



SCIONS OF THE BETRAYER

Legacy of Shadow for Shadow of the Demon Lord

~CREDITS~

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scions of the betrayer

The peace that had prevailed for thousands of years in Rûl shattered when the Edene, human refugees from lost Eremeä, made landfall on the continent's eastern shores. The First People, the various tribes of humans who were the first of their kind to settle Rûl, bore the initial brunt of the Edene onslaught. While these tribes had benefitted from their friendly relations with the faeries, some even going so far as to worship some of the great fey as gods, their close ties with the immortals availed them not. The Edene, determined invaders who cleaved to alien and harsh beliefs, were a hardened people who considered Rûl to be theirs by right of conquest. Led by their cruel and rapacious God-Queen Umessa, they quickly swarmed over the land and nearly wiped out the peaceful and pastoral human society that had existed on the continent for untold centuries. Desperate, the First People beseeched the faeries for aid and support. But, in their greatest hour of need, the mortals' entreaties went largely ignored, as the faeries all but withdrew from the world.

The Faerie Queen, Titania, witnessed the horrors wrought by the Edene, seeing them as an all-too-grim reminder of the terrible losses her own people suffered in their epic war with the trolls in an ancient age long before mortal reckoning. She saw the arrival of the Edene as a sign that the time for immortals to be in the world had come to an end. Refusing to allow her comparatively fewer kind to be pulled into what she believed was essentially a struggle between humans, she and the other powerful fey lords and ladies used their magic to create and secure the hidden kingdoms as refuges for all faeries, where they could live free from the strife and death that afflicted humankind.

Although many faeries followed their queen in quitting the mortal world for the hidden kingdoms, not all of the fey folk were so willing to readily abandon the humans with whom they had enjoyed such a lasting friendship, or leave behind the world they believed was rightfully theirs. Led by the elf lord Ilenfar, Queen Titania's eldest son, these faeries joined forces with the First People, using their superior combat prowess and powerful magic to push back the Edene invaders and reclaim their lands. Despite several initial decisive victories, Titania was enraged by what she saw as her son's betrayal of her will, and his needless risk of precious immortal lives in what she saw as mere, petty mortal affairs. She cursed and disavowed Ilenfar, declaring that his name never be uttered again by any faerie, henceforth referring to him only as "the Betrayer."





Although the invaders were nearly forced back to the coast where they landed, Ilénfar soon realized that he could not prevail in a long-term war against the all-too-numerous Edene without help. Each slain faerie diminished his forces forever, as their souls were forever lost to the Void, unlike the mortal humans for whom death was but a temporary, albeit horrific, struggle until their souls were reborn into the world. Whenever his forces met the Edene in open combat, the elf lord was always able to beat the mortals, despite their ferocity and greater numbers. The battles were always fierce and the loss of life great for both sides, but it was only a matter of time, Ilénfar knew, before attrition would inevitably exact its toll in favor of the Edene invaders.

Over time, the elf lord's faerie armies were greatly diminished and the few First People allies remaining were eventually destroyed or enslaved by the Edene. As the Edene began to recover and regroup, Ilénfar begged his mother to relent and come to his aid, but to no avail. Titania refused to even answer him, stonily resolved to leave her son and all those faeries who followed him to suffer

the consequences of what she saw as their choice against her. In return, he bitterly cursed his mother and all the fairies of the hidden kingdoms who refused to help. He forsook his birth name, and vowed to do all that was within his power to live up to the name she now called him: the Betrayer.

The elf lord wasted no time in demonstrating just how desperate he was to fulfill this oath. With utter defeat and oblivion looming and seeing no other choice before him, the Betrayer turned to an unthinkable source for aid: Diabolus, the Lord of Lies and King of Hell, an ancient enemy of Titania and all of the other great fey. The Betrayer pledged his service, and that of all the faeries who were sworn to him, to the Devil. In exchange for the promise that Hell's legions of hogmen would issue forth to aid them in their war against the Edene, the Betrayer and his followers agreed to dedicate their immortal lives to the corruption and harvesting of as many human souls for Hell as possible. Diabolus accepted the Betrayer's pledge, and their unholy bargain was struck forever.

Emboldened by his newly forged alliance with Hell, the Betrayer and his remaining faerie forces marched against Umessa and the Edene. But Hell's support was strangely slow to arrive. The Devil stalled and dawdled in fulfilling his part of the bargain, sending only token forces and hapless excuses, promising that his legions would soon arrive to bolster the Betrayer's ranks. Diabolus's deliberate slowness allowed Umessa enough time to rally an Edene army strong enough to meet and defeat the Betrayer's army in one final battle. Umessa herself met and slayed the Betrayer in single combat, and any surviving fairies were quickly routed and scattered, consigned to exile both from the lands they once held and from their own kind dwelling in the hidden kingdoms.

Many centuries have passed and the exiles' hatred for the Edene has become one for all of humankind. Worse yet, they remain bound to the vile compact the Betrayer made with Diabolus, which transformed them into dark, twisted, and evil creatures. They have since lurked in the shadows for many centuries, desperately craving vengeance upon those they hold responsible for their downfall and doom. And now that the Shadow has fallen across the world, they have begun to emerge from the darkness to seek their due.

DARKLING

The faeries who chose to remain behind and follow the Betrayer in his war against the Edene invaders paid a terrible price. Faced with an implacable foe with superior numbers, the Betrayer made an unwise bargain with the Devil to even the odds. But instead of a great triumph over the hated God-Queen, the Betrayer met defeat and a humiliating death at her hands, and all those sworn to his service who survived remained bound by the diabolical pact. Scattered across Rûl, these beings are irrevocably sullied by corruption and burdened with an undying hatred for humankind.



Now known as darklings, these corrupted faeries and all of their descendants have been twisted by darkness into spiteful, malicious creatures. The darklings are forever bound to Diabolus, driven by the ancient pact the Betrayer made to harvest mortal souls and send them screaming to Hell. The hate and corruption that fills their hearts eternally consumes them—they are foul monsters who are cruel, wicked, and thoroughly evil.

Devils: The terrible oath the Betrayer swore to the Devil doomed himself and all the faeries who served him to an eternity of service to Hell, transforming them all into devils, twisted beings who feed on the corruption staining mortal souls and revel in torturing and destroying these mortals whenever they can. Although most devils live in Hell, darklings remain in the mortal world, where they work as agents of the Lord of Lies, charged with corrupting as many mortals as they can, and dispatching their corrupted souls to Hell. While a very few darklings struggle to resist the obligations imposed on them by the Betrayer's oath, the overwhelming majority embrace their evil nature, proudly counting themselves as one of mankind's greatest foes.

Exotic and Alien: As with all faeries, darklings possess a strange, otherworldly beauty, one many mortals find captivating, if extremely unsettling. Darklings show their immortal heritage in odd (by human standards) physical characteristics, such as having pointed ears, scaly skin, fangs, fur, elongated fingers and toes, or some combination of these traits. Beyond these features, all darklings bear some mark or sign of their corruption. These marks of darkness vary wildly, some obvious, others subtle, but all reveal them as eternal slaves bound to the Betrayer's pact with the Devil.

Most darklings, regardless of gender, stand about 4-1/2 feet tall, and weigh around 120 pounds.

Menacing Presence: A palpable feeling of menace radiates from all darklings, a manifestation of the malice that burns in their hearts and the obsessive hatred they bear for humans. Wickedness exudes from them, causing others who are not devils or otherwise corrupted beings to instinctively flinch away from them, as if they can feel the darkness oozing from the darklings' pores. Reactions to spending time around darklings vary: some can feel the hairs on their necks stand up or a sudden cold chill, while others get nauseous or gripped by an overwhelming sense of panic.

Eternal Evil: Like other faeries, short of violence or mishap, darklings live forever. Upon reaching maturity, they stop aging and remain at that physical state for as long as they manage to stay alive. Being trapped in the mortal world means any mortal children they abduct are never at risk of becoming faeries. For this reason, darklings have little interest in snatching babes from their cribs; they'd much rather silence them with a sharp knife than let humans continue to increase their numbers. The nature of the pact that binds them to Diabolus, however, acts as some restraint in keeping them from wildly murdering every innocent mortal they encounter; whenever possible,



they seek to inflict as much corruption as possible upon the mortal's soul before sending them on their way to Hell. That darklings themselves have few children just means they are even more cautious about taking risks, knowing that reckless action could mean their extinction.

Forgotten Lives: Although darklings are immortal, there are limits on what memories they can retain over time; their minds can only hold so much. As the years pass, old memories fade to make room for new ones, and all but the most important experiences disappear. This forgetting results in darklings living many different lives over time, with many different interests and abilities. For example, they might study magic for a century only to lose interest and take up swordplay. As their mastery at arms increases, their command of magic weakens until they forget they ever knew spells in the first place. Once they get bored with honing their skills at arms, they might move on to some new interest, and their older abilities fade as new ones are learned.

Mad Obsession: As committed as they are to exacting their vengeance upon humans, most darklings also become preoccupied with certain obsessions. Some darklings crave pain and pass their days mutilating their bodies for the sick pleasure it brings them, while others wallow in sorrow, lamenting what has been done to them. Their obsessions color everything they do, and when not committed to performing particular tasks or services, darklings spend as much time as possible indulging their obsessions.

Common Names: Darklings choose names for themselves from things they find particularly interesting, ugly, or hurtful. Example names include Scream of a Dying Child, Widow's Tears, Foulest Semen, Morbid Feast, Pangs of the Starving, Innocent Blood, and Father's Ashes.





CREATING A DARKLING

Starting Attribute Scores

Strength 9, Agility 10, Intellect 10, Will 8; choose two different attributes and increase each by 1

Perception equals your Intellect score + 1.

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, **Speed** 10, **Power** 0

0 **Damage**, 1d3 **Insanity**, 1d3 + 1

Corruption

Languages and Professions

You speak, read, and write Elvish and High Archaic.

You might gain additional professions based on your starting age.

Immune damage from disease; charmed, diseased

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

Devil You are a devil, and you take half damage from fire.

Menacing Presence Your magical nature manifests as a palpable aura of menace. You make attack rolls in social situations to threaten or intimidate with 1 boon.

Spell Defense You take half damage from spells and you make challenge rolls to resist spells with 1 boon. A creature attacking you with a spell makes the attack roll with 1 bane.

Iron Vulnerability You are impaired while you are in contact with iron. In addition, if you touch or are touched by an object made from iron, you lose Menacing Presence and Spell Defense for as long as you remain in contact with the object and for 1 minute afterward.

Marked by Darkness You begin the game with one mark of darkness. Roll on the Darkling Marks of Darkness table to determine the form it takes.

LEVEL 4 DARKLING EXPERT

You gain one of the following options.

Characteristics Increase your Health by 4.

Magic You learn one spell.

DARKLING AGES*

d20	Age in Years
1-6	1d20 + 30
7-20	1d20 × 50

*For every two centuries you have lived, add either one darkling profession to your list of professions or one language to your list of known languages.



DARKLING BUILDS*

3d6	Build
3	You're short and slender. Reduce your Size to 1/2, your height by 5d6 inches and your weight by 2d20 + 10 pounds.
4-5	You're short and either heavy or slim. Reduce your height by 3d6 inches and either increase or decrease your weight by 4d6 pounds.
6-8	You're short. Reduce your height by 3d6 inches and your weight by 2d6 pounds.
9-12	You're of average height and weight.
13-15	You're tall. Increase your height by 3d6 inches and your weight by 2d6 pounds.
16-17	You're tall and either heavy or slender. Increase your height by 3d6 inches and you can increase your weight by 3d6 pounds.
18	You're tall and muscled. Increase your height by 4d6 inches and your weight by 2 pounds for each inch increased.

*Regardless of gender, your base height is 1d6 + 51 inches tall and your base weight is 1d20 + 110 pounds.

DARKLING FAERIE MARKS*

d20	Faerie Mark
1	You appear two-dimensional from behind, nothing more than an image of a person. Clothing that you wear conforms to your appearance and returns to normal when it is removed.
2	Thorns grow out from the top of your head.
3	Your eyes are pools of darkness.
4	You have unusual skin color.
5	You have a tail of a cow, fox, cat, horse, or dog.
6	Your breath always mists.
7	Odd whorls and symbols appear to have been carved in your skin.
8	You appear to have been carved from stone.
9	You have unusually long fingers or toes.
10	You have pointed ears.
11	You have no body hair whatsoever.
12	Your hair is made of feathers.
13	You always appear cloaked in shadows, though they do not obscure you.
14	Fur covers your body.
15	You have the legs of a frog, fox, grasshopper, or of some other animal.
16	You have vestigial bat-like wings sprouting from your back.
17	You have a pair of sharp horns sprouting from your forehead.
18	Your skin moves as if there was something sliding around underneath it.
19	Your body appears to be made from wood.
20	You have a forked tongue.

*You can have up to three marks.



DARKLING QUIRKS

d20	Quirk
1	You speak in a raspy, whispery voice.
2	Blood always leaks from one or both of your eyes.
3	You have a chilling laugh.
4	You always smell of the grave.
5	You are an albino.
6	Your hair writhes when you are in the presence of iron.
7	The name of every human you have killed appears somewhere on your body.
8	Cockroaches infest your person and sometimes fall from your body.
9	Your shadow never matches your movements.
10	If you touch a small animal for more than a minute, it sickens and dies.
11	You tremble.
12	You pepper your normal speech with foul curses.
13	You have long nails that always remain at the same length regardless of how often you trim them.
14	You bear several awful scars from your encounters with your enemies.
15	Normal flames within short range of you flare and spark.
16	You always appear filthy, as if you have never washed.
17	In sunlight, you appear as a corpse.
18	Whenever you walk in nature, plants touched by your feet wither and die.
19	Ravens always seem to hang around you, squawking and making a mess.
20	Faint silvery lines track across your skin, as if slugs have been crawling all over your body.

DARKLING OBSESSION

d6	Obsession
1	Sorrow
2	Hatred
3	Pleasure
4	Pain, giving or receiving (your choice of either or both)
5	Vengeance
6	Lust





DARKLING PERSONALITY

3d6 Personality

- 3 Darkness claimed you, transforming you into a monstrous thing, though it might not be evident by merely looking at you. You actively work to make the lives of people around you worse, spreading pain, terror, and despair wherever you go. You revel in the chaos and the horror you create and no act is so foul for you to consider it taboo.
- 4-5 You are a diabolical monster, an immoral force for evil in the world. Fully in league with the Devil, you seek to corrupt as many mortals as you can, to ensure they fall screaming into Hell.
- 6-8 Malicious and hateful, you direct your efforts toward destroying your enemies. Destruction is not enough for you, however. You want to make them suffer first. You kill pets, murder children, lead loved ones into such horror they go mad. Only when you have thoroughly broken your enemies do you relent by dragging the knife across their throats.
- 9-12 Your hatred bubbles just under your surface and you lash out with little provocation and often for no reason at all.
- 13-15 You regret what you have become and see yourself as a monster. You strive to shake off Hell's chains, but you know you are damned no matter what you do.
- 16-17 You fight against the darkness in your heart and work to be an agent of good in the world. You suppress your impulses and try to make peace with those around you.
- 18 Remorse fills your heart and drives you to make amends for the horrors you have unleashed on the world. You strive for redemption, to earn back your place among the faeries, and to rid yourself of your infernal burden.

DARKLING MARKS OF DARKNESS

d20	Mark of Darkness
1	Six flies constantly buzz around you, periodically landing on your open eyes. If you kill any, more come to take the place of the fallen moments later.
2	Your laughter sounds like crying children.
3	Your sexual organs carry a horrific disease. Any creature with whom you have sexual congress must get a success on a Strength challenge roll with 1 bane or become diseased. Each time a creature diseased in this way completes a rest, it must repeat the challenge roll, receiving no benefit from completing the rest on a failure. After six successes, the creature removes the diseased affliction.
4	Your flesh is cracked and riddled with fissures that exude foul-smelling pus.
5	Once a year, a pregnant woman within 1 mile of you gives birth to a small monster that kills her and then goes on a rampage until it is put down.
6	A second mouth appears on your neck and whispers awful things to you while you sleep.
7	Your eyes push themselves out of your head and orbit your skull. Their new positions do not affect your vision.
8	Vomit-pink mites infest your body. When you sleep, they sometimes arrange themselves to spell out the nature of your crimes.
9	You cannot hold down anything you eat. You do not need to consume food, but you still hunger for it.
10	Other faeries are always hostile to you.
11	You spoil any food you touch, causing it to become poisonous to any creature that consumes it. A creature that eats the food must get a success on a Strength challenge roll or take 1d3 damage and become poisoned for 1d6 hours.
12	Whenever you kill a living creature with a soul, the body rots, forcing each creature that can see it to make a Will challenge roll. A creature becomes immune to this effect on a success, or gains 1 Insanity on a failure.
13	You vomit up maggots whenever you laugh.
14	Faces of people you have killed sometimes appear in fires that burn within short range of you.
15	Whenever you urinate, a centipede scuttles out from your urethra.
16	All of your teeth are black and pointed.
17	Your body hurts all the time. When you take damage, you take 1 extra damage.
18	Your bones shift and pop, rearranging themselves to make you appear weird and monstrous.
19	The skin from your body pulls itself away leaving just muscle and bones behind.
20	An extra arm grows out from the back of your body, over which you have no control.

DARKLING BACKGROUNDS

d20 Background

- 1 You or your ancestors fought the trolls long ago.
- 2 You had many lovers among the First People and you took up with the Betrayer after the Edene slew them all.
- 3 The Edene captured and tortured you for years. By the time you escaped, you were horrifically scarred.
- 4 You stole a baby from a human family and drowned it in a pool of your urine. Gain 1 Corruption.
- 5 You once saved the Betrayer's life by shouting a warning. He rewarded you with an enchanted object that you still carry with you.
- 6 You keep the bodies of several smaller faeries you killed preserved in embalming fluid to prevent their souls from ever decaying. Gain 1 Corruption.
- 7 You frequently sought out mortal newlyweds and murdered the husband or wife on their wedding night. Gain 1 Corruption.
- 8 You spent years inflicting torments on mortals to discover new ways of making them suffer. You have left a trail of mutilated and maimed people behind wherever you go.
- 9 You spent many years living in Hell, playing politics with the other devils to advance your position and gain power. After a misstep, you fled the place before your enemies could destroy you.
- 10 Against your better judgment, you fell in love with a mortal. When the person spurned your attentions, you killed him or her, but not before you killed everyone the mortal loved.
- 11 Fighting the ennui that comes from years spent in isolation, you committed yourself to pleasure and have indulged in every vice you could find that would stimulate your senses.
- 12 You traveled to Alfheim to beseech forgiveness from the Faerie Queen and to claim your place among your people. You were humiliatingly refused and cast out, and now hate other faeries as much as you hate humans.
- 13 You have the Devil's favor and he sometimes watches your exploits shown on the surface of the blood he sips from his Chalice of Hate.
- 14 You were a companion of the Betrayer or descended from one of his companions. You vow to continue the struggle against the Edene.
- 15 A diabolist used dark magic to summon you and bind you to his or her service. Little more than a plaything and a slave, you eventually won your freedom when you led your summoner into danger.
- 16 You formed a cult devoted to the worship of the Devil and, through your efforts, you condemned many humans to spend their afterlife in Hell. Gain 1d3 Corruption.
- 17 You delight in pain and have several wounds in your flesh you prevent from healing to ensure you're always stimulated.
- 18 You have been plotting against Alfheim for years and hope to tear open the borders to the Void and allow the demons to invade and destroy that hated place. Gain 1 Corruption.
- 19 You aided and abetted a mortal in summoning a demon that wound up destroying him. Gain 1 Corruption.
- 20 You lived among the goblins and found them useful agents in your work to spread chaos and destruction.

DARKLING MOTIVATIONS

d20	Motivation
1-2	You witnessed the destruction wrought by one or more demons at some point in the past. As demonic incursions have been increasing thanks to the shadow creeping across the land, you felt moved to set aside your grudges and take up arms against darkness more evil and more ruinous than you.
3-4	After being robbed by cultists, adventurers, or someone else, you set out to regain what is yours. You scour the lands for signs of your purloined possessions and you won't stop until you get them back.
5-6	You consulted a hag who told you that dark times were coming to the world and that you would play some major part in the crisis.
7-8	A faerie lord or lady sought you out and recruited you to help them fight against the horrors being loosed in the world. In return, they promise to help cleanse you of your Corruption and welcome you to one of the hidden kingdoms.
9-10	A mortal, by intent or accident, learned your true name and whisked you away to serve as the mortal wishes. You are bound to that mortal for seven years and seven days and must do as ordered. Luckily, your binder sets you loose to be his or her agent.
11-12	A herald of Diabolus found you and pressed you into service with other characters. You might be a spy, feeding the dark lord information about these characters, or an integral part of the team, your talents necessary for whatever great quest they undertake.
13-14	You spent centuries destroying lives and now, it seems, you have lost your taste for all things related to your hatred. You set out to do something different.
15-16	You and the other characters come together to confront a mutual threat, something that poses great danger to all of you.
17-18	Another darkling betrayed you and now you seek revenge. You join up with the other characters to get it.
19-20	You have so much blood on your hands, so many screams in your ears, you feel as if you are sliding into madness. The only hope for you is to break your ties to the Devil and somehow find redemption in this chaotic world.

DARKLING PROFESSIONS

Darklings live on the shadowed borders between the mortal world and the hidden kingdoms, and thus their lives are such that some professions found in *Shadow* have little appeal or meaning for them. When rolling to determine your starting professions, use the Darkling Profession table instead of the tables included in the main rulebook.

DARKLING PROFESSIONS

d20	Profession
1	Artist. Choose a medium from painter, poet, sculptor, or writer.
2	Burglar
3	Carouser or sot
4	Charlatan or confidence artist
5	Cultist
6	Dilettante

- | | |
|----|--|
| 7 | Entertainer. Choose a style from actor, dancer, fool, orator, singer, or storyteller. |
| 8 | Exile or hermit |
| 9 | Gambler |
| 10 | Hunter |
| 11 | Murderer |
| 12 | Musician. Choose an instrument style from percussion, string, or wind. |
| 13 | Nomad |
| 14 | Outlaw |
| 15 | Saboteur |
| 16 | Scholar. Choose one area of scholarship from architecture, astrology, folklore, geography, history, magic, medicine, navigation, occult, philosophy, nature, or war. |
| 17 | Soldier |
| 18 | Spy |
| 19 | Torturer |
| 20 | Tracker |

CHARACTER INTERACTIONS

Given their antithetical stance toward humanity, it's a wonder darklings ever become involved in human affairs beyond sowing discord and spreading misery among them. While it's true that many darklings exist as little more than mankind's enemy, some have realized, with the coming of the Shadow, that the world's needs dwarf their hatreds and the destruction of the world means their extinction as well. As the enormity of the threat the Demon Lord poses begins to dawn on them, some darklings can set aside their hate for a time to work alongside their enemies in the hope of overcoming common threats.

But alliances darklings make with other peoples rarely last for long. Not unlike cambions (see *Exquisite Agony*), darklings see it as their duty to lead others into darkness by tempting them to perform evil acts, peer into forbidden places, and do anything else that would sully their souls. After they have dealt with their common threat, darklings are quick to turn against their one-time allies, doing whatever they can to send their darkened souls screaming to Hell.

DARKLINGS AND MORTALS

As much as darklings loathe humans, some can still recall a more peaceful time when their two peoples lived in harmony. Darklings might show restraint when interacting with a person who shows obvious signs of descending from the First People or who keeps their erstwhile allies' ancient customs and beliefs. Such restraint, however, should never be taken as doubt, hesitation, or weakness—darklings will still seek to corrupt and kill humans, regardless of their origins.

The hatred that darklings have for humans does not fully extend to other mortal peoples. Darklings, like other faeries, have little reason to interact with dwarfs or jotun, since both of those peoples reek of the iron all faeries



despise. The avoidance darklings display toward such peoples does not signal loathing, but rather a move toward self-preservation driven by their unfamiliarity with their kind. As for halflings, darklings have no conflict with them and tolerate their presence.

Darklings take a special interest in fauns, especially those they sire on mortals. Usually society's castoffs, fauns have no place to call their own, a predicament darklings are only too happy to exploit. Darklings lure fauns into their employ with promises of affection, shelter, and wants met, and then, over time, twist them toward darkness.

DARKLINGS AND FAERIES

Corruption might stain their souls, but faeries the darklings remain. Darklings regard their estranged kin with a mixture of suspicion, fear, and sometimes hate. Titania's refusal to come to either their or the Betrayer's aid, and eternal consequences of their foul pact with Diabolus have left them abandoned and shunned by most of their kind, the ancient bonds between them severed. For this reason, many darklings vex the faeries of the hidden kingdoms nearly as much as they do humans, which only widens the gulf between them.

Darklings place great value in changelings and exploit them for their magical natures. Changelings can help darklings infiltrate human settlements, gather crucial information, or sometimes just embed themselves

in such societies until the darkling calls upon them. As noted above, darklings rarely take mortal children and leave behind a changeling; whenever they do, these creations rarely last and prove troublesome, foul, and unsettling until the magic quickly fades from them.

Goblins flock to darklings and can reliably find service as their henchmen, assistants, and agents. Darklings might recoil from certain goblin practices, but they can overlook their cousins' flaws to see the commonalities between them. After all, both are denied their places in the hidden kingdoms and must make do in a hostile world.

DARKLINGS AND OTHER PEOPLES

Darklings have little reason to interact with clockworks. In fact, the darklings find the mechanical beings' existence extremely disturbing since the souls bound to their machine bodies are often summoned forth from the Underworld or Hell without having fully forgotten their old lives. This process of cleansing, darklings know, balances the scales between mortals and immortals, ensuring that mortals can never attain the same heights as immortals can. Fetching uncleansed souls and embedding them in created bodies gives mortals a way to extend their lifespans and preserve their identities indefinitely, even if most mortals haven't quite figured that out yet.

Orcs fascinate darklings, despite the fact that most orcs wear armor and wield weapons forged from iron and steel. Darklings see orcs as the architects of humanity's demise, a people just as contaminated as the dark faeries, who have also been driven to avenge centuries of abuse, exploitation, and horror dealt to them by human hands. The darklings aid and abet orcs when they can, delighting in the chaos created by orc warbands on the march. Darklings are often found in the company of orc commanders, where they serve as shadow advisors, informants, and assassins.

The undead pose a significant threat to the world's natural order. By circumventing the process of life-death-rebirth, these unnatural abominations create fissures in reality's bounds by their mere existence alone. Darklings destroy any undead they encounter without compunction, and might even be moved to help peoples they would normally treat as enemies to destroy a horde of shuffling corpses or to help put an end to a vampire's vicious and bloody reign.

Finally, darklings tend to regard elemental peoples neutrally. The elementals have been no threat to the faeries since the time when the genies created the Urth, and their diminishing numbers suggest their presence in the world is slowly fading. They might occasionally align themselves with salamanders or gnomes for a common purpose, but have few opportunities to mingle with sylphs or undines.

DARKLING WEAPONS

Like all faeries, darklings recoil from objects made from iron or iron alloys and cannot bear to handle such items, even when wearing gloves or using some other kind of covering. Iron weapons played a considerable part in the darklings' defeat at the hands of the Edene: faerie weapons either broke against the Edene's iron shields or could not pierce their armor, while the faeries themselves suffered great agony at the merest touch of this foul metal. The darklings have had centuries to reflect on their defeat, particularly upon the role iron weapons and armor played in it, and have since devised new materials and methods to fashion arms and armor with which they can effectively even the odds.

BONEWEAVE

Faeries have always used bone in the creation of arms and armor, but darklings have devised a way to make the material more resilient when used against foes wearing and wielding iron. The ingenious use of magic from the Necromancy tradition allows "self-healing" weapons, whose cracks and chips fill themselves in as they occur, ensuring the weapon does not shatter on impact with a harder material. A byproduct of this technique causes eerie moaning sounds to emanate from the weapons when swung in battle, an effect that works to demoralize and even terrify an opponent. Only basic weapons, military melee weapons, and swift weapons can be made from boneweave. They sell for the same price as ordinary weapons, but count as if they were exotic.

WYRDWOOD

More common among the elves of Alfheim and other hidden kingdoms, the secrets of wyrdwood have found their way to darkling artisans who harvest the material from the sacred wyrd trees found growing in old forests touched by faerie magic. These enormous trees grow hundreds of feet tall, their bone-white trunks up to 18 feet in diameter. So ancient and sacred are the trees that not even the darklings dare harm them, lest they invite the wrath of the leshys who protect them. Instead, petitioners come before the trees and lay out the reasons for their need. If the tree accepts their arguments, the pale bark separates and out comes the desired weapon, fully formed and ready to serve. A tree can give such a gift only once every thirteen years, so wyrdwood weapons are extremely rare and highly prized.

A weapon made from wyrdwood has the hardness of steel while weighing almost nothing. They take the forms of basic weapons, military melee weapons, or swift weapons. They are never sold, but are instead given as gifts to worthy wielders or taken from the corpses of their former bearers. Most wyrdwood weapons are enchanted objects.

DARKLING PATHS

Darkling characters can take any of the available paths provided a particular path makes sense within the developing story of the campaign. The following paths offer new options for any character, though their story and concepts make them especially appealing to darkling characters.

PRIEST OF THE DEVIL

NOVICE PATH

The Devil entices mortals and immortals alike to serve his interests with offers of wealth, power, and the fulfillment of any desire, no matter how sordid or vile. Since pledging service to Diabolus guarantees damnation, people who serve do so with full knowledge of what awaits them in the afterlife and, through a combination of self-deception and denial, believe they can forestall the horror to come through constant and dedicated service to their dark master. The Devil's minions work to further their master's interests by corrupting people in positions of power, infiltrating and subverting powerful organizations, and by recruiting others to join their diabolical cause.

Few people outwardly display their devotion to the Devil, knowing that such an affiliation invites attention from the Inquisition and other foes of Hell. Instead, they mask their true nature with upstanding, virtuous, and noble facades, appearing to all others as exemplary members of their communities. However, on certain nights of the year, the Devil-worshippers gather in secret, coming together to conduct those rites and rituals required by their faith to honor Diabolus and gain his dire blessings. Exceptions, of course, exist. Darklings, for example, make no secret of their fidelity to the Devil, wearing his symbols on their persons and invoking his dark name in their prayers.



In Set, the City of Gods, there stands a temple dedicated to the Lord of Lies, where his priests carry out their vile rituals in full view.

The sordid particulars of a Devil-worshipping cult's initiation varies from sect to sect, though most involve the eating of raw flesh, copious drug use, orgies, torture, sacrifice, and the casting of dark spells. Initiates wear masks, usually of angelic appearance, and are forced to perform a series of debased and humiliating acts until they have satisfied the other cultists as to their loyalty and commitment to Diabolus. Few emerge from initiation with their sanity intact.

Since enemies lay on all sides, priests of the Devil rely in secret signs to communicate their faith. Several signs are known. The most common is to make the devil's horns by extending the forefinger and pinky away from the hand, while curling down the middle fingers behind the outstretched thumb. Others include a trident worn as a trinket or a tattoo, the speaking of a phrase such as "Embrace the Father's Fires," or by shaking with one's left hand while applying light pressure on the wrist.

People fear the Devil for good reason. No ally to mortals, the Devil seeks total dominion of the Urth and to make all its people his slaves. He reaches up from his fiery realm to pull the strings of countless agents he has installed in various positions of incredible power and influence. His ambition leaves no room for invasion from an outside threat, however, and Diabolus opposes the Demon Lord and the horrors of the Void as vigorously as every other deity and faith in the world, and he expects the same of anyone who serves him.

The Devil reveals the Enchantment, Fire, and Shadow traditions to his priests.

LEVEL 1 PRIEST OF THE DEVIL

Attributes Increase two by 1

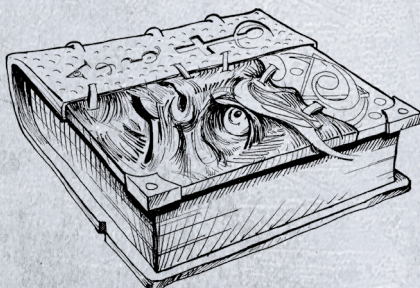
Characteristics Health +4, Power +1, Corruption +1

Languages and Professions You add cultist to your list of professions, or a different profession if you already have cultist. In addition, you can either read a language you already know how to speak or add a language to the list of languages you can speak.

Magic You discover the Enchantment, Fire, or Shadow tradition. Then choose one of the following options:

- You discover the other two traditions.
- You discover one of the other traditions and learn one spell.
- You learn two spells.

Tempting Recovery You can use an action to heal damage equal to your healing rate. Then one creature you can see within short range heals damage equal to half its healing rate or equal to twice its healing rate if it chooses to gain 1 Corruption.



LEVEL 2 PRIEST OF THE DEVIL

Characteristics Health +4, Corruption +1

Magic Choose one of the following options:

- You discover two traditions from Enchantment, Fire, or Shadow.
- You discover the Enchantment, Fire, or Shadow tradition and learn one spell.
- You learn two spells.

Diabolical Prayer When you or a creature within short range makes an attack roll or challenge roll, you can use a triggered action to grant 1 boon to the triggering roll. If the target is a creature other than you and the target has 1 Corruption or more, the target makes the roll with 1 additional boon.

LEVEL 5 EXPERT PRIEST OF THE DEVIL

Characteristics Health +4, Power +1

Magic You learn one spell. In lieu of learning a spell, you can discover one of the traditions associated with the Devil.

Divine Strike When you use Diabolical Prayer to grant 1 or more boons on an attack roll, the triggering attack deals 1d6 extra damage.

LEVEL 8 MASTER PRIEST OF THE DEVIL

Characteristics Health +4

Magic You learn one spell. In lieu of learning a spell, you can discover one of the traditions associated with the Devil.

Devil's Reward Whenever you use your Diabolical Prayer talent, you make all attack rolls and challenge rolls with 1 boon until the end of the round. If a creature gains Corruption from your Tempting Recovery talent, your attacks deal 1d6 extra damage for 1 minute.

Great Temptation You can use Tempting Recovery twice. In addition, the creature you target for your Tempting Recovery talent must get a success on a Will challenge roll or be forced to gain 1 Corruption and heal damage equal to twice its healing rate.

FORKTONGUE

EXPERT PATH

The Devil's hunger for souls is insatiable and thus he rewards those servants who excel at providing them, offering them greater power and lives relatively free from the deleterious effects felt by the darkening of their souls. Drawn from the ranks of the most diabolical of the Adversary's servants, the fork tongues move through the world, luring mortals onto the path of damnation. Shielded by their master's favor, they become subtle enemies of the virtuous, hiding their wicked intent behind kindly and helpful masks, while slowly chipping away at their victim's resolve until they eventually succumb to temptation and embrace the darkness of Hell.

FORKED TONGUE STORY DEVELOPMENT

d3	Story Development
1	You bargained with a devil and came up short. You became a fork tongue to pay off your debts to Hell.
2	You managed to grow your tiny cult into a great network of corrupted agents. You have chosen this path to continue your work for your dark master.
3	You swore your soul to the Devil to help you get revenge against your enemies. Your talents reflect the benefits you gain from your vile pact.

LEVEL 3 FORKTONGUE

Attributes Increase two by 1

Characteristics Health +4, Power +1, Corruption +1

Languages and Professions Add devotee to your list of professions. If you have this profession already, add a random criminal profession.

Magic You discover one of the Enchantment, Fire, or Shadow traditions or you learn one spell from those traditions.

Hell's Agent You ignore all of the effects from gaining Corruption, though you are still at risk of gaining Marks of Darkness.

Silver-Tongued Devil You make rolls to deceive and persuade with 1 boon.

Veil of Innocence To any effect that would reveal your Corruption score, you appear as if your Corruption score was 0.

LEVEL 6 FORKTONGUE

Characteristics Health +4, Corruption +1

Magic You learn one spell.

Tainted Gift You can use an action, or a triggered action on your turn, to make an offer to one creature within short range that can hear you. Choose a gift from the following. If the target accepts the gift, it gains 1 Corruption. Once a target accepts your gift, you must wait until you complete a rest before you use Tainted Gift again.

- For 1 hour, the target makes all attack rolls and challenge rolls with 1 boon.
- For 1 hour, the target's attacks deal 1d6 extra damage.
- For 1 hour, the target has a +2 bonus to Defense.
- The target heals all damage and removes all afflictions.
- The target regains 1d3 + 1 expended castings.

LEVEL 9 MASTER FORKTONGUE

Characteristics Health +4, Power +1, Corruption +1

Magic You learn one spell.

Devotee of Darkness When you cast an Enchantment, Fire, or Shadow attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

DARKLINGS AS ADVERSARIES

Although some darklings might set aside their age-old grudge against mankind in order to fight against the darkness from the Void, these are the exception and not the rule. Bound by their vile pact with the Devil, their hearts filled with hate for mortals, the darklings continue their struggle against humanity, fighting in ways large and small to avenge themselves and their fallen kin. Most of these fully commit their immortal lives to the destruction of mankind, and the extent to which they conduct their war knows no limit or end. They strike back at their ancient foes through theft and murder, arson and corruption. They are Hell's agents, bound by ancient compacts with the Lord of Lies to corrupt and drag mortal souls screaming into Hell to feed their master's bottomless appetite.

Most darklings work alone or in small groups or families. They hide in ancient ruins, roaming the crumbling structures left by the faeries who fled to the refuge offered by the hidden kingdoms. They haunt the primeval forests, nursing hatreds that have poisoned them against their own kind. Some are even bold enough to hide in plain sight within the lands held by

their enemies, always working against the mortals in subtle ways. Wherever they dwell, darklings plot and connive, weaving conspiracies against their enemies and carrying them out through the minions and agents they employ.

Darklings lack the numbers to move directly against their enemies, instead relying on underlings to carry out their schemes. Goblins, redcaps, corrupted fauns, changelings, and other wicked faeries often serve darklings as spies, saboteurs, and assassins, either acting on the darklings' orders or working alongside them in their schemes and intrigues. Darklings sometimes serve hags, with whom they share much in common, particularly their hatred for mortals, and might be found in their company or protecting the hags' lairs.

You can use the following darkling statistics boxes for adventures that feature darklings as adversaries.

DARKLINGS

Faeries twisted by hate and stained by Hell's vile influence, darklings bitterly recall the defeat and destruction of their elf lord, the Betrayer, at the hands of the Edene. Bound in eternal service to the Devil, they exist only to continue their never-ending quest for vengeance against mankind, sowing discord and despair wherever they strike, harvesting the souls of mortals for their dark master.

Darklings speak Elvish and High Archaic.

DARKLING

DIFFICULTY 1

Size 1 faerie (devil)

Perception 12 (+2); shadowsight

Defense 12 (soft leather); **Health** 9; **Insanity** 1d3; **Corruption** 1d3 + 1

Strength 9 (-1), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 8 (-2)

Speed 10

Immune damage from disease; charmed, diseased

Fire Resistance The darkling takes half damage from fire.

Spell Defense A darkling takes half damage from spells and makes challenge rolls to resist spells with 1 boon. A creature attacking the darkling with a spell makes the attack roll with 1 bane.

Iron Vulnerability A darkling is impaired while in contact with iron. In addition, if a darkling touches or is touched by an object made from iron, it loses Spell Defense for as long as it remains in contact with the object and for 1 minute afterward.

ATTACK OPTIONS

Small Sword (melee) +1 with 1 boon (1d6 + 1)

Bow (long range) +1 with 1 boon (1d6)

HELLBOUND

All darklings bear the stain of corruption left by the Betrayer's foul bargain with the Devil. While not all darklings actively serve the Lord of Lies, most do and fully embrace all the horror and power that such alliance brings them. Hellbound darklings stand with one foot in the mortal world and the other in Hell, and it shows in their mastery over elemental flame and in their willingness to use it against innocents. Deadly and merciless, hellbound see it as their personal mission to purge the world of all humanity.

HELLBOUND DARKLING

DIFFICULTY 250

Size I frightening faerie (devil)



Perception 13 (+3); shadowsight
Defense 16 (soft leather, small shield); **Health** 60; **Insanity** 1d3 + 3;
Corruption 1d6 + 1

Strength 10 (+0), **Agility** 14 (+4),
Intellect 12 (+2), **Will** 10 (+0)

Speed 12

Immune damage from disease;
charmed, diseased

Fire Resistance The darkling takes half damage from fire.

Spell Defense A darkling takes half damage from spells and makes challenge rolls to resist spells with 1 boon. A creature attacking the darkling with a spell makes the attack roll with 1 bane.

Iron Vulnerability A darkling is impaired while in contact with iron. In addition, if a darkling touches or is touched by an object made from iron, it loses Spell Defense for as long as it remains in contact with the object and for 1 minute afterward.

ATTACK OPTIONS

Fiery Scimitar (melee) +4 with 2 boons (2d6 + 1 plus 1d6 from fire)

SPECIAL ATTACKS

Fiery Blast The darkling uses an action to throw fire into a 3-yard cone originating from a point in its space.

The fire deals 2d6 damage to everything in the area. A creature can make an Agility challenge roll with 1 bane and takes half the damage on a success.

Fire and Fury The darkling uses Fiery Blast and then attacks with its fiery scimitar.

Immolating Step The darkling uses an action to fill a 1-yard radius sphere centered on a point in its space with fire and then disappear. Everything in the area takes 5d6 damage from the flames. A creature can make an Agility challenge roll with 1 bane and takes half the damage on a success. At the end of the round, the darkling reappears in an open space of its choice within medium range of the space it left.

MANHUNTER

After the defeat of the Betrayer, the surviving darklings were pursued by the Edene, which scattered them across Rûl. From their hiding places, the darklings would creep out, flitting from shadow to shadow to conduct a ceaseless guerilla war against the Edene. Over time, they developed tactics and methods that became the techniques of the manhunters. Deadly hunters, they pick out their prey and follow them unseen, relentless in their pursuit until they make the kill. Manhunters often wear trophies of those they slay, keeping ears, fingers, or scalps hanging from their clothing and armor.

DARKLING MANHUNTER

DIFFICULTY 50

Size 1 frightening faerie (devil)

Perception 13 (+3); shadowsight

Defense 14 (hard leather); **Health** 33; **Insanity** 1d3; **Corruption** 1d3 + 1

Strength 11 (+1), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 9 (-1)

Speed 12

Immune damage from disease; charmed, diseased

Fire Resistance The darkling takes half damage from fire.

Spell Defense A darkling takes half damage from spells and makes challenge rolls to resist spells with 1 boon. A creature attacking the darkling with a spell makes the attack roll with 1 bane.

Iron Vulnerability A darkling is impaired while in contact with iron. In addition, if a darkling touches or is touched by an object made from iron, it loses Spell Defense for as long as it remains in contact with the object and for 1 minute afterward.

ATTACK OPTIONS

Scimitar (melee) +2 with 2 boons (1d6 + 1)

Longbow (long range) +2 with 2 boons (1d6 + 1 plus Poison)

Poison A creature must get a success on a Strength challenge roll with 1 bane or take 1d6 extra damage and become poisoned for 1 minute. While poisoned in this way, the creature is slowed. If the target is already poisoned, it takes 2d6 extra damage.

SPECIAL ACTIONS

Choose Prey The darkling uses an action, or a triggered action on its turn, to choose one creature it can see within medium range. The target becomes the darkling's prey until the darkling becomes incapacitated, the target becomes incapacitated, or the darkling uses Choose Prey again. The darkling makes attack rolls against its prey with 1 boon and its attacks deal 1d6 extra damage.

Stalk Prey The darkling uses an action, or a triggered action on its turn, to become invisible from its prey for 1 minute or until the darkling uses an action to attack.

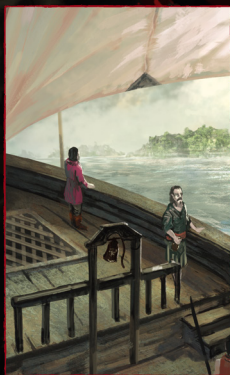
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BETWEEN TWO WORLDS



RIDERS OF THE WIND



KINGDOM OF SAILS

EMBRACE THE DARKNESS...

Thousands of years ago on the continent of Rûl, the son of the Faerie Queen Titania defied his mother's will by involving himself and his faerie followers in mortal affairs, allying with the First People to wage war against the invading Edene. Forever condemned by Titania as a traitor to faeriekind, the Betrayer, as he came to be known, turned to the Devil to bargain for his aid in defeating the Edene. But this deal proved to be a terrible mistake, as Diabolus dithered and balked at issuing forth his hogmen legions from Hell, giving the Edene God-Queen Umessa time to slay the Betrayer in battle and scatter the elf-lord's followers throughout the continent.

In defeat, the Betrayer's followers suffered the enormity of their leader's bargain, finding themselves forever stained, sullied, and corrupted. Transformed into hideous thralls of Hell, these darklings have hidden in Rûl's shadows, forced by the Betrayer's pact with the Devil to corrupt and lead mortals into damnation. But as the Demon Lord's shadow spreads over the Urth, these wicked faeries find themselves drawn out of their exile in darkness, either to take up arms against the common threat or to join forces with the Hunger in the Void to bring an end to their suffering.

Scions of the Betrayer kicks off a new series of supplements for Shadow of the Demon Lord that reveal the forgotten peoples, places, and relics littering the lands of Rûl. Scions examines the darklings, warped faeries forever bound to serve the Devil, and makes them available to players as a new ancestry and to Gamemasters as a dreadful new foe.



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