- » If you act against your Moral Code, you take 2 points of Conviction Damage (no Armour).

Obsession

Your thoughts are continuously on one thing. While this may give your life focus and direction, it's often at the expense of all else.

- » You must make a Resolve Skill Roll to resist your Obsession.
- » -2 to all Spare Time Rolls not connected to your Obsession.

Prejudice

You are prejudiced against a group of people, object or subject.

- » You have a -2 Description penalty when making any Skill Roll connected to the subject of your prejudice.

Reputation

A group of people are prejudiced against you; whether a faction, race, organisation or other social grouping. Individuals within this group may not hold this prejudice at the GM's discretion.

- » You may have a -2 Description penalty when interacting with someone who dislikes your Reputation.

Rival/Enemy

You have a dangerous rival who holds ill-intent towards you. This enemy is often from within your own social circle, or might be a (possibly indirect) victim of your actions. Your rival is skilled and cunning, with well-defined motivations, but they are not suicidal or reckless.

- » Your rival is aware of all of your strengths and weaknesses and will try to exploit them.

Watched

You're being carefully watched by a group that has authority over you (possibly the Tethered Order) for signs that you might be acting against their wishes.

- » You will often have a -2 Description penalty when trying to secretly perform an action that your watcher may disapprove of.
- » If your Watcher catches you acting against their wishes you lose 1 Spare Time Point.



OPTIONAL RULE: DRIVE COMPLICATIONS

These optional Complications may help you to define your character's core motives.

Drive Complications are designed to be a reward for proactive roleplaying, not compensation for additional difficulties.

The example Complications listed here are intended to inspire GMs and PCs. GMs should feel free to create new Complications.

GMs are encouraged to slightly alter the rewards given by these Complications. Easily-completed tasks should grant no rewards and difficult tasks should grant more.

- » You may take only one Drive Complication.
- » Your Drive Complication choice may be kept secret from the other PCs.
- » Drive Complications do not automatically grant you Fate points when they inhibit you.

Adoration

You seek the adoration and approval of others, always wanting to be the centre of attention.

Performance artists, gang leaders, heroes and the like may have this Drive. Tethered with this Drive will often seek public approval for destroying Fiends and other threats to society. They may also seek political influence and they like to show off their powers.

- » If you lose the respect of a group, or a powerful individual: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you impress a group or a powerful individual: gain a Fate point.
- » If you gain the respect of a group or a powerful individual who once disliked you: gain a Spare Time Point.

Caring

You genuinely care for the well-being of others.

Healers, parents, philanthropists and the like may have this Drive. Tethered with this Drive are keenly aware of the suffering caused by Fiends and the plight of lost souls.

- » If you fail to protect another person: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute (may only happen twice per Session).
- » If you successfully protect or significantly improve the life of someone else: gain a Fate point.
- » If you successfully prevent the corruption of another person's soul: gain a Spare Time Point.



Cause

You have a purpose and a belief that consumes your life.

Prophets, cultists, revolutionaries and the like may have this Drive. Tethered with this Drive are often dedicated to a particular religious message or an ideal about the Celestials' (or Fiends') true plans.

- » If you're prevented from furthering your cause: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you further your cause: gain a Fate point.
- » If you convince another person to further your cause against their own self-interests: gain a Spare Time Point.

Collector

You like to collect rare objects of a particular type.

Archaeologists, gallery owners, wealthy collectors and the like may have this Drive. Tethered with this Drive may collect trophies from great kills, ancient Tethered artefacts or arcane books.

- » If you lose, fail to obtain, or witness the destruction of a rare object that you desire: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you discover information about, or the location of, a rare object that you desire: gain a Fate point.
- » If you acquire a rare object that you have been seeking for some time: gain a Spare Time Point.

Competition

You thrive on overcoming trials, especially involving other people.

Athletes, gladiators, merchants and the like may have this Drive. Tethered with this Drive may feel the need to prove themselves to their peers and continually push their skills to new heights.

- » If you fail a roll by 4 or more: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you overcome an obstacle or challenge: gain a Fate point.
- » If you best a rival in a direct contest of skill without outside assistance: gain a Spare Time Point.

Discovery

You're driven to uncover secrets and break new intellectual ground.

Scientists, magicians, professors and the like may have this Drive. Tethered with this Drive will often strive to uncover Aeternum's innumerable secrets.

- » If you did not gain a Study Point during your previous session: you suffer -1 to all Skill, Spare Time and Attack Rolls this session (Stacks up to -2).
- » When you gain Knowledge you also gain a Fate point.
- » If you discover a great secret: gain a Spare Time Point.

Domination

You seek to exert control over others through force or intimidation. This may be through physical force, social pressure or other brazen forms of intimidation.

Street thugs, lords, headmasters and the like may have this Drive.

- » If you ever take 2 or more points of Attribute Damage from a single Fear Attack: you become Suppressed.
- » If you successfully achieve your agenda through intimidation: gain a Fate point.
- » If you successfully intimidate a large group of people or an individual that is more powerful than you: gain a Spare Time Point.

Rule Keeper

You live by a set of rules. These may be strict religious texts, traditions or a personal moral code.

Priests, knights, elderly people and the like may have this Drive.

- » Gain the Moral Code Complication. This Complication does not grant you Fate points.
- » If your code proves to be the correct course of action in spite of others' objections: gain a Fate point.
- » You gain +1 to all Skill, Spare Time and Attack Rolls directly connected to your moral code.

Liberty

You seek freedom from a specific group, belief or social convention that holds power over you.

Teenagers, insurrectionists, slaves and the like may have this Drive. Many Tethered have grown to resent the world of Aeternum, and many have entered into their new lives as a means to escape their past.

- » Gain the Rival/Enemy or Watched Complication. This Complication does not grant you Fate points.
- » If you make progress towards your freedom: gain a Fate point.
- » If you gain ultimate freedom from your oppressor: gain 2 Spare Time Points and you may choose a new Drive Complication.

Monument

You strive to create something bigger than yourself.

Inventors, guild founders, entrepreneurs and the like may have this Drive. Tethered with this Drive might seek to found a new Order facility, social movement against Fiendish magic or establish a witch hunters' guild.

- » If you did not make any progress towards creating something of great importance and lasting value during your previous session: you suffer -1 to all Skill, Spare Time and Attack Rolls this session (Stacks up to -2).



- » If you make significant progress towards creating something of great importance or lasting value: gain a Fate point.
- » If you create something of great importance or lasting value: gain a Spare Time Point.

Mysterious

You're a person who likes their secrets or you may derive satisfaction from confounding others.

Assassins, gurus, rangers and the like may have this Drive. Many Tethered have grown cautious and suspicious during their long lives and have learned the benefits of fighting from the shadows and out of sight.

- » If a person sees through one of your deceptions, misdirections or attempts at stealth: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you achieve your goals through deceptions, misdirections or stealth: gain a Fate point.
- » If you secretly achieve a significant goal that benefits your group without them knowing about it: gain a Spare Time Point.

Needy

Through your own immaturity, innocence, weakness or naiveté, you have come to be greatly dependent on others.

Children, spoilt people, the infirm, and the like may have this Drive. Many Tethered begin their new lives in ignorance of the threats that they face. Many who do not rise to the challenge will find themselves forming co-dependant relationships with other, stronger, Tethered.

- » If you take on the suffering of another person: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you convince another person to help you for no self-benefit: gain a Fate point.
- » If another person suffers so that you don't: gain a Spare Time Point.

Overlooked

Either through careful scheming or timidity, you prefer not to be the centre of attention. You may be easily seen, but most would not give you a second glance.

Thieves, urchins, criminal masterminds and the like may have this Drive. The shrewdest of Tethered go to great lengths to hide their abilities from their foes, and possibly even their immortal nature if it can be done.

- » When a group perceives you as powerful for the first time: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you're mistakenly perceived as insignificant by a group or powerful individual: gain a Fate point.
- » If you overpower a person who thought you were weak: gain a Spare Time Point.

Proselytiser

You wish to convert others to your cause.

Street preachers, fanatics, revolutionaries and the like may have this Drive. Tethered with this Drive may be attempting to recruit people into the Order, a religious belief or political system.

- » If a person strongly rejects your cause: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you teach a willing listener about your cause: gain a Fate point.
- » If you convert a person to your cause despite risk to themselves: gain a Spare Time Point.

Puppet Master

You seek to secretly control other people's choices. Your actions may be self-serving, or you may believe that other people don't know what's best for them.

Con artists, salesmen, many leaders and the like may have this Drive.

- » If a person or group strongly resists your wishes: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you're able to guide another person's actions to further your goals despite risk to themselves: gain a Fate point.
- » If you're able to secretly guide a group or a powerful individual's actions to further your goals: gain a Spare Time Point.

Redemption

You wish to atone for past failings.

Penitent religious people, remorseful criminals and the like may have this Drive. Many Tethered chose their new life as a means to escape their past, or buy time to make amends for it.

- » Gain the Guilt Complication. This Complication does not grant you Fate points.
- » If you suffer harm while attempting to gain atonement for your guilt: gain a Fate point.
- » If you achieve redemption: gain 2 Spare Time Points and you may choose a new Drive Complication.

Retribution

You seek to harm a hated group, powerful individual or social system that has caused you harm.

Teenagers, insurrectionists, victims and the like may have this Drive. While many Tethered join their new life for noble reasons, some embrace immortality as means to exact a more fully realised revenge.

- » If the focus of your retribution causes you significant trouble: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you cause harm to the focus of your retribution: gain a Fate point.

- » If you cause lasting harm to the focus of your retribution: gain a Spare Time Point.
- » If you achieve retribution: gain a Spare Time Point and you may choose a new Drive Complication.

Service

While you may aspire to command someday, for now you adhere to an established hierarchy and you see value (and possibly security) in furthering the goals of your chosen organisation.

Soldiers, common workers, monks and the like may have this Drive. Many Tethered see great value in the Order and wish to see it function efficiently and effectively. Other Tethered prefer to follow charismatic leaders or their chosen social group, as they see more value in these direct relationships than the crumbling systems and buildings of the Order.

- » When the object of your service suffers loss due to your actions or in-actions: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If the object of your service completes a goal due to your assistance: gain a Fate point.
- » If the object of your service gains substantial power or influence due to your service: gain a Spare Time Point.

Tenacity

Once you set your mind to something, you rarely give it up. Things of value only come through great sacrifice and endurance.

Reformists, dedicated charity workers, old and active Tethered and the like may have this Drive. Nearly all Tethered understand the insurmountable odds of their impossible mission, but they push on: not towards final victory, but to win as many battles as they can.

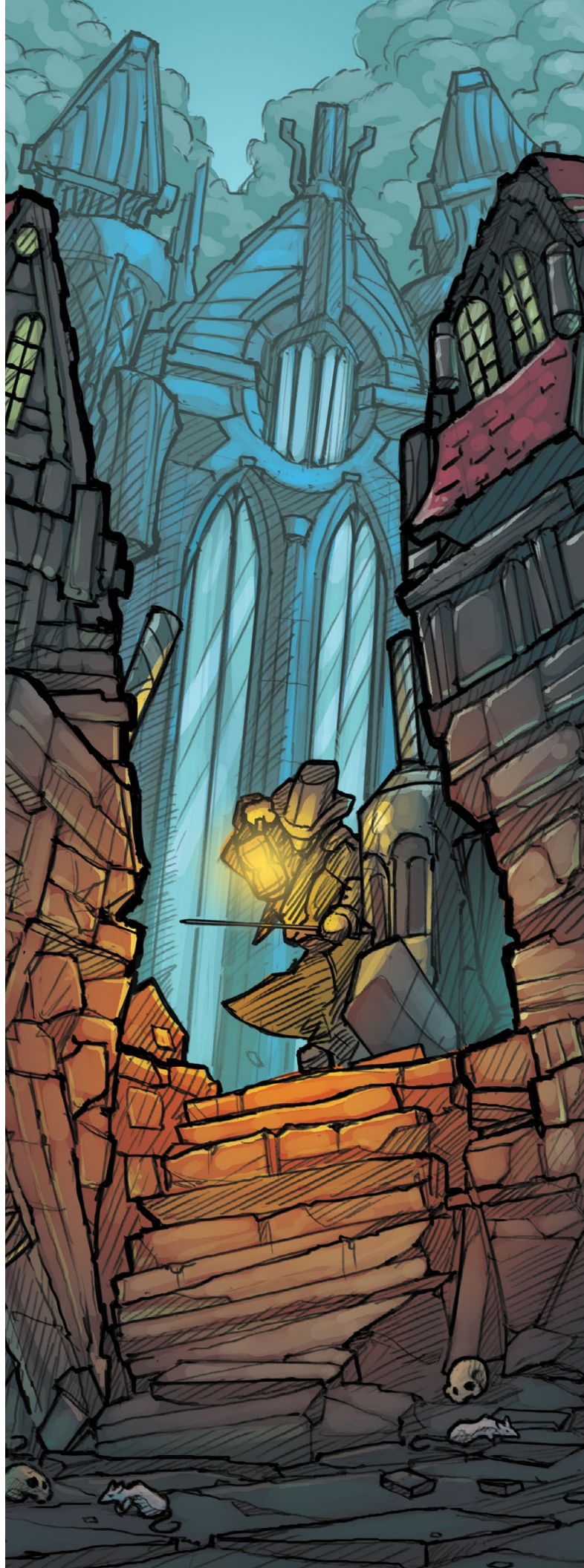
- » If you ever give up or retreat further after suffering defeat: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you suffer harm while achieving your goals: gain a Fate point.
- » If you convince others to persist after a great defeat: gain a Spare Time Point.

Thrill Seeker

You thrive on adventure, novelty and the emotional high that comes through success. While many may perceive you as irresponsible, you know that you're simply aspiring to live life to its fullest.

Explorers, duellists, teenagers and the like may have this Drive.

- » If you embarrass yourself: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you put yourself at risk for little/no added benefit: gain a Fate point.
- » If you contribute to, and survive, a great battle without taking Attribute Damage or being reduced to 0 Endurance: gain a Spare Time Point.





EXAMPLE CONDITIONS

The example Conditions listed here are intended to inspire GMs and PCs. GMs should feel free to create new Conditions.

Healing Roll: Revive

See pg. 92 for full Healing Roll rules.

At the GM's discretion the Revive Healing Roll may heal recently-acquired physical Conditions (eg: a lost limb). GMs should make it clear right from the start of the game what Conditions can be healed by Revive (the game designer recommends all physical conditions gained from non-Celestial sources after their last Revive).

Optional Rule: Start with a Condition

With the GM's permission a character may start with a Condition. If they do they do not gain a Complication at Level 3.

Conditions DO NOT grant Fate points.

Disfigured

Your flesh has suffered greatly.

- » NPCs will find it difficult to be romantically interested in you.
- » NPCs are prone to staring at you.
- » +1 Stealth.
- » -2 Persuasion.

Ignorance

Being unaware, or lacking understanding is not bliss: it's dangerous.

- » Any single Ignorance can be removed by paying 1 Knowledge.

Pick one of the following:

- » You have 1 familiar Language (normally 3).
- » You can't read or write.
- » You can't swim.
- » You have no familiar Cultures (normally 1), it's for a VERY specific culture (a single people group within a District) or it's for a culture that is very far away.
- » You may not use any Arcane equipment or make any Ritual Skill Rolls. +2 Defence vs Fear.

Madness +x

Your mind is distorting reality... or is it finally showing you the truth?

- » The GM may add X Henchmen or Power Bodies to any Combat.
- » As you gain more Madness your personality should change.
- » If you gain Madness 21: you become an NPC.
- » If you gain 5, 10, 15 or 20 Madness: you gain a Complication.
- » If you gain 6, 11 or 16 Madness: you gain 1 Knowledge.
- » GMs may give you Madness for your in-game actions.

Wounded

You have suffered severe damage to your body.

Head

Pick one of the following:

- » All of your non-melee Attacks suffer -2 Range.
- » -4 Defence vs Fear.
- » -2 Conviction, Empathy or Understanding, +6 Defence vs Fear.
- » You may perform only 1 Think Action per combat.
- » Gain Madness +3.

Arm/Hand

Pick one of the following:

- » All Attacks beyond your first Action each Turn suffer -1d6 Hit.
- » You have 1 hand.

Body

Pick one of the following:

- » The Get Ready Action may grant you only 1 Momentum Point per combat.
- » You may perform only 1 Rush Action per combat.

Leg/Foot

Pick one of the following:

- » All (non-Flight or Teleport) Movements beyond your first Action each Turn suffer -2 Movement.
- » You may only perform 1 Dodge Action per combat.

Sicknesses, Psychological Disorders, Curses, and More

The inhabitants of Aeternum suffer from a myriad of sicknesses, curses, psychological conditions and other ailments. Many more than what can be listed here.

GMs are encouraged to create their own rules for new ailments to inflict upon their players.

OPTIONAL RULE: SEVERE INJURY

NPCs gain the Following Ability:

Momentum 2: All characters who take 2 more Attribute Damage from your next Attack gain a Wounded Condition (GM's choice).

PCs gain the Following Momentum Ability:

Momentum 2: All characters who take 2 more Attribute Damage from your next Attack lose a limb (GM's choice).

SKILLS

OVERVIEW

Study or Skill Roll

As with Research, Study may be used in place of a single Skill Roll, see Core Rule Book pg: 40.

Attributes

Attributes don't grant Description bonuses to Skill Rolls. All Skills gain a bonus of +1 if you have 4 or more in a specific Attribute, and have a -1 penalty if you have 1 or less in that Attribute.

If a Skill could make use of multiple Attributes (eg: Physical), the GM decides which Attribute grants a bonus or penalty for each roll.

- » Wealth (Understanding).
- » Persuasion (Empathy).
- » Leadership (Conviction).
- » Insight (Empathy).
- » Awareness (Understanding).
- » Resolve (Conviction or Empathy).
- » Physical (Might, Agility or Speed).
- » Stealth (Agility or Speed).

- » Nature (Understanding).
- » Underworld (Understanding).
- » Impoverished (Empathy).
- » Commoners (Conviction).
- » High Society (Understanding).
- » Production (Understanding).
- » Infernal (Empathy).
- » Celestial (Conviction).

SKILL ROLLS DURING COMBAT

See pg: 105 for the full GM guide on Combat Skill Rolls.

Skill Rolls during Combat play a larger role in Fragged Aeternum as some Effects (ie: Tackle, Trip, Push or Stealth) are applied through Skill Rolls. To use or apply these Effects you must perform an Action with Minor Effect: Skill Roll, such as the Action Think (see pg: 97).

Moving through some Difficult Terrains may also require a Skill Roll (eg: climbing a cliff, or jumping over a hole). To make these movement-based Skill Rolls, you DO NOT need Minor Effect: Skill Roll,

TOOLS

Tools are treated far more loosely in Fragged Aeternum in comparison to the Core Rule Books. All PCs are assumed to have basic tools for all of their Trained Skills (and these do not grant you any bonuses to your Skill Rolls). But GMs may require characters to perform in-game actions to gain access to Workshops or specialised tools.

Arcane Skill Rolls (See Opposite Page)

See pg: 161 for a full list of available Arcane Tools.

The primary exception to this rule is that all Ritual Arcane Skill Rolls require Tools. GMs decide what tools are required; generally the more powerful the Ritual, the higher the quality of the needed tools.

Bulky Arcane Tools: Used for low-powered Rituals that can be performed more regularly.

Quality Arcane Tools: Used for powerful Rituals.

Exotic Arcane Tools: Used for very powerful and very specific Rituals (eg: kill a specific person).

Arcane Apparatus: Variable size and complexity, used for very powerful Rituals, often with ongoing/permanent effects.

STRONG HITS (PRIMARY SKILLS)

Effort: Requirements Changed to:

- » Does not Req Hit or Success.

Strong Hit: Effort can be used with any roll, even Attack and Spare Time Rolls.

PERSONAL COMBAT SKILLS

» Melee

» Range

Your ability to attack with different kinds of weapons.

- » You're always Trained in these Skills (granting +1 To Hit).



ARCANE SKILL ROLLS

See pg: 42 for a full setting write-up on magic.

There is no single 'Arcane Skill' as magic is a force that weaves itself throughout all facets of existence in so many different ways that it cannot be contained to a single field of study. If a character wishes to know about magic in a specific context, they should make a Skill Roll for that specific field (eg: to know about Fiendish magic you should make an Infernal Skill Roll).

All Tethered may attempt to perform minor arcane acts (See Ritual Magic below) with any Skill that they're Trained in.

Three Types of Spell Casting

Magic in Aeternum comes in three different forms: Weaving (quick, often combat-focused, abilities), object creation (one use potions, etc...), and Rituals (everything else).

Weaving

These are the flashy, commonly-used powers that a Tethered may perform. These are your Weapons, Stances and abilities from Traits that require no Skill Roll (but often have some other cost, like a roll of a Strong Hit, spending a Momentum Point or Attribute Damage).

Object Creation

See pg: 162 for a list of Example Arcane Consumables.

Player created arcane objects should nearly always be limited to a single use. Creation of these objects may be quite difficult and time-consuming (ie: requiring a Spare Time Roll), but using/activating the object should be quite easy (ie: a simple Skill Roll).

Ritual

See pg: 163 for a list of Example Arcane Rituals.

This type of magic covers everything else. The time, cost, limitations, effects and difficulty is defined by the GM, and will largely be defined by the source of power that a character is drawing upon (see below). Attempting a Ritual requires a Skill Roll, tools, and time.

All Ritual Skill Rolls require Arcane Tools, see pg: 161.

SOURCE OF POWER

The source of power that a character draws upon to enact their Ritual or to create their arcane object will have a massive impact on the nature of their arcane power.

Aeternum

Power may be drawn directly from Aeternum itself. Magic drawn in this way always requires a Skill Roll and a physical or mental sacrifice (ie: Attribute Damage).

Aeternum magic is resoundingly neutral, and relies on the skill of the user. A failed Arcane Skill Roll will usually result in an unintended outcome based on the caster's lack of knowledge/skill.

- » Requires a sacrifice (ie: Attribute Damage) to use.
- » A failed Arcane Skill Roll will have unintended results.

Celestials

Gaining access to Celestial magic is normally done through a prayer. Celestials rarely give their powers to humans, but when they do, it's incredibly effective and often given in such a way that it keeps the user humble.

GMs have complete control over Celestial magic. A high Arcane Skill Roll may give knowledge/insight, but never full control.

- » Must humbly pray for this power.
- » The nature of this power is defined by the Celestial giving it.

Fiends

Fiends are often eager to lend their powers to influential or desperate humans, but they will ALWAYS try to do so in a way that will further their personal agenda (ie: the corruption of human souls).

Fiendish magic is innately dangerous and incredibly deceptive. It's not a force to be trusted or taken lightly. If a character fails an Arcane Skill Roll to perform a Fiendish arcane act, the GM should enact some kind of horrible consequence that furthers the Fiend's agenda.

If a character passes an Arcane Skill Roll to know about or understand a Fiendish power, the GM should still feel free to deceive and/or mislead the PC in some way. A Skill Roll is never enough.

- » Easy to access this power.
- » Will commonly further a Fiend's agenda.



EVERYDAY SKILLS

- » Wealth
- » Persuasion
- » Leadership
- » Insight
- » Awareness
- » Resolve
- » Physical
- » Stealth

Wealth

This skill is the same as in the Core Rule Book pg: 43.

Example Arcane Uses

Wealth cannot be used to make Arcane Skill Rolls.

Example Combat Uses

Wealth cannot be used to make Combat Skill Rolls.

Persuasion

This skill is the same as Conversation, see Core Rule Book pg: 44.

Example Arcane Uses

- » Create a love potion.
- » Create a truth potion.
- » Subtly manipulate a person's perceptions.
- » Create a telepathic link with a person.

Example Combat Uses

- » Distract an opponent through the use of your words.
- » Goad a person into attacking you.
- » Speak in code to an ally.
- » Act like you're about to do something.

Leadership

This skill is the same as in the Core Rule Book pg: 44.

Example Arcane Uses

- » Control a person's mind.
- » Instill fear in a person.
- » Instill hope in a group of people.
- » Amplify the sound of your voice.

Example Combat Uses

- » Intimidate an opponent.
- » Get an opponent's attention.
- » Command neutral bystanders.

Insight

This skill is similar to Psychology, see Core Rule Book pg: 50.

Areas of Knowledge

- » Understanding motives.
- » Understanding emotions.
- » Seeing through lies.
- » Reading body language.
- » Linguistics.

Example Uses

- » Know if an interrogation is yielding true answers.
- » Recognise when you are being lied to.
- » Determine the motivations of a person.
- » Identify a cultural affiliation (e.g. secretly a noble).
- » Know a character's hidden emotions.

Example Arcane Uses

- » Detect Fiendish possession.
- » Detect mental manipulation.
- » Find hidden messages.
- » See through illusions.

Example Combat Uses

- » Anticipate an opponent's actions.
- » Anticipate an opponent's unused abilities.
- » Spot an opponent's psychological weakness.
- » Time your attack to match an ally.

Awareness

This skill is the same as in the Core Rule Book pg: 47.

Example Arcane Uses

- » Clairvoyance.
- » See through magical invisibility.
- » Create light.
- » Locate a lost object.

Example Combat Uses

- » Detect a hidden character or trap.
- » Spot an opponent's physical weakness.

"In my mind, there are only two types of fallen Tethered: the broken and the breakers.

The broken need compassion and care.

The breakers need a final blade to the heart."

– Edward Tailor, Hunter of the Hunters.

"They see without eyes, they hear without ears and they chew without teeth. We're doomed."

– Painted on the side of Hangman's Bridge.



Resolve

This skill is the same as in the Core Rule Book pg: 46.

Example Arcane Uses

- » Resist mental manipulation.
- » Create a potion of fearlessness.
- » Create a mental protection ward.
- » See your own history.

Example Combat Uses

- » Fight through a phobia.
- » Push yourself past your limits.
- » Resist fear (+4 Defence vs Fear until your next Turn).

Physical

This skill is the same as in the Core Rule Book pg: 46.

Tackle and other Impair Effects in *Fragged Aeternum* works differently than they do in the Core Rule Book as they function much more like a standard Skill Roll and not an Attack Roll vs a target's Defence vs Impair.

The GM simply sets the difficulty of the Skill Roll (eg: higher if your opponent is larger than you, or lower if the PC is attempting to Tackle a weaker/slower opponent) and then describes the result as they see fit (based off the result of the Skill Roll).

Tackle Effect (during Combat)

- » You and an opponent immediately become suppressed.
- » GMs 'may' allow you to move the other character when you move.

Trip (during Combat)

- » Push an opponent 1 space in any direction and they become Prone.

Push (during Combat)

- » Push an opponent 1d3 spaces away from you. Size differences between characters may alter this amount by +/-1 or +/-2.

Example Arcane Uses

- » Create a potion of stamina.
- » Create a frailty ward trap.
- » Energise a crowd.

Example Combat Uses

- » Tackle, Trip or Push an opponent (see above).
- » Jump over Dangerous Terrain.
- » Climb a wall.

"The moon does not act like the sun. She never drops below the horizon, she freely roams the sky at all times, though she definitely favours the night. She will often move closer to the city, gently pushing clouds to the side so that she may take a closer look at us and our many curious activities, before quickly moving away, like a shy young lady, to hide behind the sun."

- Sir Phillip Write, *Chaotic Moon and Ordered Sun*.

Grabbing the Thief, Tackle Example

Jack Moon has just stolen a golden idol from a dark temple and is now fighting his way through a dozen cultists in his attempt to escape.

During the ensuing combat, the cultist leader performs the Think Action, allowing her to make a Skill Roll. She declares that she is attempting to grab Jack.

Despite having a higher Might Attribute, she has not been described as being physically strong. This, combined with Jack's high Agility, makes this a difficult Skill Roll. The GM declares that she needs to make a Physical Skill Roll of 14 or more to successfully grab Jack.

She rolls a 16, allowing her to Tackle Jack. Both characters are now Suppressed (allowing them to only perform 1 Action per Turn). As neither character is substantially stronger than the other, the GM rules that neither character may move until after Jack's next Turn.

Following this Tackle, another cultist also performs the Think Action to grab the idol from Jack's hand. As Jack is grabbed, the GM gives them a +2 Description Bonus to their Physical Skill Roll.

Climb the Cliff, Skill Roll while Moving Example

Mid-combat, Bethany wishes to charge up a small cliff to get away from her opponents. She performs the Rush Action to give herself enough movement to make it to the top of the cliff (as the cliff counts as Difficult Terrain). The GM also requires her to pass a Skill Roll.

As with all Skill Rolls, if Bethany describes her approach in a way that plays to her strengths, she may gain a Description Bonus. If she fails this Skill Roll the GM informs her that she will fall to the bottom of the cliff and may take some damage.



Stealth

Stealth in *Fragged Aeternum* works differently than it does in the Core Rule Book (pg: 109) as it functions much more like a standard Skill and not an Attack Roll vs a target's Defence vs Stealth.

The GM simply sets the difficulty of the Skill Roll (eg: higher if there are lots of observant NPCs around, or lower if the PC is attempting to hide at night).

During Combat

If a character wishes to become Stealthed (see below) during Personal Combat they need to make a Stealth Skill Roll (usually through the Think Action) each Turn.

Outside of Combat

If a character wishes to hide outside of combat they must make a Stealth Skill Roll when the GM asks them to.

Stealthed Effect (during Combat)

- » Lost if you end an Action outside of Cover, or become clearly seen (eg: moving into plain sight as you move between cover).
- » Lost if you make a visible Attack.
- » Lost if a Stealth Skill Roll is not successfully made each Turn.
- » While Stealthed: you may not be seen or Attacked.
- » You move at half speed.

Areas of Knowledge

- » Good places to hide.
- » Stealth techniques.
- » Sleight of hand.
- » Outfits and makeup for assisting stealth.

Example Uses

- » Pick pockets.
- » Perform a sleight of hand magic trick.
- » Conceal weapons.
- » Create secret compartments.
- » Create a disguise.

Example Arcane Uses

- » Create a potion of invisibility.
- » Make people not notice your weapons.
- » Create a zone of silence.
- » Make your armour look like common clothing.

Example Combat Uses

- » Become Stealthed.
- » Secretly draw a weapon.
- » Ambush your opponents.

Stealth Outside of Combat Example

Emily wishes to sneak into a well-guarded manor. The GM sets the scene by describing the guards on duty, how the sun is setting and the large, but overgrown, stone wall that surrounds the manor.

Emily then describes her approach, waiting for the sun to set so that her dark clothes hide her presence, and she plays to her high Speed strength by describing how she quickly darts from cover to cover as the guards patrol.

The GM rewards her with a +2 Description bonus, and gives her a further +1 for having a high Speed Attribute. A high Agility might have also granted that +1 bonus, but as Emily's description is playing to her swiftness and not her reflexes, the GM uses Speed.

In total, this grants Emily a Stealth Roll of +5 (+1 for being Trained, +1 from her Stance, +2 Description Bonus, and +1 Attribute Bonus). The GM says she needs to roll a 14.

She then rolls 3d6 for a total of 16, an easy success. The GM then describes how she has successfully snuck into the compound.

Stealth During Combat Example

During a combat, Emily spends her first Action during her Turn to kill a vicious Fiend with her pistol. She then performs the Think Action to move behind some Heavy Cover and make a Stealth Skill Roll.

The GM says that her firing her loud pistol makes things a little difficult (as it draws attention to her). But as no specific enemy character is paying attention to her (no enemy made an Attack Roll against her during their last Turn) she does have a chance to hide.

The GM says she needs to roll a 14 and gives her a -1 Description penalty. Emily rolls a total of 15. She succeeds at hiding and becomes Stealthed. No enemy may make an Attack Roll against her while she is Stealthed.

During her second Turn she remains Stealthed as long as she does not make a visible Attack or end an Action outside of Cover. She must also pass a Stealth Skill Roll before the end of her Turn, or she will lose her Stealthed Effect.

For her first Action she remains in Cover and performs a Get Ready Action to gain +1 Momentum Point. For her second Action she chooses to perform a Think Action: she dashes out of her Cover and into different Cover (being careful to not run in front of an unengaged enemy) and attempts another Stealth Roll. She passes her Stealth Skill Roll with a roll of 16.

But during her enemies' Turn, one of the vicious Fiends moves behind her Cover on its way to engage one of her friends. As Emily is now in plain sight, she loses her Stealthed Effect and may be Attacked by any enemy.

CITY SKILLS

- » Nature
- » Underworld
- » Impoverished
- » Commoners
- » High Society
- » Production
- » Infernal
- » Celestial

Nature

This skill is used to navigate the many parks and waterways, including: botanic gardens, fields, forests and rivers. Additionally, this skill includes your ability to tend plants and interact with animals.

Areas of Knowledge

- » Plants.
- » Animals.
- » Natural poisons.
- » Farming and gardening.
- » Hunting.
- » Navigating in natural environments.

Example Uses

- » Find or grow food.
- » Navigate a forest.
- » Tame or calm a wild animal.
- » Ride a horse.
- » Identify an animal.
- » Brew a non-magical poison.

Example Arcane Uses

- » Create or summon an animal.
- » Quickly grow a garden.
- » Purify food or water.
- » See through the eyes of an animal.
- » Mind control an animal.
- » Create a potion of water breathing.

Underworld

This skill covers your ability to undertake criminal activity and interact with Aeternum's high and low underworld.

Areas of Knowledge

- » Black markets.
- » Criminal organisations.
- » Drugs.
- » Forgery.
- » Overcoming security.
- » Blackmail.

Example Uses

- » Navigate back alleys.
- » Forge a document.
- » Pick a lock.
- » Plan a heist.
- » Find a fence (black market buyer).
- » Tax evasion.

The Tethered paladin broke his fall from the tavern's third story with the body of his dark adversary. The black-clad warrior produced a nauseating crunch as they both hit the stone pavement: his armour bent inwards, puncturing a lung.

Courting unconsciousness, the paladin raised his golden, blood-soaked sword in one hand as he drew the head of his foe in close. He looked into those dark fiendish eyes and whispered:

"Where's your god now?"

– Victory of Everada the Light
over Donar, Herald of the Deathly Moon.

Example Arcane Uses

- » Create fake gold.
- » Create arcane poisons.
- » Create a potion of obscurification.
- » Overcome an arcane lock or ward.
- » Create an illusion.
- » Ward against others' ability to sense your motives.

Impoverished

This skill covers your ability to survive and function on the streets, slums and the Undercity of Aeternum without money or social standing.

Areas of Knowledge

- » The Undercity.
- » Rumours.
- » Slums.
- » Street survival.
- » Begging.
- » Scavenging.

Example Uses

- » Understand the poor.
- » Navigate the Undercity.
- » Find food or useful items in trash.
- » Beg for money.
- » Uncover useful rumours.
- » Recruit street kids.

Example Arcane Uses

- » Make a person sick.
- » Create a potion of bad luck.
- » Create a potion of incognito.
- » Create an entrance to, or from, the Undercity.
- » Create a magical map of the area.





Commoners

This skill covers your ability to know about the common people of Aeternum and regular/common skills, such as how to work a service job, find work or maintain a household.

Areas of Knowledge

- » Making things by hand.
- » Common knowledge.
- » Money management.
- » Avoid the ire of nobles and criminals.
- » Perform a low-skill job.
- » First aid.

Example Uses

- » Cook a meal.
- » Tend to a sickness.
- » Make clothing.
- » Work a low-skill job.
- » Find a safe route through the city.
- » Find a local tavern.

Example Arcane Uses

- » Create a potion of healing.
- » Create a potion of fast travel.
- » Create a sleeping potion.
- » Magically mend an item.
- » Locate a sentimental object.

High Society

This is your skill for interacting with the nobility and high society of Aeternum.

Areas of Knowledge

- » Proper etiquette.
- » Laws.
- » Important people and families.
- » Management of an estate.
- » Courtroom intrigue.
- » Highborn activity.

Example Uses

- » Identify a noble.
- » Dance at a ball.
- » Join a prestigious society.
- » File a lawsuit.
- » Understand rules of inheritance.
- » Win a court case.

Example Arcane Uses

- » Create fine clothes.
- » Create gold.
- » Summon a manservant.
- » Create a potion of luck.
- » Make your clothes clean.

Production

This skill reflects your ability to know about, and how to use, industrial technologies, science and those who work in those fields.

Please note: This skill does not reflect your knowledge of architecture, as nearly all buildings are built by Celestials.

Areas of Knowledge

- » Machines.
- » Steam power.
- » Gunpowder weapons.
- » Factories.
- » Chemistry.
- » Engineering.

Example Uses

- » Understand a complex machine.
- » Make or modify a firearm.
- » Create a chemical reaction.
- » Build a clockwork device.
- » Manage steam power.
- » Disable a mechanical trap.

Example Arcane Uses

- » Create a carriage.
- » Quickly build a house.
- » Repair an object.
- » Create a scroll of door making.
- » Animate a clockwork man.
- » Create a magical fire.



"Why'd I become a Tethered?" Fink paused for a moment as he slowly adjusted his patchwork gloves, as was his habit when he thought. "If I were to be honest with ya, it was to escape a lonely, debt-filled life."

Mary was unfazed by this answer. She, like most Tethered, knew that few joined the Order for purely noble reasons. An immortal life of power had appeal, especially to those with little power and whose lives were looking to come to an end.

"Several gangs and two ex-missus were after me hide. So I thought 'what da hell, let's fake me own death and see if the golden flame will have me.' That was four hundred years ago."

This got Mary's attention. Older Tethered rarely admitted or as she suspected, even knew, their true age.

"But that was another life. It feels like a story that someone else told me. I still got problems, but I now got something I didn't know I needed... purpose."

Infernal

This skill reflects your ability to interact with Fiends and harness their power. Additionally, this skill includes your ability to understand and locate Aeternum's many Fiendish factions.

Areas of Knowledge

- » Interacting with Fiends.
- » Understanding the motives of Fiends.
- » Fiendish magic.
- » Identifying Fiendish corruption.
- » Fiendish cults.

Example Uses

- » Identify a Fiend's nature.
- » Identify Fiendish magic.
- » Know how to hide from the Celestial's servants.
- » Understand Fiendish possession.
- » Locate a cult.
- » Understand a cult's motives.

Example Arcane Uses

- » Summon a Fiend.
- » Corrupt a person's mind and/or body.
- » Kill a person.
- » Create a death ward trap.
- » Detect Fiendish magic.
- » Counter Fiendish magic.

Celestial

This skill reflects your ability to understand the motives of Celestials, their power and their architectural choices. Additionally, this skill includes your ability to understand and locate Aeternum's many Celestial-focused factions.

Areas of Knowledge

- » Interacting with Celestials.
- » Understanding the motives of Celestials.
- » Predicting the future.
- » Accessing Celestial power.
- » Architecture.
- » Church dogmas and histories.

Example Uses

- » Identify a Celestial's nature.
- » Understand the unspoken will of a Celestial.
- » Know how to fight Fiends.
- » Understand the purpose of a building.
- » Understand a holy text and Celestial art.
- » Identify a religious cult.

Example Arcane Uses

- » Drive off a minor Fiend.
- » Ward against Fiendish magic.
- » Create a potion of truth.
- » Glimpse the future or past.
- » Harness Celestial magic.



SUSPENSE ROLLS

OVERVIEW

Claws, knives and guns are not the only things that can kill a person. Horrors, stress and shock can break a person's mind and soul.

During particularly stressful times outside of combat, GMs may require a PC to make a Suspense Roll. These work just like normal Skill Rolls, but may be something that a PC wants to fail.

Ignorance can be Good

You may want to fail some Suspense Skill Rolls.

Passing or Failing a Suspense Roll

GMs should tell the player what kind of Suspense Roll (Clarity, Humanity or Reality) they need to make, and if a passed or failed roll will deal damage to them. But don't give too many details.

Attribute Damage

- » Passing or failing a Suspense Roll may result in a character taking 1 point of Attribute Damage to their Conviction, Empathy or Understanding (no Armour), GM's choice.
- » Failing a Suspense Roll is much like failing a standard Skill Roll. Resulting in any ill effect the GM deems appropriate (even if it is just ignorance).

Re-Roll, Madness and Corruption

- » After a Suspense Roll has been made, PCs have the choice to re-roll their roll.
- » If this is done and a triple is rolled, they gain +1 Madness or Corruption (GM's choice).

Effort

You may use the Effort Strong Hit Option to re-roll your roll (but not the Strong Hit '6' that you just used).

During Combat

GMs may require PCs to make a Suspense Skill Roll during Combat.

Skills

Insight, Resolve and City Skills are good choices for Suspense Rolls. But GMs should feel free to require different Skills.

3 TYPES OF SUSPENSE SKILL ROLLS

Clarity (Conviction, Resolve)

Sudden betrayal, moral conundrums about your mission, necessary evils, and other such attacks on the clarity of your purpose can be incredibly painful.

- » Failing a Clarity Suspense Roll usually deals 1 or 2 Damage (no Armour) to a character's Conviction.
- » Clarity Suspense Rolls usually require a Resolve Skill Roll.

Humanity (Empathy, Insight)

Gore, isolation and human suffering can turn a person's heart cold, disconnecting them from their humanity as a defence mechanism.

- » Passing a Humanity Suspense Roll usually deals 1 or 2 Damage (no Armour) to a character's Empathy.
- » Humanity Suspense Rolls usually require an Insight Skill Roll.

Reality (Understanding)

When otherworldly horrors, magic, great scientific feats, and supernatural forces mess with a person's sense of reality, especially a deeply ingrained sense, a person's mind has two choices: bend or break.

- » Passing a Reality Suspense Roll usually deals 1 or 2 Damage (no Armour) to a character's Understanding.
- » Reality Suspense Rolls usually require an Awareness or City Skill Roll to know about something.

The Witches House, Suspense Roll Example:

Alone, Derick has entered the home of a vile witch. As he moves through the pungent and rubbish-filled house, a sense of dread and evil starts to pull on his heart. The GM asks for an Awareness Humanity Suspense Roll.

Derick rolls a 14, passing the Roll. Not wanting to pass the roll, he chooses to re-roll it. If he rolls triples on this re-roll he may gain +1 Madness or Corruption. He rolls 16, and no triples, still a success.

The GM then describes the house in greater detail. The rubbish spread throughout the house is not simple household trash, but mixed in amongst it are the remains of the witch's many infant victims.

Derick's mind reels with horror as he takes 1 point of Damage to his Empathy (ignoring all Armour).

If he lingers too long in the house, or looks too closely at its contents, the GM may require him to make another Suspense Roll.

MAKING A SUSPENSE ROLL

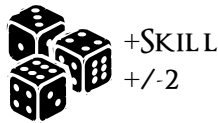
JUST LIKE A SKILL ROLL.
YOU MAY WANT TO FAIL YOUR SUSPENSE ROLL.



GM sets the Scene

The GM should set the atmosphere, but not necessarily tell the PC exactly why they need to make a Suspense Roll.

The GM should tell the player what kind of roll it is, and if passing it or failing it will deal Damage to them.



The PC makes a Suspense Roll, just like a Skill Roll

Rolling 3d6 + any Skill bonuses that they have.

The GM may award a +2 to -2 to this roll, depending on their approach.



Free Re-Roll

The PC then has the choice to re-roll their roll.

If they roll triples on this roll, they gain +1 Madness or Corruption.



GM Describes the Result

The GM then describes what will happen based off the roll of the PC.



Attribute Damage

Apply any required Conviction, Empathy or Understanding Attribute Damage to the PC.



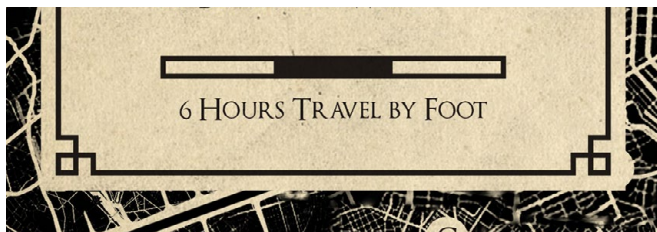
NON-COMBAT TRAVEL

DAILY TRAVEL DISTANCE

See pg: 20-21 for a map of Strigham.

This is the amount of distance that can be travelled by a group in one day. GMs are encouraged to alter this amount based on environmental effects and player actions.

- » Your Daily Travel Distance should rarely be reduced below 25%.
- » You're assumed to be shopping and lodging along your way.



- » Standard daily travel time is 12 hours.

Plot out your Journey Beforehand

Before a character or group departs on a journey they should plot their path. This can be done without a map (but a map will help). This will not only help a GM to plan the game sessions, but it also reflects the value of good planning.

» If you don't plot your journey: -25% Daily Travel Distance.

"I don't really think of Aeternum as big... it just kinda is. It's the framework and the canvas for all existence.

Sure, I might think of things as big, but only by comparison to other objects and concepts. What can be compared to the size of the city? Only one thing, the sky... and Aeternum is seeking to swallow it up. I dare say there is more under our feet than above our heads."

- Diego Cross, Undercity explorer.

MODE OF TRANSPORT

Your mode of transportation will not only dictate the speed of your travel, but also where you may travel to.

Foot

- » Standard Daily Travel Distance.

Horse

- » +50% Daily Travel Distance via main roads.
- » Standard Daily Travel Distance off main roads.
- » Unable to travel to some locations.

Cart or Carriage

- » +25% Daily Travel Distance via main roads.
- » -25% Standard Daily Travel Distance off main roads.
- » Unable to travel to many locations.

Hitchhiking or Public Transport

- » +25% Daily Travel Distance via main roads.
- » Standard Daily Travel Distance off main roads.
- » Dangerous or unable to use at night.
- » Spare Time Roll to 'Push Yourself'.

Boat

- » +100% Daily Travel Distance via major waterways.
- » +25% Daily Travel Distance via minor waterways.
- » Unable to travel to many locations.

STYLES OF TRAVEL

Leisurely

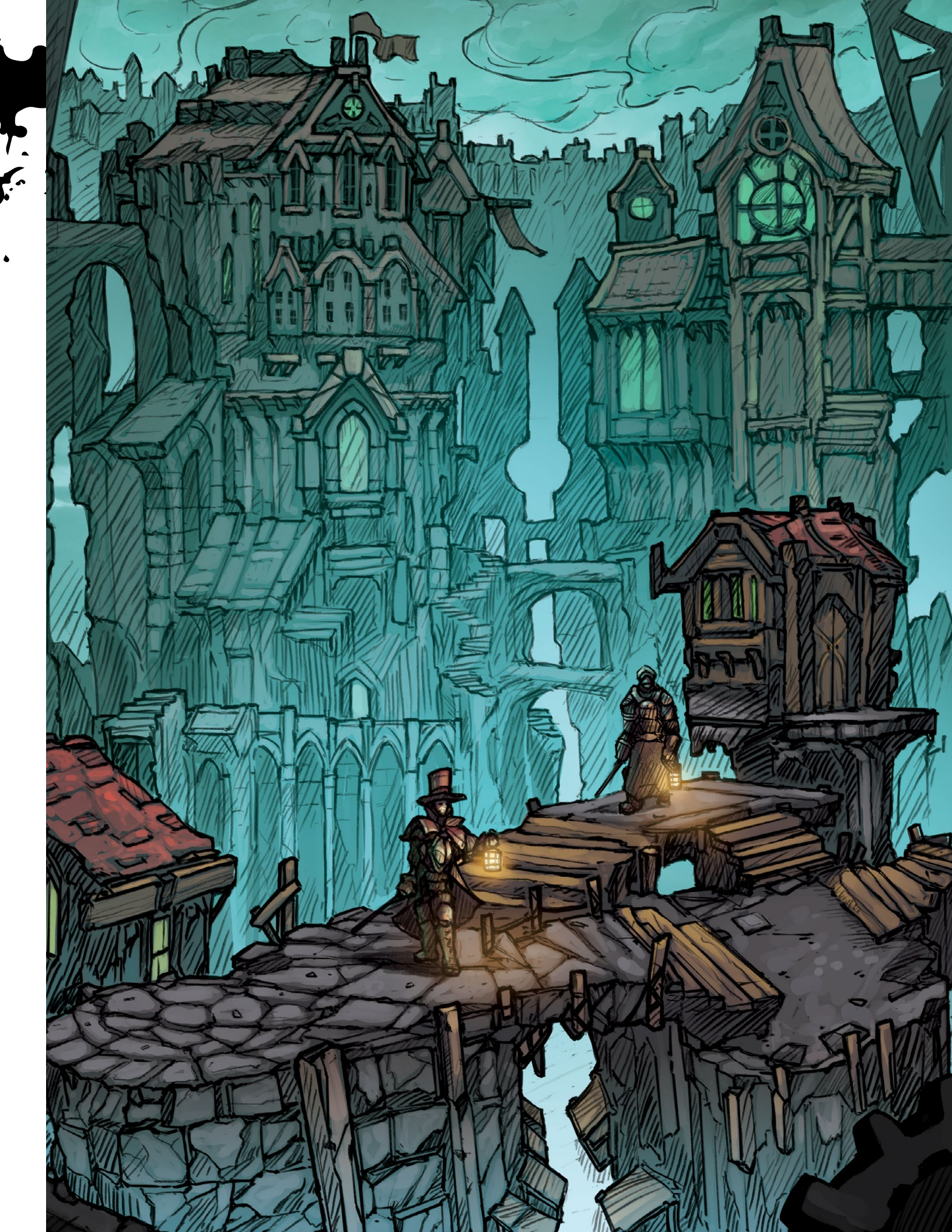
- » -25% Daily Travel Distance.
- » You may 'Push Yourself' tomorrow with no negative effect.

Pushing Yourself

- » Able to travel for 18 hours a day (normally 12).
- » -10 starting Endurance during any fight today.
- » -5 Endurance during any fight tomorrow.
- » Stacks up to -15 Endurance.

Moving secretly (Back Alleys, Blend into Crowds and/or at Night)

- » -50% Daily Travel Distance.



EQUIPMENT

OVERVIEW

Clips and Ammo

Weapons never run out of Ammo. It is assumed that the PCs are carrying more than enough.

RoF

There are no RoF rules, but many Weapons use an alternate number of d6s for their Attack Rolls (pg: 79).

Activate, Draw and Reload

It is a Free Action to Activate or Deactivate any 1 Handed item, but the Get Ready Action (pg: 98) is required to Activate or Deactivate any 2 Handed item or any item into or from your second Hand.

There is no need to spend an Action to Reload your Weapons, as Tethered are assumed to be able to move incredibly quickly.

Slots

All characters have 6 Equipment Slots. All Weapons (unless stated otherwise) require 1 Slot. You may only carry 6 items that require 0 Slots.

Cost = Acquire and Resources

There is no Cost stat. Cost is broken up into two stats: Acquire (the Spare Time cost to acquire this item), and Resources (the Resource cost to keep this item).

Utility Items

There are no Utility Items in Fragged Aeternum. Utility styled abilities are gained through Traits (pg: 54) and Misc Items (pg: 160).

Outfit = Stance

Stances work like Outfits, except that they also define your base Defence Stats.

Stances are not necessarily physical objects, but are a broad representation of your character's approach to personal defence. They may be a blend of equipment and/or personal skill.

STANCE

Fragged Aeternum Stances work like Outfits in the Core Rule Book (pg: 126) except as stated below.

Stances are general representations to how your character avoids taking damage, and may represent a mixture of your personal skill and/or equipment.

Fragged Aeternum Stances dictate all of your Defence Stats.

Acquire

The one-time cost (usually a Spare Time Roll) to acquire this item.

Loot

Stances are never looted.

Knowledge (Kn)

Some items require Knowledge to acquire; this represents your character learning how to use them.

Resources

Works like Cost (Core Rule Book, pg: 130).

Losing Your Equipment

If your character loses all of their equipment (ie: their armour) they should normally be forced to use the Avoidance Stance, unless the GM allows another thematically appropriate option.

"In an eternal city, where do the sun and moon sleep?"

- Gerlind Winterhill, Logistical Questions of the Sky.

"Those who say the Tethered Order is a shell of its former glory are liars. The Tethered Order was never a grand and powerful institution, nor should it be. Our immortality and power would only serve to amplify the evils that are inherent in all grand human establishments.

We must be a humbled people who walk and crawl alongside the downtrodden, the sick and the desperate. We must be relational, kept in check by our community of fellow hunters. We must be content with little, not driven by desires for security, comfort and pleasure."

- Carl Radiance, Family not Institution.

DEFENCE STATS

See pg: 89 for full Cover rules.

The following Defence Stats are primarily derived from your Stance.

Defence

See Core Rule Book, pg: 84.

Defence vs Fear (vs Fear)

Use this Defensive stat vs any Attack from a Fear Weapon.

» Defence +X bonuses (eg: from Traits, Actions or Cover) also increase your Defence vs Fear.

Direct Armour

Any Critical Hit from an Attack that directly Hits your Defence (ie: not from Splash Weapons that Attack the Ground or that fails to Hit you) is reduced by this amount.

Splash Armour

See pg: 80 for full Splash rules.

Any Critical Hit from an Attack that does not Hit your Defence (ie: from a Splash Weapon that Attacks the Ground or that fails to Hit you) is reduced by this amount.

Two Kinds of Damage, Armour Example

Varie has 2 Direct Armour and 3 Splash Armour.

Varie has just had a bomb (with the Splash Keyword) thrown directly at her. The Attack Hits her and deals 4 Crit Damage for a total of 2 Attribute Damage (reduced by 2 due to her Direct Armour).

She is then Attacked by the same Weapon, which misses her this time. She is still caught in its Splash area, however. It deals 4 Crit Damage to her, but this time it deals 1 Attribute Damage (reduced by 3 due to her Splash Armour).

Endurance

Defined by your Stance, not your Attributes.

"If good deeds do not make amends for evil deeds, all of mankind is in grave trouble and in need of a saviour, especially the Tethered. For who can atone for the actions of one lifetime, let alone a hundred?"

On occasion I think it a kindness that common people live short lives, and a cruelty that I live many."

- Old Ansi the Sorrowful, Butcher of Scarsbourne.

Recovery

Defined by your Stance, not your Attributes.

Movement

Your movement equals your Speed Attribute plus any bonuses or penalties from your Stance.

Fly

You may spend your Movement to Fly higher (or lower), increasing the Range of all Attacks made against you and by you. This may also reduce the Range between you and another Flyer (eg: by flying closer to them). Flying lower will reduce any gained Range.

Incorporeal

You can move through any terrain or character without penalty. Terrain that you can't move 'through' (eg: a pit) still inhibits you.

Teleport

You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to.

Combat Order

Equal to your Understanding Attribute.

Max Momentum Points

See pg: 94 for full Momentum Point rules.

Equal to your Conviction Attribute.



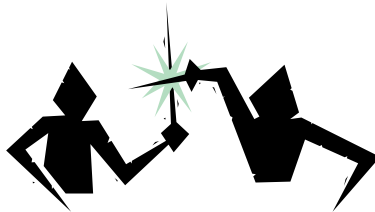
EXAMPLE STANCES

See pg: 158-159 for a full list of available Stances.



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Ninja Skills (Avoidance)	14*	10	1	5	15	3	+1	Practical	14t	0

*Once before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hits Option are selected).
+1 Physical, Stealth, Underworld and Impoverished.



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Swashbuckling (Block)	14	13	1d6*	2*	30	4		Attractive	2x 14t	1

*While you have Endurance: Once before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack. When you take Damage from a Melee Weapon: deal 5 End Dmg to the Attacker, +1 Persuasion and High Society. +1 Combat Order. **Modifications:** Comfortable, Backlash.



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Arcane Power (Endure)	10	14	4	5	40	4	-1	Practical	14t	1

While you have Endurance: Once before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected). At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres). +1 Physical, Stealth, Infernal and Celestial.
Modifications: Teleport.



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Full Plate Armour (Endure)	10	16	4	4	45	3	-1	Imposing	14t	0

While you have Endurance: Once before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected). +1 Leadership and Resolve.

WEAPON STATS

Fragged Aeternum Personal Weapon Stats are the same as they are in the Core Rule Book (pg: 122) except as stated below.

Fragged Aeternum Weapons do not use the following stats: Clips, Ammo, Load, Rate of Fire, Weight or Cost.

Hit d6

The number of dice you roll when attacking with this Weapon.

Maximum Range (Max Rng)

The Maximum Range of this Weapon (not Range x10).

Splash, pg: 80

Cannot scatter outside a Weapon's Maximum Range.

Hands

The number of Hands required to make this Weapon Active. May never be more than 2.

1 / 2

Many Weapons allow you to choose to use either 1 or 2 Hands. Using more Hands will alter the Weapon's other stats.

X / Y

Many Weapons have alternate stats separated by a slash, use X when a Weapon is used in 1 Hand and Y when used in 2.

Eg: The Dual Weapon may be used in either 1 or 2 Hands. If used in 1 Hand it uses 3d6 Attack Roll dice, but if used in 2 Hands it rolls 5d6 Attack Roll dice and has -4 To Hit. Assuming this Weapon is a pair of swords, this represents a person using either one sword or both at once.

Activating and Deactivating

It is a Free Action to Activate or Deactivate any item in 1 Hand, but the Get Ready Action (pg: 98) is required to Activate or Deactivate any item into, or from, your second Hand. This does not apply to NPCs.

Acquire

The one-time cost (usually a Spare Time Roll) to acquire an item.

Loot

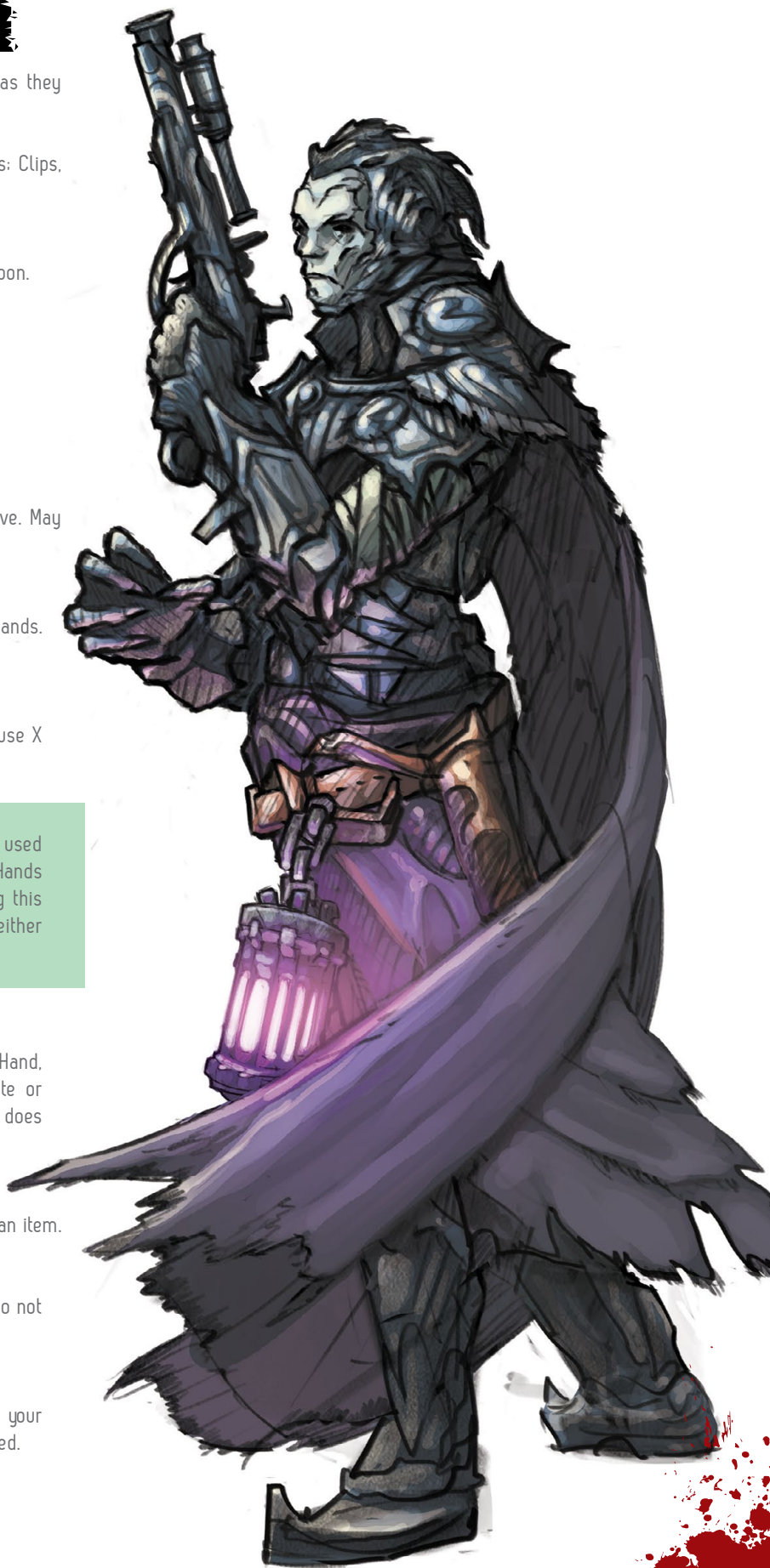
If you find a Weapon and can pay its Resources cost, you do not need to pay its Spare Time Roll Acquire cost.

Knowledge (Kn)

Some items require Knowledge to acquire: this represents your character learning how to use them. These cannot be looted.

Resources

Works like Cost (Core Rule Book, pg: 113).





WEAPON KEYWORDS

Crit Location: 1dX+Y

What Attribute is Damaged by a Critical Hit from this Weapon is determined by rolling 1dX+Y, not 1d6.

Dangerous X (Y)

When you Attack with this Weapon it creates X areas of Dangerous Terrain Y (pg: 88) in GM defined spaces around the Attacker. Eg: Dangerous 2 (Fire) will create 2 spaces of Fire.

Changing Dangerous Terrain Type

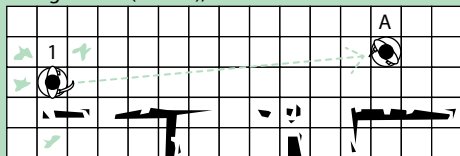
With the GM's permission, a player may change the type of Dangerous Terrain created by their Weapon to another type. But this must be done when the Weapon is acquired and can't be changed.

Arcane or Non-Arcane

If your Weapon has the Arcane Weapon type: the Dangerous Terrain is placed around you (representing the dangerous nature of magic). If your Weapon does not have the Arcane Weapon Type: the Dangerous Terrain is placed around your target.

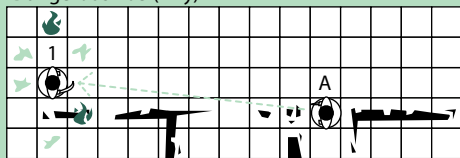
Mage vs Potion, Dangerous Example

Dangerous 4 (Poison), Arcane



Peter the Mage (I) is fighting Zedeck the Potion Crafter (A). As Peter's Weapon has the Arcane Weapon Type its Dangerous Terrain is placed around him, by the GM, after he makes an Attack Roll.

Dangerous 1d3 (Any)



As Zedeck's Weapon does not have the Arcane Weapon Type, his Dangerous Terrain is placed around his target.

Dual

You may cause up to 2 Critical Hits per Action with this Weapon, unless you use this Weapon with 1 fewer Hands (ie: 1 rather than 2).

Front Cover

While Equipped, this Weapon gives you Front Cover.

Indirect (Front, Side, Rear, Above)

Your Attack counts as being made from your target's side, rear or from above when calculating Cover (not Range).

Large

Requires 2 Equipment Slots (normally 1).

Momentum X: Y

See pg: 94 for Full Momentum rules.

You may spend X Momentum Points to gain Y.

Natural

Requires 0 Equipment Slots (normally 1), even if stated otherwise.

Poison

Poison Consumables (pg: 161) may be applied to this Weapon (requiring a Skill Roll of 12 to apply mid-Combat), harming anyone hurt by this Weapon for 2 Hits (Melee) or 2 Attacks (Ranged).

Splash

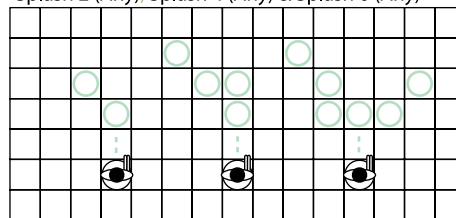
As with the Core Rule Book pg: 127, except as follows.

- » Splash Weapons never Damage their user.
- » Failing an Attack Roll does not scatter the Attack: it results in the Attack hitting the ground under the target (like an Attack the Ground Attack).

Splash X (Any)

Your Splash area is applied to any "X" spaces of your choice (normally applied to all spaces within "X" of your Target). Each space must be applied to a space adjacent to a previously applied space, starting with the first space.

Splash 2 (Any), Splash 4 (Any) & Splash 6 (Any)



- » No space may be applied to a space outside your Weapon's Max Rng.
- » No space may be applied that your character can not perceive.

Multiple types of Splash

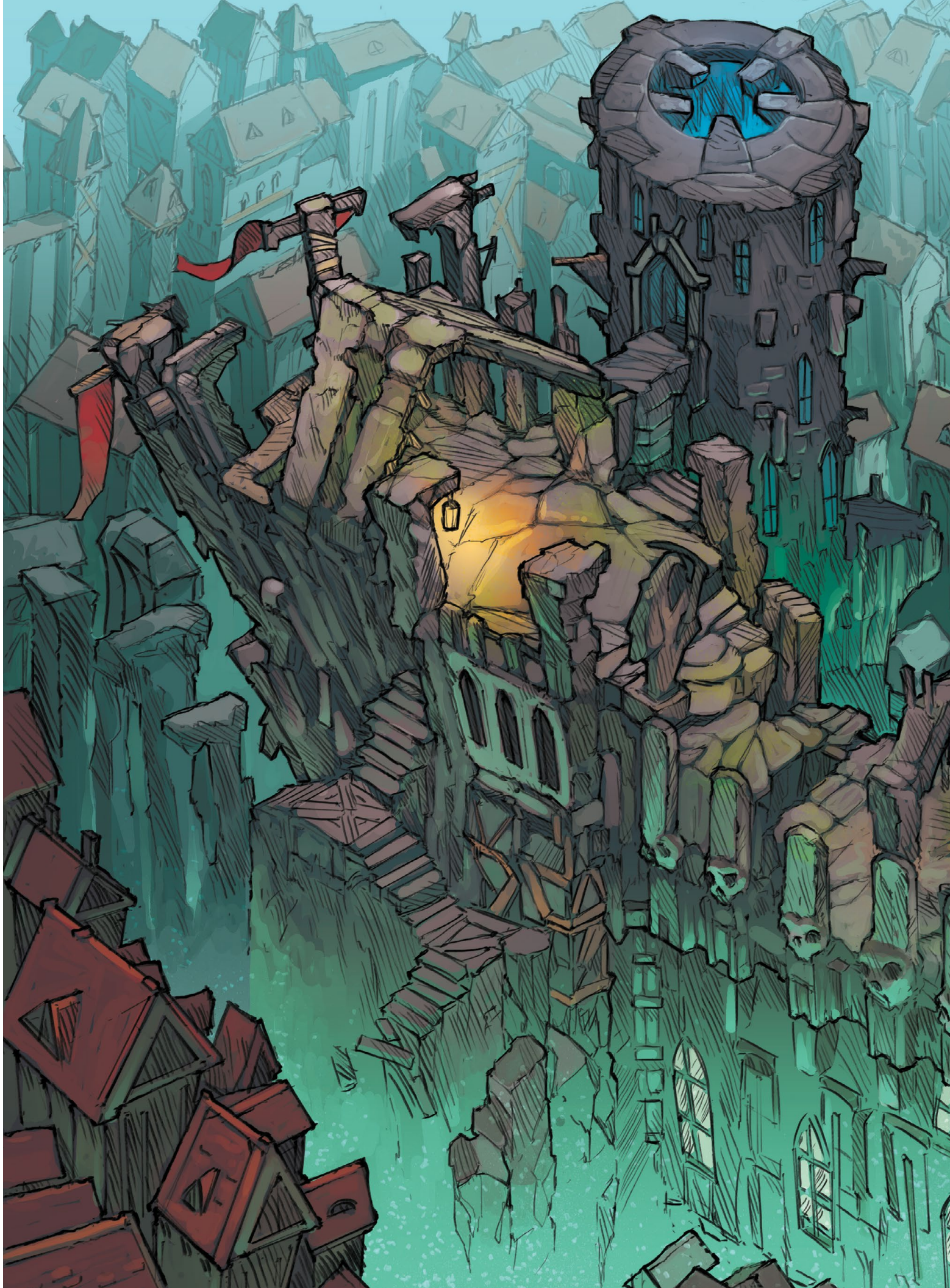
If your Attack has multiple types of Splash (ie: Splash (Any) and standard Splash), you must pick which one to use before you make your Attack Roll: they don't combine together.

Attack the Ground

You may NOT Attack the Ground within 1 of an enemy: you must Attack them directly or Attack the Ground further away from them.

Splash Armour

A target's Splash Armour (pg: 77) is only used when they take Damage from a Splash Weapon that is not a Direct Hit against them. If you do Directly Hit a target, use their Direct Armour.



EXAMPLE WEAPONS

See pg: 154-157 for a full list of available Weapons.



Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Royal Blade (Balanced)	3d6	+2 / +4	1	1	1 / 2	4	1 / 2	Melee, Blade.	16t	3

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, **Modification:** Aim.

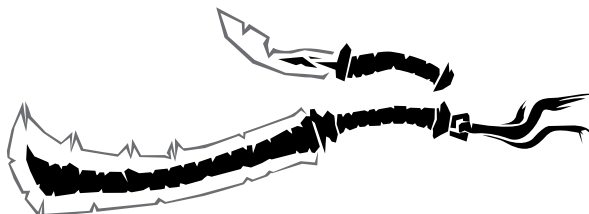
Strong Hit: **Aim** (Hit) You may add up to +/- 1 to determine what Attribute is Damaged by your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).



Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Storm Spear (Balanced)	2d6*	-2	1*	4	1 / 2	4	2	Melee, Polearm, A-Rooftop, Storm.	16t, 2 Kn	3

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Energy, Dangerous 2 (Wind), Requires 2 Slots, **Modification:** Arcane-Rooftop.

Strong Hit: **Shock** (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.



Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Midnight and Dawn (Dual)	3d6 / 5d6	+1 / -3	1	1	1 / 3	4	1 / 2	Melee, Blade.	16t	3

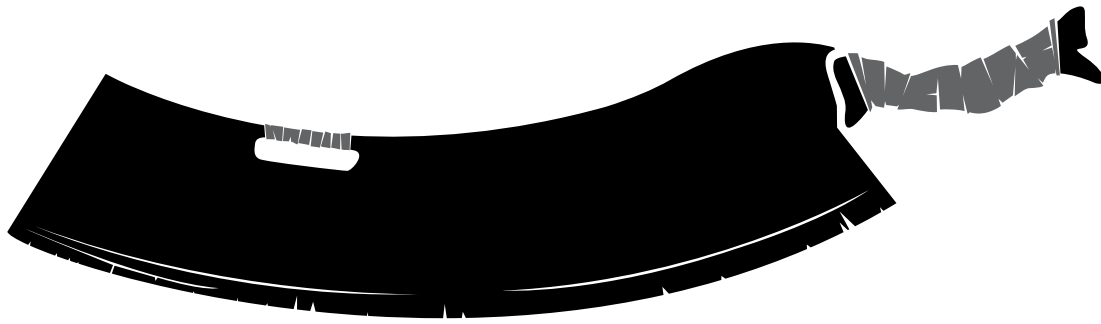
Large, Dual, Poison, Pen 1 Min 4, After you Attack with this Weapon you may immediately move, Requires 2 Slots, **Modification:** Swift.



Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
World Hammer (Massive)	3d6	-4 / -2	2	2	5 / 7	4 / 5	1 / 2	Melee, Hammer.	16t, 1 Kn	3

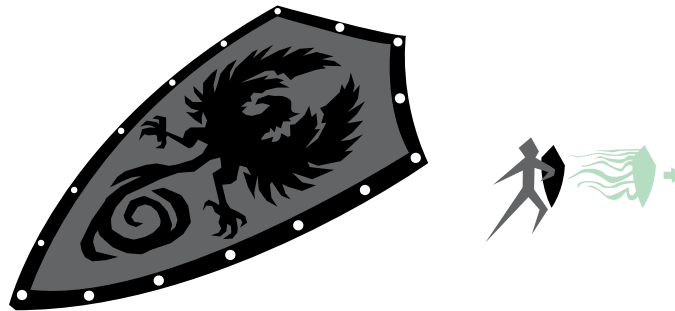
Large, Splash 2 (Any), Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields. Cover Destroyed in this way must be repaired outside of combat), Requires 2 Slots, **Modifications:** Practiced, Destructive.

Strong Hit: **Bash** (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.



Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire
Dark Steel Cleaver (Massive)	3d6	-3 / -1	2	2	4 / 6	4 / 5	1 / 2	Melee, Blade.	16t

Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields. Cover destroyed in this way must be repaired outside of combat). **Modification:** Destructive.

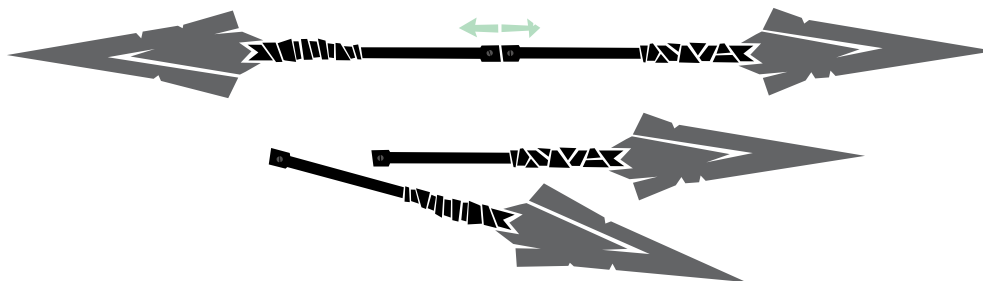


Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Phoenix Fire Shield (Shield)	2d6	+5	1	1	1	1	1*	Melee.	14t, 2 Kn	1

While you're not Suppressed you and any characters behind you gain front Heavy Cover, Requires 2 Slots, *Always requires a Get Ready Action to Activate or Deactivate this Weapon (as if it requires 2 Hands), **Modification:** Range Burst.

Momentum 2: Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg.

Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.



Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Geminae, Joined (Balanced)	2d6	-1	1*	3	1	4	2	Melee, Polearm.	16t, 14t	3

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), **Modification:** Transform.

Momentum 3: This Weapon transforms into its Alternate Form and gains +1d6 Hit on its next Attack (does not Stack).

Geminae, Disconnected (Dual)	3d6 / 5d6	+0 / -4	1	1	0 / 2	4	1 / 2	Melee, Blade.		
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Large, Dual, Requires 2 Slots, Poison, Pen 1 Min 4, **Modification:** Transform.

Momentum 3: This Weapon transforms into its Alternate Form and gains +1d6 Hit on its next Attack (does not Stack).





Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Hunter's Pistol (Small)	3d6	-1	5*	25	0	3	1	Ranged, Firearm.	14t	2

Small *Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action.

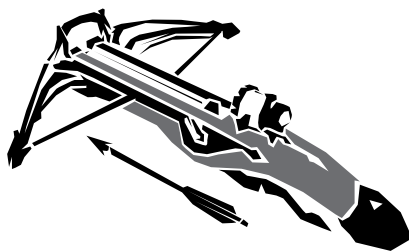
Momentum 1: Once per Turn: make a Free Attack with this Weapon.



Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Assassin Knives (Dual)	3d6 / 4d6	-1 / -3	5 / 3	13 / 8	0 / 2	3**	1 / 2*	Ranged, T Blades, A-Alleyway.	16t, 3 Kn	4

Dual. **Splash 4 (Any). Poison (acts as Melee vs adjacent targets). Small. You may move 1 space before and after you Attack with this Weapon.

*Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack. **Modifications:** Long Shot, Arcane-Alleyway.



Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Custom Crossbow (Hefty)	2d6*	+5	10	40	2	4	2	Ranged, Crossbow.	16t	4

Large. **1d6 Hit with Unleash Action, Poison, Requires 2 Slots. **Modification:** Special Ammo.

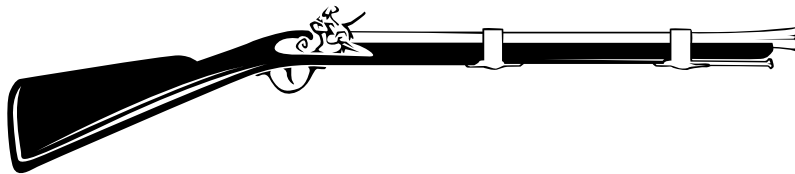
Momentum 1: Your next Attack with this Weapon gains one of the following: +2 Rng, +10 Max Rng, +2 End Dmg or +2 Hit (Stacks).



Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Sewage Bolt (Hefty)	2d6*	+3	8	40	2	4	1	Ranged, Spell, A-Sewage, Sickness.	16t, 2 Kn	3

Large. **1d6 Hit with Unleash Action, Poison, Requires 0 Slots.

Strong Hit: **Sickness** (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).



Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Royal Marksman's Musket (Hefty)	2d6*	+1	8**	45	2	4	2	Ranged, Firearm.	16t	4

Large, **1d6 Hit with Unleash Action, Requires 2 Slots, **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action, **Modifications:** Aim.

Strong Hit: **Aim** (Hit) You may add up to +/- 1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).



Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Collection of Bombs (Hefty)	2d6*	+3	6	35	4	4	2	Ranged, Bomb.	16t	4

Large, **1d6 Hit with Unleash Action, Requires 2 Slots, Splash 1, **Modifications:** Special Ammo.

Momentum 1: Your next Attack with this Weapon gains one of the following: +2 Rng, +10 Max Rng, +2 End Dmg or +2 Hit (Stacks).



Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Eldritch Fire Wand (Dual)	3d6 / 4d6	-2 / -4	4 / 2	15 / 10	2 / 4	3	0 / 1*	Ranged, Spell, Arcane-Street, Fire.	16t, 2 Kn	3

Dual, *Splash 4 (Any), Requires 0 Slots, Energy, Burn, Dangerous 1 (Fire), **Modifications:** Arcane-Street.

Strong Hit: **Set Alight** (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).



Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variations	Acquire	Resources
Fiendish Terror (Dual)	4d6	+Emp*	8	15	3 +Emp	1	0	Ranged, Fear.	NPC Only**	1

Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots, **Skilled and Immense NPCs who DO NOT take a Fear Weapon gain +2 Hit and Defence, Henchmen and Power Body Groups have 2 Empathy.



EXAMPLE MISCELLANEOUS ITEMS

See pg: 160-163 for a full list of available Example Misc Items.



Large Bag of Money, 14t

- » Slots: 1.
- » One Use, +2 to a failed Wealth Skill Roll (Stacks up to +10) OR gain 2 Small Bags of Money (pg: 160).

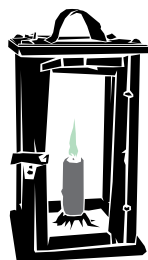
A plain leather money purse with a drawstring and a metal belt ring to prevent common cutpurses.



Rented Room, 2x 16t

- » Capacity: 20 Slots.

Business and homeowners looking for a little extra income will often rent out a spare attic room to a traveller. These rooms will often have a private entry that helps to further separate it, and its occupant, from the main building. As long as the rent is paid, questions are never asked.



Open Dark Flame Lantern, 16t

- » Slots: 1.
- » Optional, 0 Handed, Create Light: Reduce Low Light Cover penalties by 1 Step in Splash 4 around you.
- » The light from your lantern is only visible to you.

Open lanterns are cheap and ideal for shedding large amounts of light around their surrounding area. Tethered will often chain these lanterns to their belts, and wrap their cloaks around them when their light is not needed.

Dark Flames are created by pulling a piece of a Great Lantern's flame out of a Tethered's own dream, and infusing it with a golden flame from reality. The sickly grey light from this flame is tied to the soul of its creator and is only visible to them.



Shuttered Signal Lantern, 12t

- » Slots: 1.
- » Optional, 1 Handed, Create Light: Reduce Low Light Cover penalties by 2 Steps in Splash 2 around you and another space.
- » May send secret signals to other characters that pass an Insight Skill Roll.

Shuttered signal lanterns would be expensive if they were not favoured by most town guardsmen. They can be used to create focused areas of light and, when used by a skilled team, can send basic signals over long distances through a system of blinks. The downside of such a lantern is that they require a free hand to use.



Bulky Arcane Components, 14t

- » Slots: 2.
- » Two Uses, +1 to a Ritual Arcane Skill Roll (Stacks).

Arcane components take countless forms, some quite heavy or cumbersome: such as bottles of purified goat's milk, dried and uncrushed fern leaves, or cakes of soap mixed with mummified rats.



Dread Seed Extract, 10t

- » Slots: 0.
- » Poison Consumable.
- » Two Uses, Poisoned character must pass a Physical or Resolve Skill Roll of 16 or become very anxious for 1 hour.

Dark green Grevillea Dread plants are a common sight along the banks of the Scarsbourne River. Their small seeds are collected by placing thin paper nets among the shallows surrounding the plants. Though tricky to collect, they require only water, and a pestle and mortar, to turn into a salve that is sure to cause anxiety for a short time.



Forgetfulness Potion, 14t

- » Slots: 0.
- » One Use, Drinker must pass a Resolve Skill Roll of 16 or forget the last hour.

Mammy Omm's Elixir of Forgetfulness was a financial disaster. Its issue was that it only affected a person's recent memories, and thus, was only useful for those who were expecting to need it. The elixir was an instant hit with the darker residents of Aeternum, those who wished to forcefully make others forget, but such people were disinclined to purchase the elixir when they could steal its recipe.



Common Healing Potion, 14t

- » Slots: 0.
- » One Use, Drinker Heals: 10 Endurance and 1 Attribute Point.

There are many potions of healing being sold within Aeternum by priests, wizards and street pedlers. Most are fakes that smell and taste good. Real ones have neither of these attributes.



Weight Charm, 12t

- » Slots: 0.
- » One Use, A single item requires 3 fewer Slots (Stacks down to 1 Slot) for 1 day.

Weight charms must be enchanted within the vicinity of a Celestial Architect. Once Activated, they mimic an Architect's ability to store and move vast quantities of materials.



PERSONAL COMBAT

OVERVIEW

Personal Combat is like it is in the Core Rule Book, pg: 71. The main differences are that there is no Rate of Fire (RoF) rules, and there are new Actions, Momentum rules, and death plays a larger role.

EXAMPLE DANGEROUS TERRAINS

See pg: 88 for full Dangerous X (Y) Keyword rules.

These Dangerous Terrains replace those in the Core Rule Book (pg: 76).

Acid Pool

- » Counts as Difficult Terrain.
- » Deals 6 Splash Damage (automatic Critical Hit if the character has 0 Endurance) to any character that starts their Turn in, or who moves through, this space without passing a Physical Skill Roll of 12 (to jump over the pool).

Cursed Ground

- » If any character starts their Turn in, or moves through this space, an opponent character (GM's discretion) gains +1 Momentum.

Difficult Terrain

- » Works like standard Difficult Terrain (Core Rule Book, pg: 74).

Disease Cloud

- » Any character that starts their Turn in, or moves through, this space becomes Diseased.
- » Diseased characters have -5 Max Endurance (Stacks) until they receive a First Aid Healing Roll.
- » Removed by Wind Dangerous Terrain.

Fire

- » Counts as Difficult Terrain.
- » Deals 1d6 Splash Damage (automatic Critical Hit if the character has 0 Endurance) to any character that starts their Turn in, or moves through, this space.
- » Removed by Ice Dangerous Terrain.

Ice

- » Counts as Difficult Terrain.
- » -3 Hit, Defence and Combat Order while you're standing on Ice.
- » Removed by Fire Dangerous Terrain.

Poison Cloud

- » Any character that starts their Turn in, or moves through, this space becomes Poisoned.
- » Poisoned characters take 1 Endurance Damage at the start of their Turn (Stacks) until they receive non-Recovery Healing.
- » Removed by Wind Dangerous Terrain.

Smoke

- » Looking through, or from within Smoke grants other characters Low Light, Light Cover.
- » Looking through, or from within, 2 or more spaces of Smoke grants other characters Low Light, Heavy Cover.
- » Removed by Wind Dangerous Terrain.

Swarm, Flying

- » Counts as Difficult Terrain.
- » Looking through, or from within a Flying Swarm grants other characters Low Light, Light Cover.
- » Deals 4 Splash Damage (automatic Critical Hit if the character has 0 Endurance) to any character that starts their Turn in, or moves through this space.
- » Removed by some Dangerous Terrains, ie: Acid, Poison, Fire, etc...

Swarm, Crawling

- » Deals 6 Splash Damage (automatic Critical Hit if the character has 0 Endurance) to any character that starts their Turn in, or who moves through this space without passing a Physical Skill Roll of 14 (to jump over the swarm).
- » Removed by some Dangerous Terrains, ie: Acid, Poison, Fire, etc...

Trap

- » Deals 6 Splash Damage (automatic Critical Hit if the character has 0 Endurance) to any character who starts their Turn in, or who moves through, this space without passing an Awareness or Physical Skill Roll of 14 (to dodge the trap's attack).
- » An appropriate Skill Roll (ie: Production for mechanical traps or Infernal for fiendish arcane traps) of 14 will disable this Trap after it has been located.
- » Removed by Ice or Swarm Dangerous Terrain.

Wind

- » Counts as Difficult Terrain.
- » -1d6 Hit to all Attacks made through, or from within this space.



EXAMPLE EFFECTS

The following Effect rules replace those in the Core Rule Book (pg: 76). Fragged Aeternum has very few standard Effects.

Stealthed

See pg: 68 for full Stealth rules.

Suppressed

- » You may only perform 1 Action during your next Turn.
- » Henchmen may only Move OR make an Attack Roll during their next Turn.
- » Power Group Bodies are immune to Suppression.
- » Immense NPCs have their Actions reduced to 2 per Turn.

Tackle, Trip and Push Effects

See pg: 67 for full Physical Skill Roll rules.

Journal Entry,
5th of Michellia, 13th year of the Blue King.

I fought a coven of Vampires last night. They're truly disgusting creatures. They use blood for everything.

Not only do they exist on a pure blood diet, they also cry blood and sweat blood. When I cut them open with my swords, their wounds covered the entire room, and me, in their disgusting red filth. Each one held the fluids of twelve men.

My antique 3rd Dynasty Kenwick shirt is ruined! And I may never get the smell of blood out of my gold-embroidered trench coat. This was handmade by the seamstress of Ajax the Gifted, 18th Archmagi of Algerburgh, it's over a century old dammit!

Alina and William can fight the next ones. They couldn't give a toss about their attire. Running around in commoner's clothes and armour... they have no self-respect.

- Peter Constantine.

DEFENCE

See pg: 77 for full Defence Stat rules.

COVER

Cover in Fragged Aeternum works a little differently to Cover in the Core Rule Book (pg: 86).

Adjacent to an Ally

Having a trusted friend at your side is incredibly helpful and encouraging.

- » +Your Empathy to your Defence vs Fear.
- » This Stacks with other Cover Steps.
- » Reduce ALL Endurance Damage that you would receive by 2.
- » This Stacks with other Cover Steps.
- » If you're behind a character, they also grant you Light Cover.

Step 1) Light Cover, +Und Defence

- » +Your Understanding to your Defence.
- » +2 Defence if you're a Henchmen or Power Body.

Step 2) Heavy Cover, +(Und x2) Defence

- » +Your Understanding times two to your Defence.
- » +4 Defence if you're a Henchmen or Power Body.

Step 3) Entrenched, +(Und x3) Defence

- » +Your Understanding times three to your Defence.
- » +1 Armour while you have Endurance.
- » This increases your Direct and Splash Armour.
- » +6 Defence if you're a Henchmen or Power Body.
- » You are NOT Immune to Critical Hits while you have Endurance.

Attacking Through Objects

You may Attack characters through objects. If you do: they gain Entrenched Cover vs your Attack.

"Tethered are pack hunters, for that is their nature."

- Hella Thunder, Musing of a Hunter.



STRONG HIT: CRITICAL HIT

See pg: 92 for full Death and Healing Roll rules.

Critical Hit Requirements Changed to:

- » Once per Action.
- » Hit.
- » Not Splash.

Strong Hit: Critical Hit may only be used once per Attack Roll.

Not Splash = Not Splash Damage (see Core Rule Book pg: 83).

You cause a free Critical Hit vs ANY target that you damage who has 0 Endurance, even if you miss (ie: via a Splash Weapon).

Critical Boost

There is no Strong Hit: Critical Boost in Fraggd Aeternum.

Momentum

See pg: 94 for full Momentum Point and Strong Hit: Momentum rules.

DOWNTIME

Replacing Lost Equipment

Lost equipment IS NOT automatically regained if you have access to a Tethered Order facility or a suitable vendor: it must be re-acquired.

Changing your Stance

You may only change your Stance during downtime and if you have access to a Tethered Order facility or a suitable vendor (for equipment).

ATTACK ROLLS

Rate of Fire (RoF)

These rules are not used in Fraggd Aeternum.

Different Weapons use an alternate number of d6s for their Attack Rolls: see pg: 79 for full Weapon Stat rules.

"We all know the golden flame is alive, possibly more so than you and I.

It has thoughts, opinions and a sense of morality. I would suggest not disrespecting it or giving it reason to question the worthiness of your immortality."

- Evelyn Bright.

COMBAT SCALE

See Core Rule Book pg: 156 for full Ship Combat Scale rules.

Combat Scale in Personal Combat plays a much larger role in Fraggd Aeternum with Large and Huge Scale combats being ideal for fights against massive opponents.

How Long is a Turn?

- » Average Scale = about 6 seconds.
- » Large Scale = about 30 seconds.
- » Huge Scale = about 2 minutes.

Determining The Combat Scale

GMs define the Combat Scale at the start of the combat.

Changing Combat Scale

Combat Scale should not normally be changed once combat has started, and may only be changed by the GM.

Average Personal Combat

- » Standard rules.

Large Dramatic Combat

- » -1 Splash.
- » Splash Weapons that are reduced to Splash 0: may affect a single space.
- » -1 Dangerous Terrain.
- » Single characters do not count as Difficult Terrain.
- » Up to 4 characters may occupy a single space.

Terrain

Entering or exiting a building counts as Difficult Terrain.
Groups of barrels and boxes count as Difficult Terrain and Cover.
Large trees are Difficult Terrain and Cover.

Huge Combat

- » While you're adjacent to Difficult Terrain you gain Light Cover.
- » While you're in Difficult Terrain you gain Heavy Cover.
- » Splash Weapons may only affect a single space.
- » -2 Dangerous Terrain.
- » Single characters do not count as Difficult Terrain.
- » Up to 8 characters may occupy a single space.

Terrain

Blocks of buildings count as Difficult Terrain.
Barrels, boxes, carts, etc... do not count as Difficult Terrain.
Large trees are single spaces of Difficult Terrain.

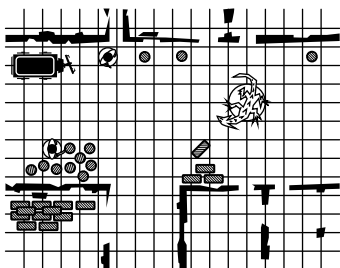
"When we laugh at honour and scorn bravery, we should not be shocked to find traitors and cowards in our midst."

- Sir Jane the Vast, Tethered Inquisitor.

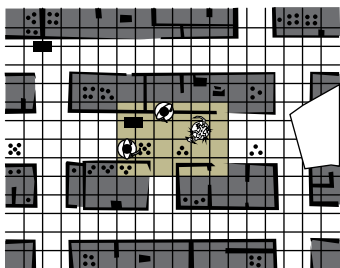


COMBAT SCALE

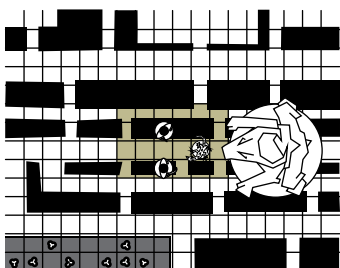
THIS EXAMPLE SHOWS 2 TETHERED FIGHTING 2 FIENDS.
ONE OF THESE FIENDS IS BIG, THE OTHER IS HUGE!



Average Combat Scale
Standard terrain rules.



Large Combat Scale
Each building counts as an area of Difficult Terrain and Cover.
Barrels, boxes and carts count as Cover.



Huge Combat Scale
Blocks of buildings count as areas of Difficult Terrain and Cover.
Large trees are single spaces of Difficult Terrain and Cover.
Barrels, boxes and carts do not count as Difficult Terrain or Cover.



DEATH

When a Tethered (PC) character dies to a non-Tethered source, and is within sight of another Tethered: their body and all of their bonded equipment dissolves as their soul is released and may continue to fight for a short time. When they're in this form, they're known as a Spectre.

PCs & NPCs die if any Attribute is reduced to -2.

Death turns PCs into a Spectre.

If they're already a Spectre: they vanish.

When you become a Spectre or die as a Spectre:

- » Heal all of the Attribute that killed you.
- » Drop all items not bound to you.
- » All non-Arcane poisons on your character are healed.

While You're a Spectre:

- » You gain +1 Armour. » All of your Weapons gain +1 Crit Dmg.
- » You are immune to Fear Weapons and the Bleeding Effect.
- » You may Fly and are Incorporeal (see pg: 52).
- » At the start of your Turn (or every 6 seconds) you take 1 Damage (no Armour) to two random (2d6) Attributes.
- » You cannot make a Rebirth Healing Roll.

Your Spectre Vanishes after:

- » If any of your Attributes are reduced to -2 (then Heal that Attribute).
- » You cannot be seen by another Tethered.
- » 5 minutes after your death.
- » You may choose to Vanish at any time (ie: to prevent further Attribute Damage to yourself).
- » If you're killed by a Tethered (including yourself). Your Spectre vanishes as soon as it emerges from your body and you do not increase your Death Count.

Two Ways to Come Back to Life

- » Another Tethered performs a Rebirth Healing Roll on you.
- » The next night after your death, you're reborn at a Great Lantern (see the map on pg: 20-21) as if Rebirth was used on you. This will not cost you a Spare Time Point, but they gain Corruption +1 or Madness +1 (pg: 104).

Death by Fear

Death by a Fear weapon may reflect a character having a heart attack or their mind giving up on reality. Tethered may be immortal, but their minds and body don't know this.

Death Count

- » After 5, 10, 13, 15, 18 and 20 Deaths you gain 1 Knowledge.
- » After 9, 14, 17 and 19 Deaths you gain 1 Complication.

Optional Rule: Knock Out

With your GM's permission you may spend a Strong Hit Option to knock a character out rather than kill them. The Rush Action (pg: 97) may also be used to knock out Henchmen.

HEALING ROLLS

Healing Rolls work very differently in Fragged Aeternum.

Skill Use

Insight, Resolve, Infernal and Celestial Skills are the most appropriate Skills for making Healing Rolls.

In-Combat Healing

Each Tethered character may perform a single free (costs no Spare Time Point, but still requires a Skill Roll) Healing Roll in Combat, as long as that combat is against a balanced (or superior) opponent.

Post-Combat

Any un-used free Healing Rolls may be used post-combat (much like a Paramedics Healing Roll (see Core Rule Book pg: 92)). Revive and Purify Healing Rolls do not require the PCs to have a few minutes rest, but Rebirth does.

Healing Rolls

Revive: 12t

- » Heal all allies (not you) within double your Empathy Splash area.
- » Heal 1 Attribute Point of damage, 2 if mid-combat.

Purify: 14t

- » Heal yourself.
- » Heal Attribute Points equal to double your Empathy.

Rebirth: 14t

- » Heal another Tethered (they don't have to be dead).
- » May bring them back to life.
- » Heal Attribute Points equal to their Empathy.
- » May Heal recently acquired physical Conditions, see pg: 63.
- » You must have a Tethered Lantern.
- » May not be performed during combat.
- » May not be performed by a Spectre.

Healing Yourself

You do not suffer a -2 penalty to Heal yourself.

Tethered Lantern

All Tethered carry with them a special lantern that carries a flame from a Great Lantern. A lantern is required to bring another Tethered back to life.

Healing Non-Tethered

Healing a non-Tethered character is done by making a standard Production Skill Roll, using an appropriate Skill of your choice.

Sharing Spare Time Points

You may share Spare Time Points for Healing Rolls.

NPCs

May not normally make Healing Rolls.



HEALING ROLLS

WHEN YOU DIE, YOU BECOME A SPECTRE AND MAY KEEP FIGHTING.
ANOTHER PC CAN BRING YOU BACK TO LIFE.



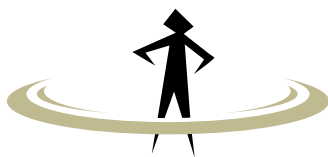
When you Die

You become a Spectre.
Heal all of the Attribute that killed you.



As a Spectre

You gain +1 Armour and Crit Damage.
You are immune to Fear and Bleeding.
You may Fly and are Incorporeal.
You take 2 Dmg (no Armour) to two random (2d6) Attributes each Turn.
You cannot make a Rebirth Healing Roll.



Revive, 12t

Heal all allies within double your Empathy Splash area.
Heal 1 Attribute Point of damage, 2 if mid-combat.



Purify, 14t

Heal yourself.
Heal Attribute Points equal to double your Empathy.



Rebirth, 14t

May bring another Tethered back to life.
Heal Attribute Points equal to their Empathy.
May Heal recently-acquired physical Conditions (eg: lost limb).



MOMENTUM POINTS

Momentum Points are temporary points that you gain during combat. They can be spent to make your Attacks more powerful or to activate certain abilities gained from Traits or equipment.

Starting Combat & Surprise Round

You normally start each Combat with 0 Momentum Points. If you gain a Surprise Round (pg: 96), you start with 1 Momentum Point.

Maximum

The Maximum amount of Momentum Points that a character can have at any one time is equal to their Conviction.

Gaining

Momentum Points are primarily gained through the Strong Hit Option: Build Momentum.

Surprise Round

If you gain a Surprise Round you gain +1 Momentum Point.

Loosing

You lose all of your Momentum Points at the end of Combat, or they may be spent (see below).

Negative Momentum Points

You may never have negative Momentum Points.

Spending

Momentum Points may be spent on special Abilities gained through Actions, Traits, Strong Hit Options or equipment Keywords.

Spent Before you Act

Momentum Points may only be spent during your Turn.

They must be spent BEFORE any Attack Rolls are made that would be affected by a Momentum Ability.

Momentum X: Y

You may spend X Momentum Points to gain Y.

Abilities gained in this way from a Weapon that would alter that Weapon's Attack may only affect that Weapon.

Unless stated otherwise, all Momentum Ability benefits are removed at the start of your next Turn. Momentum Abilities that boost an Attack are only applied to a single Attack.

NPCs

Use slightly different Momentum Point rules, see pg: 104.

STRONG HIT: BUILD MOMENTUM

The Strong Hit Option: Critical Boost does not exist in Fragged Aeternum; in its place is Build Momentum.

Requirements

Does not Req Hit or Success.

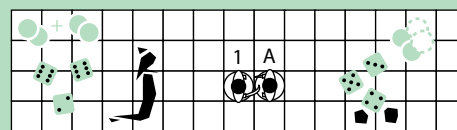
May be gained through the use of an Attack or Skill Roll.

Result

Gain +1 Momentum Point.

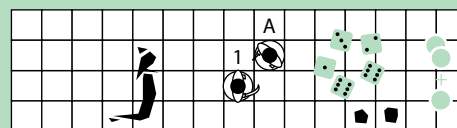
This Momentum Point may not be spent for this Attack Roll (as Momentum Points must be spent BEFORE you roll).

Killing Blow, Spending Momentum Points

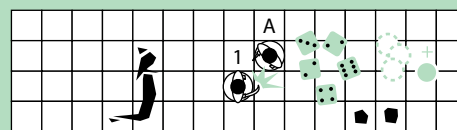


Sandra (1) has 2 Momentum and has just scored two Strong Hits with an Attack Roll. She spends both on Build Momentum, raising her Current Momentum to 4.

For her second Action she uses the Unleash Action and spends 2 Momentum Points (before she makes her Attack Roll) to gain +2 Endurance and Critical Damage. She scores a Hit against her opponent, but unfortunately she rolls no Strong Hits and is unable to cause a Critical Hit.



Liz (A) has 2 Momentum Points and scores 2 Strong Hits. She spends one on Build Momentum, bringing her up to her Max Momentum of 3, and her second Strong Hit on another Strong Hit Option to bring Sandra down to 0 Endurance. This results in Liz causing a free Critical Hit against Sandra, but her Weapon fails to penetrate Sandra's Armour.



For her second Action Liz use the Unleash Action, spending all 3 Momentum Points to gain +3 Endurance and Critical Damage. This Attack scores a free Critical Hit, as Sandra has 0 Endurance, and Liz has rolled one Strong Hit. She uses this Strong Hit to gain +1 Current Momentum. With +3 Critical Damage her Attack easily penetrates Sandra's Armour.



MOMENTUM

MANAGING YOUR MOMENTUM IS KEY TO VICTORY.

SPEND MOMENTUM TO MAKE YOUR ATTACKS MORE POWERFUL.



Use Your Strong Hits to Gain Momentum Points
The Get Ready Actions also grants you 1 Momentum Point.

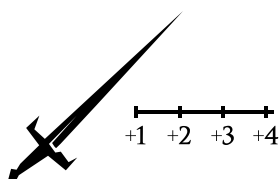
CONVICTION



Maximum Momentum = Your Conviction
Any additional Momentum Points gained are immediately discarded.



Momentum Abilities can Only be Activated BEFORE you Attack
Momentum Points may only be spent during your Turn.
They must be spent BEFORE any Attack Rolls are made that would be affected by a Momentum Ability.



Momentum 1: +1 End & Crit Dmg.
The Unleash Action allows you to spend Momentum to increase the Damage of your Weapon by 1 per spent Momentum Point.

COMBAT TURNS & ACTIONS

STARTING COMBAT

Define Combat Scale

At the start of each Combat, the GM must define the Combat Scale (pg: 90). This will normally be Average Scale.

SURPRISE ROUND

If a character gains a Surprise Round they also gain +1 Momentum Point (pg: 94).

WEAPON TYPES & ACTIONS

These rules are far simpler than they are in the Core Rule Book.

Any Weapons can be used with any Action that has the Major Effect: Attack.

Weapon Types

- » Melee.
- » Range.
- » Fear (may only be used by NPCs).
- » Arcane.

ACTION MAJOR EFFECTS

Fragged Aeternum Action Major Effects work like they do in the Core Rule Book (pg: 107) with a minor addition.

Fear

Weapons with this Weapon Type must make their Attack Rolls against a target's Defence vs Fear, not their normal Defence.

ACTION MINOR EFFECTS

Fragged Aeternum Action Minor Effects work like they do in the Core Rule Book (pg: 107).

Speed +X.

Add "X" to the number of spaces you may Move with this Action.

Momentum X: Y.

Gives you access to a Momentum Ability during this Action, see pg: 94 for full Momentum rules.

These Abilities may ONLY be used as you perform this Action and you must spend your Momentum Points BEFORE you make an Attack Roll.

ACTIONS

GROUP ACTION

NPC ONLY ACTION

This Action may ONLY be performed by Henchmen and Power groups.

Major Effect

Move
Attack

Minor Effect

End Dmg: +1 per Attacking Body.
Hit D6: +1d6 per Attacking Body.

Make a Skill Roll.

See Think Action, pg: 97.

Momentum 1: Alter Crit Location by +/-1.

Momentum 1: +1 End & Crit Dmg.



RUSH

You charge at full speed, cutting down any who are foolish enough to get in your way.

Major Effect

Move

Minor Effect

Speed +2.

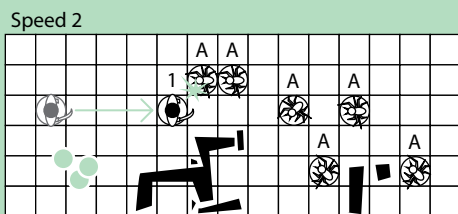
Kill an adjacent Henchmen Body.

You may automatically kill any Henchmen Body that's adjacent to you at any point along your Movement during this Action.

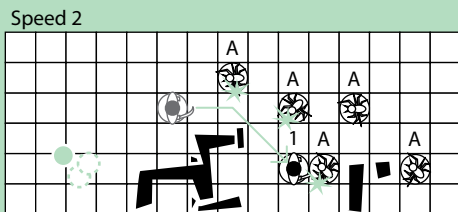
Momentum 1: Kill an additional Henchmen Body.

This may be performed multiple times in a single Action.

Cutting them Down, Rush Example



Ajax (1) is fighting a swarm of giant spiders (A). For his first Action he performs Rush, moving forward 4 spaces and killing a spider.



For his second Action he again performs Rush. But this time he spends 2 Momentum to kill a total of 3 spiders.

THINK

The most important and difficult fights cannot be won with simple brawn and power: they will require skill and cunning.

Major Effect

Move

Recover

Minor Effect

Make a Skill Roll.

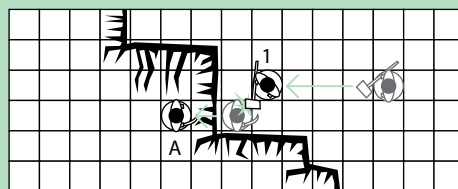
See pg: 66 for full Everyday Skill rules.

Example Skill Rolls:

- » Awareness: Spot an opponent's physical weakness.
- » Physical: Trip an adjacent opponent (pg: 67).
- » Physical: Climb a wall.
- » Stealth: You become Stealthed (pg: 68).

Recovery: +Might -2.

Pushing an Opponent off a Cliff, Think Example



Penelope (1) seizes the opportunity to quickly take out her opponent (A) by knocking them off a cliff.

Penelope performs the Think Action, moves forward 4 spaces and makes a Physical Skill Roll. The GM gives her a +2 Description bonus as she had a run-up, and is stronger than her opponent. Penelope rolls a 12 for a total of 14. The GM says this is enough and then describes what happens to her opponent.

As the cliff is incredibly high, the GM doesn't bother rolling damage and just describes how the NPC falls to their death.



DODGE

You focus your senses and prepare to dodge your opponent's next physical attacks against you.

Major Effect

Move

Minor Effect

Gain: +Agi Def vs the next 2 non-Fear Attacks.

Add your Agility to your Defence vs the next 2 non-Fear Attacks against you before your next Turn.

Momentum 1: +1 Cover Step.

This may be performed multiple times in a single Action, and the effect Stacks.

GET READY

You steady yourself for a moment as you get ready to make your move.

Major Effect

Move

Recover

Minor Effect

+1 Momentum.

You gain +1 Momentum Point.

Speed: -2.

Activate or Deactivate an item in your 2nd Hand.

1 Handed items can be Activated or Deactivated as a Free Action.

2 Handed item, and two 1 Handed items require this single Action.

NPCs can Activate or Deactivate any item as a Free Action.

"Tethered do not hope to win the war for humanity's soul, only to win what battles we can."

- Alfred Pine, A Hope for Victory.

STRIKE

You strike out with great skill and precision as you quickly dart across the field of combat.

Major Effect

Move

Attack

Minor Effect

Hit: +Agility.

End Dmg: +Might.

Momentum 1: Alter Crit Location by +/-1.

This may be performed multiple times in a single Action, and the effect Stacks.

UNLEASH

See pg: 94 for full Momentum rules.

Seeing opportunity, you strike with all you have!

Major Effect

Attack

Minor Effect

Hit: +Agility.

End Dmg: +Might.

Momentum 1: +1 End & Crit Dmg.

This may be performed multiple times in a single Action, and the effect Stacks.

"A Tethered's weapon is an extension of their being. An expression of, and a glimpse at, their soul. A badge of their station and their divine purpose in this world.

To disrespect this symbol is to disrespect its message."

- Winfried Wilder, Weapon Master.

THEATRE OF THE MIND

OVERVIEW

Theatre of the Mind Combat works like it does in the Core Rule Book (pg: 96) except for a few changes. Namely that NPCs have a number of additional options available to them that they can choose to use in response to a PC's Combat Skill Rolls.

Note to GMs: Easy Fights

Theatre of the Mind Combats are ideal for minor conflicts where the PC's lives are not at risk (eg: fighting city guards, animals, tavern brawls, etc...).

Number of Successes Needed

GMs should feel free to change the number of Successes needed per PC (normally 2). Possibly increasing the amount needed by 1 for more, or decreasing it by 1 for less, complicated conflicts.

Failing a Roll by 4 or More

If a PC ever fails a Combat Roll by 4 or more they should be instantly killed and turned into a Spectre.

» This does not Heal any of their Attributes.

Spectres

Gain +1 to all Combat Skill Rolls, but they also take 1 point of Attribute Damage (just like they would if they failed a Roll) before they make their Roll.

Heal Ally

In any 'Out Matched' Theatre of the Mind Combat (requiring Combat Rolls of 14 or more): any PC may choose to suffer a -2 penalty to a Combat Skill Roll to make a Healing Roll.

Revive

GMs declare how many allies are within the Splash area of a Revive Healing Roll (pg: 92).

"Why is it that fear and grief feel so alike?"

- Randolph Smith, Stone Street incursion survivor.

NPC RESPONSE OPTIONS

PCs Fail a Combat Skill Roll

When a PC fails a roll the GM 'may' choose to do one of the following:

Line up a Massive Strike

- » This failed Combat Skill Roll deals no Damage (normally 2).
- » An NPC lines up a massive attack against a single PC. The next PC to roll must stop this attack by passing a roll at -2.
- » If the NPC's attack is not stopped, then a PC takes 4 points of Attribute Damage (normally 2).

Massive Area Strike

- » This failed Combat Skill Roll deals no Damage (normally 2).
- » An NPC lines up a massive attack against all PCs. The next PC to roll must stop this attack by passing a roll at -1.
- » If the NPC's attack is not stopped, then ALL PCs take 1 point of Attribute Damage (normally 1 takes 2 Damage).

Sacrificial Strike

- » Treat this failed roll as a success.
- » A PC takes 3 points of Attribute Damage.

Grow in Power

- » This failed Combat Skill Roll deals no Attribute Damage (normally 2).
- » All PCs have -1 to all future rolls for this Combat (Stacks up to -4).

PCs Succeed at a Combat Skill Roll

When a PC makes a successful roll (that is not the final roll that would have won them the Combat) the GM 'may' choose to do one of the following:

Lash Out

- » Treat this roll as 2 successes (normally 1).
- » Deal 1 point of Attribute Damage to two different PCs.

Overextend

- » Deal 2 points of Attribute Damage to a PC.
- » All PCs gain +1 to all future rolls for this Combat (Stacks up to +4).





GAME MASTERING

Jireth watched with a raised eyebrow as his companions stomped over the graveyard, ignoring all sense of propriety as they laughed at a string of crass in-jokes. Leah yelled something to her twin about last night's 'adventures', and he let out a raucous guffaw that set the holy mage's teeth on edge.

Reminding himself that they all shared a common goal, Jireth exhaled and began a simple incantation to sense the emotions of those who'd laid friends and family to rest here. The result was overwhelming, as he'd expected from the many upturned graves. Fear of loved ones being roused from their slumber, despair at their resting places being defiled... something had been feasting on the deceased by night.

As distasteful as he found his companions for this particular hunt, he found the sight of their drawn weapons reassuring. A Fiendish essence lay thick in the air, stifling his magic.

He looked up to see Vaughn hastily attempting to prop up a grave he'd knocked down with his massive sword. Leah was laughing at him, of course. Jireth resisted the serious urge to bury his head in his hands.

Even if Jireth hadn't noticed the beast's aura, the smell would've been enough. He slowly turned to see the Fiend perched atop the cemetery gate, his jaw dropping open as he took in the mammoth size. Its skeletal features, adorned with sharp horns, gazed down upon him. It tilted its head as if it was savouring his dawning dread, then drew in a thick, rattling breath. Jireth felt as if his very soul was being dragged out of his body.

The twins were both yelling, but Jireth barely heard. His hands trembled as he pulled the Holy Book of Akaris out of his robes and raised a hand. The thing simply watched as he chanted his most powerful spell of protection, runes flowing all over his body as his power swelled. Then the twins were at his side, Leah with her pistol trained on the target and Vaughn resting the great-sword on his shoulder.

"Big fella", isn't he?" the man remarked, grinning. The Fiend bowed its head for a moment, then arched its back and howled to the moon. The three of them were blasted off their feet, and Jireth felt his powerful enchantment shatter. Then the Fiend snapped its head downward and leapt off the stone gateway, claws bared and hunger in its eyes.

GM's GUIDE

OVERVIEW

Fragged Aeternum is a high-powered, gritty and dark setting that should be full of action, mystery, desperation and death.

The world of Aeternum is a brutal one that thrusts many unpleasant truths into the faces of its inhabitants: most predominantly, that the human soul goes on after death, and most likely to a bad place.

By human standards your PCs are incredibly powerful, but in the grand scheme of things they are but insects.

A good Aeternum game should be difficult and circle around the themes of 'struggle,' 'morality' and 'eternity'.

Your PC's bodies are immortal and indestructible, but their minds and those they fight for (humanity) are not.

Don't hold back as the GM. Don't pull any punches.
Killing your PCs is ok.

- » All characters (both PCs and NPCs) should have clear personal goals.
 - » Give PCs opportunities to pursue their personal goals.
- » All PCs should have a detailed history and a clear reason for why they joined the Tethered Order.
 - » Weave these stories into your plots.
- » GMs should encourage a sense of comradery between the PCs.
 - » Discourage inter-PC betrayal.
- » Going mad or being evil should result in a PC being permanently killed by The Order, or becoming an NPC.
 - » Keep an eye on your PC's Madness and Corruption.
 - » Killing a human, or corrupting a human soul, are the greatest sins that a Tethered can commit.
- » Before your first game: give your players a clear idea about the style of game that you're going to run (ie: intrigue, witch hunters, sandbox, etc...).
 - » This will help them to make suitable characters.
- » Allow your players to be amazing and to show off their powers!
 - » Do the same with your NPCs, as they will regularly be even more powerful than your PCs.
- » Be harsh but fair.
 - » Dying is not a failure to the Tethered: allowing human souls to be taken down is.

NON-COMBAT

See Core Rule Book pg: 38 for full Skill Roll rules.

The Fraggd rule system has a very rules-light approach to non-combat scenarios, character personalities, inter-character relationships and Skill Rolls.

This was done to give players and GMs a greater amount of freedom, by keeping the rules mechanically simple and the play time focused on the descriptive abilities of the GM and players.

Description Bonuses & Penalties

Are key to keeping players engaged and alert.
GMs should grant bonuses or penalties to nearly all Skill Rolls.

Vocations

See Core Rule Book pg: 64 for full Spare Time rules.

The Fraggd rule system has a strong focus on character vocations, as it closely tracks how each PC spends their spare time. This focus is slightly less so in Aeternum, due to its use of City Skills (which are primarily about knowledge) over Professional Skills (which have strong practical uses).

Non-Combat Travel

See pg: 74 for full Non-Combat Travel rules.

Non-combat travel rules are kept light and loose in Fraggd Aeternum. PCs are assumed to be fit, competent, and able to get their hands on enough funds to facilitate their travels through the city via various transportation services and lodgings.

Non-city travel (eg: through a dense forest parkland, or via the Undercity) should be difficult and travel distances hard/impossible to quantify. In these situations GMs are encouraged to do what they think is best.

Suspense Rolls

See pg: 72 for full Suspense Roll rules.

Suspense Rolls are a great way to increase drama and to make your players be a little more cautious. Use them liberally.



Example Suspense Rolls:

- » Betraying a friend (Clarity).
- » Failing a Resolve Skill Roll of 12 results in damage.
- » Torture a person (Clarity and Humanity).
- » Passing an Insight Skill Roll of 8 results in damage.
- » Failing a Resolve Skill Roll of 12 results in damage.
- » Leaving a person to die (Humanity).
- » Passing an Insight Skill Roll of 10 results in damage.
- » Reading a Fiendish book (Humanity and Reality).
- » Passing an Insight Skill Roll of 12 results in damage.
- » Passing an Awareness Skill Roll of 12 results in damage.
- » Seeing great arcane power (Reality).
- » Passing a (your best) City Skill Roll of 14 results in damage.

RIUAL ARCANESKILL ROLLS

See pg: 65 for full Ritual Skill Roll rules.

See pg: 161 for a full list of available Arcane Tools.

See pg: 163 for a list of Example Arcane Rituals.

Rituals have the potential to greatly impact your game. Not only does every Tethered PC have access to them, but they can be used to do almost anything that they can imagine.

As the GM you should pay careful attention to the following checklist when a PC wishes to attempt a ritual:

- » What power source are they drawing upon?
 - » Aeternum, Celestial or Fiendish.
 - » If they use Aeternum; they suffer 1 point of Attribute Damage.
- » They MUST use the most appropriate Skill.
- » Do they have the required Arcane Tools?
 - » Arcane power is fickle and ever-changing, shaped by the whims of those who give it out. GMs should feel free to alter what tools are required for Rituals.
- » If they fail their Arcane Skill Roll: they should suffer the consequences associated with their chosen power source.
 - » Failing a Celestial Ritual Skill Roll has no negative effects.
- » If they pass their Arcane Skill Roll: you describe the result.
 - » Aeternum power gives the user greater control over the result.
 - » Celestial power gives little/no control to the user over the result.
 - » Fiendish power will trick/use it's wielder.

MISCELLANEOUS ITEMS, TASKS & SERVICES

See pg: 160-163 for a list of Example Items, Tasks & Services.

Miscellaneous Items, Tasks & Services should play a MUCH larger role in your Aeternum game.

As the GM, one of the best ways you can encourage the use of miscellaneous items in your game is to have your NPCs make use of them, or to give them out as loot/rewards to your PCs.

Once you're familiar with the Fragged Aeternum rule system, you should create new miscellaneous items, tasks and services for your players.

LOOT & REWARDS

See pg: 53 for the full Advancement rules.

Loot plays an altered role in Fragged Aeternum in comparison to the Core Rule Book, as there are no Trade Good specific rules and no Influence. Miscellaneous Items play a larger role and some Items and Modifications can only be gained through in-game actions (ie: those with the Acquire cost: Loot). Unlike Research Units, Study Units can be found.

- » You should feel free to be far more liberal with your rewards that only have a Spare Time Acquire cost.
- » Occasionally rewarding players with items that can't be gained through Spare Time Rolls is encouraged.
- » Study Units are a great reward, but they may come at a cost or with risk.
- » Tempting players to make a Suspense Rolls and risk gaining Corruption or Madness points is a great way to add value to loot.
- » Items in the hands of NPCs may have different stats and abilities when in the hands of PCs.



CORRUPTION & MADNESS

See pg: 57 and 63 for full Corruption and Madness rules.

While there is a clear mechanical penalty for players accumulating Corruption and Madness Points (increased number of Henchmen and Power Bodies in Combat), there should also be story and role-playing implications. Here are some ideas for how you can alter your game for characters with a high (5+) Corruption and/or Madness:

Corruption

- » Have Fiends try to manipulate them.
- » Have Fiends and other dark forces pay them (false) respect. This could make others think they are more corrupt/powerful than they are, luring them into a false sense of security.

Madness

- » Failed Skill Roll: have them do something erratic.
- » Successful Skill Roll: have them perform well, but in an unusual and potentially socially alienating way.
- » Start to see things that only the mad can see or experience.
 - » Some things should only exist for characters with a certain amount of Madness.

Corruption and Madness can be given out for in-game actions.

Corruption and Madness Points are difficult to remove. They're intended to show the slow but inevitable decline of a Tethered's mind and character.

Maddock has Madness 8, and he and his team are attempting to trace the family line of a local aristocratic family, known as the Laurels. He passes a High Society Skill Roll by 4 while in a library.

While his team are reading through ancient books on heraldry, he has the mad idea to check the botany section. To everyone's surprise he discovers a book written by one of their earliest descendants.

COMBAT

See pg: 88 for full Combat rules.

See pg: 99 for full Theatre of the Mind Combat rules.

Combat in Aeternum should be epic and over the top. This is a world of powerful PCs fighting even more powerful NPCs.

Any combat that could be considered safe for the PCs (eg: fights vs city guards, brigands, bar fights, etc...) should use the Theatre of the Mind Combat rules.

Unbalanced Combats

GMs should feel free to make the occasional fight (and especially those vs bosses) unbalanced in favour of the NPCs.

Environmental Damage

Have attacks (and especially those that miss) destroy the environment (eg: smash through walls).

NPCs & MOMENTUM

Shared Momentum Pool

All allied NPCs share their Momentum with each other. This is known as the Momentum Pool and may collect an unlimited amount of Momentum Points.

NPCs Share Gained Momentum Example

A group of 3 NPCs start combat with 0 Momentum (if they gain a Surprise Round they would start with 3). During their first Turn, the first NPC gains 2 Momentum, increasing the NPCs' Momentum Pool to 2.

When the second NPC takes its Turn it starts with 2 Momentum. During its Turn it spends 1 Momentum, reducing the NPCs' Momentum Pool to 1.

Henchmen and Power Bodies Maximum Momentum

Is equal to the number of Attacking Henchmen Bodies.

OPTIONAL RULE: AVOID KILLING

The primary role of a Tethered is to protect human souls. Preventing human deaths can be particularly difficult at times when they're trying to kill you. As an optional rule all PCs gain the following Momentum Ability:

Momentum 1: If your next Attack would kill any humans you may instead choose to disable them in a dramatic way of your choice (eg: you disarm them by flicking their weapon into one of your spare hands or you knock them unconscious).

"Fighting city guards is hard... cos ya can't kill em."

- Fiona Sharp, the shrewd.

PC DEATH & TPKS

PC Deaths and Total Party Kills should not only be ok, they should be expected.

In most combat-focused RPGs, physical preservation is normally at the forefront of player's minds. This is not so in Aeternum as all Tethered PCs are immortal and are expected to die multiple times.

What needs to be preserved in Aeternum is not the PCs' lives, but rather their minds (Corruption and Madness) and the souls of NPC humans. You as the GM will need to keep this in mind.

If your PCs are Winning Every Fight:

- » Increase the difficulty by increasing the NPCs' power on their Ability Tables. Don't just add more NPCs, as this will increase your bookwork during combat.
- » Have your NPCs threaten the lives/souls of human NPCs, forcing your players to defend them or risk the displeasure of the Tethered Order (who control their immortality).
- » Give all NPCs +1 Armour during the first two Turns of Combat.

When your PCs Die:

- » Advance your NPCs' plans, as some time may have gone past before their next fight with the PCs.
- » Have your NPCs prepare for your players' specific abilities (as they would have become more familiar with them during their previous fight) with One Use Miscellaneous Items (pg: 160).
- » If appropriate, have your NPCs gloat over and mock the PCs. This will make the PCs love to hate them, and become even more eager for victory.

COMBAT SKILL ROLLS

Skill Rolls during Combat play a larger role in Fraggd Aeternum. As these Skill Rolls are rules-light, they will require some arbitration from you.

- » If a character wishes to perform a Skill Roll during Combat, they should perform the Think Action (pg: 97).
- » GMs should treat these Skill Rolls like a standard Skill Roll, requiring the players to describe their approach, roll and then have the GM describe the result.

Example Uses:

- » To learn about an opponent's stats/abilities/powers, a character must perform an Awareness or Insight Skill Roll.
- » To Tackle, Trip or Push an opponent, a character must perform a Physical Skill Roll (see pg: 67).
- » To climb a wall, a character must perform a Physical Skill Roll (see pg: 67).
- » To Stealth, a character must perform a Stealth Skill Roll (see pg: 68).

RULES FOR ALL NPCs

NPC Death

NPCs die when any Attribute is reduced to -2, not -0.

Attribute Maximums

NPCs have no Attribute Maximums (normally 5).

Bigger than 1 Space

Any NPC can take up more than 1 space on a battle map.

Energy, Natural & Poison Keyword

Any NPC Weapon can be given the Energy, Natural and/or Poison Keywords.

No Fear Weapon?

Any Skilled or Immense NPC without a Fear Weapon gains +2 Hit and Defence.

Equipment Slots

There is no need to keep track of NPCs' Equipment Slots. GMs should do what they think makes sense.

Limbs & Hands

NPCs can have any number of limbs and hands.

Activating or Deactivating Items

NPCs do not need to perform a Get Ready Action to Activate or Deactivate an item into, or from, their second Hand.

Native Environment

NPCs may be native to a particular environment; gaining no negative effects from that environment. Opposing environments may harm them.

A fish monster never needs to make a Physical Skill Roll to swim, never takes damage from drowning in water, and may move at full speed in water. It may start to drown if it's not kept wet, and treats all non-water terrain as Difficult Terrain.

Immunities

NPCs may be immune to some abilities and Strong Hits if it makes sense (eg: a fire monster may be immune to some Burn effects).

- » Any NPC can be immune to Poison Consumables (pg: 161).

Skill Rolls

NPCs have +2 to all Skill Rolls, unless it is something that the GM thinks they would be particularly good at: then they have +4. If it is something that they would be particularly bad at, they have -2.



TYPES OF NPCs

See pg: 108–109 for a full list of NPC Ability Tables.
See pg: 110–113 for full list of NPC Variations and Traits.

NPC Types in Fragged Aeternum work like they do in the Core Rule Book (pg: 294), with a few exceptions, namely that their ability tables and starting stats are different.

Henchmen Group: equal in power to 1 Player Character.

Power Group: equal in power to 1 Player Character.

Skilled NPC: equal in power to 1 Player Character.

Immense NPC: equal in power to 4 Player Characters.

» Henchmen and Power Groups use the 'Group Action' (see pg: 96).

HENCHMEN GROUP

Henchmen Groups work like they do the Core Rule Book (pg: 296) except as follows.

Henchmen Action

Henchmen have their own Action called Group Action (see pg: 96).

+1 End Dmg per Attacking Body

This is gained from the Action 'Group Action'.

Max Momentum = Attacking Bodies

A Henchmen Group's Max Momentum is equal to the number of Bodies that will be making an Attack during their Turn.

POWER GROUP

Power Groups work like Henchmen Groups (see above) and a little like Warheads (see Core Rule Book pg: 181) but with a few exceptions:

Tied to a 'Source'

Power Groups are extensions/ammunition of a Source, like a fireball hovering in the air that a mage is about to throw, a tentacle from a massive Fiend that's about to strike, etc...

If a Power Group's Source is ever killed or incapacitated, all associated Power Groups are destroyed.

Destroyed After they Attack

After a Power Group Body makes an Attack, that Body is destroyed.

Gaining Additional Bodies

All Power Groups gain additional Bodies at the end of each Turn. These may be placed in any location that the GM feels is appropriate.

Max Momentum = Attacking Bodies

Power Groups may only use 1 Momentum for each of their Attacking Bodies.

IMMENSE

Immense NPCs are a little like a Nemesis NPC in that they are ideal for boss fights.

3 Actions per Turn

Immense NPCs may perform 3 Actions per Turn (normally 2).

Grabbing or being Grabbed

Grabbing or being Grabbed only reduces your Actions per Turn to 2 (normally 1).

Suppression

Being Suppressed (pg: 89) only reduces your Actions to 2 per Turn (normally 1).

MASSIVE & STRANGE MONSTERS

GMs are encouraged to get creative with their construction of large and/or complex monsters.

Here are some ideas:

Use Multiple NPCs as Parts of the same Monster

» Eg: Use a Skilled NPC as the Fiend's Head, and Power Group Bodies as its tentacles.

Multiple Combats are Needed to kill it

» Eg: A particularly tough monster is not killed when one of its Attributes is reduced to -2. It is only wounded and must retreat. When the PCs encounter it again, it will have different stats, Traits and Weapons to reflect its wounded and desperate state.

» Eg: A very large monster must be defeated multiple times in different Combat Scales.

» Eg: To save on time, a GM uses Theatre of the Mind Combat before or after a standard combat to account for the monster's complex nature.

The Slogtrock, Massive Fiend Example

The Slogtrock is a massive raven-like Fiend that is the size of a house.

For the PC's first combat against it, the GM uses the Huge Combat Scale, which results in the PCs fighting the Fiend across multiple city blocks as it flies from rooftop to rooftop casting powerful spells.

Once defeated, the GM describes the Slogtrock crashing to the ground, smashing through the roof of a large church. The PCs enter the church and must now fight the Slogtrock using the standard Combat Scale rules. It will also have different Attributes, Traits and Weapons.

For this final fight, the GM uses an Immense NPC for its head, and two Skilled NPCs for its broken and bloodied wings.



HENCHMEN GROUP

EQUAL IN POWER TO 1 PLAYER CHARACTER.



14 DEFENCE



4 ARMOUR



6 MOVEMENT



6 BODIES



1 TRAIT



NO STANCE



2 RESOURCES

Henchmen Group Ability Table

Resources	Changes	Resources	Changes
4	6 Bodies, 2 Resources, 1 Trait.	7	9 Bodies, 5 Resources, 4 Traits.
5	7 Bodies, 3 Resources, 2 Traits.	8	10 Bodies, 6 Resources, 5 Traits.
6	8 Bodies, 4 Resources, 3 Traits.	9+	12 Bodies, 6 Resources, 5 Traits, 5 Armour.

POWER GROUP

EQUAL IN POWER TO 1 PLAYER CHARACTER.



14 DEFENCE



2 ARMOUR



4 MOVEMENT



0 BODIES
+2 PER TURN



1 TRAIT



NO STANCE



2 RESOURCE



+1 MELEE END
& CRIT DMG

Henchmen NPC Group Ability Table

Resources	Changes	Resources	Changes
4	+2 Bodies per Turn, 2 Resources, 1 Trait.	7	+5 Bodies per Turn, 5 Resources, 4 Traits, 16 Defence.
5	+3 Bodies per Turn, 3 Resources, 2 Traits.	8	+6 Bodies per Turn, 6 Resources, 4 Traits, 17 Defence.
6	+4 Bodies per Turn, 4 Resources, 3 Traits, 15 Defence.	9+	+8 Bodies per Turn, 6 Resources, 4 Traits, 18 Defence.



SKILLED NPC

EQUAL IN POWER TO 1 PLAYER CHARACTER.



18 ATTRIBUTE
POINTS



1 VARIATION
AND 1 TRAIT



1 STANCE



2 RESOURCES



+10
ENDURANCE



+1 END &
CRIT DMG

Skilled NPC Ability Table

Resources	Changes	Resources	Changes
4	18 Attribute Points, 2 Resources, 1 Variation, 1 Trait.	7	20 Attribute Points, 5 Resources, 3 Variations, 2 Traits.
5	18 Attribute Points, 3 Resources, 2 Variations, 1 Trait.	8	22 Attribute Points, 6 Resources, 3 Variations, 3 Traits.
6	20 Attribute Points, 4 Resources, 2 Variations, 2 Traits.	9+	22 Attribute Points, 6 Resources, 4 Variations, 3 Traits, +1 Direct & Splash Armour.

IMMENSE NPC

EQUAL IN POWER TO 4 PLAYER CHARACTERS.



26 ATTRIBUTE
POINTS



2 VARIATIONS
AND 1 TRAIT



1 STANCE



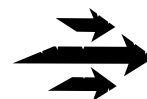
4 RESOURCES



+30
ENDURANCE



+2 END &
CRIT DMG



3 ACTIONS
PER TURN

Immense NPC Ability Table

Resources	Changes	Resources	Changes
4	26 Attribute Points, 4 Resources, 2 Variations, 1 Trait.	7	32 Attribute Points, 7 Resources, 3 Variations, 3 Traits.
5	28 Attribute Points, 5 Resources, 2 Variations, 2 Traits.	8	34 Attribute Points, 8 Resources, 4 Variations, 3 Traits.
6	30 Attribute Points, 6 Resources, 3 Variations, 2 Traits.	9+	36 Attribute Points, 8 Resources, 4 Variations, 4 Traits, +1 Direct & Splash Armour.

NPC LISTS

NPC VARIATIONS

Immense Variation	Requirements	Benefits	Disadvantages
Awe	Immense NPC	+2 Hit and End Dmg. Fear. Momentum 3: Suppress all enemies who can see you.	
Caster	Immense NPC	Add an additional Power Group to this combat. When you perform the Think Action, an allied Power Group gains +4 Bodies.	-2 Attribute Points.
Decoy	Immense NPC	Momentum 2: Create a Decoy of yourself, you may (secretly) swap places with it. This Decoy may perform 1 Action per Turn and is an exact copy of you from when it was created. You may dismiss this Decoy at any time DURING your Turn. You may choose to perform fewer Actions per Turn (to make yourself look like a Decoy).	You and all Decoys have -1 Armour per active Decoy. If a Decoy suffers more than 2 points of Attribute Damage from a single Attack or 3 points from multiple Attacks, they die.
Desperate	Immense NPC	When you take Attribute Damage you gain 3 Momentum Points.	
Dread	Immense NPC	All opponents that can see you have -2 Recovery. Strong Hit: Dread (Fear, Does not Req hit) All opponents take 6 Endurance Damage and immediately move away from you (equal distance to their Movement).	
Infernal Plan	Immense NPC	After you perform the Think Action: you and all allies gain +1 End and Crit Dmg until your next Turn (Stacks).	
Innocent	Immense NPC	You appear to be no threat at all to characters with X or fewer Corruption. If you make no Attack Rolls during your turn you gain +4 Momentum Points. Momentum 1: A specific character with X or fewer Corruption may not Attack you until your next Turn unless they choose to take 1d2 points of Conviction Damage (no Armour).	After you Attack you gain -1 Armour until your next Turn (does not Stack).
Mighty	Immense NPC	+8 Attribute Points.	
Otherworldly	Immense NPC	Only insane characters can perceive your true nature and power. Gain a free Weapon equal in cost to your Max Resources +2. You may only use this Weapon against characters with X or more Madness. Other characters can't perceive this Weapon. Momentum 3: All characters with fewer than X+2 Madness gain +1 Madness unless they choose to take 1 Damage (no Armour) to a random (1d3+3) Attribute.	You have -1 Armour vs characters with X or more Madness.
Overlord	Immense NPC	Add a Henchmen Group to this combat. All allies gain +2 Hit, End Dmg and Defence.	
Power Incarnate	Immense NPC	Once per Turn, when you perform a Think Action: double your Momentum Points. +1 Max Momentum.	-4 Attribute Points.
Prepared	Immense NPC	+3 Attribute Points. -1 Resources, all Weapons.	
Regeneration	Immense NPC	At the start of your Turn: Heal 2 Attribute points OR gain +1 Momentum. +4 Recovery.	-4 Attribute Points.
Resilient	Immense NPC	+40 Endurance. +6 Recovery.	-4 Defence.
Reveal Power	Immense NPC	Gain a free Weapon equal in Resource cost to your Max Resources +2. You may only use this Weapon after you take 8 points of Attribute Damage. This Weapon gains +4 End Dmg.	
Reveal Support	Immense NPC	After you take 8 points of Attribute Damage: an additional Henchmen Group enters the Combat. After you perform the Think Action: all allied Henchmen Groups gain +2 Bodies.	
Reveal Weakness	Immense NPC	After you take 2 or more points of Attribute Damage from a single Attack: You gain +3 Armour until an Attribute of your choice is Hit by a Critical Hit (even if it deals no Attribute Damage).	
Shocking	Immense NPC	+2 End Dmg, all Weapons. Strong Hit: Shocking (Hit) All Damaged characters take 6 Endurance Damage, are Pushed back 1 space and are Suppressed.	
Slow & Deadly	Immense NPC	+6 End Dmg, all Weapons. +1 Crit Dmg, all Weapons.	-1 Action per Turn.



Smash	Immense NPC	Splash +1, all Weapons. Once per Turn: you may destroy a piece of physical environmental terrain/Cover.	
Sneaky	Immense NPC	+4 Defence. Momentum 3: You become Stealthed (you require Cover).	
Summoner	Immense NPC	Strong Hit: Summoner (Does not Req Hit) A Henchmen group gains 1d3+1 Bodies.	
Swiftess	Immense NPC	+1 Action per Turn.	-1 End and Crit Dmg, all Weapons.
Tangle	Immense NPC	Strong Hit: Tangle (Hit) You have Grabbed this target. Momentum 2: At the end of your Turn you may Grab any character within 4 of you.	
Telegraph Prey	Immense NPC	At the start of your Turn (before any character acts) you must choose a character with a higher Combat Order than you. Your first Attack this Turn gains Strong Hit +2 vs that character.	-4 Combat Order.
Terrifying	Immense NPC	+3 End Dmg, all Weapons. After you use a Fear Weapon: you gain +1 Momentum.	
Tethered, Major	Immense NPC	You're a Tethered. Gain a Nature. If you kill another Tethered, they do not become a Spectre. If you're killed by a non-Tethered and another Tethered is within sight, you become a Spectre. You may perform 1 Healing Roll per combat. +2 Defence.	-1 Crit Dmg, Fear.
Tough	Immense NPC	+2 Armour.	-4 Attribute Points.
True Form	Immense NPC	Once per Combat, when you perform a Think Action: you may re-arrange all of your Attribute Points. change a Trait, change a Weapon and gain +4 Momentum Points.	

Skilled Variation	Requirements	Benefits	Disadvantages
Attrition	Skilled NPC	All enemies take 4 Endurance Damage at the start of your Turn.	
Bloodlust	Skilled NPC	When an enemy is killed you gain +4 Momentum Points. When an ally dies you gain +1 Momentum Point.	-1 Defence.
Brute	Skilled NPC	+2 Armour.	-3 Attribute Points and Defence.
Conniving	Skilled NPC	+2 Hit, Defence and Combat Order	
Death Throes	Skilled NPC	+2 End Dmg, all Weapons. When you die you may immediately perform one free Action.	
Extension	Skilled NPC	You're connected to another NPC (eg: you're a limb). The character you're connected to gains +1 Armour while you have Endurance (Stacks).	You must stay close to your connected NPC. -2 Recovery.
Horrific	Skilled NPC	+2 Crit Dmg, Fear.	
Killer	Skilled NPC	+1 Hit and Crit Dmg, all Weapons.	
Mighty	Skilled NPC	+4 Attribute Points.	
Powerful	Skilled NPC	Gain an Immense Variation.	-4 Attribute Points and Defence.
Split	Skilled NPC	When you die a Henchmen OR Power Group enters the Combat (and may Attack this Turn).	
Stalker	Skilled NPC	+1 Crit Dmg vs flanked enemies, all Weapons. Momentum 2: You become Stealthed after your next Attack (you require Cover).	
Summon	Skilled NPC	Strong Hit: Summon (Once per Turn, Hit) A Henchmen or Power Group gains +1d3 Bodies.	
Tethered, Minor	Skilled NPC	You're a Tethered. If you kill another Tethered, they do not become a Spectre. If you're killed by a non-Tethered and another Tethered is within sight, you become a Spectre. You may perform 1 Healing Roll per combat.	

NPC TRAITS

Henchmen Traits	Requirements	Benefits	Disadvantages
Amass	Henchmen NPC	Strong Hit: Amass (Attack, Hit) You gain +2 Bodies.	-4 Defence.
Army	Henchmen NPC	+2d6 Bodies per Turn.	-1 Crit Dmg, all Weapons. -1 Armour, Defence and Movement.
Brutes	Henchmen NPC	+2 Armour.	-2 Defence. -1 Movement.
Channel	Henchmen NPC	If you make no Attack or Movement during your Turn: all allies gain +1 Hit and +2 End Dmg until the end of the Combat (Stacks).	-2 Defence.
Complex	Henchmen NPC	Gain 2 Traits.	-4 Defence.
Endless	Henchmen NPC	+2 Bodies per Turn.	-4 Bodies.
Fast	Henchmen NPC	+4 Movement.	
Frantic	Henchmen NPC	Momentum 2: Once per Turn: perform a second Action.	-1 Defence. -2 Movement.
Group Attack	Henchmen NPC	You gain +2d6 Hit per Attacking Body (normally +1d6). +2 Bodies.	-3d6 Hit, all Weapons.
Helpful	Henchmen NPC	All allies gain +1 Hit, End Dmg, Defence and Combat Order (Stacks).	
Hidden	Henchmen NPC	+1 Cover Step. If your Bodies ever gain Entrenched Cover they become Stealthed.	
Immobile	Henchmen NPC	You have 0 Movement (this may never be increased). +1 Max Rng, End and Crit Dmg, all Weapons.	-2 Defence.
Impairers	Henchmen NPC	Strong Hit: Impair (Melee, Hit) Choose one to apply to your target: Move them 1 space in any direction OR Push them 2 spaces away from you OR Suppress them and yourself.	
Killers	Henchmen NPC	+1 End and Crit Dmg, all Weapons.	-2d6 Hit, all Weapons.
Meat Shield	Henchmen NPC	Anytime an ally takes damage from a Weapon and who is adjacent to, or behind, one of your Bodies: you may lose 1 Body and your ally takes no Damage from that Attack.	
Sacrifice	Henchmen NPC	When one of your Bodies dies, you gain +1 Momentum Point. Strong Hit: Sacrifice (Does not Req Hit or Success) One of your Bodies dies and an ally gains a free Recovery.	-2 Defence.
Swarm	Henchmen NPC	+6 Bodies.	-1 Crit Dmg, all Weapons.
Unstoppable	Henchmen NPC	Ignore the first killed Body you would suffer each Turn.	-1 Crit Dmg, all Weapons.
Well Prepared	Henchmen NPC	+1 Resource.	

Power Group Traits	Requirements	Benefits	Disadvantages
Big Reveal	Power Group NPC	You may choose to gain no Bodies during a Turn: when you do decide to gain Bodies you gain all of the Bodies you would have gained in one single Turn.	
Blast	Power Group NPC	+1 Splash per Attacking Body, all Weapons.	-1 Crit Dmg, all Weapons.
Defend	Power Group NPC	Your Source gains +1 Armour while you have at least 1 Body.	-2 Defence.
Empowered	Power Group NPC	All Skilled and Immense allies gain +2 End Dmg per Body that you currently have (Stacks).	
Explode	Power Group NPC	When one of your Bodies dies: perform a free Attack Roll against all adjacent characters with the Bodies that just died. This attack always uses your target's Splash Armour. +2 End Dmg, all Weapons.	-1 Crit Dmg, all Weapons.
Lightning Strike	Power Group NPC	Additional Bodies arrive at the start of your Turn (normally at the end).	-1 Crit Dmg, all Weapons.
Massive Strike	Power Group NPC	You may destroy X Bodies at the start of your Turn to give your next Attack this Turn: +X Hit, +X End Dmg and Splash +X.	
Multiply	Power Group NPC	Momentum 1: If you don't Attack during your next turn you gain +2 Bodies at the end of that Turn.	
Recharge	Power Group NPC	Your Source gains +1 Hit and Recovery (Stacks) for each Body that you have.	
Shield	Power Group NPC	You grant Heavy Cover or +1 Cover Step to any ally that is attacked through one of your Bodies. +2 Defence.	
Speed	Power Group NPC	+6 Movement.	
Straight Strike	Power Group NPC	+1 Crit Dmg, all Weapons. +2 Movement.	Your Bodies may only move in straight lines. -1 Crit Dmg vs targets in Heavy or Entrenched Cover, all Weapons.

Strange Source	Power Group NPC	Your Source may be anything, it does not have to be a specific character.	
Swarm	Power Group NPC	+2 Bodies per Turn.	-2 Hit and End Dmg. all Weapons.
Tracking	Power Group NPC	If you fail to Hit a target: do not destroy any Attacking Bodies unless your target is in Entrenched Cover, then destroy one Attacking Body. After a Body fails to Hit a target: move it up to 4 spaces in any direction.	-2 Hit, all Weapons. -1 Crit Dmg. all Weapons.
Untouchable	Power Group NPC	+4 Defence.	

Traits	Requirements	Benefits	Disadvantages
Alter Terrain	NPC	When you make an Attack or at the end of your Turn: you may alter the terrain in a pre-defined way (eg: adding or removing Cover).	
Aura	NPC	Enemies who start their Turn, move into, or through the spaces adjacent to you take 4 Endurance Damage.	
Blink	NPC	Once during your Turn you may Teleport or Fly 1d6+2 spaces for free.	
Disgusting	NPC	When you die: all enemies within 4 lose 1 (2 if you're Skilled, 3 if you're Immense) Momentum.	
Explosive	Immense or Skilled NPC	On your Death, deal 4 Endurance and Critical Damage to all characters within 2 (4 if you're Immense) of you (as if it were an Attack the Ground Splash Attack).	
Feed, Madness	NPC	+1 Hit and Crit Dmg vs characters with X or more Madness, all Weapons.	-1 Armour vs characters with X or more Madness.
Feed, Corruption	NPC	+1 Hit and Crit Dmg vs characters with X or more Corruption, all Weapons.	-1 Armour vs characters with X or more Corruption.
Feed, Momentum	NPC	+1 Hit and Crit Dmg vs characters with X or more Momentum, all Weapons.	-1 Armour vs characters with X or more Momentum.
Fierce	NPC	+4 Hit, all Weapons. +1 Defence.	
Flight	NPC	You may Fly. +1 Defence and Movement.	
Formation	NPC	All adjacent allies gain +1 Armour (does not Stack). You gain +1 Armour if there's an adjacent ally to you (does not Stack).	Adjacent opponents may spend 1 Momentum Point to push you 1 space back.
Immaterial	NPC	Momentum 2: You become Incorporeal and gain +3 Armour and -2 non-Fear Crit Dmg until the end of your next Turn.	-1 Defence.
Immunity	Immense or Skilled NPC	One of your Attributes is immune to Damage.	-2 Attribute Points.
Lone Hunter	NPC	All Weapons gain +1 End and Crit Dmg if you have no non-Power Body allies within 10 spaces of you.	
Maddening	NPC	Momentum 2: A character gains +1 Madness unless they choose to take 1 Damage (no Armour) to a random (1d3+3) Attribute.	
Native	NPC	Gain an additional Native Environment. +1 Defence.	
Only Capture	NPC	All of your Weapons gain the Keyword Blunt. +2 Hit & End Dmg. all Weapons.	You only wish to capture your Opponents. You will try to retreat if you're heavily hurt.
Otherworld	NPC	Only insane characters can perceive your true nature and power. Gain a free Weapon equal in cost to your Max Resources. You may only use this Weapon against characters with 4 or more Madness. Other characters can't perceive this Weapon.	
Pack Hunter	Immense or Skilled NPC	All Weapons gain +2 End Dmg (up to +8) for each non-Power Body ally within 3 spaces of you. +1 Recovery.	
Poisonous	NPC	You gain unlimited uses of Poisons.	-1 End Dmg. all Weapons..
Reinforcements	NPC	For each full Turn you're off the Battle Map gain +2 Hit & End Dmg.	
Spook	NPC	If you do not Attack during your Turn you become Invisible (Stealthed) and have -2 Movement until you make a perceivable Attack. You never require Cover to become Stealthed. Momentum 1: Your next Fear Attack gains +2 Hit and End Dmg while you're Stealthed (Stacks).	
Tactics	NPC	All allies gain +1 Hit, End Dmg, Defence and Recovery (Stacks up to +4).	
True Nature	NPC	You gain a Nature.	
Well-Armed	NPC	+1 Resource.	-1 Defence.

SAMPLE NPCs

All of the following NPC opponents are created using the standard NPC Creation rules and may serve as inspiration for creating your own NPCs.

ARCTURA WEAPON DEALERS

"They've got everyone with a scrap of power on a short leash, coin coming out of their ears and an armoury powerful enough to make ash of an entire District. So tell me, Tethered... do you still think Fiends are your biggest problem?"

– Aletta Mansell, bartender.

Like a drop of poison in a glass of fine wine, the deadliest and most persistent criminal groups are those who have integrated with the system so intimately that removing them seems impossible. Everyone in Strigham has heard the name of Arctura, but few are aware of their true threat. They are frighteningly organised, utterly secretive and lucrative beyond the wildest dreams of most criminals. With tendrils in countless powerful organisations and influence at the highest circles of politics, Arctura is an almost invincible force.

Arctura are extremely prolific in the trade of arms, both magical and mundane, which gives them a vested interest in provoking conflict. Their methods are simple in principle: use political and military influence to start anything from a small-scale conflict to a full-blown war. Battles cannot be fought without proper weaponry, and the forges of Arctura are always open for business. Of course, softly-spoken words in the ear of a gullible politician are only one method of manipulation, with both blackmail and bribery also acting as valued tools in the group's arsenal.

The upper echelons of Arctura's leadership are hand-picked from the most brilliant-yet-embittered ex-military. These former commanders and officers – jaded and resentful from their years of service going unappreciated by the very people for whom they've sacrificed everything – make the perfect recruits. Arctura can put their skills to use in a system without the accompanying chains, rich rewards for those willing to put in the work, and a chance to truly influence the world instead of being a pawn in the endless cycle of inter-District politics. Disillusioned by their experiences, as well as the utter lack of concern at home for those bearing both visible and invisible wounds of conflict, these broken ex-soldiers rarely refuse an offer to join Arctura. With the group's continued success, job satisfaction remains hale and hearty across the board: only a fraction are able to look past their newfound wealth and sense of camaraderie to feel the stirrings of guilt. These few do not last long.

Not simply by clever marketing has Arctura become the number one weapons dealer in Strigham, as the strength of their product is second to none. Their craftsmen and women are all hidden in plain sight, essentially working under secret commission and being paid handsomely to keep their mouths shut. As with other recruits, these workers are specially chosen for both skill and personality: the most





preferred type are struggling artists or craftsmen whose talents were going unnoticed until they are found by Arctura scouts, or skilled immigrants from foreign Districts who have nonetheless found themselves at the bottom of society. Arctura is adept at uncovering such rough diamonds, even when brutally trodden into the dirt. Given new purpose, steady work and more money than they'd ever dreamed of making, these weapon-smiths are fiercely loyal to the group.

The third major division are the scouts, those tasked with finding new recruits and materials for forging. These come from all walks of life – some street children with a keener eye than most, others with special talents in magic, and a few simple mercenaries who'll do anything for coin – and are tasked with delving into the Undercity in search of anything that might give an Arctura product its trademark edge. Ordinary weapon parts are easy enough to find with enough money and influence, but scouts have the more dangerous job of hunting the rare and magical. These take any number of forms: forgotten metals lighter than any on the modern market, ancient weapons looted from ancient corpses, and sometimes even magical relics placed inside custom designs, creating a truly deadly piece of weaponry for a high-end client. Dangerous as its tunnels and catacombs are, the rewards of the Undercity are rich for those in the know.

Though Arctura's secrecy and subversion is its greatest shield, they have remained untouchable due to the very nature of their business and employees. Except for the occasional, disposable cadre of hired mercenaries, the organisation is – almost to a man – armed and extremely dangerous, especially its leadership who are equipped with their pick of Arctura's armoury. When Arctura's fangs are exposed, they only become deadlier.

A Troublesome Tethered Target

The Tethered Order would, under normal circumstances, have little interest in Arctura. Human wars are outside their primary purpose, and Arctura has never been led by a Fiend. However, the organisation's influence reaches far too deep for the Order to ignore, especially with their long list of dubious clientele. Vile cults such as Red Star and Necroforge have been known to make regular use of their weapons, as have dangerous street gangs, unscrupulous Lords and Ladies, mad inventors and dark sorcerers.

Also of interest are their excavation missions, which have led Arctura into the Undercity to uncover a number of tombs, ancient sources of knowledge, long-lost inventions and many other arcane relics. The organisation has little respect for history or safety, seeking only to scavenge what they can use. Worse still is Arctura's habit of not clearing up after itself, which in the past has led to cave-ins, the unleashing of buried curses or sometimes even an infestation of Fiends or monsters that had become trapped underneath the endless ruins of the Undercity. Tethered are called upon to deal with many such consequences of Arctura's disregard. This, along with the epidemic of dangerous criminals possessing advanced weaponry, have placed them squarely in the Order's sights.

Of course, eliminating Arctura is a task so complex it borders on folly. Not only are its members notoriously secretive, but they are almost exclusively human, which presents a unique problem. Tethered have no regard for the slaughtering of Fiends, but are to never kill a human who is uncorrupted by a Fiend. Arctura's agents must therefore be dealt with carefully, utilising subterfuge, non-lethal force and the District's legal system, rather than the brute force of blade and magic. Arctura is entirely immune to a direct assault, but an organisation is only as strong as its weakest links. Certain chapters have been exposed by loose-lipped craftsmen tricked into spilling their secrets, or captured agents compelled to talk by less savoury methods. The city guard, often loathe to put themselves at risk, are all too happy to take away and convict Tethered subdued targets and take all the credit. Many a guardsman and more than a few city judges have lost friends to illegal weaponry wielded by street gangs, or worse.

Manipulation and economics are Arctura's tools of the trade. For Tethered who are able to think with their brains rather than their base instincts, these tools can easily be turned against their enemies.

Leadership, Legend and Legacy

Though all within Arctura are aware of the name 'Draynor', few can claim to have met their leader in person. Once a decorated war hero, Draynor worked his way through the ranks, gaining a stellar reputation as a respected leader. His cold countenance prevented any true friendships, and yet he held the absolute loyalty of the troops under his command, being known by the epithet of 'Even-Handed Draynor'. His eye for talent and merit was uncanny, with not even the tiniest good deed or display of skill going unnoticed. This leadership quality gave him victory after victory, until that fateful campaign when Draynor and his forces were tasked with quelling the Mooncloak Rebellion around the former Arctura Precinct.

Strigham's internal politics were messy and unforgiving. As a petty, career-advancing act, Draynor was used as a political scapegoat, publically condemned for fanning the fires of rebellion to further his undeclared political ambitions. Rejected and despised by his family and many of his colleagues, Draynor swore revenge against the system and the people who had betrayed him. The past ten years had turned his heart to iron, the sting of betrayal poisoning his thoughts and turning Even-Handed Draynor into a power-hungry shell of his former self. Though he retains his eye for talent – which has allowed him to found and operate Arctura with such success – the man himself is a recluse, having faded from the minds of the public and into legend, so that one day he may have his revenge.

Age has done little to dampen Draynor's skill in battle, and his mind remains as sharp as ever. Though he rarely concerns himself with grunt work, he holds perhaps the most dangerous weapon Arctura has ever discovered: the Great-Sword of Astaroth. The weapon of an ancient Tethered of legendary power, the blade serves as a chilling symbol of the inexorable, almost ephemeral power wielded by Draynor and his Arctura.



Balanced to Fight PCs with Resources = 4

Hired Thugs	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Clubs and Knives	3d6	+3	1	1	3	4	2	Melee, Hammer.	2	6	14	4	6

Your first Attack each Turn with this Weapon gains Strong Hit (5-6).

Strong Hit: **Bash** (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.

Traits/Notes: Henchmen Group, Amass (Strong Hit: **Amass** (Attack, Hit) You gain +2 Bodies).

Bribed City Guards	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Halberds	3d6	+3	2	3	4	5	2	Melee, Blade.	2	5	12	6	6

Large, Splash 2 (Any), Pen 1 Min 4, Modifications: Lunge.

Traits/Notes: Henchmen Group, Brutes.

WAREHOUSE TASKMASTER

Skilled

MIG
AGI
SPE

3

3

3

1
2
3

CON
EMP
UND

3

3

3

4
5
6

DEFENCE

10

4

4

D ARMOUR
S ARMOUR

ENDURANCE

55

3

RECOVERY

COMBAT ORDER

UND +

3

3

2

2

MAX MOMENTUM

CON +

3

3

2

2

MOVEMENT

SPEED +

2

2

2

2

STEALTH

2 +

2

2

2

2

-2 ATTRIBUTE = DEATH

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Blood Soaked Whip	2d6*	-2 / +0	1*	4	1 / 2	4	1 / 2	Melee, Polearm.	1

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modifications: Practiced, Lunge, Mighty, Broken, (-1 Hands).

Shout a Threat	4d6	+2 +Emp	8	15	4 +Emp	2	0	Ranged, Fear.	1
Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit.									

Notes	Description
Endure Stance, Imposing	While you have Endurance: once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.
Attrition	All enemies take 4 Endurance Damage at the start of your Turn.
Bleed Em	Strong Hit: Bleed Em (Hit) A Damaged character gains the Bleed Effect and +1 Momentum Point.

ARMS MERCHANT

Immense

MIG
AGI
SPE

4

4

4

1
2
3

CON
EMP
UND

5

3

6

4
5
6

DEFENCE

16

1d6

2

D ARMOUR
S ARMOUR

ENDURANCE

60

4

RECOVERY

COMBAT ORDER

UND +

6

4

4

2

MAX MOMENTUM

CON +

4

4

4

2

MOVEMENT

SPEED +

4

4

4

2

STEALTH

2 +

2

2

2

2

-2 ATTRIBUTE = DEATH

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Gold Engraved Rifle	2d6*	+6	8**	45	5	6	2	Ranged, Firearm.	3

Large, **1d6 Hit with Unleash Action, Requires 2 Slots, **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action, Modifications: Practiced, Well Maintained.

Poisoned Silver Dagger	3d6	+10	1	1	4	5	1	Melee, Blade.	1
Small, Poison, Pen 1 Min 4, Momentum 1: +1 Crit Dmg, Modifications: Well Maintained, Master Crafted. White Adder Venom: Works for first 2 Hits, Poisoned character suffers -2 Movement (Stacks) until they end a Turn with 0 Momentum Points.									

Notes	Description
Block Stance, Attractive	While you have Endurance: twice before your next Turn you may gain +1 Armour vs an Attack.
Immense	You may perform 3 Actions per Turn.
Overlord	Add a Henchmen Group to this combat. All allies gain +2 Hit, End Dmg and Defence.
Reveal Support	After you take 8 points of Attribute Damage: an additional Henchmen Group enters the Combat. After you perform the Think Action: all allied Henchmen Groups gain +2 Bodies.
Coordinated Strike	Strong Hit: Coordinated Strike (Hit) A character gains Strong Hit +1 vs your target with their next Attack (must be taken before your next Turn) (does not Stack).



Mercenary Sharpshooters	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
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Crossbows 2d6* +10 9 40 2 4 2 Ranged, Crossbow. 3 6 14 4 7

Large, **1d6 Hit if you don't move during your Turn. Poison. **Modifications:** Aim.

Strong Hit: **Aim** (Hit) You may add up to +/- 1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6).

Traits/Notes: Henchmen Group, Unstoppable (Ignore the first killed Body you would suffer each Turn), Quick Shot.

Assassins	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
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Killing Blow 1d6 +2 1 1 7 6 1 Melee, Blade, A-Rooftop, Smoke. 3 6 14 4 7

Poison, Pen 1 Min 4, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there). **Modifications:** Practiced, Master Crafted, (Small, -1 Rng, -1 Max Rng, -1 Hands).

Death's Dawn: Works for first 2 Hits, Poisoned character must pass a Resolve Skill Roll of 16 or they will die in exactly 3d3 days, Poisoned character must pass a Insight Skill Roll of 18 to know that they're poisoned.

Traits/Notes: Henchmen Group, Killers, Hidden (+1 Cover Step, If your Bodies ever gain Entrenched Cover they become Stealthed).

WARPSTEEL MAGE

Skilled

MIG 4 1
AGI 3 2
SPE 3 3

CON 3 4
EMP 4 5
UND 5 6

-2 ATTRIBUTE = DEATH

DEFENCE 10

D ARMOUR 4
S ARMOUR 4

ENDURANCE 50
RECOVERY 4

COMBAT ORDER UND + 5 = 5
MAX MOMENTUM CON + 3 = 3
MOVEMENT SPEED + -1 = 2
STEALTH 2 + 2 = +2

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
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Spray of Metal Spikes 4d6 +0 2 10 9 4 4 Ranged, Spell, Arcane-Street, Stone. 3

Dual, Splash +6 (Any), Dangerous 2 (Difficult Terrain). **Modifications:** Practiced, Mighty.

Build Arcane Power 3d6 +4 +Emp* 10 25 3 +Emp 2 0 Ranged, Fear. 0

Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit.

Momentum 1: Once per Turn: make a Free Attack with this Weapon.

Notes	Description
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Endure Stance, Practical While you have Endurance: once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.

Death Throes When you die you may immediately perform one free Action.

Perfect Plan **Momentum 3:** All of your Weapons gain Strong Hit +1 until the end of the Combat (Stacks up to +2).

DRAYNAR

Immense

MIG 4 1
AGI 5 2
SPE 5 3

CON 5 4
EMP 5 5
UND 4 6

-2 ATTRIBUTE = DEATH

DEFENCE 5

D ARMOUR 5
S ARMOUR 5

ENDURANCE 105
RECOVERY 9

COMBAT ORDER UND + 4 = 4
MAX MOMENTUM CON + 5 = 5
MOVEMENT SPEED + -1 = 4
STEALTH 2 + -1 = +1

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
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Sword of Astaroth 3d6 +5 / +7 2 2 4 / 6 6 / 7 1 / 2 Melee, Blade. 3

Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, After you Attack with this Weapon you may immediately move. **Modifications:** Practiced,

Master Crafted, Swift, Range Burst. **Momentum 2:** Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg.

Imposing Presence 4d6 +7 +Emp* 8 15 7 +Emp 3 0 Ranged, Fear. 1

Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit.

Notes	Description
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Endure Stance, Imposing While you have Endurance: twice before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.

Invulnerable Stance Mod You have -1 Armour while you have 0 Endurance.

Immense You may perform 3 Actions per Turn.

Awe **Momentum 3:** Suppress all enemies who can see you.

Curse Caster Strong Hit: **Curse** (Does not Req Hit) Your target suffers -1 Defence until the end of the Combat (Stacks).

UMBRAXIUS THE JINN

"Clever Jinn, calls you in, gives you wishes three,
Then locks you up in dungeon dark and never lets you free!"
- Chant from an Assadian playground game.

Hailing from a distant, sun-soaked District, Umbraxius was a prince among jinn in centuries past. With a repertoire of a thousand faces and an almost infinite supply of tricks, this particular Fiend had little interest in savagery or bloodshed, at least not by his own hand. Instead of violent displays of power, Umbraxius specialised in manipulating the minds of the gullible and ambitious. With only a few spoken words, or perhaps a small favour or oath, they would receive the desires of their heart.

These wishes came at a far higher price than the deal implied. Umbraxius was a master of warped contracts and twisted promises, and once the unfortunate human had uttered those fateful words, they would be bound to their master for however long he wished. Of course, Umbraxius always kept his end of the bargain, but by twisting his new slave's desires into the most perverted form his dark mind could imagine, and never what his slave had in mind.

Though the jinn's snares were often for his own petty pleasure, he'd been known to tear down entire Districts with only the power of his words. He bound pompous rulers, ambitious merchants and desperate would-be heroes to his service, making them into puppets for his own amusement. Everyone wanted something, from the lowest pauper to those in the highest positions of power. Umbraxius saved his most phantasmagorical disguises for such occasions, sometimes even taking the form of a visiting (and unusually talkative) Celestial. Believing that they had found favour with the divine realm, idiotic humans would fall over themselves to pledge loyalty in exchange for power over their futures. The moment they realised they had handed their lives to a Fiend on a silver platter was always the most satisfying moment to the jinn.

And yet, for all Umbraxius' wiles and cunning, it wasn't to last. Centuries passed, and the whispered tales of the wish-granting jinn became fireside stories. Fireside stories became cautionary tales, until eventually, Umbraxius was a household name, a yardstick with which to measure fools. Frustrated by even small children laughing in his face when offered a wish, the jinn realised that he would have to seek out a new hunting ground, one with more ill-informed humans to ply his trade. Under the guise of an elderly merchant adorned with golden trinkets and baubles, Umbraxius set out on a long journey across innumerable Districts, finding far too many filled with the cynical, the world-weary, and those simply mistrustful of outsiders, let alone people who believed in compassionate, wish-granting spirits.

Finally, he found himself in Strigham. It was the perfect blend of: downtrodden citizens with an arrogant and affluent upper class. They were desperate, with a touch of respect for the Celestials, and everywhere you looked there was another poor fool with a dream that



they'd do anything to make a reality. Umbraxius had finally found a hunting ground that suited his particular talents. There were deals to be made.

Tricks, Traps & Targets

Unlike many of his Fiendish brethren, Umbraxius scoffs at the notion of direct destruction. Nothing brings him greater joy than breaking a human down into a subservient shell, drawing them in with grandiose promises of a better life, before enslaving them to his will and forcing them to commit unspeakable atrocities. A master manipulator, the Fiend's promises are rife with flowery prose, misleading language and vivid imagery of what the lucky subject could have, if they would only speak the words. Many an unfortunate soul has been doomed by thoughtless whispers spoken under the moonlight, the wording of which would become distorted beyond their darkest nightmares.

Umbraxius will go to great lengths to portray himself as a benevolent spirit: humble, contrite, seeking a master or simply trying to be helpful. Even the wisest – ambushed in their darkest and lowest moments – will often fall prey to such a scheme, drawn to honeyed words that are exactly what their itching ears wish to hear.

Aeternum has no shortage of people seeking revenge, the dispossessed desperately trying to claw their way into proper society, and ordinary citizens willing to give anything to not feel so powerless against the scourge of Fiends. Whether an oath uttered in the dark or a fond wish voiced by a hopeful soul, all eventually come to regret their decision.

Targets often find themselves observed from the shadows, sometimes for weeks at a time, as their desires and weaknesses are taken into account until the perfect time to strike is found. Umbraxius preys on the emotionally-fragile, delights in those too blinded by anger and greed to think upon their actions, and nothing brings him greater pleasure than that moment in which they recognise the depths of their folly. Time and time again, people fail to realise the most basic truth: everything comes at a price. And if he inflates these particular prices... who can stop him? When it comes to idiots, blaggards, weaklings and those simply blinded by idealism, Umbraxius has a monopoly on the market.

If Umbraxius himself has a real face, no human or known Fiend alive has ever seen it. The jinn has taken on thousands of forms over his long life, from smiling, gold-toothed merchants to tall, handsome foreign men with mysterious pasts and irresistible charm. Many a wedding night has been ruined in this way, as an unfortunate woman finds that instead of the man of her dreams, she has instead bound herself to a devious monster. Perhaps Umbraxius' favourite guise is that of a radiant spirit, draped in chains and seemingly trapped inside a magical object (but never a lamp, he HATES that story). Eternally grateful at being granted its freedom, the spirit offers to forge a bond of master and servant, with the positions quickly reversed once the carefully-worded terms of servitude are spoken. It was his fondness

for this trick that made the inhabitants of his original District wary. In modern times, Umbraxius is careful to switch his disguises and methods with greater frequency, though he has been known to return to his favourite trick from time to time.

Mystery, Myth & Misdirection

Unlike the most common Fiends, Umbraxius cannot simply be fought, even if one were to find and confront him. A master of illusion, the Fiend never sets up shop without multiple contingency plans, his means of escape tenfold in every single one. Many attempted to kill Umbraxius in his old District: each and every time he laughed as he slipped away, or revealed himself to have never been there at all.

Drunkards and fanciful storytellers have told tall tales of outsmarting Umbraxius, voicing a wish so carefully worded that the Fiend had no choice but to give them exactly what they had wanted. Such stories usually end with the Fiend fleeing in a jealous rage. Still others claim to have turned the tables with their golden speech, binding Umbraxius under one of his own oaths, from which he cannot escape.

Lesser told is the truth: a liar by nature, Umbraxius is unaffected by oaths and promises, especially so when they are spoken by a human. Even those who have attempted such a feat have not survived, as the Fiend is a mortifying sight when enraged, transforming into a person's greatest fear and ravaging their mind with his inexorable power. Scattered tales have been told of Umbraxius' weakness, with the only binding theme being a single Tethered who used the secret to drive the monster out of his homeland.

Even in that distant District, the tale varies with each telling: Umbraxius can only be killed by a dagger infused with the full moon's light, or that his one weakness is the feather of a dove, blessed by a priest and hung around the oath-taker's neck. Some tales are even more fanciful: they say that the Tethered journeyed to the ancient catacombs underneath the District, there discovering a great sealing spell in the ruins of an ancient temple, or a powerful artefact that first spawned Umbraxius and could trap him forever. This particular tale has become a much-loved drama in Umbraxius's home District, to act out on special occasions, each telling more embellished than the last.

Still more stories and legends have arisen that claim all the rest are fabrications: that Umbraxius has no weakness apart from the direct wrath of a Celestial, and that all the others are simply the jinn himself spreading rumours and falsehoods to weave an elaborate illusion of his own mortality.

Regardless, Umbraxius is not known for giving up at simple embarrassment. His flight from his original District was swift and decisive: something had frightened the Fiend mastermind, perhaps for the first time. But now that he has found a new hunting ground, with his secrets buried and his methods unknown, who would dare to challenge him again?



Balanced to Fight PCs with Resources = 4

Illusionary Wisps	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Fake Treasure	3d6	+5	10	21	1	0	0	Rng, Fear, Arc-Alley, Ambush.	2	6	14	4	12
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, After you Attack with this Weapon you may immediately move, Modifications: Swift, Momentum 1: Once per Turn: make a Free Attack with this Weapon.													
Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.													
Traits/Notes: Henchmen Group, Swarm.													

ILLUSIONARY WARRIOR

Skilled

MIG

AGI

SPE

3

4

4

1

2

3

CON

EMP

UND

2

3

2

4

5

6

-2 ATTRIBUTE = DEATH

DEFENCE

16

D ARMOUR

1

S ARMOUR

5

ENDURANCE

25

RECOVERY

2

COMBAT ORDER

UND +

=

2

MAX MOMENTUM

CON +

=

2

MOVEMENT

SPEED +

1

=

5

STEALTH

2 +

1

=

3

Weapons (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Balanced Scimitar	3d6	+6	1	2	3	5	2	Melee, Blade.	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modifications: Lunge.									
Dual Scimitars	5d6	+2	1	1	4	5	2	Melee, Blade.	2
Large, Dual, Poison, Pen 1 Min 4, Modifications: Practiced.									
Massive Scimitar	3d6	+5	2	2	6	6	2	Melee, Blade.	2
Large, Splash 2 (Any), Poison, Pen 1 Min 4, Modifications: Well Maintained.									
Chakram	3d6	+6	1	1	2	5	2	Melee, Blade.	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modifications: Range Burst.									
Momentum 2: Your next Attack with this Weapon gains +2 Rng, +10 Max Rng, -1 Crit Dmg.									

Notes	Description
Avoidance Stance, Attractive	Once before your next Turn you may gain +1d6 Defence vs an Attack.
Split	When you die a Henchmen OR Power Group enters the Combat (and may Attack this Turn).
Vanish	Whenever you take Attribute Damage: you may Teleport 4 spaces.

ILLUSIONARY MAGE

Skilled

MIG

AGI

SPE

2

3

3

1

2

3

CON

EMP

UND

2

2

3

4

5

6

-2 ATTRIBUTE = DEATH

DEFENCE

16

D ARMOUR

3

S ARMOUR

7

ENDURANCE

25

RECOVERY

2

COMBAT ORDER

UND +

=

3

MAX MOMENTUM

CON +

=

2

MOVEMENT

SPEED +

1

=

4

STEALTH

2 +

1

=

2

Weapons (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Scarab Swarm	3d6	+5	5	20	3	4	0	Ranged, Spell, Arcane-Sewage, Rat Swarm.	2
Small, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon: move ALL Swarm Dangerous Terrains 1 space.									
Modifications: Well Maintained, Master Crafted. Momentum 1: Once per Turn: make a Free Attack with this Weapon.									
Sand Storm	3d6	+4	5	20	4	4	0	Ranged, Spell, Arcane-Rooftop, Storm.	2
Small, Energy, Dangerous 2 (Wind), Modifications: Well Maintained, Master Crafted. Momentum 1: Once per Turn: make a Free Attack with this Weapon.									
Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.									
Dehydration	3d6	+7	5	20	4	4	0	Ranged, Spell, Arcane-Sewage, Rat Swarm.	2
Small, Dangerous 1 (Disease Cloud), Poison, Modifications: Well Maintained, Master Crafted. Momentum 1: Once per Turn: make a Free Attack with this Weapon.									
Dehydration: Works for first 2 Attacks, Poisoned character becomes incredibly thirsty. If they are unable to drink large amounts of water, they suffer 1 Damage (no Armour) to a random (1d3) Attribute every hour until they can.									
Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).									

Notes	Description
Avoidance Stance, Attractive	Once before your next Turn you may gain +1d6 Defence vs an Attack.
Vanish	Whenever you take Attribute Damage: you may Teleport 4 spaces.



Plague of Scarabs	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
100 Pincers	0d6	+3	1	1	4	1*	0	Melee, Tooth & Claw.	2	5	13	3	10 +2d6/T
Natural, Splash 1 (Any), *+3 Crit Dmg vs characters with 0 Endurance, Your first Attack each Turn with this Weapon gains Strong Hit (5-6).													
Crawling Sense of Doom	1d6	+2	8	15	5	0	0	Melee, Fear.	0				
Dual, Splash 6 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, Modifications: Practiced, Spread.													
Traits/Notes:	Henchmen Group, Army (+2d6 Bodies per Turn), Group Attack (You gain +2d6 Hit per Attacking Body (normally +1d6)), Vicious. Strong Hit: Vicious (Hit) All of your future Attacks this Combat gain +1 Hit and End Dmg (Stacks).												

Orbs of Obliteration	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Obliterate Reality	3d6	-3	2	2	7	6*	0	Melee, Tooth & Claw.	3 (4)	12	15	2	0 +6/Turn
Natural, Splash 3 (Any), *+3 Crit Dmg vs characters with 0 Endurance, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields. Cover Destroyed in this way must be repaired outside of combat).													
Modifications: Practiced, Fiendish, Destructive.													
Traits/Notes:	Power Group, Straight Strike (Your Bodies may only move in straight lines. -1 Crit Dmg vs targets in Heavy or Entrenched Cover, all Weapons.), Speed, Swarm.												

UMBRAXIUS THE JINN

Immense

MIG

AGI

SPE

5

6

5

1

2

3

CON

EMP

UND

6

7

7

4

5

6

15

||

45

||

2

DEFENCE

D ARMOUR

S ARMOUR

ENDURANCE

RECOVERY

COMBAT ORDER

MAX MOMENTUM

MOVEMENT

STEALTH

UND + 1 = 7

CON + 1 = 6

SPEED + 1 = 6

2 + 3 = +5

-2 ATTRIBUTE = DEATH

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Umbraxius' Curse	3d6	+3	3	15	5	5	1	Ranged, Bomb, Arcane-Garden, Rot.	3
Small, Splash 1, Dangerous 2 (Cursed Ground) Modifications: Practiced, Well Maintained, Master Crafted.									
Momentum 1: Once per Turn: make a Free Attack with this Weapon.									
Strong Hit: Rot (Hit) A Damaged character takes 1 point of Damage (no Armour) to a random (1d3+3) Attribute and gains a Point of Momentum.									
Mind Control	2d6*	+3	1*	4	6	6	2	Melee, Polearm, Arcane-Street, Exchange.	1
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space (six times per combat you may double this amount), Modifications: Practiced, Well Maintained, Master Crafted, Lunge, Arcane-Street.									
Tempt	3d6	+6 +Emp*	10	25	4 +Emp	3	0	Ranged, Fear.	1
Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, After you Attack with this Weapon you may immediately move, Momentum 1: Once per Turn: make a Free Attack with this Weapon, Modifications: Practiced, W M, M C, Swift, (Grant Wish).									
Grant Wish: After a character has been Hit by this Weapon 4 times they may choose to accept or reject your temptation. If they accept your offer they're granted a wish (which you should manipulate) and you Heal 6. If they reject your offer they permanently gain +1 Armour vs this Weapon.									

Notes	Description
Avoidance Stance, Attractive	Twice before your next Turn you may gain +1d6 Defence vs an Attack. Absorption (Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2). Invisibility (At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Invisible (Stealthed) until your next Turn (6 seconds) or until you make a non-Fear Attack.).
Immense	You may perform 3 Actions per Turn.
(Special Ability)	Momentum 1: You may Fly for 1 Action OR hover for 1 Turn.
Caster	Add an additional Power Group to this combat. When you perform the Think Action, an allied Power Group gains +4 Bodies.
Decoy	Momentum 2: Create a Decoy of yourself, you may (secretly) swap places with it. This Decoy may perform 1 Action per Turn and is an exact copy of you from when it was created. You may dismiss this Decoy at any time DURING your Turn. You may choose to perform fewer Actions per Turn (to make yourself look like a Decoy). You and all Decoys have -1 Armour per active Decoy. If a Decoy suffers more than 2 points of Attribute Damage from a single Attack or 3 points from multiple Attacks, they die.
Mighty	+8 Attribute Points.
Well-Armed	+1 Resource, -1 Defence.
Well Supplied	Your third Weapon (Mind Control) that would cost at least 1 Resources: costs you -2 Resources.

INCANDESCENT CULT

"You are the true monsters, to keep such great power from humanity."
– Incandescent Agent, seconds before self immolation.

For every citizen in awe and respect of the Tethered's skills and service, there are those who harbour resentment for the amount of power they are allowed to wield. Such attitudes have given rise to a number of anti-Tethered organisations in the past, though none quite reach the level of secrecy and subversion as the Incandescence.

A cult with far-reaching influence, Incandescence was born out of two guiding principles: reverence for the Tethered's Great Golden Flame, and jealousy of those chosen few who are able to access its power. The members of Incandescence are infamously tight-lipped, their entire existence only a fanciful rumour to the Tethered Order. In truth, the cult's agents are spread across many Districts, cloaked in disguises so mundane that they're simply never paid a second glance. Craftsmen, scholars, blacksmiths, maids, or sometimes simply helpful bystanders: all of the cult's guises are for the singular purpose of getting closer to a Tethered, and by extension, one of their Great Lanterns.

Inside the Great Lanterns burns the Golden Flame that fuels the power of the Tethered. Incandescence wishes nothing more than to steal that power away, believing that the sacred fire should not be hoarded by anyone, but instead light the path of all mankind. To this end, cultists, often selected for their gifts with speech and social graces, will seek to ingratiate themselves into the lives of a Tethered. This can take any number of innocuous forms: taking up employment at Tethered chapter house, offering their services as skilled craftsmen for a Tethered in want of repairs, or simply crossing paths with a Tethered in the middle of a hunt – purely by coincidence, of course – and offering them useful information. Some cult members have gone a step further, becoming a lover, close friend or applicant into the Tethered Order; anything that would allow them access to a Great Lantern, and the completion of their ultimate goal – to steal golden fire.

While occasionally insidious in their methods and willing to give their lives for the cause, most members of the Incandescence see their actions as benevolent. The majority of cult members are culled from the most downtrodden-yet-idealistic citizens of Aeternum, those with the best of intentions: to give ordinary people the power to fight back against the scourge of Fiends. Most do not harbour ill-will towards the Tethered, seeing them as misguided.

Trust, Tribulation & Truth

Such are the goals of the majority of Incandescence. The cult has a number of layers, starting with agents and growing more secretive as they progress through the ranks. For those hallowed chosen allowed access to the inner circle, the story takes a dire turn. The cult has no grand design to uplift the fallen, or give power to the helpless, but is instead helmed by a Fiend: Ignaria, mistress of the crimson inferno and seeker of flame. The motives of Incandescence are equally deceptive, less concerned with the common man and more focused on feeding Ignaria's power.





The closer to the inner circle, the greater the jealousy and hatred of the Tethered grows. They are seen as pretenders, mere insolent children playing with the Golden Flame as if it were a toy. The word of Ignaria states that she lays claim to all fire, being its creator back in the fell days and the one who gifted it to humanity. The Golden Flame was her most marvellous invention, intended to gift her most loyal servants with the immortality and power, until it was stolen from her lair and caged inside the Great Lanterns. Incandescence is consumed with the single-minded mission to steal it back, so that she may once again gift its power to her most worthy followers and bring about an age of eternal light and fire.

The inner circle of Incandescence are so heavily corrupted by Ignaria and indoctrinated into this tale that they are devoid of all questioning thoughts. The uninitiated believe that stealing the Golden Fire will benefit mankind. Both beliefs add up to the single-minded goal upon which the cult was founded: take hold of the Golden Flame, and use it to change the world. Stolen flames are passed onto superiors within the inner circle, who then present their prize to their mistress. Those who had a hand in the theft are rewarded handsomely with a generous remittance: a sliver of Ignaria's power, dregs cast aside as she consumes more flame and her power swells. The most successful cultists now resemble Fiends more than they do humans, blood shimmering like molten metal and their magical abilities a pale and mortifying reflection of their great mistress'.

The presence of the Tethered Order is tolerated, for in their infamously harsh binding ceremony comes one of Ignaria's greatest advantages. The Fiend's closest and most esteemed followers are drawn from the ranks of failures, those potential Tethered who underwent the binding process and were found unworthy by the Golden Flame. Instead of being obliterated by the fire, at times when she is strong enough, Ignaria will reach out and use her influence to bring them to her side. Their minds fractured and broken, it is a simple matter to reshape their will and turn them against the Order, forever binding them to serve their new master. Long has the Order suspected that the binding ritual acts as a lure to applicants who have Ignaria whispering in their ear, but with the annihilation of the failed applicants, the Fiend's involvement has remained a secret. Their Tethered training, mindless loyalty and infusion of Ignaria's pseudo-Tethered powers make these recruits extremely formidable, for times when the cult must briefly step out of the shadows to take more direct action.

Inferno, Irascibility & Ignaria

Few know of the existence of the mistress of Incandescence, and even fewer have spoken to her in person. Ignaria rules through proxies, either her elite chosen or those who have proven their undying loyalty. The Fiend herself is old, her long history stretching back to a time where humans were thought to be little more than savages. Though her fantastical tales of creating the first flames are drivel with which to enamour her devoted pawns, Ignaria nevertheless lays claim to all forms of fire. A being of pure flame herself, she covets the substance: from the Golden Flame burning in the

Great Lanterns to the most insignificant spark from the strike of a blacksmith's hammer.

To her, that which blazes inside the Great Lanterns is the sweetest prize of all, with even scraps augmenting her power. Ignaria carries within her a secret terror of the dark, having never experienced such a thing herself, which drives her ambition to consume the Golden Flame. This fear has been passed onto her followers, in whom apprehension of the darkness is encouraged. All the better to spur them on to complete their task.

Ignaria tolerates the presence of other Fiends, but is generally solitary and has little contact with her own kind beyond the numerous minor fiery imps and beasts spawned from her person. If a member of her cult helps a Tethered hunt down and murder one of her brethren, then so be it: the act only advances her goals.

Ignaria's true form is brilliant, blazing and as fluid as fire itself, requiring her to take on a metal shell when interacting directly with her followers. The shell is that of a woman, forged from Aetherian Silver – a rare mineral that is found deep within the Undercity – with joints that can be manipulated to simulate movement. The face is a blank mask, with Ignaria's essence blazing from within and causing the empty eyes to burn with passion, so brightly that even her flame-attuned followers must squint in her presence. Ignaria is well aware that her vessel's stiff, unnatural movements, motionless mouth and luminous eyes cause discomfort in those who look upon it. She knows, and the thought amuses her.

Her moments of levity are few and far between, however, as the Fiend is volatile and prone to rage at the slightest provocation. Even her dearly devoted inner circle tremble in the presence of their mistress, the feeling increased tenfold when presenting bad news. Ignaria's infamous bouts of fury have led to more than a few followers being reduced to less than ash in an instant, the floor of her inner chamber a canvas of black marks where former messengers and loyal servants once stood.

Her power as a Fiend is immense, with her main weapon being her fiery breath. Those unfortunate beings caught in a stream from Ignaria's mouth have the flesh evaporated from their bones, with the lava-like substance able to reduce steel and stone to liquid. Even without her breath, the Fiend holds dominion over all forms of fire, magical or otherwise, and can manipulate it to ends that surpass all but the most powerful of fire magicians.

No followers have ever seen Ignaria's true form outside her metal puppet body, though tales from time immemorial tell of a blazing demon, too bright to gaze upon. Those who stirred her wrath would hear only the sound of a woman's cry, magnified and multiplied many times, before their very souls would be scorched from this realm of existence. Although preferring to stay hidden, Ignaria is no coward, and will greet any challenger who wishes to contend with the mistress of the inferno.

Ember Imps	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Fiery Breath	3d6	+1	4	20	1	3	0	Ranged, Spell, A-Street, Fire.	2	10	14	4	6

Small, Energy, Burn, Dangerous 1 (Fire), **Momentum 1:** Once per Turn: make a Free Attack with this Weapon, **Modifications:** Practiced.

Strong Hit: **Set Alight** (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).

Traits/Notes: Henchmen Group, Fast.

Spark of Conflagration	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Burn!	5d6	-2	1	1	5	3*	0	Melee, Tooth & Claw.	2	4	14	2	0 +2/Turn

Dual, Natural, Splash 1 (Any) *+3 Crit Dmg vs characters at 0 Endurance, Energy, Burn, **Modifications:** Practiced, (Energy), (Burn).

Traits/Notes: Power Group, Strange Source (Your Source may be anything, it does not have to be a specific character - Usually an enchanted lantern or fireplace).

SYMPATHETIC TETHERED TRAINEE

Skilled

MIG

3

1

CON

2

4

AGI

3

2

EMP

3

5

SPE

4

3

UND

3

6

DEFENCE

12

D ARMOUR

4

S ARMOUR

4

ENDURANCE

50

RECOVERY

4

COMBAT ORDER

UND +

3

MAX MOMENTUM

CON +

2

MOVEMENT

SPEED +

3

STEALTH

2 +

2

Weapons (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Longsword	3d6	+7	1	1	5	5	2	Melee, Blade, Arcane-Street.	3

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, **Modifications:** Well Maintained, Arcane-Street.

Strong Hit: **Enforce** (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.

Great Sword	3d6	+5	2	2	6	6	2	Melee, Blade.	3
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Large, Splash 2 (Any), Poison, Pen 1 Min 4, After you Attack with this Weapon you may immediately move, **Modifications:** Well Maintained, Swift.

Throwing Blades	4d6	+2	3	10	5	4	2	Ranged, Throwing Blades.	3
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Dual, Splash 4 (Any), Poison, Small, You may move 1 space before and after you attack with this Weapon, **Modifications:** Well Maintained.

Notes	Description
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Endure Stance, Practical While you have Endurance: once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.

Summon Strong Hit: **Summon** (Once per Turn, Hit) A Henchmen or Power Group gains +1d3 Bodies.

True Nature (Pious) You serve a power greater than yourself.

FIRE THIEF

Skilled

MIG

3

1

CON

3

4

AGI

5

2

EMP

4

5

SPE

4

3

UND

3

6

DEFENCE

14

D ARMOUR

1

S ARMOUR

5

ENDURANCE

25

RECOVERY

3

COMBAT ORDER

UND +

3

MAX MOMENTUM

CON +

3

MOVEMENT

SPEED +

5

STEALTH

2 +

3

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Flaming Dagger	3d6	+4	1	1	2	4	1	Melee, Blade.	2

Small, Poison, Pen 1 Min 4, **Momentum 1:** +1 Crit Dmg, **Modifications:** Arcane-Street.

Strong Hit: **Set Alight** (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).

Afraid of Losing the Flame	4d6	+2 +Emp*	8	15	+8 +Emp	-	0	Ranged, Fear.	1
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Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, *Agility never increases To Hit, **Modifications:** (+4 End Dmg, '- Crit Dmg).

Notes	Description
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Avoidance Stance, Practical Once before your next Turn you may gain +1d6 Defence vs an Attack.

(Special Rule) If you escape with fire from a Great Lantern, your allies gain +10 Momentum and a Henchmen Group (Ember Imps) enters the combat.

True Nature (Pious) You serve a power greater than yourself.



Fire Hound	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Fiery Bite	0d6	+2	2	2	7	3*	2	Melee, T & C, A-Street, Fire.	3	10	10	4	9
Dual, Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Energy, Burn, Dangerous 1 (Fire), Modifications: Practiced, Well Maintained, Arcane-Street. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).													
Traits/Notes: Henchmen Group, Complex, Fast, Group Attack (You gain +2d6 Hit per Attacking body (normally +1d6)), Frantic (Momentum 2: Once per Turn: Perform a second Action).													

INCANDESCENT, INNER CIRCLE MEMBER

Skilled

MIG	4 3 3	1	CON	4 2 2	4	DEFENCE	13	ENDURANCE	25 2	COMBAT ORDER	UND +	2			
AGI		2	EMP		5	D ARMOUR	1	RECOVERY		MAX MOMENTUM	CON +	4			
SPE		3	UND		6	S ARMOUR	5			MOVEMENT	SPEED +	4			
												STEALTH	2 +	1	+3
-2 ATTRIBUTE = DEATH 															

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Fiery Beam of Death	2d6*	+4	8	40	5	5	1	Ranged, Spell, Arcane-Garden.	3
Large, **1d6 Hit with Unleash Action, Energy, Burn, Modifications: Practiced, Well Maintained, Mighty, (Energy, Burn). Strong Hit: Primal Wrath (Does not Req Hit) For the remainder of the Combat you gain +2 Hit and End Dmg (Stacks).									
Make em Sweat	3d6	+5 +Emp*	10	25	3 +Emp	2	0	Ranged, Fear.	0
Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit. Momentum 1: Once per Turn: make a Free Attack with this Weapon, Modifications: Practiced.									

Notes	Description
Avoidance Stance, Imposing	Once before your next Turn you may gain +1d6 Defence vs an Attack. Counter (As long as you're not Suppressed: any adjacent opponent who attacks you takes 3 Endurance Damage).
Attrition	All enemies take 4 Endurance Damage at the start of your Turn.
Death Throes	When you die you may immediately perform one free Action.

IGNARIA

Immense

MIG	4 4 4	1	CON	5 4 3	4	DEFENCE	14	ENDURANCE	45 2	COMBAT ORDER	UND +	3		
AGI	4 4 4	2	EMP	4 4 3	5	D ARMOUR	1 5	RECOVERY		MAX MOMENTUM	CON +	6		
SPE	4 4 4	3	UND	4 4 3	6	S ARMOUR				MOVEMENT	SPEED +	5		
												STEALTH	2 +	1 +3
-2 ATTRIBUTE = DEATH 														

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Stone Melting Fire Breath	2d6*	+4	6	35	11	7	2	Ranged, Bomb.	4
Splash 2, Natural, Energy, Burn, **1d6 Hit with Unleash Action, Modifications: Practiced, Well Maintained, Master Crafted, Mighty, Fiendish, (Energy, Burn).									
Spontaneous Combustion	3d6	+3 +Emp*	9	20	5 +Emp	3	0	Ranged, Fear, Arcane-Street, Fire.	1
Splash 1, Pen 4 min 4, Natural, Energy, Burn, Dangerous 1 (Fire), Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Momentum 1: Once per Turn: make a Free Attack with this Weapon, Modifications: Practiced, W Maintained, M Crafted, Arcane-Street. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).									

Avoidance Stance, Imposing	Once before your next Turn you may gain +1d6 Defence vs an Attack. Counter (As long as you're not Suppressed: any adjacent opponent who attacks you takes 3 Endurance Damage).
Immense	You may perform 3 Actions per Turn.
Power Incarnate	Once per Turn, when you perform a Think Action: double your Momentum Points.
Smash	Once per Turn: you may destroy a piece of physical environmental terrain/Cover.
Now I'm Ready	Momentum 4: One of your Weapons gains +1d6 Hit until the end of this Combat (Stacks).
Blinding Shot	Whenever you Attack with a Splash Weapon you gain Low Light, Light Front Cover until your next Turn.
(Special Ability)	Immune to all forms of fire.

RAKSHASA (VAMPIRES)



"I halted. My hunt, an undertaking lasting many months, had finally brought me face to face with my quarry. It stared at me with eyes inhuman and predatory. A fireplace burned behind the monster so brightly that I could barely make out the beast's horrid, fanged, face. In its gnarled hand, twice the size of any man's, was a human skull filled with blood. A long tongue lapped at the fluid, staining its lips and clawed hands. Until this moment I had thought myself prepared. I fled. It was an act of pure and instinctive cowardice which to this day I do not regret."

— Aedan Haus, Monster Slayer.

Lust for power knows no ethnic or societal restrictions. For mages the lure of power is even greater. Borrowed energies can make a mage seem like a god to ordinary folk but the power is always borrowed and subject to the whims and terms of the lender. It is not uncommon for practitioners of dark arts to seek great power devoid of a lender.

Blood magic, powerful sorcery fuelled by the sacrifice of flesh and blood, can greatly increase the puissance of a mage. Sacrifice of others, the unwilling sort, can bolster even a fledgeling mage into a noteworthy spellcaster. Willing sacrifice, usually of the sorcerer's own flesh, proves even more potent. It is a path few willingly follow. Repeated use of these rites inevitably reduces the caster to a withered husk. For a rare few, this is not the end.

Long ago in a District whose name has been lost to the annals of time, a blood sorcerer, now known as Lilith, sought to replace the vitality lost to her own sacrifice and ambition. Glutting herself on the flesh of others and slaking her thirst with their blood, she felt the pains of her ruined body fade. A new and horrific vitality filled her limbs strengthening not only her physical body, but her magic as well. She became something unseen before; something vile. Centuries later her progeny live on to terrorise Aeternum.

These life drinkers call themselves the Rakshasa, and their origins are shrouded in mystery. Countless names have been attributed to these gruesome creatures throughout the centuries; Strigoi, Yama, Nosferatu, and most commonly, Vampire. The Rakshasas revel in their many names. They mock "Vampire Hunters" as fools without true knowledge of what they are. The instant a would-be hunter utters the word "Rakshasa", however, the beasts become deadly serious.

Although they wear the guises of men, the Rakshasas are no longer human. The emptiness gnawing within them has transformed them into ravenous beasts starving for raw flesh and thirsting for blood. They are hunger incarnate and their appetites cannot be sated.

Curse, Chrysalis & Craving

The blood curse of the Rakshasa may have begun with a single sorceress, but the passing of numerous centuries have seen the spread of the original monster's progeny. Through grotesque magical rites the Rakshasas are able to pass on their curse. The



rites vary from one being to the next, but all involve the imbibing of blood. They are notoriously vain creatures and only spawn progeny from humanity's finest stock.

A newly created Rakshasa is nothing like their elder parent. It is, on a physical level, mostly human. Stronger and faster than its mortal cousins, the newborn life drinker retains much of its personality. What the newborn lacks in potency it more than makes up for in freedoms. None of its sire's weaknesses hold any sway over the child. The beast growing within is little more than a wicked voice whispering inside its mind. The young Rakshasas feed on the flesh of still living things. Many newborn creatures, horrified at their transformation, consume insects and small animals. Inevitably the insatiable creature within leads them to murder and the taste of human flesh.

As the life drinker ages its curse begins to take physical form. Beneath the still human flesh, a small and ravenous creature begins to grow. Middling Rakshasas have nourished the strange and tiny beast beneath their flesh, and their powers have grown accordingly. Capable of inhuman feats and boasting noteworthy magic, the middling creature is responsible for most of the Vampire myths of Aeternum. Indeed, when the term "vampire" is used it always applies to Rakshasas of this stage, as few live past it due to older and far more developed Rakshasa consuming them.

As the monster within germinates, the Rakshasa's desire for the blood of the living magnifies. The direct flow of life diverted into their slathering mouths is more satisfying than flesh. Rakshasa blood drinkers will often keep particularly satiating victims alive for months in order to feed as much as possible without risking discovery.

In the middle of their transformation the Rakshasas become aware of the vast difference between their current state and the human beings they once were. Aware of their power and weakness alike, many fear mankind and go to great lengths to conceal their true nature. They will often band together forming vampire dens for mutual safety. Their newborn brethren often haunt these dens, utilised as guards and servants. The newborn receive nothing but contempt and drained table scraps from their older family.

The oldest Rakshasas, the only true Rakshasas by their own reckoning, are beings of immense power. They have fed the inhuman terror within for centuries. They have nurtured the monster until there is no difference between the outer flesh and the beast just underneath. They are solitary hunters and ravenous monsters. Time and hunger have twisted them into beings that do not care for their children or the games of mortals. They exist only to feed. Mountains of flesh and oceans of blood could never sate a true Rakshasa.

Elder Rakshasas have lost their ability to pass for human at a glance. They are horrid beasts with blood-filled eyes, wide gaping jaws, long forked tongues, and gnarled tusk-like fangs. Unable to contain the monster in a cage of human flesh any longer, the elder sheds its old body. The skin of the elder rips with their motions,

often appearing as a ragged cloak draped loosely over their hulking frames. They stand as tall as two men, with gangly limbs ending in taloned appendages. The savagery of their appearance reveals a mere fraction of their brutal capabilities.

Fellowship, Force & Fraillties

As a Rakshasa ages and nourishes its inner hunger it undergoes numerous social transformations as well. In the early stages the beast retains its humanity, often living a normal life which is interrupted and eventually ruined by its unceasing hunger. Often the last vestiges of humanity are cast aside when the hunger overcomes the newly created life drinker and forces the unfortunate soul to devour a loved one.

As the creature ages it distances itself from humanity. Middling Rakshasas will often live among their brethren, using their accumulated gifts and knowledge to attain positions of power within a District. While their beast within does not particularly care for political power they do appreciate that their significant status makes their strange behaviour more difficult to question, as bizarre rumours surround nearly every noble family within Aeternum.

By the time a Rakshasa has reached the pinnacle of its power, it has no use for others save as sustenance. Elders are loners and will actively avoid others of their own kind, going as far as savagely destroying any threat to their food source. They exist only to feed their hunger. The solitary nature of the elder Rakshasas creates some confusion among the few with knowledge of the beasts. If life drinkers possess such loathing for their own kind, why would they sire children? The answer to this question has not been forthcoming, as no individual has ever thought to ask when encountering an elder.

Unique Gifts & Weaknesses

Blood fuelled magic comes naturally to all Rakshasas, but the time necessary to perfect their magic makes it rare in younger horrors. The magic that a particular life drinker pursues will dictate what abilities it is capable of. Transformation into wild beasts of the night, crimson fog, exerting mental control over humans, and even stealing the faces of others are commonly attributed to them, but they are by no means universal amongst the Rakshasas.

Despite having terrible power at their disposal, life drinker also possess significant weaknesses. Each creature bears a collection of banes that is specific to it and those that they spawn. The sheer number of substances which have harmed Life Drinkers has led to volumes of folklore on how to kill them. Much to the dismay of would-be vampire hunters, these weaknesses often fail to affect their prey. Of all the collected lore, the only sure way to destroy a Rakshasa is by bathing them in sunlight. Ancient stories tell of how the first Rakshasa battled the great Celestial who carries the sun over Aeternum, earning the divine being's enmity for all time.

Each Rakshasa must be individually studied, as the powers and weakness that they hold may be unique to them.

Bat Swarm	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Bite & Claw	5d6	-2	1	1	6	2*	2	Melee, Tooth & Claw.	3	7	15	4	3 +2/Turn
Natural, Splash 1 (Any), Dual, *+3 Crit Dmg vs characters at 0 Endurance, Modifications: Practiced, Sweeping, Strong Hit: Sweep (Hit) Splash +2 (Any) (Stacks).													
Traits/Notes: Henchmen Group, Endless, Flight.													
Enthralled Servants	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Pistols	4d6	+0	3*	15	3	3	2	Ranged, Firearm.	3	6	14	4	7
Dual, Splash 4 (Any), *Strong Hit +1 vs targets within your second Range increment if you do not move during your Turn, Modifications: Practiced.													
Traits/Notes: Henchmen Group, Meat Shield (Anytime an ally takes damage from a Weapon and who is adjacent to, or behind, one of your Bodies: you may lose 1 Body and your ally takes no Damage from that Attack), Helpful (All allies gain +1 Hit, End Dmg, Defence and Combat Order (Stacks)).													
Zombies	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Bite, Grab & Bash	3d6	+2	1	1	5	3	2	Melee, Hammer.	3	5	12	6	7
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields. Cover destroyed in this way must be repaired outside of combat), Modifications: Practiced, Destructive.													
Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.													
Traits/Notes: Henchmen Group, Brutes, Unstoppable (Ignore the first killed Body you would suffer each Turn).													
Fresh Vampires	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Sharp Blades	1d6	+4	2	2	5	6	2	Melee, Blade.	3	6	14	4	7
Large, Splash 2 (Any), Poison, Pen 1 Min 4, After you Attack with this Weapon you may immediately move, Modifications: Practiced, Swift.													
Traits/Notes: Henchmen Group, Killers, Hidden (+1 Cover Step, If your Bodies ever gain Entrenched Cover they become Stealthed).													
Telekinetic Force	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Telekinetic Bash	3d6	+1	1	2	5	5	2	Melee, H, A-Rooftop, Storm.	3	4	14	2	0 +3/Turn
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Dangerous 2 (Difficult Terrain), Modifications: Practiced, Well Maintained, Arcane-Rooftop.													
Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.													
Strong Hit: Shock (Altered) (Hit) All damaged characters are knocked Prone and Pushed 3 spaces in any direction.													
Traits/Notes: Power Group, Shield (You grant Heavy Cover or +1 Cover Step to any ally that is attacked through one of your Bodies), Defend (Your Source gains +1 Armour while you have at least 1 Body).													

BLOOD-STARVED UNDERCITY VAMPIRE

Immense

MIG

AGI

SPE

6

4

5

1

2

3

CON

EMP

UND

6

7

4

4

5

6

-2 ATTRIBUTE = DEATH

DEFENCE

11

D ARMOUR

S ARMOUR

2

3

ENDURANCE

62

RECOVERY

5

COMBAT ORDER

UND +

MAX MOMENTUM

CON +

MOVEMENT

SPEED +

STEALTH

2 +

4

6

5

4

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Rip and Tear	5d6	-2	1	1	9	4*	2	Melee, Tooth & Claw, Arcane-Sewage.	2 (3)
Natural, Dual, Splash 1 (Any) *+3 Crit Dmg vs characters at 0 Endurance, Dangerous 1 (Disease Cloud), Modifications: Prac, M Crafted, A-Sewage.									
Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).									
Bloodcurdling Scream	4d6	+2 +Emp*	8	15	5 +Emp	3	0	Ranged, Fear.	1
Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit.									

Notes	Description
Aggressive Stance, Imposing	While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +3 Momentum.
Personalised, Absorption	(Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2).
Immense	You may perform 3 Actions per Turn.
Regeneration	At the start of your Turn: Heal 2 Attribute points OR gain +1 Momentum.
True Nature (Ravenous)	Consume: Once per session when you deal Attribute Damage to a human (including most Tethered) you may Heal 3 points of Attribute Damage to yourself. If your target is Grabbed you also gain a free Recovery and +1 Momentum Point.
	You crave fresh human blood.
Lone Hunter	All Weapons gain +1 End and Crit Dmg if you have no non-Power Body allies within 10 spaces of you.

ARISTOCRATIC VAMPIRE

Skilled

MIG 3, AGI 5, SPE 4, CON 3, EMP 4, UND 3

-2 ATTRIBUTE = DEATH

DEFENCE 15, D ARMOUR 1, S ARMOUR 5

ENDURANCE 25, RECOVERY 2

COMBAT ORDER: UND + 1 = 4
MAX MOMENTUM: CON + 1 = 3
MOVEMENT: SPEED + 1 = 5
STEALTH: 2 + 2 = 4

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Antique Sword	3d6	+7	1	2	5	5	2	Melee, Blade.	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4. After you Attack with this Weapon you may immediately move. Modifications: Practiced, Well Maintained, Master Crafted, Lunge, Swift.									
Display Inhuman Speed	3d6	+5 +Emp*	10	25	1 +Emp	2	0	Ranged, Fear.	0
Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit. Modification: Practiced Momentum 1: Once per Turn: make a Free Attack with this Weapon.									

Notes	Description
Avoidance Stance, Attractive	Once before your next Turn you may gain +1d6 Defence vs an Attack.
Stalker	+1 Crit Dmg vs flanked enemies, all Weapons. Momentum 2: You become Stealthed after your next Attack (you require Cover).
True Nature (Ravenous) Consume:	Once per session when you deal Attribute Damage to a human (including most Tethered) you may Heal 3 points of Attribute Damage to yourself. If your target is Grabbed you also gain a Free Recovery and +1 Momentum Point. You crave fresh human blood.

Balanced to Fight PCs with Resources = 7

GERLIND KÖNIG, ELDER RAKSHASA

Immense

MIG 5, AGI 8, SPE 6, CON 5, EMP 6, UND 6

-2 ATTRIBUTE = DEATH

DEFENCE 16, D ARMOUR 3, S ARMOUR 7

ENDURANCE 50, RECOVERY 2

COMBAT ORDER: UND + 1 = 6
MAX MOMENTUM: CON + 1 = 5
MOVEMENT: SPEED + 2 = 8
STEALTH: 2 + 5 = 7

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Toy with Your Prey	5d6	-1	1	2	7	8	1	Melee, Blade.	5
Dual, Pen 1 Min 4, Modifications: Practiced, Well Maintained, Master Crafted, Blessed, Fiendish, Precise, Lunge.									
Show True Skill (Reveal Power)	3d6	+3	2	3	13	9	1	Melee, Blade, Aracane-Rooftop	(9)
Splash 2 (Any), Pen 1 Min 4. After you Attack with this Weapon you may immediately move, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there). Modifications: Prac, W Maintained, M Crafted, Blessed, Fiendish, Precise, Swift, A-Rooftop, Sweep x2. Strong Hit: Sweep (Special) (Hit) Splash +4 (Any) (Stacks).									
Crushing Gaze	4d6	+1 +Emp*	9	21	8 +Emp	3	0	Ranged, Fear.	1
Dual, Splash 6 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit. Modifications: Practiced, Well Maintained, Master Crafted, Long Shot, Mighty, Precise, Spread.									

Notes	Description
Avoidance Stance, Attractive	Twice before your next Turn you may gain +1d6 Defence vs an Attack.
Incorporeal	(At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and gain +3 Armour until your next Turn).
Immense	You may perform 3 Actions per Turn.
Reveal Power	You may only use this 'Show True Skill' Weapon after you have taken 8 points of Attribute Damage.
Flight	You may Fly.
Deceptive Strike	Strong Hit: Deceptive Strike (Skill Roll, Success) Your next Attack gains Strong Hit +1 (Stacks).
True Nature (Ravenous) Consume:	Once per session when you deal Attribute Damage to a human (including most Tethered) you may Heal 3 points of Attribute Damage to yourself. If your target is Grabbed you also gain a free Recovery and +1 Momentum Point. You crave fresh human blood.



LORD OF VORACIOUS ILLUMINATION

"Salt your soul with rage, marinate your mind with arrogance and let your... hehe, frustrations skewer you as I consume your deliciously immortal flesh."

– Lord of Voracious Illumination.

There are none living who know the Fiend's true name. It has existed as long, if not longer, than humanity's feeble attempts to catalogue its kind. The Fiend known as the Lord of Voracious Illumination has plagued the Tethered Order since its inception. While there are numerous accounts of the Fiend being defeated, it has always returned. More disturbing than its apparent immortality is its interest in the Order. The Lord of Voracious Illumination preys upon all who are immortal, especially the Tethered.

The most ancient tomes in the vast libraries of the Order describe a Fiend without apparent form, wrapped in a ragged sackcloth robe. Its features are hidden behind a deep darkness that fills its hood, and talon adorned hands of pale flesh reach from within the robes, moving deftly to snatch and rend. Thick chains encircle the Fiend's chest and waist; unholy runes charred into each link. And it sits upon a blasphemous throne of broken lanterns, each one a twisted version of a lantern carried by a fallen Tethered.

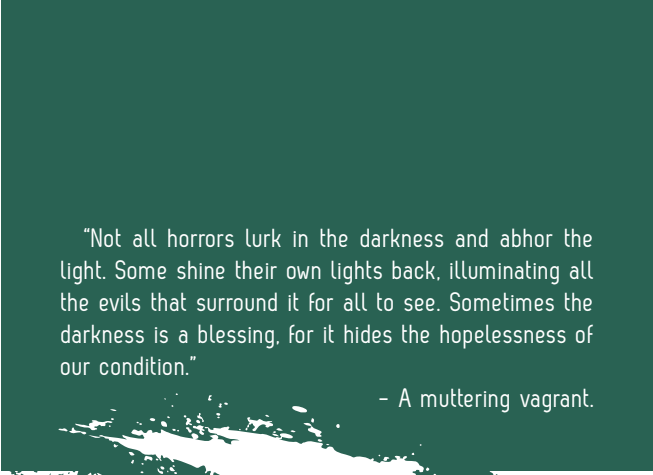
Appearing in numerous Districts throughout mankind's recorded history, the Lord of Voracious Illumination has been a constant and undefeatable enemy for the Order. For reasons unknown to the Tethered, the Fiend hungers for them, and takes great pleasure in mocking and taunting them. When active the beast is insatiable, creating all manner of shadowy horrors in order to bait the Tethered into its trap. While the Order deals with the chaos that the Fiend has created, the Lord of Voracious Illumination strikes at any isolated Tethered: devouring its prey and stealing their lanterns as trophies.

Abilities, Approach & Antagonism

Unbeknownst to the Order, the Lord of Voracious Illumination is capable of devouring the knowledge and physical form of anything it consumes. While mortals can provide the Fiend with some insight, it gains far more from feasting on immortal beings. Tethered, vampires, and even other Fiends are its primary source of sustenance. Of all its prey it has the easiest time luring the Tethered into its traps, due to their desire to protect humanity and their arrogant faith in their own immortality.

While the Fiend normally appears as a billowing ghostly robe of





"Not all horrors lurk in the darkness and abhor the light. Some shine their own lights back, illuminating all the evils that surround it for all to see. Sometimes the darkness is a blessing, for it hides the hopelessness of our condition."

– A muttering vagrant.



sackcloth wrapped in chains, it can take the exact physical form of any being it has consumed. After dining upon all of the knowledge its victim possessed, the Lord of Voracious Illumination can perfectly mimic anyone it has absorbed. When it takes its victim's shape the Fiend is indistinguishable from its prey copying even the most subtle mannerisms and methods of speech.

Devouring numerous supernatural entities throughout its existence has given The Lord of Voracious Illumination a plethora of powers; however they seem to fade over time. With each encounter the Fiend is found to possess a different suite of abilities, always catching those who would stand against it off guard. Most commonly The Lord of Voracious Illumination is comfortable using powerful magics native to its Fiendish nature and avoiding direct confrontation until the perfect moment. When forced into close quarters, the Fiend lashes out with claws, chains, and bursts of intense arcane shadow power.

Despite its potency, The Lord of Voracious Illumination is a schemer first and foremost. It devises numerous plans and contingencies before it ever acts. Often it will watch its intended prey from the guise of some seemingly harmless face. Orphan children, beggars, and elderly women are some of its favourite guises, although one can never be certain. The creature will often arrogantly allow hints of its presence to be detected by its intended victim: savouring the paranoia of its next meal.

The Lord of Voracious Illumination particularly enjoys it when the Order makes an attempt to hunt it. Of all the delicacies it has savoured throughout its existence, only the Tethered appear to offer it a constant supply of arrogant victims, and arrogance and pride in the face of such a power as it are rare delicacies indeed. The beast will gleefully lead its would-be hunters on numerous fruitless chases, leaving clues all around them to build their confidence. Soon, the trap snaps closed and the Fiend is able to feast.

Tethered who are killed by the Fiend feel an overwhelming sense of dread when they awaken. No matter how much time has passed, they cannot help but feel as though the Lord of Voracious Illumination is watching them. They feel connected to the Fiend, as if it is always over their shoulder waiting for them to once more slip into its grasp. These feelings only become worse when exact duplicates of the Tethered commit horrendous crimes, and twisted

duplicates of their Lantern are scattered throughout the city. The Lord of Voracious Illumination loves to be hated and despised by its prey.

If, against all the odds, the Lord of Voracious Illumination is killed, it will rise again, but without the ability to assume the form of those that it had previously slain. And those slain immortals who once felt its constant presence are freed from their lingering sense of being watched.

Honorific, Hibernation & Habitat

Within the texts of the Order are numerous clues and the failed notes of countless quests to find the Lord of Voracious Illumination's true name. The Fiend has revealed its somewhat baroque title on numerous occasions, but no scholar has been able to find a true identity to attach to the monster. Much of the research gathered suggests that through discovering the true name of the creature it may finally be defeated. It is a mission that many vengeful Tethered have undertaken. Most abandon the mission as more than a few have gone mad, or failed in their other vital duties, in pursuit of their desire to gain revenge against the Fiend that mocked and taunted them.

Combating the undying horror is made more difficult by the Fiend's propensity to disappear from the face of Aeternum for large portions of time. Often the Lord of Voracious Illumination will remove itself from the city for decades or more before resurfacing to once more feast upon its favourite food. Scholars amongst the Order believe that the creature hibernates for long periods, hiding itself until the need to feed stirs it to life again.

While there is no conclusive evidence, it is widely believed that the Lord of Voracious Illumination has a permanent lair somewhere in the Undercity. Large-scale efforts have been made by the Order in the past and massive portions of the caves beneath the city were scoured but no trace of the Fiend was found. Madmen who brave the Undercity in search of shelter from the elements have spoken of a temple of jagged black rock deep beneath Aeternum's distant oceans. Within its strange glyph inscribed walls shimmer thousands of horrific lanterns. Each casting ghostly shadows that dance independently of the lanterns' light, chasing and murdering those who come near the temple.

A far more insidious rumour is whispered in hushed tones amongst the Order's more suspicious members. One that speculates that the Tethered Order is in-fact hiding the true identity of the beast, and spreading the Voracious Illumination name as a distraction from the horrible truth that the monster is in-fact two monsters. But not just any two: the first Tethered couple, finders of the Golden Flame, and driven mad by their inability to die and the impossibility of their cause.



Clawing Darkness	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Envelop in Darkness	2d6*	+3	1*	4	4	5	2	Melee, Polearm.	2	0	12	4	6

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6).

Modifications: Practiced, Well Maintained.

Traits/Notes: Henchmen Group, Immobile.

Creeping Darkness	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Rend Apart	3d6	+4	2	2	6	6	2	Melee, Blade.	2	4	14	2	0 +2/Turn

Large, Splash 2 (Any), Poison, Pen 1 Min 4, Modifications: Practiced, Well Maintained.

Momentum 1: If you don't Attack during your next Turn you gain +2 Bodies at the end of that Turn.

Traits/Notes: Power Group, Multiply.

SHADOW FIEND SWARM

Skilled

MIG
AGI
SPE

3

3

4

1
2
3

CON

EMP

UND

3

2

3

4
5
6

-2 ATTRIBUTE = DEATH

DEFENCE

13

D ARMOUR
S ARMOUR

1d6

2

ENDURANCE
RECOVERY

40

5

COMBAT ORDER
MAX MOMENTUM
MOVEMENT
STEALTH

UND +
CON +
SPEED +
2 +

3

3

4

3

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Clawing Darkness	5d6	-3	1	2	7	3*	2	Melee, Tooth & Claw.	2

Dual, Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance.

Modifications: Practiced, Well Maintained, Lunge.

Haunting Voices	3d6	+4 +Emp*	10	25	1 +Emp	2	0	Ranged, Fear.	0
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Pen 4 min 4, Natural, Small, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit.

Momentum 1: Once per Turn: make a Free Attack with this Weapon.

Notes	Description
Block Stance, Practical	While you have Endurance: once before your next Turn you may change your facing and gain +1 Armour vs an Attack.
Split	When you die a Henchmen OR Power Group enters the Combat (and may Attack this Turn).
Explosive	On your Death, deal 4 Endurance and Critical Damage to all characters within 2 of you (as if it were an Attack the Ground Splash Attack).

HIDDEN HORROR

Skilled

MIG
AGI
SPE

2

3

3

1
2
3

CON

EMP

UND

3

4

3

4
5
6

-2 ATTRIBUTE = DEATH

DEFENCE

11

D ARMOUR
S ARMOUR

2

3

ENDURANCE
RECOVERY

30

6

COMBAT ORDER
MAX MOMENTUM
MOVEMENT
STEALTH

UND +
CON +
SPEED +
2 +

3

3

3

4

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Pitiful Bite	3d6	+4	1	1	2	0*	1	Melee, Tooth & Claw.	0

Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Modifications: Practiced, Well Maintained, Low-Quality.

Momentum 1: +1 Crit Dmg.

Endless Darkness	2d6*	+5 +Emp**	14	45	3 +Emp	5	0	Ranged, Fear, Smoke.	2
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Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, **1d6 Hit with Unleash Action (or if you don't move during your Turn), **Agility never increases To Hit, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there), Modifications: Practiced, Well Maintained, Arcane-Rooftop.

Notes	Description
Outwit Stance, Practical	While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. You gain +2 Armour and Hit during all Surprise Rounds.
Immaterial	Momentum 2: You become Incorporeal and gain +3 Armour and -2 non-Fear Crit Dmg until the end of your next Turn.



Voracious Shadows	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Grasping Tendrils	3d6	+5	1	1	6	4	2	Melee, B, A-Rooftop, Shadow.	3	4	12	2	0 +3/Turn
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4. All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3). Modifications: Practiced, Well Maintained, Arcane-Alleyway.													
Traits/Notes: Power Group, Explode (When one of your Bodies dies: perform a free Attack Roll against all adjacent characters with the Bodies that just died. This Attack always uses your target's Splash Armour), Defend (Your Source gains +1 Armour while you have at least 1 Body).													

RUNIC CHAINS

Skilled

MIG	3	1	CON	2	4	DEFENCE	7	ENDURANCE	55	COMBAT ORDER	UND +	2
AGI	2	2	EMP	2	5	D ARMOUR	6	RECOVERY	1	MAX MOMENTUM	CON +	2
SPE	4	3	UND	2	6	S ARMOUR	6			MOVEMENT	SPEED +	3
										STEALTH	2 +	1
-2 ATTRIBUTE = DEATH 												

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Whack!	3d6	-1	2	2	6	7	2	Melee, Hammer.	3
Large, Splash 2 (Any). Modifications: Practiced, Well Maintained, Fiendish.									
Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.									
Menacing Swing	3d6	+5 +Emp*	10	25	1 +Emp	2	0	Ranged, Fear.	0
Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit. Modifications: Practiced.									
Momentum 1: Once per Turn: make a Free Attack with this Weapon.									

Notes	Description
Endure Stance, Imposing	While you have Endurance: once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.
Extension	You're connected to another NPC (eg: you're a limb). You must stay close to your connected NPC. The character you're connected to gains +1 Armour while you have Endurance (Stacks).
Formation	All adjacent allies gain +1 Armour (does not Stack). You gain +1 Armour if there's an adjacent ally to you (does not Stack). Adjacent opponents may spend 1 Momentum point to Push you 1 space back.

LORD OF VORACIOUS ILLUMINATION

Immense

MIG	5 4 4	1	CON	5 6 4	4	DEFENCE	11	ENDURANCE	70 4	COMBAT ORDER	UND +	4
AGI		2	EMP		5	D ARMOUR	4	RECOVERY		MAX MOMENTUM	CON +	5
SPE		3	UND		6	S ARMOUR	4			MOVEMENT	SPEED +	-1
										STEALTH	2 +	1

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Massive Claws	3d6	+6	2	3	13	5*	2	Melee, Tooth & Claw.	2
Natural, Splash 3 (Any). *+3 Crit Dmg vs characters at 0 Endurance. Modifications: Practiced, Well Maintained, Master Crafted, Lunge.									
Maniacal Laugh	4d6	+6 +Emp*	8	15	10 +Emp	4	0	Ranged, Fear.	3
Pen 4 min 4, Natural, Dual, Splash 4 (Any). Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit. After you Attack with this Weapon you may immediately move. Modifications: Practiced, Well Maintained, Master Crafted, Fiendish, Swift.									

Notes	Description
Endure Stance, Practical	While you have Endurance: twice before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.
Immense	You may perform 3 Actions per Turn.
Terrifying	After you use a Fear Weapon: you gain +1 Momentum.
Tangle	Strong Hit: Tangle (Hit) You have Grabbed this target. Momentum 2: At the end of your Turn you may Grab any character within 4 of you.
True Nature (Ravenous)	Consume: Once per session when you deal Attribute Damage to an immortal character you may Heal 3 points of Attribute Damage to yourself. If your target is Grabbed you also gain a free Recovery and +1 Momentum Point.
(Special Ability)	You may change your appearance at will to any character that you have eaten.



ANTAGONISTIC TETHERED

"They are a parody of the Order: twisted shadows created by the light of the Great Lanterns."

– Elicia Garm, Tethered.

Not many who join the Order do so altruistically. The life of a Tethered, with its constant death and rebirth, strains the mind, body and soul of all who live it. For some the lure of freedom from the Order, especially when paired with the security of an immortal Tethered soul, can be an irresistible call for those who do not care for their duty. Tethered who break free of the Order's yoke are considered threats the equal of any Fiend and are hunted tirelessly by their former brethren.

Former members of the Order live in obscurity, constantly in hiding. Renegade Tethered live in the most uninhabited areas of Aeternum. In the darkest slums and the most rundown buildings they make their lairs, for no place is truly home for them. Constant wariness for their former brothers and sisters rules their lives, causing a strain on their minds and souls that leaves them vulnerable to Fiendish corruption and insanity.

Escape, Enmity & Eternity

The Order provides structure to many wayward individuals. It offers newly created Tethered a purpose as well as a community to which they can belong. For some the sense of purpose and community offered by the Order are not enough. Many become disenchanted with their roles, suffering spiritual, mental and emotional wounds that only fester and grow with the passing of time. While many such crippled Tethered will beseech the Order to grant them a final death, some wait too long and allow their corrupted minds and souls to turn them against the vows they once took.

Other renegades are vile men and women from the start. They undergo the rituals and trials of becoming a Tethered only to escape the fate of their souls. While many such members eventually conform to the ways of the Order and seek redemption, others seek escape from their comrades at the first given opportunity. Their departure is often violent, resulting in the blood of the Order being spilled in large amounts. Why the Great Lanterns allow such souls to become Tethered in the first place is unknown, as very few of these wayward Tethered are ever redeemed.

A rare few dark souls remain loyal to their mandate. They pursue the Order's mission with steadfast determination, focusing on little else. Occasionally these driven few begin to see their fellow Tethered as ineffective and as a burden. Their methods become increasingly harsh, until their own strange ideologies become a personal crusade. These renegades break from the Order, although they rarely see their former comrades as enemies: merely misguided. Such individuals are only hunted down if they break the Order's primary codes.

Perhaps the most common reason for a Tethered to break from the Order is due to the organisation's desire to avoid human casualties. Over time many Tethered begin to see themselves as something

entirely separate from humanity, and eventually come to see their former species as a threat every bit as dangerous as any Fiend. These disenchanted Tethered will begin to see human life as expendable. They often begin by murdering only those they deem dangerous, but how they define danger becomes more fluid as they become increasingly accustomed to murder. Soon, the Order is no longer their home, but an organisation filled with those who are unwilling to perform the necessary evils to serve their version of the greater good.

No matter their reason for breaking faith with the Order, betrayers are officially named enemies of the Order and finding them is a priority. Within the ranks of the Tethered exists a handful of men and women who train specifically to hunt down wayward Tethered are called "Inquisitors".

Rationale, Routine & Rebirth

The decision to flee the Order is never made lightly, as the consequences are well known among the Tethered. Those who do, despite it being their choice, feel like outcasts. They are no longer human, and the only ones capable of understanding their existence have become their sworn enemies. They often try to fit into human society, if only for cover from the searching eyes of the Inquisitors, but they never feel at home.

Renegade Tethered almost universally see their break from the Order as a defining moment in their existence. The reason driving the choice to leave often dictates what the newly freed Tethered does with their newfound freedom. Some continue to pursue the ideals of the Order in their own way, some have lost their grip on reality, while most seek to exploit the powers obtained through their bonding with the Golden Flame for personal gain.

Many renegades form, or join, bands of mercenaries, outlaws, and outcasts. Their enhanced physique and arcane abilities make them well suited for such violent lives. They shed their identities and live as far from the Order as they possibly can. They are difficult to find as immortality has made them patient and they almost never reveal their true nature to those they work with. And when the Tethered do inevitably catch up to them, they have a whole host of allies to shield their escape.

Occasionally renegades will band together and form small coteries. Here they find a semblance of the structure they found within the Order but without the strict restrictions placed upon them by their former organisation. These groups are always formed with a specific purpose. One renegade can elude the inquisitors for decades, but a group will almost certainly be discovered if it performs any noteworthy action.

Some groups form simply to take revenge on the Order. Those who belong to such companies feel as though the Order forced them to leave for fear of their message being diluted by the truth. They hunt the Tethered in a pack like fashion, always moving and



never allowing their dens to be discovered. Many such groups capture influential members of the Order in hopes of “showing them the light” and converting their captives to their way of thinking.

Other renegade coterie are structured around blasphemous religions or sorcerous pacts. Often referred to as covens, these groups seek to further their own power from the shadows until a day comes when they can once more walk in the light: unafraid of the Order. Fiends, necromancers, and other supernatural monstrosities are often found amidst the ranks of the fallen covens. More than one District has found itself in violent upheaval at the hands of organised and fanatical renegades.

When they are forced to fight against members of the Order, renegades seek to fight or run as quickly as possible. When one Tethered slays another the powerful spectre of the Tethered do not linger. Instead, their bodies slowly drift to ash to be reborn at a nearby Great Lantern. This makes capturing renegades the only possible way of eliminating them without first discovering the Great Lantern to which they are bound. If the Lantern can be discovered before engaging the betrayer, the Order will send a group of Tethered to slay the renegade and another to lie in ambush at their Lantern ready for when they inevitably arise, and are vulnerable.

Hatred, Hunters & the Hunted

The greatest threat to those who leave the Order comes from the mysterious Inquisitors. Ruthless Tethered who focus solely on capturing and returning wayward members of the Order to the Great Lanterns from which they were created. Even among loyal Tethered, Inquisitors are seen as dangerous and overzealous.

New Inquisitors are chosen from the ranks of the Order by existing Inquisitors. Often the sponsor will watch a potential candidate for decades before even speaking to them. The candidate is tested vigorously, often being asked to complete nearly impossible missions that will test their power, moral judgement and loyalty. Once the applicant has proven to be worthy, the Inquisitor places them back within the same Great Lantern which first tied their soul to Aeternum. The ritual which follows is one of the Order’s closely guarded secrets. All that is known is that the new Inquisitor emerges from the Lantern a changed person. A new insight into the minds and purpose of the Order drives them with the same determination of all Inquisitors.

Inquisitors operate more autonomously than the other Tethered, pursuing their goals without the need for sanction or even approval from the Order. Often they will induct other Tethered into their service, both as tools to be utilised and as potential future Inquisitors. Many members of the Order see Inquisitors as dangerous and wish for more oversight upon their missions. The Inquisitors, for their part, elect their own leaders to oversee their missions and tell those outside their ranks little about their true goals.

Despite their ruthlessness and dedication to their charge, Inquisitors and Renegade Tethered do not necessarily hate one another. Many

Inquisitors employ spies to watch over wayward Tethered in hopes that their fallen colleagues can be redeemed. Once the Inquisitors determine a renegade is too far gone, however, they are without pity in their hunt.

Agamemnon

Inquisitors can become somewhat famous among the Tethered, for whispered tales of their deeds travel quickly. Among the most famous is The Blood Soaked Slayer, Agamemnon. A man possessed of such single-minded determination that even his mention causes renegades to flee to far off Districts. Agamemnon is a patient hunter and expert in baiting his quarry. Employing numerous spies in his service, he gains every pertinent piece of information possible before he engages his prey. Once his target is lured into the open, the Slayer viciously strikes at his foe. Booby traps confound their ability to manoeuvre or flee while Agamemnon unleashes a hellacious storm from his twin pistols: Urim and Thummim.

Rumor has it that Agamemnon was once a renegade Tethered who fell under the influence of a charismatic Tethered sorceress. After decades apart from the Order, Agamemnon turned the sorceress and his companions and surrendered himself to the Order. He expected a final death for his evil actions and foolishness but was instead taken in and trained by the Inquisitors.

Note to GMs

See pg: 32–35 for Tethered setting guide.

See pg: 92 for full Death, Spectre and Healing Roll rules.

If a Tethered (PC or NPC) is killed by another Tethered they do not rise as a Spectre. This can make NPC Tethered particularly dangerous (and possibly frustrating) opponents to fight. We recommend you use Tethered opponents sparingly. But when you do use them, we suggest you take full advantage of this powerful effect.

Suicide

Some particularly cunning Tethered characters will attempt to get around this clause by committing suicide: this will never work, even if the suicide is by the hands of a non-Tethered character (ie: you ask a loyal human ally to kill you).

Great Lantern

Antagonistic Tethered will prefer to be raised from the dead by a Tethered ally (something that few Renegade Tethered will have access to) if possible. If they are raised at a Great Lantern they will be vulnerable, as the Order has control over most Great Lanterns.

NPC Tethered have all of the benefits of being a Tethered (immortality, Healing Rolls and will rise as a Spectre if they’re killed by a non-Tethered. They should also have an in-depth understanding of the Tethered Order and how Tethered work.

Servants (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Axe	3d6	+2	2	2	4	5	2	Melee, Blade.	2	6	14	4	6
Large, Pen 1 Min 4, Splash 2 (Any), Modifications: Practiced.													
Crossbows	1d6*	+8	10	40	1	3	2	Ranged, Crossbow.	2	6	14	4	6
Large, Poison, **1d6 Hit if you don't move during your Turn, Modifications: Practiced, Mundane.													
Traits/Notes:	Henchmen Group, Helpful (All allies gain +1 Hit, End Dmg, Defence and Combat Order (Stacks)).												

Arcane Orbs	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Detonate	3d6	+5	1	1	4	4	2	Melee, Blade.	2	4	14	2	0 +2/Turn
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4 Modifications: Well Maintained.													
Traits/Notes:	Power Group, Blast (+1 Splash per Attacking Body, all Weapons).												

BABBLING TETHERED PROPHET

Skilled

MIG
AGI
SPE

2

1

2

2

3

3

CON

4

EMP

5

UND

6

-2 ATTRIBUTE = DEATH

DEFENCE

10

D ARMOUR
S ARMOUR

4

4

ENDURANCE
RECOVERY

50

3

COMBAT ORDER
MAX MOMENTUM
MOVEMENT
STEALTH

UND +

CON +

SPEED +

2 +

=

=

=

=

3

3

2

1

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Fingernails	3d6	+4	1	1	2	1*	1	Melee, Tooth & Claw.	0
Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Momentum 1: +1 Crit Dmg, Modifications: Master Crafted, Broken.									
Unsettling Prophecy	2d6*	+5 +Emp**	13	45	5 +Emp	4	0	Ranged, Fear.	2
Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, **1d6 Hit with Unleash Action, **Agility never increases To Hit, Modifications: Well Maintained, Master Crafted, Fiendish.									

Notes	Description
Endure Stance, Imposing	While you have Endurance: once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.
Tethered, Minor	You're a Tethered. If you kill another Tethered, they do not become a Spectre. If you're killed by a non-Tethered and another Tethered is within sight, you become a Spectre. You may perform 1 Healing Roll per combat.
Feed, Madness (4)	+1 Hit and Crit Dmg vs characters with 4 or more Madness, all Weapons. -1 Armour vs characters with 4 or more Madness.

MARKED TETHERED OUTCAST

Skilled

MIG
AGI
SPE

4

1

3

2

4

3

CON

4

EMP

5

UND

6

-2 ATTRIBUTE = DEATH

DEFENCE

15

D ARMOUR
S ARMOUR

1d6

2

ENDURANCE
RECOVERY

40

5

COMBAT ORDER
MAX MOMENTUM
MOVEMENT
STEALTH

UND +

CON +

SPEED +

2 +

=

=

=

=

3

2

4

2

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Rusty Sword	3d6	+6	1	1	2	5	1	Melee, Blade.	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modifications: Practiced.									
Cheap Buckler	2d6	+8	1	1	1	1	1	Melee.	0
While you're not Suppressed you and any characters behind you gain front Light Cover, Modifications: Broken. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.									

Notes	Description
Block Stance, Practical	While you have Endurance: Once before your next Turn you may change your facing and gain +1 Armour vs an Attack.
Tethered, Minor	You're a Tethered. If you kill another Tethered, they do not become a Spectre. If you're killed by a non-Tethered and another Tethered is within sight, you become a Spectre. You may perform 1 Healing Roll per combat.
Feed, Corruption (4)	+1 Hit and Crit Dmg vs characters with 4 or more Corruption, all Weapons. -1 Armour vs characters with 4 or more Corruption.



Tethered Agents (Select 1)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Frost Axes	3d6	+4	1	2	3	3	2	Melee, Blade, A-Rooftop, Frost	2 (3)	9	8	6	7
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2), Modifications: Practiced, Well Maintained, Arcane-Rooftop.													
Storm Sword	3d6	+3	1	2	3	3	2	Melee, Blade, A-Rooftop, Frost	2 (3)	9	8	6	7
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Energy, Dangerous 2 (Wind), Modifications: P, W Maintained, Arcane-Rooftop. Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.													
Traits/Notes:	Henchmen Group, Unstoppable (Ignore the first killed Body you would suffer each Turn), Complex, Brutes, Fast.												

POSSESSED TETHERED

Skilled

MIG
AGI
SPE

3

1

2

2

3

3

CON

EMP

UND

4

4

4

5

2

6

-2 ATTRIBUTE = DEATH

DEFENCE

10

D ARMOUR
S ARMOUR

4

4

ENDURANCE
RECOVERY

55

3

COMBAT ORDER
MAX MOMENTUM
MOVEMENT
STEALTH

UND +

CON +

SPEED +

2 +

=

=

=

=

2

4

2

+2

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Otherworldly Claws	3d6	+2	2	2	9	4*	0	Melee, Tooth & Claw.	2
Natural, Splash 3 (Any), *+3 Crit Dmg vs characters at 0 Endurance, Modifications: Well Maintained, Master Crafted.									
Deafening Scream	2d6*	+6 +Emp**	13	45	4 +Emp	5	0	Ranged, Fear.	1
Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *+1d6 Hit with Unleash Action, **Agility never increases To Hit, Modifications: Well Maintained, (Deafening), Deafening: Characters damaged by this Weapon are unable to hear for 1 Turn.									

Notes	Description
Endure Stance, Imposing	While you have Endurance: once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself.
Tethered, Minor	You're a Tethered. If you kill another Tethered, they do not become a Spectre. If you're killed by a non-Tethered and another Tethered is within sight, you become a Spectre. You may perform 1 Healing Roll per combat.
Maddening	Momentum 2: A character gains +1 Madness unless they choose to take 1 Damage (no Armour) to a random (1d3+3) Attribute.

INQUISITOR AGAMEMNON, THE BLOOD SOAKED SLAYER

Immense

MIG
AGI
SPE

4

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3

CON

EMP

UND

6

4

3

5

5

6

-2 ATTRIBUTE = DEATH

DEFENCE

22

D ARMOUR
S ARMOUR

1d6

2

ENDURANCE
RECOVERY

60

4

COMBAT ORDER
MAX MOMENTUM
MOVEMENT
STEALTH

UND +

CON +

SPEED +

2 +

=

=

=

=

6

6

5

+4

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Urim and Thummim (Pistols)	4d6	+2	4*	12	6	5	2	Ranged, Firearm, Arcane-Alleyway, Ambush.	5
Dual, Splash 4 (Any), *Strong Hit +1 vs Targets within your second Range increment while you're performing the Unleash Action, After you Attack with this Weapon you may immediately move, Modifications: Practiced, Well Maintained, Master Crafted, Precise, Arcane-Alleyway, Swift.									
Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.									

Notes	Description
Block Stance, Attractive	While you have Endurance: Twice before your next Turn you may gain +1 Armour vs an Attack.
Immense	You may perform 3 Actions per Turn.
Tethered, Major (Shrewd)	You're a Tethered. If you kill another Tethered, they do not become a Spectre. If you're killed by a non-Tethered and another Tethered is within sight, you become a Spectre. You may perform 1 Healing Roll per combat. During your Turn you may perform 1 free Dodge and Get Ready Action per Combat.
Sneaky	Momentum 3: You become Stealthed (you do not require Cover).
Spook	If you do not Attack during your Turn you become Invisible (Stealthed) and have -2 Movement until you make a perceivable Attack. You never require Cover to become Stealthed.
Trick	Strong Hit: Trick (Once per Turn, Does not Hit) You gain +2 Momentum.
(Special Ability)	Gain +1 Momentum at the start of each of your Turns for each outcast Tethered you're fighting.



HUMANITY

Dangers of supernatural origin stalk every corner of Aeternum. Fiends, sorcerers, and the restless dead play wicked games with those inhabiting the city. With such horrific foes arrayed against them, the Tethered often overlook the humans around them. Mankind has the potential to possess the cunning and ambition required to rival any otherworldly horror. They can be as cruel as any Fiend and as motivated as any Necromancer. Their lack of awe inspiring power only makes them more dangerous. Few Tethered are prepared to face an angry mob of religious zealots or to withstand the plots of deceiving nobles.

Anger, Ambition & Apathy

There is no shortage of reasons for the human mind to break. Everyday men and women live under constant fear of the world around them and suffer through the regular struggle for resources. Many become cold, callous, and violent. While individually they rarely pose a great threat, man is a social creature and misery loves company. When anger boils over in the masses they can become a mob: roaming, destroying and killing indiscriminately.

Others utilise schemes and deception, playing forces more powerful than themselves against each other in an effort to destroy all opposition to their plans. Nobles and wealthy merchants have no shortage of soldiers and thugs. These men are trained and paid to enforce the will of their masters. They bear weapons, which are usually rare within the city, and use them freely. These individuals pose a greater threat to the other men and women around them, but more than one Tethered has fallen to a crossbow bolt from an unassuming guardsmen.

Perhaps the most dangerous mortal opponents of all are those who have truly broken. Uncaring humans, past desperation, who seek only to harm the world around them. Serial murderers and other criminals who do not commit crime for any purpose other than to inflict misery on the city that has wronged them. They do not fear reprisal. They simply do not feel anything.

Strong, Smart & Skilled

Among the masses of humanity a few stand out. They are more noteworthy than the rest of their species: rare specimens who

possess ability that few could ever hope to attain. Few mortals could ever hope to challenge the Tethered, but there are those who can. Men and women of such noteworthy talent walk the streets of Aeternum serving whatever cause suits them.

Some people are just born large and strong. Then there are those who possess a might that can defy logic. Massive and powerful humans capable of overturning carriages with ease without the benefit of supernatural prowess, lead bands of thugs and squads of mercenaries. They shrug off injuries that would kill other people. These men and women are almost always found amidst violence, where their natural talents are most useful.

The deceptive nature of the Fiends is legendary. Occasionally the infernal beings are outwitted by a mortal. Schemes come naturally to humans, but some make an art of them. Many great merchants and District leaders have risen to power due to their ability to accurately predict outcomes. They strategise and plan their rise to power and the demise of their enemies with unerring accuracy. They forge contracts with Fiends in which the Fiends gain nothing. They organise and form groups, like the Seven.

Natural talent is no replacement for skill and training. Some humans spend their lives pursuing their arts. Their dedication is so great that they achieve an almost supernatural level of ability. Swordsmen able to see their opponent's movement before it happens, thieves who move with the quiet of a ghost, and dancers of preternatural grace can all seem more than human. In reality, they are the outcome of a focus and dedication that can only be the result of their mortality. With death and uncertainty looming, they tirelessly seek mastery with every moment of what they know to be a short life.

Note to GMs

See pg: 32-35 for full Tethered setting write up.

See pg: 92 for option Knock Out rules.

Tethered may only kill Humans who have had their souls corrupted by a Fiend. Not all evil humans have corrupted souls. This will make some conflicts particularly difficult, as your PCs will be unable to bring the full weight of their power to bear against every human foe.

Balanced to Fight PCs with Resources = 4

Guards (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Longsword	3d6	+6	1	1	2	4	2	Melee, Blade.	2	6	14	4	6
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modifications: Practiced.													
Spear	2d6*	+3	1*	3	2	4	2	Melee, Polearm.	2	6	14	4	6
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modifications: Practiced.													
Halberd	3d6	+4	2	2	4	5	2	Melee, Blade.	2	6	14	4	6
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modifications: Practiced.													
Crossbow / Bow	3d6	+4	7	25	0	3	2	Melee, Crossbow / Bow.	2	6	14	4	6
Large, Poison, Momentum 1: Once per Turn: make a Free Attack with this Weapon, Modifications: Practiced, (Large), Long Shot.													
Traits/Notes:	Henchmen Group, Reinforcements (For each full Turn you're off the Battle Map gain +2 Hit & End Dmg.).												



Army (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Swords & Shields	0d6	+6	1	1	2	3	2	Melee, Blade.	3	5	13 (17)	3	9+2d6/Turn
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modifications: Practiced, (Heavy Front Cover).													
Spear & Shields	-1d6*	+3	1*	3	2	3	2	Melee, Polearm.	3	5	13 (17)	3	9+2d6/Turn
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modifications: Practiced, (Heavy Front Cover).													
Long Bows	-1d6*	+7	10	40	2	3	2	Melee, Bow.	3	5	13	3	9+2d6/Turn
Large, **1d6 Hit if you do not move during your Turn, Poison, Modifications: Practiced.													
Acidic Blast	1d6	-1	3	10	3	2	1	Melee, Spell, Arcane-Sewage.	3	5	13	3	9+2d6/Turn
Dual, Splash 4 (Any), Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack), Modifications: Practiced, Arcane-Sewage.													
Traits/Notes: Henchmen Group, Army (+2d6 Bodies per Turn), Group Attack (You gain +2d6 Hit per Attacking body (normally +1d6)).													

Royal Guards (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Halberd	3d6	+3	2	2	5	5	2	Melee, Blade, A-Street, Law.	3	5	12	6	7
Large, Splash 2 (Any), Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modifications: Practiced, Arcane-Street. Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.													
Musket	2d6*	+3	8**	45	2	4	2	Melee, Firearm.	3	5	12	6	7
Large, **1d6 Hit if you do not move during your Turn, **Strong Hit +1 vs targets within your second Range increment if you do not move during your Turn.													
Traits/Notes: Henchmen Group, Brutes, Meat Shield (Anytime an ally takes damage from a Weapon and who is adjacent to, or behind, one of your Bodies: you may lose 1 Body and your ally takes no Damage from that Attack).													

COUNCIL OF SEVEN ASSASSIN

Skilled

MIG
AGI
SPE

3

1

4

2

3

3

CON
EMP
UND

3

4

2

5

3

6

-2 ATTRIBUTE = DEATH

DEFENCE

16

D ARMOUR
S ARMOUR

1

5

ENDURANCE
RECOVERY

25

2

COMBAT ORDER
MAX MOMENTUM
MOVEMENT
STEALTH

UND +

3

 =

3

CON +

3

 =

3

SPEED +

1

 =

4

2 +

2

 =

4

Weapon (Select One)	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Daggers	5d6	-2	1	2	5	5*	2	Melee, Blade, Arcane-Alleyway, Backstab.	3
Large, Dual, Poison, Pen 1 Min 4, *Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack, Modifications: Practiced, Lunge, Arcane-Alleyway.									
Martial Strike	3d6	+3	2	2	8	4*	2	Melee, Tooth & Claw, Arcane-Alleyway, Shadow.	3
Natural, Splash 3 (Any) *+3 Crit Dmg vs characters at 0 Endurance, Poison, All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3), Modifications: Arcane-Alleyway, (Poison).									
Throwing Blades	4d6	+4	3	8	4	4	2	Ranged, Throwing Blades.	3
Dual, Splash 4, Poison, Small, You may move 1 space before and after you Attack with this Weapon, Modifications: Practiced.									
Gas Bombs	3d6	+4	3	15	4	4	1	Ranged, Bomb, Arcane-Sewage, Sludge.	3
Small, Splash 1, Poison, Dangerous 4 (Poison Cloud), Dangerous 2 (Difficult Terrain), Modifications: Practiced, Arcane-Sewage. Momentum 1: Once per Turn: make a Free Attack with this Weapon. Strong Hit: Sludged (Hit) All damaged characters have all of their Movements and Defences reduced by 2 until your next Turn (Stacks).									

Poison (Select One)	Description
Angel Toad Juice	Poisoned character must pass a Physical Skill Roll of 16 or take 1d6 Endurance Damage.
Bile Flower Extract	If Poisoned character spends any Momentum Points during their next Action they take 1 Damage (no Armour) to a random (1d3+3) Attribute.
Gift of Silence (Arcane)	Poisoned character must pass a Resolve Skill Roll of 16 or be unable to speak for 1 day.

Notes	Description
Avoidance Stance, Attractive	Once before your next Turn you may gain +1d6 Defence vs an Attack.
Stalker	+1 Crit Dmg vs flanked enemies, all Weapons. Momentum 2: You become Stealthed after your next Attack (you require Cover).
Death Throes	When you die you may immediately perform one free Action.
Poisonous	You gain unlimited uses of Poisons.





LISTS

Baldren swung his axe once more, clearing away three skeletons in a single strike, and he laughed with the sheer exhilaration. Another skeleton came at him from the right, and he caught it in his massive fist. It made an extremely satisfying crack as he crushed it into fragments.

Atop the ruins in the forest clearing stood the Necromancer, all clad in purple and black, his pale face furious as his summoned minions were annihilated. He was grandstanding again: something about his enemies being mere mortals and their fate being the grave, or some tripe.

To Baldren's left, his arcane friend Theo whipped his arm around in a lazy motion. Several skeletons in the process of climbing out of the ground found themselves stuck halfway as the earth froze over. Baldren ran his axe along the length of them, and pieces went flying.

"Is that all?!" he yelled, turning to the sorcerer with a barking laugh. "I have seen training dummies with more spirit!"

"He's trying," Theo replied, smirking as the Necromancer's face contorted with fury. "Not his fault that his magic is a century out of date."

"Old age," Baldren added. "Gets to us all. Even our undead friend."

Meanwhile, Kairen and Videa had fought their way through the horde and all the way to the Necromancer himself. The sorcerer viciously lashed out with magic, and Kairen went flying right over the ring of skeletons, landing at the feet of his comrades in a heap.

"Not a word," he growled, brushing himself off and straightening his tricorn hat. "Not. A. Word."

"Would we ever?" Theo asked, his tone dripping with sarcasm.

The Necromancer gave the four a look of sheer loathing, chanting in a foul language as orange light coalesced above him.

"Ooh, this looks nasty," Vida remarked. "Feel free to help anytime."

The man grumbled something as he raised his pistol. Baldren gave one final booming laugh as the four stood together before charging, straight into the oncoming undead horde.

CHARACTER LISTS

NATURE (MUST SELECT 1)

Nature	Requirements	Benefits	Disadvantages
Apex Predator		+1 Resolve and Physical. At the start of each combat you must select a specific character to be your Target Prey. When you deal Attribute Damage to your Target Prey while you're not a Spectre: you gain +1 Momentum. If you kill your Target Prey while you're not a Spectre: you gain +2 Momentum.	Madness +1. Corruption +1. The Rush Action does not allow you to kill Henchmen.
Beast		+1 Insight, Physical, Stealth and Nature. Once per Combat when you perform a Think Action you may choose to change into a Beast (this could be just a Psychological change and/or a physical one). When you do: you gain +4 Momentum Points (3 if you're an NPC), +2 Max Momentum until your next Turn, and all allies within sight of you take 6 Endurance Damage.	Corruption +1.
Deranged		+1 Underworld and Commoners. Up to four times per session you may re-roll any one of your rolls that has not already been re-rolled. You gain +1 Defence vs Fear per point of Madness that you have.	Madness +2 (+2 Defence vs Fear). If any of your re-rolls (even through Effort or from a Suspense Roll) result in triples you gain Madness +1.
Martyr		+1 Leadership, Resolve and Impoverished. +2 Defence vs Fear. Being a Spectre only deals 1 Damage to you per Turn (normally 2). You deal an additional +1 Crit Dmg while you're a Spectre. All of your weapons gain +2 Hit and End Dmg vs Tethered.	Madness +1.
Pious		+1 Infernal and Celestial. +1 Resource. You may gain +/-1 to any Suspense Roll. With GM approval: you may gain Corruption +1 to Retro your Nature.	You serve a power greater than yourself.
Ravenous		+1 Resolve and Nature. Consume: Once per session when you deal Attribute Damage to an appropriate Skilled or Immense NPC (ie: one that can provide you with your desired food) you may Heal 3 points of Attribute Damage to yourself. If your target is Grabbed you also gain a free Recovery and +1 Momentum Point.	Madness +1. You crave a specific type of food.
Shrewd		+1 Wealth, Persuasion and High Society. During your Turn you may perform 1 free Dodge and 1 free Get Ready Action per Combat. With GM approval: you may spend 1 Knowledge to Retro your Nature.	-2 Defence vs Fear.
Thaumaturge		+1 Awareness and Production. You may choose where to place 2 Dangerous Terrain from your Arcane Weapons (normally placed by the GM), to within 2 spaces of you or your target. You may spend 1 Knowledge and gain Madness or Corruption +1 to gain +2 to all Arcane Skill Rolls for a single Skill (does not Stack, may be purchased for multiple Skills).	



EXAMPLE PERKS

Perks	Description
Access	+1 Description bonus.
Major Access*	+2 Description bonus.
Broad Access	+1 Description bonus, multiple locations.
Anonymity	NPCs find it hard to find information about you.
Deep Anonymity	NPCs find it nearly impossible to find information about you.
Contact	+1 Description bonus.
Useful Contact*	+2 Description bonus.
Contact Network	+1 Description bonus, multiple locations.
Prestige	+1 or -1 Description bonus.
Widespread Prestige	+1 or -1 Description bonus, multiple locations.
Membership	Once per session you may gain the Access or Contact Perk. Gain Corruption +1.

*Requires a Trait.

EXAMPLE COMPLICATIONS

Complications	Description
Addiction	Resolve Skill Roll to resist your addiction.
Corruption +X	GM may increase the number of Henchmen or Power Bodies in Combat.
Dependent NPC	One or more weak NPCs are dependent on you for their safety.
Endless Debt	You may never have more than 4 unspent Spare Time Points.
Guilt	Resolve Skill Roll to resist your guilt.
Moral Code	Resolve Skill Roll to act against your moral code.
Obsession	Resolve Skill Roll to resist your obsession.
Prejudice	-2 Description penalty.
Reputation	-2 Description penalty.
Rival/Enemy	Your rival is trying to harm you.
Watched	-2 Description penalty.

ADVANCEMENT TRAITS

Level	Requirements	Benefits	Disadvantages
Academic	Shrewd	You are Trained in an additional Skill of your choice.	
Arcane Mixer	Thaumaturge 1 Kn	One of your Ranged Weapons with an Arcane Weapon Type gains a second Arcane Weapon Type of your choice, at no extra cost.	Corruption +1.
Devotion	Pious	Whenever you gain Knowledge you gain +1 Defence vs Fear (Stacks up to +8).	Madness +1.
Ignore Reality	Deranged	Reduce all Endurance Damage against you by 2 (Stacks with other End Dmg reductions).	
Long Suffering		+2 Recovery.	Madness +1.
Vengeance	Martyr or Beast	Once per Turn when you deal Attribute Damage to a character that has caused you Attribute Damage you gain +1 Momentum Point.	
Inhuman	Char Creation GM Permission	If you pay 4 Knowledge you may select a 2nd Level Trait for free. For each benefit you gain, you also gain a disadvantage, work with your GM to balance these out. Example Benefits: » You do not need to eat or sleep. » You do not age. » You do not breath. » You're immune to poisons and disease. » You can see in the dark (reduce Low Light). » You're resistant to fear (+1 Armour vs Fear).	Example Disadvantages: » The Sun kills you. » A common material (ie: silver or iron) deals +1 Crit Dmg to you. » You eat a rare food. » You have an unsightly/odd appearance.

Resource	Requirements	Benefits	Disadvantages
Absolution	Pious	You may spend 1 Knowledge to remove 1 Corruption (regained if you Retro this Trait).	
Gifted		+1 Attribute Point.	
Glutton	Ravenous	Consume gives you double benefits (Heal 6 points of Attribute Damage, etc...).	Consume Suppresses you during your next Turn.
Intense Study	Thaumaturge	You may make 1 free Study Spare Time Roll per Session.	-1 to all Spare Time Rolls.
New Life	Martyr	When you're brought back to life you Heal 2 additional Attribute Points (normally = your Empathy).	
Outcast	Deranged	When you re-roll an Attack Roll (even through Effort) that Attack gains +2 Hit and End Dmg.	Lose 2 Perks (or don't gain your next 2).
Prime	Apex Predator 3 Kn	+2 Attribute Points.	Corruption +2.
Shapeshifter	Beast or Thaumaturge	You may change form at the start of your Turn: pick one of the following (they do not Stack): Small: You may not Attack, +6 Defence, +4 Movement (Pick One: Flight, Swim, Climb, etc...). Big: +2 Hit and End Dmg, Melee. Strange (roll once for all): +1d3 Hit, +1d3 Defence, +1d3 Movement and -1d3 Recovery. Terror: +1 Armour vs Fear and human Henchmen.	When you change your form you take 1 point of Attribute Damage (no Armour) to two random (2d6) Attributes (no Damage for changing back).
Well Supplied	Shrewd or NPC	Your third Weapon that would cost at least 1 Resources: costs you -2 Resources.	Corruption +1.

ATTRIBUTE TRAITS

Might	Requirements	Benefits	Disadvantages
Feeble	Max Mig 1	NPCs tend to overlook and/or underestimate you (+1 or +2 Description Bonus to some rolls). You start each Combat with +1 Momentum Point.	
Precise Power		Strong Hit: Precise Power (Hit) Your target takes 4 Endurance Damage.	
Arcane Power	Min Mig 3	+1 Hit, Arcane. +1 End Dmg, Arcane. The Think Action grants you Heavy Cover vs all Arcane Power Bodies until your next Turn.	-2 Hit, non-Arcane.
Massive	Min Mig 4 Max Spe 3	You're big! Reduce all Endurance Damage against you from non-Fear Weapons by 3. +1 Defence vs Fear.	If an ally is adjacent to you: do not reduce Endurance Damage against you (normally by 2).
Indomitable	Min Mig 5	+2 Armour vs Henchmen and Arcane Power Bodies. +2 Endurance.	

Agility	Requirements	Benefits	Disadvantages
Solid	Max Agi 1	+1 Direct Armour.	-3 Recovery.
Dexterous		Dodge works vs all Attacks until your next Turn (normally 2).	
Ambidexterity	Min Agi 3	Strong Hit: Ambidexterity (Dual, Hit) Your next Attack with this Weapon gains +1d6 Hit (Stacks).	
Blur	Min Agi 4	Rush gains the Minor Effect: Defence +2 (Stacks).	
Mystical Sense	Min Agi 5	Low Light does not grant your target's Cover. You gain one of these mystical senses (GMs may create more options for you): Sense all minor Fiends and their powers within 200 metres. Sense all unhealthy humans within 500 metres. Sense all non-Alleyway arcane magic within 100 metres. Sense all human deaths within 1000 metres of you. Sense when you are being followed by someone within 50 metres of you.	-1 Defence. Madness +2.

Speed	Requirements	Benefits	Disadvantages
Slow and Steady	Max Spe 1	At the start of each of your Actions you gain a free Movement. +5 Endurance.	Rush loses the Minor Effect: Move +2.
Sure Footed		+1 Defence. Your first Action each Turn ignores all Difficult Terrain (but not climbing).	
Shadow Step	Min Spe 3 2 Kn	Once per Turn if no other character can see you: you can Teleport 40 spaces (80 metres) to another location where no other character can see you. You gain +100% Daily Travel Distance (does not Stack).	Corruption +1. -1 Recovery.
Amp Movement	Min Spe 4 1 Kn	Your first 2 Combat, and 4 non-Combat, uses of your Flight, Incorporeal, Invisibility, Teleport Stance Modifications per Session deal no Damage to you. You and your group gain +25% Daily Travel Distance (does not Stack).	Corruption +1.
Sudden Boost	Min Spe 4 1 Kn	Once per Session double ALL of your Movements for one Turn. Up to twice per Turn: when an Attack misses you: you may make a free move.	Madness +1.
Celerity	Min Spe 5	Each of your Actions without the Major Effect: Attack, gains the Major Effect: Attack.	-1 Crit Dmg, all Weapons.



Conviction	Requirements	Benefits	Disadvantages
Uncertain	Max Con 1 Maybe	The Think Action gains the Minor Effect: Momentum 1 : Your next Attack gains +1 Crit Dmg (Stacks). +2 to all Study Spare Time Rolls.	-2 Defence vs Fear.
Rage		At the start of each of your Turns you gain +1 Momentum (+1d3-1 if you're an NPC).	You have -1 Armour per unspent Momentum Point. -5 Endurance.
Loyalty	Min Con 3	You gain +2 Hit and +1 Splash Armour while you're adjacent to a character that you are loyal to (does not Stack).	If a character that you are loyal to takes Attribute Damage: you suffer 1 point of Damage (no Armour) to a random (1d3+3) Attribute.
Mastery	Min Con 4	Up to twice per session if you succeed at a non-Study Spare Time Roll by 4 or more, you may make a free Study Spare Time Roll.	-1 to all Spare Time Rolls.
Unwavering	Min Con 5 Max Emp 4	+2 Defence vs Fear. You may gain +/-1 to any Suspense Roll. Strong Hit: Authority (Hit) All allies within 5 of you gain +1 Momentum Point.	Madness +2. -2 to all Healing Spare Time Rolls.

Empathy	Requirements	Benefits	Disadvantages
Sociopath	Max Emp 1 Mad 2	Rush kills +2 additional adjacent Henchmen Bodies (normally 1). +2 Defence vs Fear.	-2 Persuasion and Insight. If an ally is adjacent to you: do not reduce Endurance Damage against you or them (normally by 2).
Compassion		You may make +1 Healing Roll per Combat (normally 1).	-1 Armour.
Well-Travelled		Gain a Language. Becoming familiar with a new District only costs you 1 Knowledge (normally 2). You may reduce your Corruption and Madness by 1 (regained if you Retro this Trait).	
Grace	Min Emp 3	+1 to all Healing Rolls. Strong Hit: Grace (Healing Roll, Success) You or an ally Heal 1 additional point of Attribute Damage.	
Blessed	Min Emp 4	Twice per session you may re-roll a complete die roll of yours.	
Benevolent	Min Emp 5	All allies who can see you reduce all Endurance Damage against them by 1 (Stacks with other forms of Endurance Damage reduction). +2 to all Healing Rolls.	

Understanding	Requirements	Benefits	Disadvantages
Reckless	Max Und 1	When you take Attribute Damage you gain +1 Momentum. +1 Defence vs Fear.	You may never gain +Cover Steps.
Perfect Plan	2 Kn	+1 to all Study Spare Time Rolls. Momentum 3 : All of your Weapons gain Strong Hit +1 until the end of the Combat (Stacks up to +2).	
Cautious	Min Und 3	You gain no negative effects from your first Unit of Forbidden Knowledge gained from each Study Topic. Strong Hit: Cautious (Success or Hit) You gain +1 Cover Step until your next Turn (Stacks).	-1 Defence vs Fear.
Studious	Min Und 4	+2 to all Study Spare Time Rolls. Strong Hit: Studious (Study Spare Time Roll, Success) Gain a Study Unit.	
Foresight	Min Und 5	Get Ready gains the Minor Effect: +2 Momentum (normally +1).	Madness +3.

EVERYDAY SKILL TRAITS

Wealth	Requirements	Benefits	Disadvantages
Affluent	Min Und 3	+1 Production. You gain a single Weapon that would cost 1 Resource for free.	Corruption +1.
Economics		+1 High Society and Production. +2 to all non-combat Skill Rolls connected to knowing about economics. +1 to all Study Spare Time Rolls.	
Investor	1 Kn	+1 High Society and Production. You own a successful business (+1 or +2 Description Bonus to some rolls).	
Opportunist		You may spend 1 Knowledge to gain 3 Spare Time Points.	You may not Retro this Trait.
Privileged	Char Creation	+1 High Society. Gain 2 Perks. You come from a family/faction/race/etc... of privilege (+1 or +2 Description Bonus to some rolls).	Some NPCs dislike you because of your family/faction/race/etc... (-1 or -2 Description Penalty to some rolls).

Persuasion	Requirements	Benefits	Disadvantages
Conversation		+1 Leadership and Insight. +2 to all non-combat Skill Rolls connected to subtly extracting information out of NPCs. +2 Combat Order.	
Deception		+1 Insight. +2 to all non-combat Skill Rolls connected to lying.	If you fail a Skill Roll where you lie: you take 1 point of Conviction Attribute Damage (no Armour).
Misdirect	1 Kn	+1 Insight. Strong Hit: Misdirect (Does not Hit) Your next Attack gains +2d6 Hit.	Corruption +1.
Seduction		+1 Insight. +2 to all non-combat Skill Rolls connected to seducing NPCs. +1 Defence.	
Taunt		+1 Insight. Once during your Turn you may grant a sentient enemy character (or Henchmen group) who can perceive you Strong Hit +1 on their next Attack against you. If they do not Attack you before your next Turn, you gain +1 Momentum.	Madness +1.

Leadership	Requirements	Benefits	Disadvantages
Inspire		+1 Resolve and Impoverished. When you gain a Recovery: all allies within sight of you Heal 2 Endurance.	
Intimidation		+1 Resolve and Impoverished. +2 to all non-combat Skill Rolls connected to intimidating NPCs. +1 Defence vs Fear.	
Mass Control	2 Kn	+1 Impoverished. +1 Hit, Arcane-Street. Strong Hit: Mass Control (Leadership, Success) A human crowd is inclined to do something that you tell them to do.	Madness +1.
Monologue		+1 Resolve and Impoverished. If you talk loudly and make no Attack Rolls during your turn you gain +2 Momentum Points.	Madness +1.
Solid Connections	Perk: Contact	+1 Resolve. +1 Hit, Arcane-Street. When gaining a Description Bonus from your Contact you also gain +1 to all Spare Time Points.	Corruption +1.
Tactician		+1 Resolve. At the start of combat you may declare a section of environmental Cover tactically important. This Cover grants ALL characters within 1 of it +2 Hit, Defence and End Dmg.	

Insight	Requirements	Benefits	Disadvantages
Linguist		+1 Persuasion and High Society. Additional familiar Languages only costs you 1 Knowledge (normally 2).	
Read People		+1 Persuasion. +2 to all Skill Rolls connected to reading people's intentions. +2 Combat Order.	
Read Thoughts	2 Kn	+1 Persuasion. +1 Hit, Alleyway. Strong Hit: Read Thoughts (Persuasion, Success) You may read the surface thoughts of a human. If this person is corrupted by a Fiend or mentally ill, you suffer 1 point of Damage (no Armour) to a random (1d3+3) Attribute.	Madness +1.
Sense Weakness		+1 Persuasion and High Society. Strong Hit: Sense Weakness (Does not Req Hit) Choose a non-Attack Action, the next time your target performs that Action you gain +2 Momentum Points (Does not Stack).	
Therapy		+1 Persuasion and High Society. When you Heal a character, they Heal an additional 1 point to a random (1d3+3) Attribute.	Corruption +1.

Awareness	Requirements	Benefits	Disadvantages
Alert		+1 Stealth and Nature. All opponents lose Stealth if they come within 3 spaces (6 metres) of you.	
Clairvoyance	2 Kn	+1 Nature. +1 Hit, Arcane-Rooftop. You may choose to take a point of Damage (no Armour) to a random (1d3+3) Attribute at any time. If you do: you may move your point of perception to any non-enclosed space within 5 kilometres of you for 1 minute.	Madness +1.
Deduction		+1 to all Study Spare Time Rolls. +2 to all non-combat Skill Rolls connected to deducing clues or deciphering codes.	
Keen Sense	1 Kn	+1 Stealth and Nature. One of your senses is very keen (eg: hearing, sight, etc...) (+1 or +2 Description Bonus to some rolls).	If your keen senses are directly attacked in some way (eg: a sudden bright light) you become Suppressed.
Tracker		+1 Stealth and Nature. +2 to all non-combat Skill Rolls connected to tracking characters.	

Resolve	Requirements	Benefits	Disadvantages
Empower		+1 Commoners and Infernal. +1 Hit, Arcane-Garden. Strong Hit: Momentum may grant a Momentum Point to an ally rather than yourself (normally just you).	
Higher Strength	1 Kn	+1 Commoners and Infernal. +2 Defence vs Fear. Strong Hit: Higher Strength (Hit) This Attack deals +1 End and Crit Dmg (Stacks).	
Inner Strength		+1 Infernal. +2 Max Momentum.	Corruption +2. -1 Armour while you're Suppressed. -4 Defence while you're Suppressed.
Insanity	Mad 4	+1 Infernal. +2 Defence vs Fear. You may choose to take a point of Damage (no Armour) to two random (2d3+3) Attributes at any time. If you do you may add +2d6 to your next Roll (Stacks).	Allies adjacent to you have -2 Hit and Defence.
Social Strength		+1 Commoners. +2 Defence vs Fear. You gain +1 Recovery for each ally within 2 spaces of you (Stacks up to +4).	-1 Armour if no allies are within 6 of you. -4 Defence if no allies are within 6 of you.

Physical	Requirements	Benefits	Disadvantages
Acrobatics		+1 Stealth and Nature. Your second Action each Turn ignores all Difficult Terrain (but not swimming).	
Attractive	Max Emp 3 2 Kn	You look incredibly attractive (+1 or +2 Description Bonus to some rolls). Strong Hit: With Style! (Once per Turn, Hit) You and an ally who can see you gain +1 Momentum Point.	NPCs remember you.
Push Self		+1 Stealth. Momentum 1: Your next Attack gains +1d6 Hit (Stacks).	
Sickness	2 Kn	+1 Nature. +1 Hit, Arcane-Sewage. Strong Hit: Sickness (Does not Req Hit) All Damaged characters take 2 Endurance Damage for each Momentum Point that they currently have (up to their Max) (does not Stack).	Corruption +1.
Stamina		+1 Stealth and Nature. +8 Endurance.	

Stealth	Requirements	Benefits	Disadvantages
Ambush		+1 Awarenesss. Strong Hit: Ambush (Stealth, Success) Gain +2 Momentum Points.	
Deep Shadow		+1 Awarenesss and Underworld. You may treat Environmental Light Cover as Heavy Cover.	
Sleight of Hand		+1 Awarenesss and Underworld. +2 to all non-combat Skill Rolls connected to sleight of hand. +1 Combat Order.	
Swift Shadow		+1 Awarenesss and Underworld. Once per Turn when you become Stealth you may move 1 space. If you end your Turn Stealthed: you may Teleport 2 spaces.	
Vanish	1 Kn	+1 Awarenesss and Underworld. +1 End Dmg. Alleyway. Whenever you take Attribute Damage: you may Teleport 4 spaces.	Madness +1.



CITY SKILL TRAITS

Nature	Requirements	Benefits	Disadvantages
Natural	1 Kn	+1 Awareness and Physical. You're immune to one kind of dangerous natural terrain, environment or substance (eg: poison, falling or water).	Corruption +1.
Life		+1 Awareness. +2 to all non-combat Skill Rolls connected to knowing about or working with plants and animals. All Poison Consumables that may only have One Use may be Used Twice by you. +1 End Dmg. Garden.	
Pet	1 Kn	+1 Awareness. You have a loyal pet/assistant that can assist you and perform minor tasks. You gain +2 to all non-combat Skill Rolls connected to knowing about and working with them. Your pet/assistant is rarely able to help you in combat in any meaningful way.	-1 to all Spare Time Rolls.
Waterways		+1 Production and Physical. +2 to all non-combat Skill Rolls connected to knowing about or working with water. +1 Defence.	Madness +1.
Weather		+1 Awareness, and Production. +2 to all non-combat Skill Rolls connected to understanding weather. +1 Rng. Ranged.	

Underworld	Requirements	Benefits	Disadvantages
Betrayal	Min Cor 2 Not NPC	+1 Wealth and Infernal. You gain +1 Crit Dmg and +2 to all Skill Rolls against characters that once trusted you.	Corruption +1.
Black Markets		+1 Wealth and Infernal. +2 to all non-combat Skill Rolls connected to knowing about black markets. +2 to all Spare Time Rolls to acquire illegal items and/or services.	Corruption +1.
Dark Connections	Perk: Contact 1 Kn	+1 Wealth, Infernal and Impoverished. +2 to all non-combat Skill Rolls connected to knowing about and working with criminal factions. You may gain the Perk: Useful Contact.	Corruption +1.
Embrace Darkness	Max Con 4 Max Emp 4	+1 Infernal and Impoverished. You may gain +/-2 to any Suspense Roll.	Corruption +1.
Nefarious Work	Min Cor 3 2 Kn	+1 Infernal and Impoverished. You gain +1d6 Hit vs a character's rear or who are flanked (Stacks up to +2d6).	Corruption +2.

Impoverished	Requirements	Benefits	Disadvantages
Desperate Work		+1 Underworld and Celestial. +2 Defence vs Fear. At any time during your Turn may choose to take a point of Damage (no Armour) to a random (1d3) Attribute. If you do: an ally Heals one point of any Attribute.	Madness +1.
Desperation	1 Kn	+1 Underworld. +1 End Dmg. Sewage. You gain +1 Armour while you're Suppressed. Strong Hit: Desperation (Hit) You and your target become Suppressed.	Madness +3.
Dirty Contacts	Perk: Contact	+1 Awareness, Underworld and Celestial. Gain the Perk: Contact Network.	
Flea Markets		+1 Awareness, Underworld and Celestial. +2 to all non-combat Skill Rolls connected to knowing about flea markets, rubbish and slums. +2 Endurance. +1 End Dmg. Sewage.	
Undercity		+1 Awareness and Underworld. +2 to all non-combat Skill Rolls connected to knowing about the Undercity. You gain +1 Armour if you're gaining Low Light Cover.	Madness +1.

Commoners	Requirements	Benefits	Disadvantages
Endure Suffering	1 Kn	+1 Insight and Celestial. +1 End Dmg. Street. Strong Hit: Endure It (Once per Action, Hit) An ally within sight Heals 3 Endurance Damage and may immediately move 2 spaces.	Madness +1.
Everyday Friends	Perk: Access Perk: Contact	+1 Insight and Celestial. You may gain the Perk: Major Access and Useful Contact.	
Grand Markets	1 Kn	+1 Insight. +2 to all non-combat Skill Rolls connected to knowing about and working with common markets. +1 to all Spare Time Rolls.	
Guilds & People		+1 Insight. +2 to all non-combat Skill Rolls connected to knowing about and working with guilds. Additional familiar Cultures only costs you 1 Knowledge (normally 2).	
Hard Work		+1 Celestial. +2 Recovery.	-2 Endurance.

High Society	Requirements	Benefits	Disadvantages
Courts		+1 Leadership. +2 to all non-combat Skill Rolls connected to knowing about and working with politics and laws. +1 to all Spare Time Rolls.	
Exclusive Markets	1 Kn Min Cor 1	+1 Wealth. +2 to all non-combat Skill Rolls connected to knowing about exclusive markets. You may gain Corruption +1 to acquire a Modification that has the 'Loot' Acquire cost.	
Lordly Work	1 Kn	+1 Wealth and Leadership. When you deal Attribute Damage to an opponent: all allies may immediately may move 1 space in any direction.	-1 Defence.
Powerful Contacts	Perk: Contact Perk: Access	+1 Wealth and Leadership. You may gain the Perk: Major Access and Useful Contact.	Corruption +1.
Pride	Min Cor 3	+1 Leadership. +1 End Dmg. Rooftop. Strong Hit: Pride (Hit) If you are not Hit before your next Turn you Heal 5 Endurance.	Corruption +1.

Production	Requirements	Benefits	Disadvantages
Architect Watcher	Min Mad 4	+1 Physical and Commoners. +2 to all non-combat Skill Rolls connected to knowing about buildings and Celestial Architects. +3 Endurance.	Madness +1.
Jack of all Trades	2 Kn	+1 Commoners. Reduce all untrained Skill Roll penalties to -0 (normally -2).	-1 to all Spare Time Rolls.
Practiced	1 Kn	+1 Physical. When you miss with an Attack, all of your Attacks this Combat gain: +1 Hit and End Dmg (Stacks).	
Smith		+1 Physical and Commoners. +2 to all non-combat Skill Rolls connected to knowing about and working with metals. +3 Endurance.	
Unmake	2 Kn	+1 Physical and Commoners. Strong Hit: Unmake (Hit) You and your target have -1 Armour until your next Turn (does not Stack).	Madness +2.

Infernal	Requirements	Benefits	Disadvantages
Bite	Ravenous	+1 Insight. Your third Attack each Combat gains +1 Hit, End and Crit Dmg.	
Blood Pact	Forbidden 1 Kn Min Cor 2 Min Mad 2	+1 Wealth and Insight. You may spend Knowledge to summon a Fiend. It is bound to you for 5 hours per spent Knowledge (or until you harm it), then it is free. As long as you have summoned at least 1 Fiend you gain: +1 Direct Armour vs all Fiends.	Madness +2. Your summoned Fiend always hates you. -4 Defence vs Fiends.
Curse Caster	Forbidden 1 Kn	+1 Wealth. +1 Recovery. Strong Hit: Curse (Does not Req Hit) Your target suffers -1 Defence until the end of the Combat (Stacks).	Madness +1.
Dark Gift	Forbidden 1 Kn Min Cor 4 No	+1 Wealth. A single Fiendish Weapon of yours costs -1 Resource.	Madness +1. If you ever miss with an Attack: you take 5 Endurance Damage.
Dark Master	Pious Min Cor 6	+1 Wealth and Insight. +1 Resource.	You are watched by your powerful master. The GM may alter your Suspense Rolls by +/-2. Corruption +2.
Know your Enemy	2 Kn	+1 Wealth and Insight. Negative effects from gaining Forbidden Knowledge are reduced. You gain +1 Crit Dmg vs any Fiend that has caused you Attribute Damage (does not Stack).	Corruption +1.
Vile Contacts	Perk: Contact Forbidden 1 Kn	+1 Insight. Gain the Perk: Useful Contact. Decrease your Madness by 1 (regained if you Retro this Trait).	Corruption +2.

Celestial	Requirements	Benefits	Disadvantages
Accept Eternity	1 Kn	+1 Persuasion and Resolve. While you're a Spectre, you and all allies within sight of you gain +2 Hit and End Dmg (Stacks). +2 Defence vs Fear.	
Angelic Power	3 Kn Max Cor 0 Yes	+1 Persuasion and Resolve. Strong Hit: Angelic Power (Once per Turn, Hit) A single Damaged character takes 1 Attribute Damage (no Armour) to a random (1d6) Attribute.	-1 Recovery.
Final Prayer	3 Kn Max Cor 0	+1 Resolve. Immediately make one free Healing Roll when you die. +2 Defence vs Fear.	
Holy Friends	Perk: Access or Contact	+1 Persuasion and Resolve. You may gain the Perk: Major Access or Useful Contact.	
Wolf	1 Kn Min Cor 5 No	+1 Persuasion and Resolve. Your Fiendish powers and weapons appear to be Celestial (+2 Description Bonus to some rolls). +3 Endurance.	Complication: Secret Identity (you're pretending to be good). Corruption +2.



COMBAT SKILL TRAITS (MAY SELECT UP TO 3 PER SKILL)

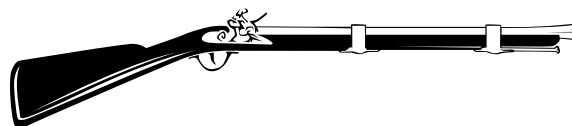
Melee	Requirements	Benefits	Disadvantages
Arcane Blood	Thaumaturge	At any time during your Turn you may choose to take 10 Endurance Damage. If you do: you gain +2 Momentum Points.	Madness +2.
Big Swing	Min Mig 3	If you miss with a Melee Weapon it gains Splash +1 (Any) for that Attack.	
Bleed Em	Min Und 3	Strong Hit: Bleed Em (Hit) A Damaged character gains the Bleed Effect and +1 Momentum Point.	Corruption +2.
Coordinated Strike	Min Emp 3 Max Mad 0	Strong Hit: Coordinated Strike (Hit) A character gains Strong Hit +1 vs your target with their next Attack (must be taken before your next Turn) (does not Stack).	
Deceptive Strike	Min Emp 3	Strong Hit: Deceptive Strike (Skill Roll, Success) Your next Attack gains Strong Hit +1 (Stacks).	Corruption +2.
Dirty Fighter		Once per Turn you may gain Strong Hit +1 vs a character that is Suppressed.	Corruption +2.
Dual Strike	Min Agi 3	When you cause a Critical Hit with a Dual Weapon your target also takes 3 points of Damage (reduced by Direct Armour) to a random (1d6) Attribute. If you have two or more non-Shield Weapons equipped and within their Max Rng to your target, then they all gain the Dual Keyword, and may cause up to 2 Critical Hits per Attack even if used in 1 Hand.	Madness +1.
Duellist	Apex Predator or Shrewd	If there are no other characters adjacent to you or your opponent (you can be next to each other): you gain +1d6 Hit.	Madness +1.
Focused Spread	Min Und 3	You may choose to reduce your Weapon's Splash by -1 to increase its End Dmg by +1 (Stacks).	
Ignore the Weak	Apex Predator	You gain +1 Armour vs Henchmen.	Corruption +1.
Judgement	Pious	+2 Endurance. Momentum 1: During your Turn, choose a character: if they don't Attack you before your next Turn they lose 1 Momentum Point (does not Stack).	Corruption +1.
Martial Magic	1 Kn	+3 Endurance. A single Arcane Melee Weapon gains -2 Hands.	
Overwhelm		Strong Hit: Overwhelm (Hit, End Dmg 6+) Target character loses 1 Momentum Point if they receive 10 or more End Dmg from other characters before your next Turn (does not Stack).	
Parry	Min Spe 3	Strong Hit: Parry (Hit) You gain +1 Direct Armour vs your target until your next Turn (does not Stack).	
Puncture		Strong Hit: Puncture (Once per Turn, Hit) This Attack gains Pen 1 min 3.	
Reposition	Min Agi 3	Strong Hit: Reposition (Once per Action, Attack, Hit or Success) Make a free Move and gain +1 Splash Armour until your next Turn (does not Stack).	
Retribution	Martyr 1 Kn	When you die: ALL characters adjacent to you take 1 Attribute Damage (no Armour) to 3 random (3d6) Attributes.	Madness +2.
Shove	Min Mig 3	Targets you push are pushed +2 spaces.	
Slink Away		Strong Hit: Slink Away (Hit) Make a free Stealth Skill Roll.	Corruption +1.
Snack	Ravenous	Once per Turn: When you kill a Henchmen or Power Body you gain a free Recovery.	Corruption +1.
Stun		Strong Hit: Stun (Large, Hit) If any Damaged characters has more than 2 Momentum Points (5 if they're an NPC): they lose 2 Momentum Points.	
Surge	Beast	After changing into a Beast your next two Attacks gain +1d6 Hit and +1 Crit Dmg.	-2 Recovery.
Surprise Strike		Strong Hit: Surprise Strike (Once per Turn, Hit) Make a Free Attack with a Small Weapon.	Madness +2.
Tackle		You gain +4 to all Physical Skill Rolls to Tackle (pg: 67). While you're Tackling another character you gain Light Cover.	
Unmovable	Min Mig 3	Entrenched Cover grants you +2 Armour (normally +1). Reduce all forced movement distances against you by 2.	Madness +1.
Vicious		Strong Hit: Vicious (Hit) All of your future Attacks this Combat gain +1 Hit and End Dmg (Stacks).	Madness +1.
Wild Hack	Deranged 1 Kn	Momentum 2: For the remainder of this Combat you have -1 Movement and all of your Attacks gain -4 Hit and +1 Crit Dmg (Stacks Twice).	Madness +1.

Range	Requirements	Benefits	Disadvantages
Alter Tempo	1 Kn	As long as you're armed with a Small or Dual weapon you may decrease your Combat Order for a Turn at the start of any Turn. You gain +2 Hit and End Dmg vs characters with a Lower Combat Order. You gain +2 Defence vs characters with a Higher Combat Order.	-5 Endurance.
Arcane Barrier	3 Kn	+1 Armour.	If you take Attribute Damage you become Suppressed.
Arcane Control	Thaumaturge	You may choose where to place 5 Dangerous terrains from your Arcane Weapons (normally 2).	
Assistant	1 Kn Min Emp 3	You have an assistant (eg: pet or guard) (Hit +0, Armour 2, Defence 22, Movement 6, Bodies 1, if it takes Attribute Damage it is wounded and should be removed from the Battle Map) that acts like a Henchmen, but cannot be auto-killed by the Rush Action. Your assistant may be equipped with a single Weapon that you pay for. You may buy additional Assistant Bodies for 1 Resource.	
Blinking Shot		Whenever you Attack with a Splash Weapon you gain Low Light, Light Front Cover until your next Turn.	
Call Out	Apex Predator	At the start of a Combat you MAY give yourself and your Target Prey +1 Crit Dmg against each other for the remainder of the combat.	Madness +1.
Channel Spell		If you make no Arcane Skill or Arcane Attack Rolls during your Turn your next Arcane Attack gains Splash +1 (any) (Stacks up to +6).	
Counter Spell	Min Mig 3	You always have Light Cover vs Arcane Weapons (only allows Stealth vs Arcane Power Bodies).	Madness +1.
Covering Fire	Min Emp 3	Strong Hit: Covering Fire (Range, Does not Req Hit) An ally gains Low Light Heavy Cover or +1 Cover Step until your next Turn.	
Digest	Ravenous	Once per Turn you may take 1 point of Damage (no Armour) to a random (1d6) Attribute OR take 15 Endurance Damage to gain +1 Momentum.	Corruption +1.
Distracting	Deranged	Strong Hit: Distracting (Does not Req Hit) An opponent gains +1 Momentum and all of your allies gain Light Cover or +1 Cover Step until your next Turn (Stacks).	
Dodge		Strong Hit: Dodge (Hit) You gain +1 Armour against all non-Fear Range Attacks until your next Turn (does not Stack).	-1 Movement.
From Safety	1 Kn	While in Heavy or Entrenched Cover all of your Weapons gain +1d6 Hit.	-1 Armour while you're not gaining Cover.
Inspiration		Momentum 1: All allies Heal 3 Endurance Damage.	
Kill Shot	3 Kn	Any Weapon with Pen gains +1 Crit Dmg vs Suppressed characters.	Corruption +1.
Long Shot	Min Und 3	+1 Rng and Max Rng, Range.	-1 Hit, Range.
Mark Prey	Beast	Strong Hit: Mark Prey (Does not Req Hit) All allies gain +2 Hit and End Dmg vs this target until your next Turn (Stacks).	
Natural Caster		A single Arcane Weapon gains the Keyword: Natural and +2 End Dmg.	
Now I'm Ready		Momentum 4: One of your Weapons gains +1d6 Hit until the end of this Combat (Stacks).	Madness +3.
Overwatch	Min Spe 3	During your Turn you may choose to perform no Actions. If you do: You may perform any single Action during another Character's Action (even mid-Movement).	
Pinning		Strong Hit: Pinning (Does not Req Hit) Target character in Heavy or Entrenched Cover is Suppressed.	
Potion Crafter	1 Kn	Your Bomb Variation gains Dangerous Terrain 1d3 (Any). +1 End Dmg, Bomb.	
Quick Kill		Rush allows you to Kill Henchmen Bodies within your Weapons second Range increment (normally adjacent to you).	
Quick Shot	Min Spe 3	+3 Hit, Range.	-1 Rng, Range.
Revenge	Martyr	You gain +1 Crit Dmg vs any character that has killed you (does not Stack).	Madness +1. -2 Defence vs characters that have killed you (does not Stack).
Running Dodge		You gain +1 Cover Step if you move at least 6 spaces from your starting location each Action (does not Stack).	Madness +1.
Sniper		Range penalties are reduced to -1 (normally -2) per increment with Large Weapons.	
Split Shot		Once per Turn you may perform a free Unleash Action with a Dual Weapon.	-2d6 Hit, Dual.
Trick	Shrewd	Strong Hit: Trick (Once per Turn, Does not Hit) You gain +2 Momentum.	Madness +1.
Zealot	Pious	When you take Endurance Damage from a Fear Weapon you gain +1 Momentum.	Madness +2.

WEAPONS

Melee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Short	3d6	+4	1	1	0	3	1	Melee.	14t	1
Small, Momentum 1: +1 Crit Dmg.										
Balanced	3d6	+0 / +2	1	1	1 / 2	4	1 / 2	Melee.	16t	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6).										
Dual	3d6 / 5d6	+0 / -4	1	1	1 / 3	4	1 / 2	Melee.	16t	2
Large, Dual, Requires 2 Slots.										
Massive	3d6	-2 / +0	2	2	2 / 4	4 / 5	1 / 2	Melee.	16t	2
Large, Splash 2 (Any), Requires 2 Slots.										
Shield	2d6	+6	1	1	2	1	1*	Melee**.	14t	1
While you're not Suppressed you and any characters behind you gain Front Heavy Cover (+4 Defence if you're a Henchmen or Power Body). Requires 2 Slots. *Always requires a Get Ready Action to Activate or Deactivate this Weapon (as if it requires 2 Hands). **No Variations.										
Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										

Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Small Ranged	3d6		5	20	0	3	1	Ranged.	14t	2
Small, Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Dual Ranged	3d6 / 4d6	+0 / -2	5 / 3	15 / 10	1 / 3	3	1 / 2*	Ranged.	16t	3
Dual, *Splash 4 (Any).										
Hefty Ranged	2d6*	+2	8	40	2	4	2	Ranged.	16t	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots.										



MELEE VARIATIONS (MAY SELECT 1, MELEE ONLY)

Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Blade		+1								+0
	Poison, Pen 1 Min 4.									
Hammer		-1			+1					+0
	Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.									
Polearm	-1d6*	-2	*	+2			+1 (max 2)			+0
	**1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6).									
Tooth & Claw		-1			+2	-2*				+0
	Natural, Splash +1 (Any) **+3 Crit Dmg vs characters at 0 Endurance.									

MELEE MODIFICATIONS (MAY SELECT ANY AMOUNT, MELEE ONLY)

Modification	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Practiced		+1							+1 Kn	+0
Well Maintained					+1				2x 14t	+0
Master Crafted		+1			+1				+4 Kn	+0
Blessed						+1			+8 Kn*	+0**
	*Not Forbidden Knowledge, **+2 Resources if you're an NPC.									
Fiendish		-2				+1			+2 Kn*	+0**
	*Forbidden Knowledge, **+1 Resource if you're an NPC.									
Mighty					+1				Loot	+0
Precise		+1							Loot	+0
Arcane-Rooftop		-2		+1				Arcane-Rooftop.	+2 Kn	+1
Arcane-Street		-1						Arcane-Street.	+2 Kn	+1
Arcane-Sewage		-2			+1			Arcane-Sewage.	+2 Kn	+1
Arcane-Garden					-1			Arcane-Garden.	+2 Kn	+1
Arcane-Alleyway		-1						Arcane-Alleyway.	+2 Kn	+1
Lunge		-1		+1					+1 Kn	+0
Swift										+1
	After you Attack with this Weapon you may immediately move.									
Sweeping					+1					+1
	Strong Hit: Sweep (Hit) Splash +2 (Any) (Stacks).									
Destructive		-2			+2					+1
	Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat).									
Aim		+1								+1
	Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged by your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).									
Range Burst		-1			-1				+2 Kn	+0
	Momentum 2: Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg and if it's a Polearm it uses standard Range rules (not +1d6 Hit per Range increment beyond the 1st) and gains +1d6 Hit.									
Transform		-1			-1				14t*	+1*
	*You gain a free 'Alternate Form' Melee Weapon that equals the Resource cost of this Weapon (you must pay any Spare Time or Knowledge cost): you may only use your Alternate Form Weapon with the below Momentum Ability and it must have this Modification.									
	Momentum 3: This Weapon transforms into its Alternate Form and gains +1d6 Hit on its next Attack (does not Stack).									
Mundane	-1d6	+2			-1	-1	*			-1
	*This Weapon may not be Arcane, *If this Weapon is a Shield: reduce its Cover by 1 Step, If you die: this Weapon is dropped, 14t to remove this Modification.									
Broken/Low-Quality		-2			-2	-1	*			-1
	*If this Weapon is a Shield: reduce its Cover by 1 Step, 14t to remove this Modification.									

RANGED VARIATIONS (MAY SELECT 1, RANGED ONLY)

Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Throwing Blades		+1		-2	-1					+0
	Poison (acts as Melee vs adjacent targets), Small, You may move 1 space before and after you Attack with this Weapon.									
Bomb			-2	-5	+2					+0
	Splash +1.									
Firearm		-1	*	+5						+0
	*Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body).									
Crossbow / Bow		+2	+2					+1 (max 2)		+0
	Poison.									
Spell		+1					-1	*		-1
	*Must choose a Modification that adds a Arcane Variation, Requires 0 Slots.									
Fear		+2 +Emp*	+5	+5	+Emp	-2	-2	Fear.	NPC**	-2
	Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots.									
	**Skilled and Immense NPCs who DO NOT take a Fear Weapon gain +2 Hit and Defence, Henchmen & Power Body Groups have 2 Empathy.									

RANGED MODIFICATIONS (MAY SELECT ANY AMOUNT, RANGED ONLY)

Modification	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Practiced		+1							+1 Kn	+0
Well Maintained					+1				2x 14t	+0
Master Crafted		+1			+1				+4 Kn	+0
Long Shot		-1		+5					+1 Kn	+0
Blessed						+1			+10 Kn*	+0**
	*Not Forbidden Knowledge, **+2 Resources if you're an NPC.									
Fiendish		-2				+1			+3 Kn*	+0**
	*Forbidden Knowledge, **+1 Resources if you're an NPC.									
Mighty					+1				Loot	+0
Precise			+1	+1					Loot	+0
Arcane-Rooftop		-2	+1					Arcane-Rooftop.	+2 Kn	+1
Arcane-Street		-1	-1					Arcane-Street.	+2 Kn	+1
Arcane-Sewage		-1						Arcane-Sewage.	+2 Kn	+1
Arcane-Garden		-1			-1			Arcane-Garden.	+2 Kn	+1
Arcane-Alleyway		-1		-5				Arcane-Alleyway.	+2 Kn	+1
Swift										+1
	After you Attack with this Weapon you may immediately move.									
Aim		+1								+1
	Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).									
Tricky					+1					+1
	Momentum 1: Your target's Cover Step is reduced by 1 vs this Weapon (Stacks).									
Spread		-2								+1
	Splash +2 (Any).									
Puncture	-1d6	+2			-1					+1
	Pen 2 min 3, Entrenched Physical Cover does not grant your target +Armour (normally +1).									
Special Ammo		+1								+1
	Momentum 1: Your next Attack with this Weapon gains one of the following: +2 Rng, +10 Max Rng, +2 End Dmg or +2 Hit (Stacks).									
Mundane	-1d6	+1			-1	-1	*			-1
	*This Weapon may not be Fear or Arcane, If you die: this Weapon is dropped, 14t to remove this Modification.									
Broken/Low-Quality		-2			-2	-1	*			-1
	*This Weapon may not be Fear, 14t to remove this Modification.									

ARCANE VARIATIONS (MAY SELECT 1 PER ARCANE WEAPON TYPE ONLY)

Arcane-Rooftop Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Blinding Light										+0
		Strong Hit: Blind (Hit) All Damaged characters who use their eyes to aim have -1d6 Hit on their next Attack (Stacks to -2d6).								
Frost										+0
		Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2).								
Smoke		+1								+0
		Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there).								
Storm		-1								+0
		Energy, Dangerous 2 (Wind).								
		Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.								
Arcane-Street Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Exchange		+1								+0
		After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space (double this amount if you spend a Small Bag of Money).								
Fire		-2			+1					+0
		Energy, Burn, Dangerous 1 (Fire).								
		Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).								
Law		+1			+1					+0
		Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.								
Stone		-1			+2					+0
		Splash +2 (Any), Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target).								
Arcane-Sewage Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Acid		-2								+0
		Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack).								
Rat Swarm		-1								+0
		Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space.								
Sickness		+1			+1					+0
		Dangerous 1 (Disease Cloud), Poison.								
		Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).								
Sludge										+0
		Poison, Dangerous 4 (Poison Cloud), Dangerous 2 (Difficult Terrain).								
		Strong Hit: Sludged (Hit) All damaged characters have all of their Movements and Defences reduced by 2 until your next Turn (Stacks).								
Arcane-Garden Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Encroaching Nature		-1								+0
		Dangerous 2 (Poison Cloud), Dangerous 6 (Difficult Terrain), Momentum 1 : You place Dangerous 1 (Poison Cloud OR Difficult Terrain) around your target.								
Insect Swarm		+1			+1					+0
		Dangerous 1d6 (Swarm, Flying).								
Primal Wrath		-1			-1					+0
		Strong Hit: Primal Wrath (Does not Req Hit) For the remainder of the Combat you gain +2 Hit and End Dmg (Stacks).								
Rot					+1					+0
		Dangerous 1 (Acid Pool), Dangerous 1 (Difficult Terrain).								
		Strong Hit: Rot (Hit) A Damaged character takes 1 point of Damage (no Armour) to a random (1d3) Attribute and gains a Point of Momentum.								
Arcane-Alleyway Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Ambush				+1	-1					+0
		Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.								
Backstab		-1				*				+0
		*Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack.								
Shadow		+1								+0
		All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3).								

STANCES (MUST SELECT 1)

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Aggressive	11	13	2	3	25	1			14t	0
While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum.										
Avoidance	14*	10	1	5	15	2	+1		14t	0
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected).										
Block	13	12	1d6*	2*	30	4			14t	0
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack.										
Endure	10	14	4	4	40	3	-1		14t	0
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected).										
Outwit	12	11	2*	3*	20	5			14t	0
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds.										

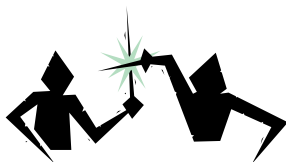
STANCE VARIATIONS (MAY SELECT 1, STANCE ONLY)

Variations	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Attractive	+1									+0
+1 Persuasion and a City Skill, +1 Combat Order.										
Imposing		+2			+5					+0
+1 Leadership and Resolve.										
Practical						+1				+0
+1 Physical, Stealth and to two different City Skills.										



STANCE MODIFICATIONS (MAY SELECT ANY AMOUNT, STANCE ONLY)

Modifications	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Comfortable		+1							14t	+0
Personalised					+2				2x 12t	+0
Absorption										+1
										Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2.
Arcane Protection	+2				+1					+1
										You may use Rush to kill Power Bodies instead of Henchmen Bodies.
Backlash	+1									+1
										When you take Damage from a Melee Weapon: deal 5 End Dmg to the Attacker.
Counter	+1				-5				2 kn	+0
										As long as you're not Suppressed: any adjacent opponent who attacks you takes 3 Endurance Damage.
Flight							+2			+1
										At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn.
Incorporeal	+1				+5					+1
										At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Incorporeal and gain +3 Armour and -2 non-Fear Crit Dmg for 6 seconds or until your next Turn.
Invisibility	+1									+1
										At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Invisible (Stealthed) until your next Turn (6 seconds) or until you make a non-Fear Attack.
Invulnerable	-2		+1	+1	-10					+1
										You have -1 Armour while you have 0 Endurance.
Morph	+2	-1			-2				1 Kn	+1
										Your clothes can change their appearance at will.
Sectional Protection	-1		*	*						+1
										*Two predefined Attributes gain +2 Armour.
Teleport				+1						+1
										At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres).



EXAMPLE MISCELLANEOUS ITEMS

The Items, Tasks and Services listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Common Items	Slots	Description	Acquire
1 Common Item		You gain one Common Item. *Once per session.	10*
Example Common Items:	0	Lantern, Clothes, Tools, Lock, Book, Crowbar, Alcohol.	
	1	Rope, Bucket, Common Animal (eg: Cat).	
	2	Ladder, Spare Clothing, Barrel of Alcohol.	
2 Common Items	0 - 2	You gain up to two Common Items.	10t
1 Expensive/Rare Item		You gain one Expensive/Rare Item.	14t
Example Rare Items:	0	Music Box, Rare Plant, Forged Papers.	
	1	Lock Box, Trained Pet, Musical Instrument, Spare Expensive Clothes.	
Commodities	Slots	Description	Acquire
Small Bag of Money	0	One Use, +1 to a failed Wealth Skill Roll (Stacks up to +10).	12t
Large Bag of Money	1	One Use, +2 to a failed Wealth Skill Roll (Stacks up to +10) OR gain 2 Small Bags of Money.	14t
Small Treasure Chest	3	Four Uses, +2 to a failed Wealth Skill Roll (Stacks up to +10) OR gain 1 Large Bag of Money. -1 Defence while carrying this.	4x 14t
Large Treasure Chest	5	Four Uses, +4 to a failed Wealth Skill Roll (does not Stack) OR gain 2 Large Bags of Money. -4 Defence while carrying this.	8x 14t
Small Valuables (ie: Jewellery, Gems)	0	One Use, +2 to a failed Wealth Skill Roll (Stacks up to +10) OR gain 1d3 Small Bags of Money.	18t
Valuable (ie: Artifact, Statue)	1 to 12	One Use, +1d3 to a failed Wealth Skill Roll (not used if the Wealth Skill Roll still fails, Stacks up to +10) OR gain 1 Large Bag of Money. -0 to -8 Defence while carrying this.	16t
Box of Trade Goods (ie: Food, Tools)	6	One Use, +2 to a failed Wealth Skill Roll (not used if the Wealth Skill Roll still fails, Stacks up to +10) OR gain 1d3 Small Bags of Money. -2 Defence while carrying this.	10t
Transportation	Capacity	Description	Acquire
Horse	6 Slots	Affects your Daily Travel Distance (see pg: 74).	16t
Expensive Horse	6 Slots	Affects your Daily Travel Distance (see pg: 74). This horse looks impressive.	20t
Exotic Mount	4 Slots	Affects your Daily Travel Distance (see pg: 74). Your mount may: Fly, Swim, Climb or have other abilities.	Loot
Small Cart	20 Slots	Affects your Daily Travel Distance (see pg: 74).	14t
Wagon	30 Slots	Affects your Daily Travel Distance (see pg: 74).	16t
Common Carriage	15 Slots	Affects your Daily Travel Distance (see pg: 74).	18t
Expensive Carriage	12 Slots	Affects your Daily Travel Distance (see pg: 74). This carriage looks impressive.	20t
Small Boat	12 Slots	Affects your Daily Travel Distance (see pg: 74).	20t
Expensive Boat	24 Slots	Affects your Daily Travel Distance (see pg: 74). This boat looks impressive.	26t
Building	Capacity	Description	Acquire
Small (Apartment, Cottage, Studio)	20 Slots		2x 16t
Modest (Town House, Tower)	60 Slots	*Requires Perk: Access.	2x 18t*
Large (Mansion, Farm, Guild Hall)	250 Slots	-3 to all Wealth Spare Time Rolls (may be split across all acquiring characters). *Requires Perk: Access.	3x22t*
Large Complex (Castle, Cathedral)	600 Slots	-4 to all Wealth Spare Time Rolls (may be split across all acquiring characters). *Requires Perk: Major Access.	4x28t*
Aesthetic Location (Underwater, Flying)		Your building is located in an unusual location.	Loot
Aesthetic Renovations (Art, Gardens)		Your building looks impressive.	2x 18t
Minor Renovations (Rooms)	+10 Slots	Your building has some extra space.	2x 16t
Major Renovations (Floors, Wings)	+25% Slots	Your building is spacious.	2x 18t
Exotic Renovations	+10 Slots	Your building has facilities designed for a very specific and unusual purpose.	2x 22t
Install Workshop	+10 Slots	Gain Perk: Access.	4x 14t
Basic Fortifications (Guard Houses)	-5 Slots	Your building has a specific type of defence.	2x 16t
Major Fortifications (Walls, Moat)	-100 Slots	Your building has strong physical defences.	2x 26t
Exotic Fortifications (Arcane)		Your building has some kind of exotic defence system (usually Arcane in nature).	4x 16t
Hire Staff (Servants, Labourers)	-10 Slots	Your staff will care for your building in your absence.	2x 16t
Hire Expert Staff (Guards, Managers)	-20 Slots	Your staff will care for your building in your absence.	2x 26t
Hire Exotic Staff (Golems, Mages)	-20 Slots	Your staff may care for your building in your absence.	Loot

Tethered Lanterns	Slots	Description	Acquire
Tethered may only ever have one Tethered Lantern.			
Open Lantern	1	Optional, 0 Handed, Create Light: Reduce Low Light Cover penalties by 1 Step in Splash 4 around you.	8t
Shuttered Lantern	1	Optional, 1 Handed, Create Light: Reduce Low Light Cover penalties by 2 Steps in Splash 2 around you and another space.	8t
Lantern Variations (may select one):			
Standard	+0		+0t
Signal	+0	May send secret signals to other characters that pass an Insight Skill Roll.	+4t
Mystic	+0	When you die: you gain +1 Momentum Point and may immediately Teleport your Spectre 10 spaces.	+6t
Dark Flame	+0	The light from your lantern is only visible to you.	+8t
Golden Flame	+0	+2 to all Healing Rolls made within the light of this lantern (does not Stack).	Loot

Arcane Tools	Slots	Description	Acquire
GMs may require specific Arcane Tools for some Arcane Skill Rolls (especially when making an item).			
Bulky Components	2	Two Uses, +1 to a Ritual Arcane Skill Roll (Stacks).	14
Quality Components	0	One Use, +1 to a Ritual Arcane Skill Roll (Stacks).	14t
Exotic Components	0	One Use, +2 to a Arcane Skill Roll of a specific Arcane Ritual (Stacks).	Loot
Quality Components, Infernal	1	One Use, +2 to a Fiendish Arcane Skill Roll OR +1 Crit Damage with a Fiendish Weapon (Stacks).	16t
Quality Components, Celestial	0	One Use, +6 to a non-Fiendish Arcane Skill Roll OR +2d6 Hit with a Blessed Weapon (does not Stack).	Loot
Arcane Apparatus	*	One Use, Requires some time (ie: minutes to days) to setup, *GM discretion.	*t

Poison Consumables	Slots	Description	Acquire
Poison Consumables cause harm to any person who ingests them OR they may be applied a Weapon (requiring a Skill Roll of 12 to apply mid-Combat) with the Poison Keyword for 2 Hits (Melee) or 2 Attacks (Ranged): harming anyone hurt by that Weapon. Any non-human character may be immune to Poison Consumables.			
Angel Toad Juice	0	One Use, Poisoned character must pass a Physical Skill Roll of 16 or take 1d6 Endurance Damage.	8t
Bile Flower Extract	0	One Use, If Poisoned character spends any Momentum Points during their next Action they take 1 Damage (no Armour) to a random (1d3+3) Attribute.	12t
Black Blood (Arcane)	0	One Use, Poisoned character must pass a Physical Skill Roll of 14 at the start of each day or they suffer from: 'vomiting, confusion and/or delirium' for that day. A character is poisoned until they pass the required Skill Roll six times.	14t
Bluegin Wasp Extract	0	One Use, Poisoned character must pass a Physical Skill Roll of 12 or suffer -2 to all Skill Rolls (Stacks up to -4) until the end of Combat or 1 Day out of Combat.	10t
Brush Fish Toxin	0	One Use, Poisoned character must pass a Physical Skill Roll of 12 or suffer -2 Combat Order (Stacks) for 1 hour.	12t
Death's Dawn (Arcane)	0	One Use, Poisoned character must pass a Resolve Skill Roll of 16 or they will die in exactly 3d3 days, Poisoned character must pass a Insight Skill Roll of 18 to know that they're poisoned.	18t
Dread Seed Extract	0	Two Uses, Poisoned character must pass a Physical or Resolve Skill Roll of 16 or become very anxious for 1 hour.	10t
Gift of Silence (Arcane)	0	One Use, Poisoned character must pass a Resolve Skill Roll of 16 or be unable to speak for 1 day.	14t
Glutton Leaf	0	One Use, Poisoned character becomes incredibly hungry; if they are unable to eat large amounts of food, they suffer 1 Damage (no Armour) to a random (1d3) Attribute every hour until they can.	14t
Midnight's Embrace (Arcane)	0	One Use, Poisoned character must pass a Resolve Skill Roll of 14 or they become afraid of the light (losing 1 Momentum per space of light that they move through) for 1 Turn or 1 Day out of Combat.	16t
Mind's Murk (Arcane)	0	One Use, Poisoned character must pass a Resolve or Insight Skill Roll of 16 or they hallucinate additional foes: Add 1d6 Hallucinated Henchmen Bodies to the combat, Hallucinated Henchmen: may only be seen by, deal damage to (Crit Location 1d3+3) and be attacked by the poisoned character.	16t
Piper Worm Juice	0	Two Uses, Poisoned character suffers -1 Hit (Stacks) until they end a Turn with 0 Momentum Points.	10t
Pixie Syrup (Arcane)	0	One Use, Poisoned character must pass a Resolve Skill Roll of 14 or suffer nightmares for 1d6+2 days.	10t
Pure Lycan Bone Powder	0	One Use, Poisoned character must pass a Resolve Skill Roll of 16 or change into a Lycan (Beast Nature) next full moon.	Loot
Twinkle Fruit Toxin	0	Two Uses, Poisoned character must pass a Resolve Skill Roll of 12 or suffer -2 Stealth (Stacks) for 2 hours.	12t
White Adder Venom	0	One Use, Poisoned character suffers -2 Movement (Stacks) until they end a Turn with 0 Momentum Points.	12t
Wretched Voices (Arcane)	0	One Use, Poisoned character must pass a Leadership Skill Roll of 14 to fight off the voices in their head or they lose control of their actions for 1 Turn or for 1 Hour out of Combat.	16t

Arcane Consumables	Slots	Description	Acquire
These Arcane Consumables require a Skill Roll of 10 to use mid-Combat.			
Arcane Lock	0	One Use, Create a magical lock that can only be opened by a specific key or a Arcane Ritual.	14t
Arcane Trap	1	One Use, Create a trap with a specific trigger. When triggered: make a free Attack with one of your Arcane Weapons.	14t
Cat's Paw Charm	0	One Use, You may use this charm as a free Action, take no Damage from a single fall of any height.	14t
Charm Potion	0	One Use, Drinker must pass a Resolve Skill Roll of 14 or become charmed by a specific person.	18t
Clockwork Crawler	0	Twelve Uses, This small clockwork servant will obey your every command for 1 week, It is able to move 4 spaces per Turn and carry 1 Slot worth of equipment (and four 0 Slot items).	20t
Cloud Charm	0	One Use, Alter the weather in a minor way for 1 day (eg: make it start or stop raining).	12t
Confidence Potion	0	One Use, Drinker becomes confident (+1 Leadership, does not Stack) for 1 day.	12t
Cooking Pot Charm	1	Ten Uses, Create a meal.	16t
Desperation Potion	0	Six Uses, Drinker may eat anything for 1 day and it will be nourishing to them.	16t
Ear Charm	0	One Use, Telepathically speak to a familiar person within 200 metres of you for 30 seconds.	12t
Earth Charm	1	One Use, Create 3d6 spaces (each space is 2m square) in a specific type of Difficult Terrain.	14t
Enchanted Door Handle	0	One Use, Make a door in any non-arcane adjacent wall for 1 minute.	16t
Enchanted Envelope	0	One Use, Teleport a written message to a familiar person within 100 Kilometres.	16t
Enchanted Glasses	0	Four Uses, You can faintly see through stone and wood walls for 4 Turns (24 seconds).	18t
Enchanted Key	0	One Use, Open a non-arcane lock.	14t
Enchanted Rock	1	One Use, Create a 5 Space (10 metre) wide and high wall, starting in an adjacent space.	16t
Enchanted Statue	1	Four Uses, Summon a small obedient pet for 1 day (eg: dog, small golem).	16t
Enchanted Vermin Food	1	Two Uses, Attract large amounts of a specific type of vermin or small animal (eg: rats or crows).	14t
Fiend Blood Potion	0	One Use, You gain +4 Armour (Stacks) for your next 2 Turns of Combat or until you Attack, Gain +1d6 Corruption.	Loot
Fish Charm	0	One Use, You can breath under water for 1 hour.	12t
Foot Charm	0	One Use, Gain +4 Movement (Stacks) for 1 Combat.	16t
Forgetfulness Potion	0	One Use, Drinker must pass a Resolve Skill Roll of 16 or forget the last hour.	14t
Hazard Charm	1	One Use, Create 2d6 spaces (each space is 2m square) in a specific type of Dangerous Terrain.	16t
Healing Charm	0	Two Uses, Cure a single non-arcane poison OR slow down the effect of an arcane poison.	14t
Healing Potion, Common	0	One Use, Drinker Heals: 10 Endurance and 1 Attribute Point.	14t
Healing Potion, Rare	0	One Use, Drinker Heals: 20 Endurance, 1d6 Attribute Points and regrows any limbs or organ.	Loot
Healing Potion, Legendary	0	One Use, Drinker Heals: 40 Endurance, 2d6 Attribute Points and removes all negative Effects.	Loot
Human Heart Charm	0	One Use, Locate a specific person if they are within 100 metres of you.	14t
Infection Ward	0	One Use, You may secretly apply a Poison Consumable on any character within sight and 50 metres of you.	16t
Lost Coin Charm	0	One Use, Locate a specific item if it is within 200 metres of you.	16t
Magic Ward	1	Two Uses, All characters (including you) within 10 spaces (20 metres) of you suffer -2 to all Arcane Skill Rolls and To Hit Rolls (Stacks up to -4).	18t
Owl Charm	0	One Use, Reduce all Low Light Cover penalties against you (as you can see in the dark) for 3 hours.	12t
Poison Ward	0	One Use, Drinker is immune to all Poisons for 1 day.	16t
Rabbit Charm	0	One Use, Gain +4 Defence (not Defence vs Fear) for 2 Turns, then suffer -2 Defence until the end of Combat (Stacks).	16t
Rage Potion	0	One Use, Drinker gains +1d3-1 Momentum and take 5 Endurance Damage.	14t
Rat Charm	0	One Use, Gain +2 Stealth (does not Stack) for one night.	12t
Rock Charm	1	One Use, Gain +1 Armour and -4 Defence (Stacks) until you are Hit by a non-Henchmen Attack.	16t
Rot Charm	0	Three Uses, Make an adjacent corpse disappear.	14t
Senses Potion	0	One Use, Drinker gains +4 to all Awareness Skill Rolls (does not Stack) for a specific sense (eg: smell) for an hour.	16t
Shadow Oil	0	One Use, A single item becomes invisible for 1 day or until you Equip it.	16t
Shield Charm	1	One Use, Gain Light Front Cover for 1 Combat.	14t
Smoke Charm	0	One Use, After you perform a Rush Action you may Teleport 3 spaces (6 metres).	12t
Summoning Ring	0	One Use, Teleport a specific item to your hand as a free Action.	16t
Sun Charm	0	One Use, Create a large light source in an adjacent space for 1 hour.	18t
Swiftess Potion	0	One Use, Drinker gains +4 Combat Order (Stacks) for 1 Combat.	14t
Tongue Charm	0	One Use, You may fluently speak a specific language for 1 hour.	12t
Weight Charm	0	One Use, A single item requires 3 fewer Slots (Stacks down to 1 Slot) for 1 day.	12t
Wheel Charm	0	One Use, Increase you and your group's non-combat travel Daily Travel Distance by +50% (Stacks up to +100%).	12t

EXAMPLE MISCELLANEOUS TASKS & SERVICES

Tasks	Description	Acquire
Small Bribe/Gift	*Wealth Skill Roll.	12*
Large Bribe/Gift		12-16t
Repair an Item/Building		12t
Map an Area	*The higher the roll, the more detailed the map.	10t*
Make a Contact	Gain Perk: Contact.	4x 10t
Join a Guild	Gain Perk: Membership.	4x 12t

Services	Description	Acquire
Meal, Common (Stew, Bread, Pork)		Free
Meal, Expensive (Game, Spices, Cake)	1 meal.	8t
Meals, Expensive	4 meals.	12t
Lodgings, Common	Food provided.	Free
Lodgings, Expensive	1 night, guarded, food provided.	10t
Lodgings, Expensive	4 nights, guarded, food provided.	14t
Party, Small (Wild Night of Drinking)		8t
Party, Modest		2x 12t
Party, Extravagant		3x 14t
Transportation for a Day	For a person. Affects your Daily Travel Distance (see pg: 74). *Once per session.	Free*
Transportation for a Day	For a group. Affects your Daily Travel Distance (see pg: 74).	10t
Transportation for a Week	For a group. Affects your Daily Travel Distance (see pg: 74).	12t
Rent, Cheap Building for a Day		10t
Rent, Modest Building for a Day		12t
Rent, Expensive Building for a Day		16t
Recruit, Unskilled Individual		10
Recruit, Skilled Individual		12t
Recruit, Expert Individual		14t
Recruit, Large Number of People	10-100 people	18t
Recruit, Army	1000-2000 people.	26t

Arcane Rituals	Skill	Req Tool	Casting Time	Description	Acquire
Nature's Eye	Nature	Bulky/Quality	1 Hour	You may see through the eyes of a animal for 1 hour.	12
Enrich Plant	Nature	Bulky	2 Actions	A plant quickly grows.	12
Trick of the Eye	Underworld	Bulky	20 Minutes	Create a visual illusion up to 20 metres wide for 3 hours.	12
Unweave Lock	Underworld	Quality	30 Minutes	Unlock an adjacent arcane lock.	14
Undercity Door	Impoverished	Bulky/Quality	5-45 Minutes	Create a entry to, or from, the Undercity.	12
Infect Heart	Impoverished	Quality, Exotic*	2 Hours	A specific person within 50 kilometres becomes sick, *Target's hair.	14
Make Whole	Commoner	Bulky	5 Minutes	Repair a non-Arcane item or part of a building.	10
Summon Shelter	Commoner	Bulky	10 Minutes	You create a moderately sized tent.	12
Weave Cloth	High Society	Quality	10 Minutes	Create quality clothes.	14
Guise Accent	High Society	Bulky	10 Seconds	You change your accent to another.	12
Spark Flame	Production	Quality	0	Create a magic fire that is hard to put out.	12
Clockwork Life	Production	Apparatus, Exotic*	1 Day	Give a clockwork creature life (it may obey you), *Well crafted clockwork creature.	2x 20t
Summon Imp	Infernal	Bulky, Exotic*	1 Hour	Summon a minor Fiend (it hates you), *Failure results in bad side effects.	14*
Summon Dark Lord	Infernal	Quality, Exotic*	1 Night	Summon a powerful Fiend (it hates you), *Failure results in bad side effects.	16t*
Control Fiend	Infernal	Quality, Apparatus	1 Night	You may control a specific Fiend for 1 day, *Failure results in bad side effects.	2x30t*
Crush Soul	Infernal	Apparatus, Exotic*	4 Hours	A specific person dies, *Heart of a person who loves you.	16
Glimpse the Otherworld	Infernal	Bulky	1 Hour	You know if there is a Fiend nearby.	10
Power Shift	Infernal	Bulky	5 Minutes	You transfer nearby Fiendish magic to another location (you don't know where).	14
Holy Shockwave	Celestial	Exotic	6 Actions	Drive off all nearby minor Fiends for a short time.	10
Glimpse	Celestial	Bulky	1 Hour	Glimpse the future or the past (no control over duration, only subject).	14
Self Attunement	Celestial	Bulky	1 Minute	Detect nearby Celestial magic.	14
Crush Evil	Celestial	Exotic*	8 Actions	Kill a nearby character with 10+ Corruption, *A Celestial's feather given as a gift.	14

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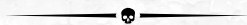
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YOU ARE AN IMMORTAL TETHERED, A POWERFUL WARRIOR IN THE ENDLESS CITY OF AETERNUM.



AETERNUM, THE ETERNAL CITY, IS A PLACE OF STRIFE AND MYSTERY. IT IS A METROPOLIS THAT SPANS THE ENTIRETY OF KNOWN EXISTENCE, ITS BUILDINGS, PARKS, AND STREETS STRETCH FROM HORIZON TO HORIZON WITHOUT END. WITHIN AETERNUM, THE SOULS OF THE DEAD DO NOT LIE STILL. WHEN A HUMAN DIES, THEIR SOUL WILL RISE FROM THEIR BODY AS A GREEN GHOST OF THEIR FORMER SELF. AFTER THE BRIEFEST PAUSE, THAT SOUL WILL EITHER ASCEND INTO THE SKY OR CRAWL DOWN BENEATH THE GROUND. THE PEOPLE OF THE INFINITE CITY LIVE THEIR LIVES UNDER THE SHADOW OF A DISTURBING REVELATION: THE VAST MAJORITY OF SOULS DO NOT ASCEND.

THE TETHERED, AN ORDER OF UNDYING CHAMPIONS, HAVE STEPPED FORWARD TO GUIDE AND PROTECT HUMANITY. THE EARLY TETHERED CHOSE HUMANITY OVER CELESTIALS, FIENDS, AND WORLDLY MOTIVATIONS AND STROVE TO ENSURE THAT THE PEOPLE OF AETERNUM COULD LIVE LONG ENOUGH TO FIND A WAY FOR THEIR SOULS TO ASCEND.

ON THE STREETS OF AETERNUM, THE TETHERED'S STORIES ARE TOLD. HEROIC TRAGEDIES PLAY OUT IN BRUTAL FASHION, UNACKNOWLEDGED BY THE PEOPLE THE TETHERED ARE SWORN TO PROTECT. THE FLASH OF BLACK POWDER AND THE GLEAM OF BLADES IN THE MOONLIGHT ACCENTUATE THEIR STRUGGLE. DEATH IS LITTLE MORE THAN AN INCONVENIENCE TO THEM, BUT EACH DEFEAT CARRIES A MEASURABLE COST IN HUMAN SOULS.

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