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ALL FOR ONE
Régime Diabolique

Satan's Playground



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All for One: Régime Diabolique Satan's Playground

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Introduction

Entire, more than entire we have been devastated!

The maddened clarion, the bold invaders' borde

The mortar thunder-voiced, the blood-anointed sword

Have all men's sweat and work and store annihilated.

The towers stand in flames, the church is violated

The strong are massacred, a ruin our council board

Our maidens are raped, and where my eyes have scarce explored

Fire, pestilence and death my heart have dominated.

—Andreas Gryphius, *Tears of the Fatherland*, Anno Domini 1636

A land ravaged by war.

Fields lie barren or crops rotting on the ground, the peasants that normally tend them fled or dead. Orchards are stripped bare of fruit by marauding armies, gangs of brutal bandits, or flocks of starving citizens. Ponds and streams are polluted by armies ensuring they provide no sustenance for their enemies, or by the blood and gore of countless corpses moldering in the sun. Smoke drifts from the remains of manor houses, entire villages, and barns deliberately set to the torch. Victims of fervent witch hunters, deserters, and those who dared try to defy pillagers hang like overripe fruit from branches or lie as cracked bones and scattered ashes on the remains of a

makeshift pyres. Lines of citizens, driven from their homes, their stomachs bloated by famine and flesh marred by disease, trudge through the mud seeking shelter, their rags barely capable of protecting them from the weather, their eyes haunted by the things they have seen and endured.

A land forgotten by God.

Men, proud and possessed by fires of faith fanned by winds from the depths of Hell, slaughter each other with wanton abandon and forsake the Ten Commandments. Demons given mortal substance stalk the darkness, as do mortals who have turned from the light of God into darkness most foul. Monsters of legend, driven from civilization by the power of faith, return to bring terror and sate fell appetites. Covens of witches and warlocks chant praise and offer sacrifices to Satan and his demonic princes. The angels lament, their tears mere drops in an ocean of blood that saturates the soil.

Welcome to *Satan's Playground!*

The Thirty Years' War

The Thirty Years' War spanned the period from 1618 to 1648. Primarily a Western and Central European conflict, with Germany suffering the hardest, it began as a religious conflict before becoming a war between nations.

Of course, no-one living at the time knew when the strife would eventually end (or if it would end at all), and thus Thirty Years' War is a later term. Although the War is typically di-

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vided into four distinct eras, for the most part we simply refer to it as “the War.”

As will be repeated and described throughout the book, the War was a terrible event. Some 8 million people died in the conflict, with over 7.5 million being civilians, many perishing from famine and disease.

The Book's Aim

Satan's Playground is not a history book. Hundreds, maybe thousands, of history books tell the full and brutal story of the Thirty Years' War. There is simply no room, nor need, to tell the story in detail. Instead, we focus on the major events and people of the time, especially with regard to Germany. Our aim is to provide the Gamemaster and players with the tools they need to tell exciting stories, not bore them with minutiae.

Similarly, the existence of witches, demons, and monsters is a fact in *Satan's Playground*, not the result of superstition and ignorance. As a result, some historical events have been rewritten to match our version of the conflict.

Gamemasters and players hoping to find a system for running mass battles are out of luck. *Satan's Playground* is about individual actions, those of the characters. The War exists as a backdrop to adventures and campaigns, but it is not the focal point.

It should be noted that *Satan's Playground* does not detail the entire War to its conclusion. The year is 1636. How the War plays out in the future is for the Gamemaster to devise. One might use history and add events into the campaign, thus allowing history to remain as written with the heroes engaged in matters that the chroniclers failed to mention. Another might throw history out of the window and go with what feels best.

Satan's Playground is now your playground—use it how you wish!

Disclaimer

Some of the material in this book is taken for the *Richelieu's Guides* series—we don't expect Gamemasters to purchase the entire series in order to run *Satan's Playground*. We

have selected only material that we consider essential to this setting and repeated it here for ease.

A Select Bibliography

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How to Use this Book

Satan's Playground is divided into six chapters. Only the first should be read by players, with everything else reserved for the eyes of the Gamemaster only.

Chapter 1: Creating Survivors provides new material for creating characters. Aside from extra options and some minor tweaks, creating characters is exactly the same as in *All for One: Régime Diabolique*.

Chapter 2: Surviving concerns pestilence and foraging, both constant problems.

Chapter 3: A History of Hatred explores the War between its beginning in 1618 until the end of 1636.

Chapter 4: A Ruined Land is a gazetteer of locations in and bordering Germany.

Chapter 5: Friends and Enemies details new secret organizations, vile fiends, and human antagonists and protagonists.

Chapter 6: Gamemaster Advice provides information for the Gamemaster concerning how to set the scene, types of scenarios, and the style of game, and a smattering of adventure seeds to fuel their imagination.

Chapter One: Creating Survivors

"It is forbidden to kill; therefore all murderers are punished unless they kill in large numbers and to the sound of trumpets."
—Voltaire

This chapter concerns the creation of characters for the *Satan's Playground* setting. Rather than being members of the Musketeers, players are free to select any type of character, so long as it fits the era, of course. One might elect to play a hardened mercenary seeking to profit from the war through his martial skills, a clergyman whose faith has been shattered by mankind's brutality to its kin, an aristocrat desperate to protect his ancestral lands from brigands and looting armies, or an everyman whose only goal is to survive another day in a god-cursed land.

Players native to the heartland of the Holy Roman Empire, the focus of this setting, have lived in the shadow of war for over 15 years. Characters with the Young Flaw have grown up knowing nothing but hardship and hatred, while even mature characters will have spent much of their adult life under the dark shadow of bitter strife and religious animosity.

Aside from changes to starting zero-level Skills and Resources, character generation follows the same steps and rules as *All for One*. There is a swathe of new options below from which players can select.

Musketeer Characters

Cardinal Richelieu has brought France into the War. Thus, players can elect to play Mus-

keteers as normal. Note that, aside from being allowed to select new Archetypes, Motivations, Skills, Talents, and Flaws from this book, they are created as per the core rules as normal.

Religion

In the modern age, religion is a personal thing, and discussing it can be taboo. Although the War is beginning to turn into a battle of nations by 1636, religious differences ultimately lie at its black heart, and thus cannot be ignored. Furthermore, religious intolerance is the order of the day, rather than an exception. Even to talk to a member of a rival faith could leave one exposed to charges of heresy.

The history of Christianity in Western Europe need not be explored here, but suffice to say that two main branches exist in 1636—Catholicism and Protestantism. In the latter case, it is Calvinism and Lutheranism and that relate most to the War.

In terms of religion, the various European powers were very much divided by faith. Protestantism was the *de facto* faith of England, Denmark, Holland, and Sweden, while France, Italy, and Spain were Catholic. The Holy Roman Empire was divided between the two main churches.

This is not to say that all characters must be Christians—Anabaptists (Christians who accept baptism only by those capable of professing their faith) and Jews live in Holy Roman Empire as well, though they tiny minorities.

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Moral Stance

The Thirty Years' War is a prolonged series of brutal campaigns that utterly ravage the Holy Roman Empire. War is always brutal, but the ongoing conflict takes a greater toll on the civilian population than most wars that have come before.

It is an ugly fact that barbaric torture, wanton destruction, massacres of innocents, murder, rape, and devil worship are ever-present in *Satan's Playground*. This is not an excuse for characters to revel in the dark side of the War. The perpetrators of such acts exist as antagonists, foul men and women to be defeated by the heroes.

Whereas *All for One* portrays Musketeers on the side of good, the need to survive in *Satan's Playground* eventually wears down the noblest soul. For sure, characters are likely to be a dirty-white or even gray with regard to their morals, and take the Ten Commandments with a pinch of salt when their survival is at stake, but they should never become the bad guys.

Ultimately, how you handle religious intolerance in your campaign is for the Gamemaster and the players to decide. It is easiest to have the characters all be members of the same faith (assuming they can agree on which one) and leave the vile hatred as part of the backdrop to the War. Of course, NPCs of a different faith to the heroes may see them as targets of opportunity for violence at worst and people to avoid like the plague at best.

National Identity

Satan's Playground is set in Germany, but that doesn't mean every character has to be German. Characters may come from immigrant families or have crossed borders to take advantage of the War. All characters pick a home nation—the country in which they were raised. This in turn determines their native tongue, as shown below.

Note that we have deliberately chosen to simplify the languages of the age. The Holy Roman Empire, for instance, was primarily divided between speakers of High and Low German, and regional accents could make speakers of even a “common” tongue difficult at times.

For ease of play, we have assumed that every character has a *basic* grasp of German—having party members unable to communicate with each other might be fun for a short while, but it quickly becomes tiresome.

Characters who have not mastered German by taking it through the Linguistics Skill suffer a –2 penalty to all Social rolls when dealing with native German speakers due to their poor grammar, use of the wrong words, and inability to express even moderately complex concepts.

Homeland	Native Tongue
Austria	German
Bohemia	Bohemian (aka Czech)
Denmark	Danish
Dutch Republic	Dutch
England	English
France	French
Germany/HRE	German
Hungary	German or Hungarian (pick one)
Italian States	Italian
Papal States	Italian
Poland	Polish
Scotland	English or Scots Gaelic (pick one)
Spain	Spanish
Spanish Netherlands	Dutch or Spanish (pick one)
Sweden	Swedish
Switzerland	German or Italian (pick one)
Transylvania	Romanian

Pick a Name

Finally, you need to pick a name for your character. Again, we've simplified naming for ease.

Creating Survivors

Dutch

Male: Cornelis, Dirck, Frans, Hendrik, Hugo, Jan, Klass, Piet, Simon, Willebrord

Female: Amalia, Eva, Gerda, Hortensia, Inge, Irma, Loesje, Lotte, Margriet, Paula

Surname: de Lange, de Witte, Krijger, Molenaar, Schaap, Swammerdam, van Kuik, van Nierop

German

Male: Albert, Charles, Christian, Conrad, Ernst, Francis, Franz, Friedrich, Georg, Hans, Heinrich, Herman, Johann, Leopold, Maximilian, Meinrad, Otto, Paul, Philip, Simon, Ulrich, Wilhelm, Wolfgang

Female: Agatha, Anna, Barbara, Catherine, Charlotte, Dorothea, Eleonore, Elizabeth, Hedwig, Johanna, Katarina, Louise, Magdalena, Maria, Sophie

Surname: Beck, Bergmann, Bothe, Brandt, Fuchs, Hahn, Huber, Koch, Krause, Meier, Müller, Schmidt, Schneider, Schröder, Vogt, Weber, Wolff, Zeigler

Hungarian

Male: Béla, György, István, János, László, Márk, Sándor, Zoltán, Zsigmond

Female: Boglárka, Csilla, Erzsébet, Margit, Melinda, Orsolya, Piroska, Réka, Zsuzsanna

Surname: Alpár, Bánffy, Csóka, Ferenci, Gindl, Jeszenszky, Kocsis, Megyeri, Rosztóczy

Polish

Male: Adamek, Bogusław, Franciszek, Igor, Krzysztof, Piotr, Ryszard, Stanisław, Wojtas

Female: Bronisława, Henryka, Jolanta, Katarzyna, Magda, Renata, Teresa, Wiktoria

Surname: Brodowski, Kowalczyk, Kuchar, Lisiewicz, Mazur, Młynarz, Zaleski

Spanish

Male: Álvaro, Cristóbal, Enrique, Fernando, Íñigo, Juan, Matías, Neymar, Pedro, Raúl, Santiago, Tomás, Yago

Female: Bianca, Elvira, Gabriela, Imelda, Jacinta, Luisa, Maria, Paula, Sonia, Veronica

Surname: Fernández, García, Gómez, González, López, Martínez, Pérez, Ramírez, Rodríguez, Sánchez, Suarez

Swedish

Male: Adolf, Axel, Bernhard, Clemens, Dag, Edvard, Gjord, Ingvar, Jakob, Johan, Lukas, Rikard, Sebastian, Sten, Viggo

Female: Beatrice, Carin, Dagmar, Elizabet, Greta, Jonna, Margaret, Petronella, Tora, Ylva

Surname: Among the lower and middle-classes, surnames are the name of the character's father with either *-sson* ("son of") or *-dotter* ("daughter of") added on the end.

✧ New Archetypes ✧

Charlatan

Whether they seek simply to survive through fraud or to take advantage of others' gullibility or desperation, the character is not what they seem. An impostor, the hero falsely claims to possess a special skill or knowledge.

A quacksalver ("hawker of salves") sells useless, potentially deadly, balms and salves to those in need of physical succor. A "clergyman" seller of indulgences and fake holy relics offers spiritual succor to the needy. An "aristocrat" uses their "title" to rally others to their banner or to mooch from their supposed peers.

A charlatan may wear just one mask or many, but none are their true face.

Clergyman

Clergymen are members of the Roman Catholic Church or one of the Protestant denominations. They may be ordained clergy, a monk, or nun. The decades of upheaval and strife have brought out the best and worst in humanity, even those of strong faith.

Fire-and-brimstone preachers proclaim the End of the World while urging sinners to repent before being called to stand in judgment before God. Itinerant clergy wander the land seeking souls in need of spiritual healing, to

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rally support for the fight against the enemy, and/or to hunt down witches and other servants of Satan.

Everyman

Everymen are the men and women that make up the general populace. They are regular people with jobs and families, whose biggest concern is surviving the chaos. Within their massed ranks one finds farmers, craftsmen, clerks, lawyers, servants, and prostitutes. Their lives may not be exciting, but they are the backbone of industry and work to ensure the crops are tended.

Whether sensible and dependable, or dreaming of a life of adventure, these working class heroes never actually expect to save the world—and yet they often seem to end up in that position. When the chips are down and

the situation looks grim, they are capable of saving the day in the most unlikely and unexpected ways.

Guardian

Guardians are devoted protectors of persons, places, or objects. They might be protective for reasons of greed, ideological convictions, or unexamined subconscious needs, but all Guardians share the will to supplant their immediate desires with constant preparation and eternal vigilance. Whether the threat is physical, political, or otherwise, Guardians train their minds and bodies for the moment of crisis and pass their free time contemplating every scenario which might present a threat. Guardians who have lost their charge sometimes feel that they owe their own lives as penance, but most will seek redemption by attaching themselves to something or someone else in need of protection.

Judiciary

Members of the judiciary are responsible for maintaining law and order, detecting and preventing crimes, and apprehending criminals—using force, even torture, if necessary. Some have friends and acquaintances on both sides of the law. While they usually stay within the bounds of the law to accomplish their job, some judiciaries will bend or even break the rules to get what they're after.

Mercenary

In *Satan's Playground*, the Soldier Archetype serves for those who fight in the employ of their own nation.

Mercenaries fight for gold and silver. Some mercenaries accept employment only from the commanders of the same faith or nation as their own, and honor the terms of their contract. Many more rally to the banners of whoever is prepared to pay the most, switching allegiance at the first opportunity in order to further line their pockets. Whatever their beliefs or morals, the mercenary expects to be well paid for their services.

Creating Survivors

Monster Slayer

The dawn of the age of rational thought and scientific methodology has not banished superstition, nor have the monsters suddenly gone away. Indeed, as the War continues, more and more terrifying fiends are abroad.

The character is devoted to ending such abominations. For some, the calling is one of faith, a physical reminder of the eternal struggle against God and the servants of Satan. Others fight because such work pays well (few have the stomach to face true evil in battles of wits or arms), seek to redeem their souls by fighting God's foes on earth, or to avenge lost friends and family.

Outcast

Outcasts are rejected, scorned, and shunned by their people. Some chose this path as a sacrifice for their ideals or their loved ones, but most have the role of outcast thrust upon them as the result of a crime, peculiar beliefs or practises, or a lowly birth.

Many live on the outskirts of the society that rejects them, but more have been ejected from their homes and are doomed to wander—forever seeking a place to settle, but never fitting in anywhere.

Although the stigma is often unpleasant, many come to value their position and find it liberating to be free of the societal expectations that most cultures place upon their members.

❧ New Motivations ❧

Charity

Some characters are better off than others and see it as their moral duty to help alleviate suffering. Others have little to give, but freely give of what little they have. Charity need not be money, and could be a shoulder to cry on, food and shelter, or agreeing to perform a task, such as rescuing someone for no reward. Regardless, your character is always willing to help those less fortunate than himself at the drop of a hat.

You earn Style points when your character performs a selfless act that benefits another person's life.

Destruction

Your character wants nothing more than to see things obliterated. She could be a militant nihilist, violent anarchist, or malevolent entity that wants to destroy things and ruin people. This does not necessarily mean sowing chaos, however. Your character could use her skills with surgical precision to cull the weak and the old in order to improve the lot of her community, or she could view the eradication of governments and organizations as the only way to free people from oppression.

Your character doesn't really need an excuse to demolish something. Annihilation is its own reward.

Glory

War may not be glorious, but it can be a path to glory. Your character seeks to become the stuff of legend. Through daring and amazing deeds, they hope to inspire songs and stories that will be repeated for years—if not for generations. Often, those who seek glory do not look for immediate attention or recognition, but rather hope to achieve immortality as their names become increasingly heaped with honor, praise, and admiration.

You earn Style points when your character enhances their reputation or encourages a friend or adversary to enhance their reputation.

Preservation

Your character strives to preserve a threatened way of life or a fading body of knowledge. They are unlikely to receive any reward or recognition for their efforts, but failure means the loss of something even more precious than their own life. Perhaps the object of protection is threatened by an outside force, or perhaps the people have simply turned their back on it due to apathy or disdain. Either way, your character will need to embark on a lifelong quest to protect their traditions and people.

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You earn a Style point when your character preserves something for posterity or encourages someone else to do so.

Zero-Level Abilities

Whatever they have become in adult life, every character had a childhood and adolescence. Every character, except Musketeers, who use the normal rules, begins play with Athletics 0, Brawl 0, and Followers 0.

Characters must then select one of the upbringing packages below, from which two further 0-Level Skills and one 0-Level Resource are to be chosen.

The choice of upbringing in no way forces a character to select a given Archetype. A Mercenary, for instance, may have been educated before taking up the cause of war, while a Natural Philosopher may have been raised in the countryside before gaining a scholarship later in life.

Aristocratic

Characters with this upbringing aren't necessarily the offspring of nobility—their parents may have been independent rich landowners, powerful merchants, or senior figures in the church (or, in the case of Catholics, related to churchmen). Whatever their exact origins, they had the luxury of time to engage in pursuits

denied most peasants and learned something of how to mingle with the rich and powerful.

Skills: Academics (pick one), Bureaucracy, Diplomacy, Fencing, Firearms, Gambling, Intimidation, Melee, Performance, Ride, Warfare

Resources: Ally, Contacts, Patron, Rank, Refuge, Status, Wealth

Criminal

Circumstances dictated that the young character ended up on the wrong side of the law. Their parents may have forced them into a life of crime in order to make ends meet, or perhaps they were a war-orphan forced into crime in order just to survive.

Skills: Acrobatics, Con, Empathy, Gambling, Intimidation, Larceny, Melee, Stealth, Streetwise, Survival

Resources: Ally, Contacts, Patron, Refuge

Educated

Educated characters have the benefit of childhood schooling. Examples include the scions of aristocratic families, university students, and children raised by the church.

Skills: Academics (pick one), Art (pick one), Bureaucracy, Diplomacy, Investigation, Linguistics, Medicine, Natural Philosophy (pick one), Warfare

Resources: Ally, Contacts, Fame, Patron, Rank, Refuge, Status

Resource: Status

Aristocratic characters from the Holy Roman Empire, Spain, and Sweden use different names for nobility to their French counterparts.

Status	England	Germany/HRE	Polish	Spain	Sweden
0	Esquire	Uses "von"	Szlachcic	Escudero	Uses "von"
1	Knight	Ritter	Rycerz	Caballero	Riddare
2	Baron	Freiherr	Baron	Barón	Friherre
3	Count	Graf/Reichsgraf	Hrabia	Conde	Greve
4	Marquis	Markgraf	Markiz	Marqués	Markgreve
5	Duke	Herzog	Diuk	Duque	Hertig

Creating Survivors

Rural

Rural characters were brought up in the countryside. Their family may have been farmers or hunters, or perhaps the character is the scion of a minor nobleman but spent his youth hunting rather than in schooling. Or perhaps they were forced to abandon their home in a town or city when the character was young.

Skills: Animal Handling, Archery, Craft (pick one), Gambling, Intimidation, Melee, Ride, Stealth, Survival

Resources: Ally, Contacts, Refuge

Urban

Characters in an urban environment are typically lower or middle-class raised in a town or city. Their parents may have been simple laborers, educated clerks or members of the judiciary, merchants or shop owners, or even professional entertainers. Their exact heritage is determined by their choice of Skills. For instance, the offspring of a clerk is more likely to have Academics (Law), Bureaucracy, or Linguistics rather than Performance or Gambling.

Skills: Academics (Law), Animal Handling, Art (pick one), Bureaucracy, Craft (pick one), Diplomacy, Gambling, Intimidation, Linguistics, Performance, Streetwise

Resources: Ally, Contacts, Patron, Refuge, Status

New Skills

Bomb Making

Base Attribute: Intelligence

Bombs are the anarchist's weapon of choice. The character is well versed in the manufacture and placement of explosive devices.

* **Casing:** The ability to manufacture a casing designed to fragment.

* **Fuses:** The ability to judge fuse burning times and to cut them to the right length.

* **Gunpowder:** The ability to grind gunpowder to the correct consistency to cause explosions.

* **Placement:** Knowledge of where best to set an explosion to cause maximum damage to buildings.

* **Trigger:** The ability to use tripwires, weighted bags, and even clockwork to detonate explosives.

Spying

Base Attribute: Intelligence

Spying represents your character's talents at creating false identities, operating undercover, and acting without arousing suspicion. It does not include uncovering secrets—Diplomacy, Intimidation, Linguistics, and Streetwise are more appropriate.

You may specialize in the following:

* **Alias:** The ability to create and maintain one or more false identities.

* **Bribery:** The ability to exchange money for favors and influence, and accurately judge a person's price.

* **Forgery:** The ability to create false documents.

* **Speed Read:** The ability to quickly read a document and discern the salient facts.

* **Unobtrusive:** The ability to hide in a crowd by blending in and acting like you belong.

New Talents

Berserker Fury

Prerequisites: Willpower 3

Your character can enter a state of reckless battle frenzy, increasing his power and aggression at a cost to his own health.

Benefit: As a free action, your character can exert (take one point of nonlethal damage) to gain +2 bonus to all Strength-based Skill and Attribute rolls until the end of the combat turn.

Normal: Your character cannot exert himself in battle to gain an advantage.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 bonus to all Strength-based Skill rolls at second level and a +8 bonus at third level.

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Altered Talents

The following Talents have undergone a slight modification since the core rules was published. Only the changed text is given below.

Guardian

Advanced: You may buy this Talent up to three times, allowing your character to provide a +4 Defense bonus at second level and a +8 Defense bonus at third level.

Inspire

Advanced: You may buy this Talent up to three times, allowing your character to provide a +4 Defense bonus at second level and a +8 Defense bonus at third level.

Disease Resistance

Prerequisites: Body 3

Your character has a strong immune system and is able to fight off disease and illness much more effectively and quickly than other people can. The Talent has no effect versus poisons.

Benefit: Your character gains a +2 bonus to Body rolls related to disease and illness.

Normal: Your Resistance roll is unmodified.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 bonus to disease-related Body rolls at second level and a +8 bonus at third level.

Famine Hardy

Unique

Prerequisites: None

Life in the wilderness is full of hardships. Famine is a common risk, especially for those who end up lost. With this Talent, your character has the ability to function at a normal level long after others have dropped from malnutrition.

Benefit: Your character suffers one point of lethal damage for every two days she goes without water, and one point of lethal damage for every ten days without food.

Normal: You suffer one point of lethal damage for each day you go without water and one point of lethal damage for every seven days without food.

Fearsome Attack

Prerequisites: Intimidation 4

Your character is a terror on the battlefield, capable of using fear as a weapon and forcing his opponent into making deadly mistakes.

Benefit: Your character can use their Intimidation rating when making an unarmed or melee attack. Make an Intimidation roll (including weapon modifiers) against your opponent's Defense rating (plus any appropriate modifiers). If you roll more successes than your opponent, you inflict one point of damage per extra success. If you roll the same or fewer successes than your opponent, your attack fails.

Normal: Your character may not use their fearsome presence to attack an opponent.

Advanced: You may purchase this Talent three times. Your character gains a +2 Intimidation bonus at second level and a +4 bonus at third level.

Feint

Prerequisites: Brawl, Fencing, or Melee 4

Your character is proficient at misleading his opponents with a fake attack, and tricking them into dropping their guard. Feinting causes them to focus their attention elsewhere, leaving them open to a follow-up attack.

Benefit: To perform a feint, make a Brawl or Melee roll against your opponent. If you roll more successes than their Willpower rating, your character successfully tricks their opponent and they lose their Active Defense rating until the beginning of their next turn. If you roll more successes than twice your opponent's Willpower rating, they are defenseless, and they lose both their Active and Passive Defense ratings until the beginning of their next turn.

Creating Survivors

Normal: Your character performs the Feint maneuver normally (see p. 18).

Advanced: You may buy this Talent up to three times, gaining your character a +2 Feint bonus at second level, and +4 bonus at third level.

Light Sleeper

Prerequisites: None

Your character needs less sleep than most people and is known for “always sleeping with one eye open.”

Benefit: Your character only needs half as much sleep as a normal person.

Normal: Your character suffers one point of nonlethal damage for each day he goes without sleep.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Perception bonus at second level and a +4 bonus at third level.

Natural Terrain

Prerequisites: None

Your character is highly experienced at surviving in an environment where most fear to tread. They have an instinctive knack for finding food and water when in a specifically chosen terrain.

Benefit: Choose a certain type of terrain (such as Forest, Mountain, Plains/Heath, etc.). Whenever your character is in that terrain, they are immune to Deprivation and Exposure.

Normal: Your character does not have any Natural Terrain experience.

Advanced: You may buy this Talent any number of times, with each selection indicating mastery of a different type of terrain. Alternately, you may purchase this Talent up to three times for the same terrain type, gaining a +2 bonus to Survival rolls when in the specified terrain at second level or a +4 bonus at third level.

Rabble-rouser

Unique

Prerequisites: Charisma 3

Your character easily manipulates or in-

spires the common people to follow them. When necessary, they can stir up the masses to join their cause—and one never knows when a band of angry pitchfork-wielding, torch-carrying peasants might come in handy.

Benefit: Your character may recruit temporary Followers. The cost of the new Resource is equivalent to boosting a Talent. Your character gains two new Followers for each boosted level. For example, a character who boosts the Resource by three levels gains six followers. The boosted Resource lasts for the remainder of the scene, at which point the new companions depart.

Normal: Your character is unable to recruit temporary Followers.

Scrounger

Prerequisites: Charisma 3

Your character is adept at finding “unwanted” equipment and convincing others to give them free gear.

Benefit: Once per session, when your character successfully scavenges or scrounges (see p. 27), he earns two Barter Dice per success.

Normal: Your character acquires one Barter Die for each success when scavenging and scrounging.

Advanced: You may purchase this Talent three times. You gain a +2 Streetwise bonus at second level and a +4 bonus at third level.

Sweep

Prerequisites: Brawl, Fencing, or Melee 4

Your character is adept at making wide, swinging attacks that can hit multiple enemies in one blow.

Benefit: Your character can ignore up to a -2 penalty for sweeping (see p. 18). If your character sweeps over a greater distance, reduce the sweep penalty by 2.

Normal: When performing a sweep, your character suffers a -2 attack penalty per target or each five-foot distance between targets.

Advanced: You may buy this Talent up to three times. You may ignore to a -4 sweep penalty at second level and a -8 penalty at third level.

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Weather Sense

Unique

Prerequisites: None

Your character has a knack for predicting the weather. They might gain foresight through careful study of the meteorological conditions, a sixth sense, a certain pain in the joints, communion with the spirits of air, but she is rarely unprepared for even the most turbulent of climates.

Benefit: Your character knows what kind of weather to expect on any given day without having to make a Survival roll. Your character can predict rain, clear skies, snow, or even hurricanes, but no measurements are precise. For example, they don't quite know when the rain will start or how many inches will fall, but could determine whether it will start "soon" or "later" and if it will be "heavy" or "mild."

Normal: You must make a Survival roll (Difficulty 2) to predict the weather that day.

✧ New Flaws ✧

Physical

Lice-Infested: This is not an age where personal hygiene is highly valued, and your character is living testament to that. No matter how hard they try, they cannot rid their body of lice. As a result, they are constantly distracted by the itchy, swollen bites, causing them to suffer a -2 penalty on any roll related to concentration, patience, or stealth. You earn a Style point whenever your character's infestation distracts them or when they are shunned because of it.

Ravenous: Food can be scarce in Satan's Playground, something your character is not accustomed to. Your character requires an immense amount of food for sustenance. Perhaps this is because of a growth spurt, a digestive disorder, or a parasite. If they do not consume twice the quantity of food required for an average adult, they suffer from starvation (see Deprivation, *All for One*). You earn a Style point whenever your character's hunger forces them or their friends to starve.

Slow Healer: The character heals more slowly than others. They might have a poor metabolism, refuse to heed doctor's orders, pick at scabs, or suffer frequent infections. They heal one per of nonlethal damage every two days, and one point of lethal damage each two weeks. You earn a Style point whenever your character's inability to heal quickly causes problems.

Mental

Belligerent: Your character is aggressive by nature—always spoiling for a fight or willing to argue over even the most trivial of matters. You earn a Style point when your character's aggressive attitude causes trouble for them or their comrades.

Code of Conduct: Your character lives by a set of rigid, inflexible rules that limit actions.



Creating Survivors

Perhaps they must always observe certain religious precepts or follow certain customs on the battlefield, but this code often runs counter to pragmatic decisions. You earn a Style point whenever your character convinces others to follow their code of conduct, or when their code forces them to make something much more difficult than might otherwise be necessary.

Disbeliever: Your character has absolutely no belief in the supernatural. You look for any rational explanation rather than admit there are things beyond the ken of humanity lurking in the shadows. You earn a Style point for managing to find a plausible, mundane explanation for a supernatural event or convincing someone else to disbelieve.

Loyal: While many people hold a certain loyalty to a cause, your character is devoted to one particular cause. They might be loyal to friends, organization, country, or faith. They will do anything to protect the cause from harm, and never leave anyone behind. You earn a Style point any time your character's unswerving loyalty causes trouble for them or their companions.

Malaise: Your character constantly feels discontent, worried, and lethargic. Usually, this is accompanied by general feelings of sickness, but no physical symptoms are ever present. You earn a Style point any time your character's lethargy causes her to lose an opportunity or give up an advantage.

Malingerer: The character fabricates or exaggerates illness for personal gain. He might do this to earn money (compensation for an "injury"), to avoid work or military service, to get a reduction in a prison sentence, or just to gain sympathy. You earn a Style point whenever your character profits by successfully feigning illness.

Vengeful: Your character never forgets and he never forgives. Anyone who crosses him or makes a fool of them has made an enemy; at least until your character gets even. You earn a Style point whenever your character's desire to get even causes problems for them or their comrades.

Social

Alley Child: Your character is utterly un-

Gambling Made Easy

These quick rules simulate an entire session of gambling, be that a few hands or an entire evening.

Everyone must first agree on a stake. This can be any amount of money or even Barter Dice (p. 28). Nothing prevents a character agreeing to a stake in excess of his current finances, but if they loses they're in serious trouble. Next, all the participants make a single Gambling roll, spending Style points if they desire.

The gambler with the lowest number of successes must pay the gambler with the highest number of success the difference between their successes times the stake. The second lowest pays the second highest the difference multiplied by the stake, and so on. Any left over gamblers are deemed to have broken even.

***Example:** Three heroes, Adelbard, Berta, and Karl, are playing dice for a 10 livres stake. After the dice are rolled and Style points spent, Adelbard has a miserable 3 successes, Berta an amazing 9 successes, and Karl a decent 6 successes. Adelbard owes Berta 60 livres (9-3, times the stake), while Karl ends the night with no loss or gain.*

schooled in and possibly even contemptuous of social convention. You suffer a -2 penalty to rolls whenever manners and etiquette are involved. You earn a Style point whenever your character's brazen disregard for social niceties causes them or their friends to be rejected or excluded.

Animal Antipathy: There is something about your character that causes horses to buck her, cats to scratch her, and dogs to bark at her. Your character suffers a -2 penalty on any roll relating to animals. You earn a Style point whenever your character suffers a setback due to an uncooperative or belligerent animal. A character with the Animal Apathy Flaw cannot take the Animal Affinity Talent.

Braggart: Your character makes frequent boasts. They aren't an outright liar (though stories may be embellished) or overconfident

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in actions—they just cannot help telling people about the many things they have achieved or will accomplish in the future. You earn a Style point whenever your character's boasting gets them in over their head or causes difficulties for them and their friends.

Distrustful: Your character has a hard time trusting others. Perhaps the nature of their work makes them suspicious of those who offer the open hand of friendship, or maybe they were betrayed by someone close in the past. Whatever the reason, she finds it very hard to open up to others about anything. You earn a Style point whenever your character's distrustful nature prevents them from achieving a major goal or causes them or their friends trouble.

Dominant: Your character is driven to be the "alpha wolf." You constantly look for ways to overthrow your superiors and to force everyone else to obey your commands, even if only to prove that you can make them do something. You earn a Style point whenever your character's need to dominate others brings unnecessary strife.

Doomsayer: Your character is given to prophesying death and destruction. Maybe you do it because you are driven by powerful dreams or simply for attention. Some might hail you as a walking curse, while others considered you an unabashed liar, but they rarely give your predictions a warm reception. You earn a Style point whenever your character is persecuted for predictions or when one of their dire predictions comes true.

Exiled: Your character has been driven out of their homeland and cannot return upon pain of death. They may have been exiled because of committing a crime, violating a taboo, or being on the wrong side. They may have also been marked in some way so they must bear the stigma of his banishment abroad as well. You earn a Style point whenever your character is shunned or denied support because of their past.

Independent: Your character is self-reliant. They dislike others interfering in their affairs and rarely ask for help. When help is offered, they are dismissive. They can work as part of a team, but only so long as their companions

understand help isn't needed. You earn a Style point when your character's insistence in doing things on their own or rejection of help causes trouble for them or their friends.

Masochism: Your character gets a kick out of feeling pain. You aren't truly self-destructive, but sometimes you may take it too far, and you might even seek out someone to cause you pain. You earn a Style point whenever your character hurts themselves or needlessly invites harm.

Nemesis: Your character has an implacable rival. They may be a suitor for the same lover, a proponent of a rival theory, a noble you shamed in public, or a fellow student of fencing. Whatever their nature, neither of you is prepared to let bygones be bygones. The nemesis may plot behind closed doors or act openly against you. Your nemesis is at least as powerful as your character, and has allies and contacts to call upon. You earn a Style point whenever your nemesis rears their ugly head and makes life extremely difficult for you or your comrades.

Repulsive: Whether it is his chronic flatulence, foul body odor, fetid breath, or some other disgusting habit or trait, your character makes people negatively react to him. People turn away in disgust, or outright flee from the vicinity. You suffer a -2 penalty to Charisma rolls to influence people (see *Influence in All for One*). You earn a Style point whenever your character's repulsive habit or trait causes them or the group to suffer in social situations.

Righteous: Your character believes the end justifies the means. No matter how morally reprehensible the act, you are willing to do it if it leads to the conclusion you seek, and you are always prepared to defend your questionable actions. You earn a Style point if your character's actions alienate them and their friends, or cause others to publicly question their motives and moral judgment.

Sadism: Your character derives pleasure from inflicting pain. They enjoy inflicting physical and emotional discomfort and has a hard time resisting toying with victims instead of finishing them off. You earn a Style point whenever your character is needlessly cruel to friends or enemies.

Creating Survivors

Stingy: Your character isn't greedy, just extremely reluctant to spend money. They always hunt for bargains and haggle over every purchase. You earn a Style point when your character's reluctance to spend money or insistence on haggling causes trouble for them or their friends.

❧ New Fencing Schools ❧

This section details two new fencing schools. Gamemasters wanting to expand the number of fencing schools further will find more in *Richelieu's Guide Compendium 2*. Rules for expanding existing fencing schools with specific school-only Talents will find them in *Richelieu's Guide Compendium 1*.

Deutsche Fechtschule

Fencing Style: German

Prerequisites: Strength 3

Fencing Style Bonuses: Disarm: -1, Feint: -1, Parry: +1, Thrust: 0, Slash: +1

Special: The German style can only be used when wielding a great sword. Because of this heavy focus (and limitation), the school's Talents only cost 10 Experience points, instead of 15 Experience as normal for those using the Talents from *Richelieu's Guide Compendium 2*.

The Deutsche Fechtschule ("German school of fencing") was taught in the Holy Roman Empire during the Medieval and Renaissance periods. As Italian fencing developed, so the German style fell out of practice. Originally teaching several varied styles, such as polearms, grappling, the quarterstaff, and even mounted combat, its primary focus was on the great sword, known as the *Zweihänder* (two-hander).

Considered archaic and ungainly compared to the modern, elegant styles developed by the French, Italian, and Spanish, it is nevertheless making something of a comeback.

The School of Pike

Fencing Style: Pike

Prerequisites: Strength 3

Optional Rule: Fencing Bonuses

Rather than use the Fencing Style Bonus table, Gamemasters may wish to implement this optional rule for characters who have invested in the Fencing Skill.

A character using Fencing has +1 to attack rolls and +1 to his Active Defense when fighting opponents using Melee or opponents who do not know the character's Fencing style (i.e., they lack the appropriate Fencing specialization). When two combatants would have the bonus against each other, their effects are cancelled.

Example: *Greta knows Fencing: German. She engages several brigands accused of murdering innocent farmers in a fight. Since the murderers are using Melee, Greta gains the +1 to attack and Defense. She later goes up against their chief, who knows only the Spanish Style. Neither character is skilled in the other's fencing style. Since each has +1 to attack and Defense against the other, the modifiers cancel.*

Fencing Style Bonuses: Disarm: -1, Feint: +1, Parry: -1, Thrust: +1, Slash: -1

Special: The style can only be used when wielding a pike or halberd.

Developed for use in massed ranks, the pike, a lengthy and cumbersome weapon, can be a moderately effective melee weapon in the hands of a skilled fencer. The style focuses on attacking opponents at range, for the pike's great weakness is its inability to be of much use against attackers who get too close. Students are advised to master other weapons to cope with such circumstances.

❧ New Rules ❧

Many of the following rules were first added to the game through the *Richelieu's Guides* series. Some, such as Feint, have changed from their introduction and the entries below replace the existing rules. They are considered

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Optional Rule: Long Weapons

As it stands, the rules allow a pike to be wielded in melee as easily as a dagger. Historically, pikes were intended to thwart cavalry charges and attack at range.

At the Gamemaster's discretion, attacks made at targets closer than 6 feet or between 11 and 15 feet (the pike's maximum effective reach) suffer a -2 penalty due to their unwieldy nature and the pikeman's inability to put his full strength behind attacks. A pike's long haft also means it cannot be used to Parry an attack made by an opponent standing closer than 6 feet.

Halberds are shorter than pikes. They cannot be used to attack targets over 10 feet away or Parry attacks made within 6 feet, and still suffer the -2 penalty when used to attack opponents within 6 feet.

core rules, and thus have been included in *Satan's Playground* for those who do not have access the aforementioned supplements.

Firearms

Bracing a Musket

Muskets are not only heavy, their long barrels make them extremely difficult to aim unassisted. As well as using musket stands to reduce the Strength requirement by two, characters gain similar benefits if resting the barrel on a wall, tree, or even a lackey's shoulder.

If the brace is inanimate and immobile (Gamemaster's call, but obviously things like tree branches and walls fall under that description), the range is also increased by 10 feet, as per a musket brace. In general, lackeys are too nervous to make the weapon stable.

Muskets in Melee

Due to their length and cumbersomeness,

muskets are easy to knock aside. When used against an opponent at point blank range, the opponent may chose to use Block or Parry in place of Dodge.

New Maneuvers

Feint

Instead of making a normal attack, your character attempts to trick her opponent into dropping his guard with a misleading Brawl or Melee attack. To perform a feint, make a Brawl or Melee touch attack against the opponent. If successful, your character does no damage. Instead, compare the opponent's Willpower rating with the amount of damage your character would have done. If the damage you roll is less than or equal to the opponent's Willpower rating, your character fails to deceive her opponent.

If you roll more damage than their Willpower rating, your character tricked her opponent into focusing their attention elsewhere and they lose his Active Defense until the beginning of their next turn. If you roll more damage than twice the opponent's Willpower rating, your character has duped her opponent into exposing a vulnerable area and they lose their full Defense rating until the beginning of their next turn.

Sweep

A sweep is a type of total attack in which your character swings a long weapon in a broad circle with the intent of hitting multiple targets. Make a Brawl, Fencing, or Melee attack at a -2 for each target and each empty five-foot space between targets.

All targets must be within the normal reach of your weapon and must form an uninterrupted line; therefore, if an ally is between two enemies then you may not strike both enemies unless you include your ally as a target.

Longer reach is an advantage when performing this maneuver, so a character can reduce his total penalty by an amount equal to his Size. When making a sweep attack, your character loses his Active Defense.

Creating Survivors

Faithless Clergyman

Archetype: *Clergyman*; **Motivation:** *Duty*;

Background: *Educated*; **Style:** 3

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5

Skills: Academics: Religion 6, Athletics 2, Brawl 2, Bureaucracy 5 (*Church* 6), Diplomacy 5, Empathy 5, Linguistics 4, Medicine 6 (*First Aid* 7), Melee 4

Talents: Disease Resistant (+2 bonus to Body rolls related to disease and illness), Guardian (Can provide +2 Defense bonus to allies)

Resources: Follower 0 (Orphan), Status 0 (Clergyman; +1 Social bonus)

Flaws: Depressed (+1 Style point whenever his dire predictions come true or something happens to crush his spirits)

Weapons: Punch 2N, Crude club 5N

"I can tend to your physical wounds, my child, but you must find someone else to soothe your spiritual injuries."

Character Background

I once thought my faith was as solid as the foundations of the church. I had witnessed loving couples join in holy wedlock, blessed their newborn children and welcomed them into the bosom of Christ, and gazed in wonder at the starry firmament wrought by the Maker's hand. I wonder now how I could be so blinded.

I am not naïve by nature. I knew that the world was imbalanced and that sin lurked in the hearts of every man, but I always believed in the power of redemption. That we could fall so far from grace as to be abandoned by God I never thought possible.

Aye, my words may strike you as blasphemy, but had you my eyes you would not be so quick to condemn me for such utterances.

The war was a distant thing at first, a conflict

fought in far away lands by strangers, though of course the cause was dear to my heart. At first I spoke out in favor of it, for our faith must be protected if we are to do God's will on earth and eventually enter the kingdom of Heaven. Such fervent support was rapidly to diminish when the war reached our homeland.

The soldiers came under the banner of our temporal and spiritual lords, modern crusaders with a righteous cause. They were to be our salvation, but ended up as our doom. Like the Biblical plague of locusts they came, looting, pillaging, murdering, and raping like animals. They wore the flesh of men made in God's image, but had hearts shaped by the hand of Satan himself.

I was absent when they came to my village, having been set a task by my bishop that necessitated a lengthy journey. I returned to witness what might only be described as hell on earth. My flock had been torn apart as if by wild beasts. Disemboweled and dismembered, lacerated and punctured, they lay dead in the roads and in their homes. I had known these people for long years, but some I could not recognize, such was the mutilation put upon them. Even the church had not been spared, for within lay several corpses and what wealth we had was gone. Those few who had survived the butchery would never recover their wits, and in some ways I consider that a mercy.

I cried to heaven in rage, driven to fury that such a fate could befall anyone, let alone people of the same faith. I asked, begged, for a sign, but the heavens were silent.

Since that day I have wandered this land in turmoil, and little have I seen to make me believe that God is watching over us. Barbaric hosts kill, torture, and murder at will, sparing neither child nor woman in their sadistic pleasure. If any greater power now watches over this stained nation it is Satan, for surely he is now *Rex Mundi*.

Roleplaying

You have lost more than your faith in God. Utterly despondent, you have lost your faith in mankind and in yourself. You aid others as best you can, but in your heart you know it is a drop of succor in an ocean of suffering.

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✧ Inspiring Meistersinger ✧

Archetype: *Luminary*; **Motivation:** *Hope*;

Background: *Educated*; **Style:** 3

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4

Skills: Academics: Religion 3, Art: Poetry 6 (*Original composition* 7), Athletics 2, Brawl 2, Diplomacy 5, Empathy 5, Gambling 5, Linguistics 3, Melee 4, Performance 6 (*Singing* 7), Streetwise 5

Talents: Captivate (Can temporarily entrance targets), Inspire (Can use an attack action to grant allies a +2 bonus)

Resources: Fame 0 (Singer; +1 Social bonus), Follower 0 (Scavenger)

Flaws: Merciful (+1 Style point whenever they show compassion to an enemy or refuses to retaliate when wronged)

Weapons: Punch 2N, Small sword 6L

“We may be cold, wet, and hungry, but we are alive, and for that small mercy we should be grateful. Come, eat your rat and I shall sing.”

Character Background

Words have power. Those who can wield them with effect, with tongue or hand, can change destinies. One only needs to look at the written words of Luther and the spoken orders of the warlords and nobles who command great armies.

Words are amoral. It is the speaker who determines whether they become a force for good or evil, for without guidance a word is nothing but a sound and collection of symbols. I have seen them wielded for great good in the hands of clergymen providing spiritual guidance and succor to their flocks in these dark times. I have witnessed a witch-hunter rouse a mob to such heights of fervor that they tied suspected witches to the stake and set them

afire without a trial. Aye, words can do wondrous and terrible things.

No, I cannot command minds as one manipulates a puppet—I am no magician and make no such claims—but I have the power to nudge emotions in other directions, inspire and entertain, to lift spirits and blow away shadows of the mind.

I hold to an ancient but almost extinct tradition—that of the *Meistersinger*. Born in a great city, I joined the guild and rose steadily through the ranks, becoming a *Schüler* (apprentice), *Schulfreunde* (journeyman), and finally a *Meister* (master) as I mastered my chosen trade. I profess some skill at singing and composition, and my natural modesty does not preclude me from saying that I have earned a little fame.

I consider myself a rare soul in this age of barbarism, for I have no wish to wield a sword or take vengeance on those who have wronged me. That life is for others.

I cannot right wrongs with words alone, nor can I rid those who have witnessed utmost cruelty of their nightmares. I am a shoulder on which they can lean for support, a soothing voice when the terrors strike at their senses, and a reminder that there is still good in the world. Do I think my efforts will ultimately make any difference? That it is not for me to say. Posterity will either recall my name favorably or dispatch me to the halls of ignominy. All I can say is that no matter the odds stacked against me, I shall do my best to spread hope.

Roleplaying

Countless dead, destroyed property, brothers at each other's throats, untold numbers starving or ravaged by disease. The nation seems a ruin, yet all is not lost. As in the tale of Pandora's box, hope remains. You may be a single candle fighting against the encroaching shadows, but so long as that faint glimmer radiates the world will not plunge into darkness.

Violence begets only more violence in your opinion. While you expect justice, you are prepared to turn the other cheek when others wrong you. They may see the error of their ways and repent of their own accord, but if not, it is for the Lord to wield retribution, not you.

Creating Survivors

Redemptive Mercenary

Archetype: Mercenary; **Motivation:** Redemption; **Background:** Rural; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 6, Perception 4, Initiative 5, Defense 6 (10)*, Stun 3, Health 5

Skills: Animal Handling 2, Archery 3, Athletics 4, Brawl 5, Firearms 5, Intimidation 5, Melee 6, Ride 4, Survival 5

Talents: Frenzy (may make two attacks at the same opponent at -2), Parry (Can Parry as a reflexive action)

Resources: Follower 0 (Groom), Status 0 (Veteran soldier; +1 Soldier bonus)

Flaws: Short Temper (-2 penalty to Willpower rolls to keep their cool; +1 Style point whenever their short temper causes trouble)

Weapons: Punch 5N, Flintlock pistol 8L, Long sword 9L

* Plate cuirass grants +4 Passive Defensive when struck in the torso.

"I have seen the errors of my ways. I cannot change horrors I have committed in my past, but I hope that in my future I might find some mark of redemption in the eyes of the Lord."

Character Background

What hope did the future offer me, the only child of a poor farmer? Marriage? Children? Breaking my back toiling in the field? Ha! That was not for me.

I was but a child myself when I joined a mercenary company. A servant at first, I watched the soldiers training and copied their moves when none were looking. A sapling at first, barely able to carry my captain's sword yet alone wield it in anger in battle, carrying heavy loads soon saw me to mature into a more fitting frame. When the time was right, I made it clear to my captain that I wanted to

join his company. He had no issues with such a request, for he had already seen my promise.

Morals were never an issue for me. Under my master's guidance I learned to kill men as if they were sheep to be butchered. There was no hesitation, no ambiguity. Battle is brutal, and one must kill or be killed. My enemies would have done the same to me. I learned how to torture without passion, for it was naught but an end to a means. I ransacked farms and simple farmers of their wares in order to feed my grumbling belly, my heart hardened to their pitiful pleas for clemency. What else I needed I looted from my enemies, whether dead or clutching to life's last thread. Let it be known that war is hell and that I was willing champions.

I do not recall exactly when the dark veil that clouded my eyes and my judgments lifted. For sure I had committed many terrible acts before the light returned, and my soul was surely as black as night and promised to Satan. At some point in my youth I had strayed from the path of God and into that of Satan, but while I had forsaken the Lord, He had not forsaken me it seems. For that alone I am blessed.

I no longer fight under the banners of nobles and bishops, nor those of nations. Under their charge there is nothing to be gained but further misery and darkness. Nor do I fight in the name of God, for while He has surely cast His gaze upon me I am not yet worthy to stand in His light.

I am a mercenary still, but my cause is my own and my destiny in my hands alone. I shall never become a saint, nor perhaps even granted entrance to Heaven at my due appointed time, but I shall at least die knowing that I have attempted to right my misdeeds.

Roleplaying

You were not only a witness to the atrocities being wrought by the war, you were a willing participant in some of the worst horrors. The road to salvation will be long and arduous, and there is no guarantee you will reach the end, but for the sake of your immortal soul you will strive your hardest to make right the many wrongs you have committed.

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✧ Young Survivor ✧

Archetype: *Everyman*; **Motivation:** *Survivor*;

Background: *Urban*; **Style:** 3

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 2, Intelligence 3, Willpower 2

Secondary Attributes: Size -1, Move 6, Perception 5, Initiative 7, Defense 7, Stun 2, Health 3

Skills: Athletics 4, Brawl 4, Bureaucracy 3, Con 6, Diplomacy 2, Larceny 5 (*Pick Pocketing* 6), Melee 4, Stealth 6, Streetwise 4 (*Scrounging* 5), Survival 6

Talents: Lucky (+2 bonus to any one roll per game session), Tricky Fighter (+2 bonus when performing Tricks)

Resources: Contacts 0 (Criminals; +1 bonus), Follower 0 (Seller of Fake Relics)

Flaws: Young (+1 Style point whenever their size causes them difficulty or they are patronized because of their young age)

Weapons: Punch 4N, Dagger 5L

* +1 Size bonus to Stealth rolls.

"I know it looks and smells bad, and it has a strange color, but I've eaten plenty of it before and I'm still alive. Just close your eyes."

Character Background

Born to a town clerk, I was fortunate enough to have plenty to eat and new clothes, and learned my letters quickly. Although my father expected me to follow in his footsteps, and there is nothing being wrong with a clerk, I had not given the future much thought. I was, and still am, only a child, and my days were filled with daydreaming and play.

I don't know who murdered my parents and burned down our house. Soldiers for sure, but I do not recall under whose banner they acted and such knowledge does nothing to make things right.

All I remember is my mother hurriedly pushing me into the rafters and urging me to

total silence as the door broke down, and then the screaming. Survival isn't all about finding food and warmth. I shut off those hideous sounds, and later the sights, I witnessed that day and swore never to let them loose.

The town was a mess—bodies everywhere, acrid smoke, screaming women and children, men laughing as they robbed and drank and had their way with women. I ran as fast as I could out of the place I once called home but could no longer recognize.

The first rule of survival is to look to your own needs. Charity was sparse, for those who had not suffered from the War saw us as instigators of our own misfortune. People had their own families to feed and clothe, and an orphan child was just another burden.

Desperation is a harsh and relentless master and I learned its lessons fast and well. I convinced myself that God would not send me to hell simply for stealing a few coins or a crust of hard bread, despite His seventh Commandments. I do not know if taking rags from a cold, staring-eyed corpse in order to stay warm counts as theft in the eyes of the law or the Almighty, and to be frank, it is not something on which I dwell.

I have eaten chunks of flesh cut from the carcasses of animals that surely did not die of natural causes and whose smell would give a starving dog pause, chewed on the tails of flea-ridden rats to fool my hunger, boiled the bark of trees, and risked stuffing my face with various fungi, caring little at the time if they were to be my salvation or doom, such were the pains that gnawed at my guts.

Would I kill to survive? I have defended myself against trespassers, cutting and stabbing at them, but I have never killed another person. If the War has taught me anything, it is that one will do anything to live another day.

Roleplaying

You have a few physical and mental scars from your experiences in the War, but you have managed to survive. It hasn't been easy, and likely things will get tougher still, but you're not above thieving, begging, and playing on the sympathies of adults.

Creating Survivors

❧ Sample Lackeys ❧

Camp Follower

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Larceny 4, Melee 3, Streetwise 4

Talents/Resources: None

Flaws: Poor (+1 Style point whenever they spend money unwisely or cannot afford to buy a basic resource)

Weapons: Punch 0N, Dagger 4L

Charlatan Astrologer

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 3, Stun 2, Health 3

Skills: Con 4 (*Bluff* 5), Empathy 4 (*Body Language* 5)

Talents/Resources: None

Flaws: Superstitious (+1 Style point whenever one of eccentricities cause them troubles turns out to be true)

Weapons: Punch 0N

Cook

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Craft: Cooking 4 (*Improvisation* 5), Survival 4 (*Foraging* 5)

Talents/Resources: None

Flaws: Gluttonous (+1 Style point whenever their appetite causes problems for them or their comrades)

Weapons: Punch 0N

Crippled Beggar

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 2, Defense 3, Stun 2, Health 4

Skills: Con 4 (*Fast Talk* 5), Streetwise 4 (*Haggling* 5)

Talents/Resources: None

Flaws: One Arm (+1 Style point whenever they drop something or makes a critical blunder because of their missing arm)

Weapons: Punch 0N

Demagogue

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Con 5 (*Fast Talk* 6), Diplomacy 5 (*Persuasion* 6), Empathy 4 (*Emotions* 5), Intimidation 5 (*Order* 6)

Talents: Rabble-rouser (Can boost Followers as if a Talent. Their master may also boost this Talent with their own Style points)

Resources: None

Flaws: Righteous (+1 Style point whenever their actions alienate them or cause others to question their motives and moral judgment)

Weapons: Punch 0N

Deserter

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Brawl 4, Firearms 5

Talents/Resources: None

Flaws: Coward (+1 Style point whenever they give up without a fight or abandons their friends to save their own skin)

Weapons: Punch 4N, Matchlock musket 8L

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Faithful Bodyguard

Follower 1

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5, Stun 3, Health 5
Skills: Athletics 4, Brawl 5 (*Punching* 6), Intimidation 4 (*Staredown* 5), Melee 6

Talents: Guardian (May grant a +2 Defense bonus to all allies within 10 feet of them)

Resources: None

Flaws: Vow: Protect master (+2 Style points whenever they have to make a major sacrifice to keep their vow)

Weapons: Punch 6N, Long sword 9L

Forester

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 4, Stun 2, Health 3
Skills: Firearms 4, Stealth 3, Survival 4

Talents/Resources: None

Flaws: Ravenous (+1 Style point when their hunger forces them or their friends to starve)

Weapons: Punch 0N, Matchlock musket 7L

Groom

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2
Skills: Animal Handling 4 (*Horses* 5), Medicine 4 (*Veterinary* 5)

Talents/Resources: None

Flaws: Absent-Minded (+1 Style point whenever they forget something important)

Weapons: Punch 0N

Hedge Mage

Follower 1

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 2, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 4, Defense 3, Stun 2, Health 4
Skills: Athletics 4, Craft: Medicines 5, Medicine 4, Natural Philosophy: Biology 5 (*Plants* 6), Survival 5 (*Foraging* 6)

Talents: Herb Lore (Always has supplies)

Resources: None

Flaws: Pacifist (+1 Style point when they are able to prevent violence or resolve a dispute peaceably)

Weapons: Punch 0N

Itinerant Apothecary

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 3, Stun 1, Health 3
Skills: Craft: Medicines 5, Natural Philosophy: Chymistry 4

Talents/Resources: None

Flaws: Poor Vision (+1 Style point whenever their poor vision causes them to make a critical mistake)

Weapons: Punch 0N

Logistics Arranger

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2
Skills: Bureaucracy 4, Streetwise 4 (*Haggling* 5), Warfare 4 (*Logistics* 5)

Talents/Resources: None

Flaws: Aloof (+1 Style point whenever their businesslike attitude causes them trouble)

Weapons: Punch 0N

Marksgman

Follower 1

Primary Attributes: Body 2, Dexterity 3,

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Strength 3, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 6, Perception 3, Initiative 5, Defense 5, Stun 2, Health 3

Skills: Firearms 8 (*Muskets* 9), Stealth 7 (*Camouflage* 8)

Talents: Accuracy (May ignore up to a -2 penalty for targeting a specific location)

Resources: None

Flaws: Independent (+1 Style point whenever their insistence in doing things on their own or rejection of help causes trouble)

Weapons: Punch 0N, Flintlock pistol 9L, Flintlock musket 13L

Mercenary Cavalryman

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Melee 4 (*Swords* 5), Ride 4 (*Dismount/Mount* 5)

Talents/Resources: None

Flaws: Disfigured (-2 penalty on all rolls where their appearance is a factor; +1 Style point whenever they are rejected because of their appearance)

Weapons: Punch 0N, Lance 7L, Saber 7L

Mercenary Pikeman

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3

Skills: Athletics 4, Brawl 5, Melee 5

Talents/Resources: None

Flaws: Impulsive (+1 Style point whenever their impulsiveness gets them into trouble)

Weapons: Punch 5N, Pike 9L

Merchant

Follower 0

Primary Attributes: Body 1, Dexterity 1,

Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Empathy 4 (*Lies* 5), Streetwise 4 (*Haggling* 5)

Talents/Resources: None

Flaws: Stingy (+1 Style point whenever their reluctance to spend money or insistence on haggling causes trouble)

Weapons: Punch 0N

Orphan

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 3, Stun 1, Health 3

Skills: Larceny 4 (*Pickpocketing* 5), Survival 4 (*Foraging* 5)

Talents/Resources: None

Flaws: Alley Child (-2 penalty to rolls when good manners are involved; +1 Style whenever their brazen disregard for social niceties causes them or their friends to be rejected or excluded)

Weapons: Punch 0N

Pack Mule

Follower 1

Primary Attributes: Body 3, Dexterity 1, Strength 4, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 2, Defense 4, Stun 3, Health 5

Skills: Athletics 8 (*Lifting* 9), Brawl 6 (*Kicking* 7), Survival 4

Talents: Pack Mule (Treats their encumbrance level as one less than the weight they carry would normally impose)

Resources: None

Flaws: Ravenous (+1 Style point when their hunger forces them or their friends to starve)

Weapons: Punch 6N, Kick 7N

Scavenger

Follower 0

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Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 5, Defense 4, Stun 1, Health 2
Skills: Larceny 4 (*Sleight of Hand* 5), Stealth 4, Streetwise 4 (*Scrounging* 5)

Talents/Resources: None

Flaws: Callous (+1 Style point whenever they do something particularly selfish or refuse to help someone in dire need)

Weapons: Punch 0N

Scribe

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2
Skills: Academics: Literature 4, Bureaucracy 5, Linguistics 5

Talents/Resources: None

Flaws: Absent-Minded (+1 Style point whenever they overlook a critical detail or forget something important)

Weapons: Punch 0N

Seller of Fake Relics

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2
Skills: Academics: Religion 4, Con 5, Streetwise 4

Talents/Resources: None

Flaws: Unlucky (Once per game session, you suffer a -2 penalty on any one dice roll; +1 Style point if if this causes their action to fail, or if they roll a Critical Failure)

Weapons: Punch 0N

Trusty Messenger

Follower 0

Primary Attributes: Body 2, Dexterity 2,

Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Athletics 4 (*Running* 5), Riding 4 (*Galloping* 5)

Talents/Resources: None

Flaws: Code of Conduct (+1 Style point whenever their code forces them to make something much more difficult than might otherwise be necessary)

Weapons: Punch 0N

Vicious Thug

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3
Skills: Brawl 4 (*Punch* 5), Intimidation 4 (*Threats* 5)

Talents/Resources: None

Flaws: Belligerent (+1 Style point whenever their aggressive attitude causes trouble for them or their comrades)

Weapons: Punch 5N

Witchfinder

Follower 1

Primary Attributes: Body 1, Dexterity 1, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 4, Defense 2, Stun 1, Health 3
Skills: Academics: Occult 4, Academics: Religion 4, Con 5 (*Tricks* 6), Empathy 4 (*Lies* 5), Intimidation 5 (*Torture* 6), Investigation 4 (*Interview* 5)

Talents: Magical Sensitivity (May make an Empathy roll whenever they try to sense magical energy)

Resources: None

Flaws: Fanatical: Burn the Witch! (+1 Style point whenever their devotion causes harm or they convert someone else to their way of thinking)

Weapons: Punch 0N

Chapter Two: Surviving

"The soldiers were so famished that in the Altmark some of them ate human flesh. As they reached Beelitz and marched on around the town they ate dogs, cats and rotting dead horses. Everything that they found in the barns outside they either consumed or destroyed, but the town itself was preserved, thank God."
—Geoff Mortimer, *Eyewitness Accounts of the Thirty Years War 1618-48*

Where the War has touched the land, hardship and suffering rapidly follow. Like plagues of locusts, armies move across the land, devouring anything edible, tearing down fences and buildings for firewood, and stripping the furnishings from houses. That which they cannot take, they destroy, so as to deny it to their foes. With farmers unable to till the soil, entire populations abandoning the land, and commerce ruined, famine stalks rural and urban regions like the Angel of Death.

Characters adventuring in war-stricken regions face a barrage of challenges beyond murderous brigands and ferocious monsters. The difficulties caused by the War should not be downplayed in the characters' favor—heroes they may be, but they are not immune to starvation, lack of supplies, and the threat of pestilence.

❧ Devastation Rating ❧

Not every part of the country suffers equal privation during the War. Some areas are left almost barren, with only burnt-out buildings

and silent corpses left testament to previous prosperity. Other parts escape with only minor despoiling and destruction. The map on page 54 shows the level of destruction as of 1636.

The level of destruction sets the Difficulty for rolls to hunt, forage, scrounge, and scavenge, as shown below.

Level of Destruction	Difficulty
Despoiled	3
Plundered	4
Ravaged	5
Devastated	6

❧ Commerce ❧

Commerce is a victim of the war. The decrease in population has destroyed entire industries, army commanders demand their soldiers be supplied under threat of violence, merchants fear to tread the roads lest their wagons be plundered, and the sight of glinting coins is enough to cause otherwise good people to become vile murderers. Shortages of even the most basic of goods causes prices to sky-rocket.

Scavenging & Scrounging

As well as accepting hard coin, most citizens are prepared to barter in lieu of part or full payment. During their travels, the characters may come across minor objects, such as a lost button, some discarded clothes or rags, maybe

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a drinking cup or plate, a bundle of sticks or dried dung, and the like. By themselves, the objects have negligible cash value. Collectively, however, they can be used for bartering purposes. For ease, such items are referred to as Barter Dice.

When in a settlement, whether abandoned or occupied, one character may make a Perception or Streetwise: Scrounging (player's choice). Passing through a former battlefield forces the heroes to use Perception instead as they search for spent musket balls, thrown horseshoes, scabbards, and such like.

This is deemed to take one hour. Teamwork, Skill Synergy, and Time modifiers apply as usual. The maximum frequency of rolls is listed in the table below.

A minor success means the hero has discovered one Barter Die worth of knick-knacks and trinkets. Each additional success provides

one extra Barter Die. For Gamemasters enforcing the encumbrance rules, each Barter Die weighs two pounds.

Settlement Size Table

The definition of locations is deliberately left vague. A tiny settlement may have been thriving village before soldiers passed through, slaughtering and looting. Equally, an abbey or noble's manor house, even fully staffed, likely has fewer than 100 souls. By the same guidelines, a major military camp may be considered a medium or large settlement. As a rule, villages are small, towns are medium, and cities are large.

Circumstances can drastically change the population. Before 1631, for instance, Magdeburg was a city with around 24,000 citizens (large). After its brutal sacking by Imperial soldiers, the population was reduced to around 4,000 (medium). By the end of the War it has only 500 inhabitants (small).

Size	Population	Rolls
Tiny	1-99	1 per 2 weeks
Small	100-999	1 per week
Medium	1,000-9,999	1 per three days
Large	10,000+	1 per day

Bartering and Haggling

With the decrease in population, the amount of natural resources being delivered to craftsmen has diminished. Fewer craftsmen producing finished goods means shortages in the markets and shops. Merchants have to spend hard coin on ensuring their wagons are protected. All of these factors have resulted in price increases.

Unless a character is prepared to take an item by force, they need to pay for it in some way. Payment need not always be in hard coin. Characters with spare equipment or supplies can use them to barter with. Likewise, a hero with a useful skill might be able to barter his services in return.

Characters prepared to recompense the seller must make a Diplomacy: Negotiation or

Streetwise: Haggle roll with a Difficulty equal to the seller's Willpower rating (typically 2). The buyer may also expend Barter Dice before or after the roll is made—each dice grants a +1 bonus to the roll. Barter Dice used in a transaction are lost only if the purchase is made. Each additional success on the Streetwise roll success lowers the price multiplier by one point, to a minimum of x1.

The buyer is never forced to accept the final price—if he doesn't like it, or can't afford it, then they can walk away. However, they cannot make a new roll for the same item until a day has passed.

Price Modifier Table

Level of Destruction	Price Multiplier
Despoiled	x2
Plundered	x4
Ravaged	x6
Devastated	x10

Streetwise Modifier Table

Strangers are rarely welcome into settlements, more so if they arrive armed and armored, have a different faith or nationality, follow the wrong flag, or if the settlement has been attacked recently. The exact attitude of the population toward the characters must be determined on the various factors above.

Attitude	Modifier
Loyal	+4
Helpful	+2
Friendly	+1
Neutral	0
Unfriendly	-1
Hostile	-2
Enemy	-4

Example: Gunther (Streetwise 6) has managed to locate someone prepared to sell him a healer's kit. Normally it would cost him 10 livres, but because the market is in a Ravaged area, the price has increased to 60 livres!

Coins of the Realms

Gamemasters who want to add a little extra flavor into their adventures, or who are merely curious about historical currencies, can use the following information. There is no need to actually convert prices from *livres* to local currencies—the characters' purchasing power is unchanged.

Denmark: Krone, rigsdaler, mark, skilling, penning. 1 krone = 8 marks; 1 rigsdaler = 6 marks; 1 mark = 16 skillings; 1 skilling = 12 penninge

Exchange rate: 1 livre = 2 marks

Holy Roman Empire: The HRE uses a variety of coins based on region. For simplicity, we use gulden, kreutzer, and pfennig. One gulden = 60 kreutzers; 1 kreutzer = 4 pfennigs.

Exchange rate: 1 livre = 30 kreutzer

The Netherlands: guilder, stuiver, penning. One guilder = 20 stuivers; 1 stuiver = 16 pennings

Exchange rate: 1 livre = 16 stuivers

Sweden: Mark, öre, örtugar, penningar. One mark = 8 öres; 1 öre = 3 örtugars, 1 örtugar = 8 penningar

Exchange rate: 1 livre = 2 öres

Gunther has a handful of Barter Dice to hand and decides to spend three of them now. He rolls a total of 9 dice—Streetwise 6 and Barter 3—against the seller's Willpower 2. A smooth-talker by nature, Gunther scores 6 successes, four more than he needed. This reduces the multiplier from x6 to x2, giving a final price of 20 livres.

Gunther accepts the final offer. He hands over 20 livres and loses 3 Barter Dice.

Hunting & Foraging

Food is a necessity, and finding sufficient quantities during famine is not a simply matter of going to a shop or picking wild fruits, nuts, and berries. Rather than creating complex tables, hunting and foraging are abstracted to a single roll.

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We have Loads of Stuff!

Through good fortune or judicious skill use, the characters are likely to acquire equipment and provisions. That's great, as it means they don't have to worry about eating or defending themselves for a while, and may have excess goods for bartering purposes.

Unfortunately, the War has dramatically swelled the number of "have-nots." More importantly, there are now growing numbers of citizens prepared to take what they want by force.

Characters who flaunt their prosperity, be that in the form of coin, provisions, or general goods, are going to attract unwanted attention sooner rather than later. At best, swarms of beggars requesting alms will molest them. Maybe a pickpocket or cutpurse sees them as a ripe mark. At worst, the unfortunates decide the only way to get what they want is to draw weapons and assault the characters.

Once per day, one character may attempt to locate free food and water—that is, food they don't have to buy or that is owned by someone else already. In the countryside, they roll Survival: Foraging or Survival: Hunting. In urban areas, defined for this purpose as any inhabited population center, they roll Streetwise: Scrounging or Survival: Hunting. The latter nets rats and the occasional cat or dog, rather than plump rabbits or deer. The player always decides which roll to use.

For convenience, hunting and foraging takes one hour. This may be altered by using Time modifiers. The time isn't necessarily a block of one hour. Rather, it is an indicator of the amount of time the character spends on the activity throughout the entire day—time that cannot be used for other actions, such as moving any distance.

Teamwork and Skill Synergy modifiers apply as normal. Players should be encouraged to use their other Skills in novel ways. For instance, in an urban area, knowledge of Animal

Handling can be used to entice small animals to come to the hero. Likewise, Streetwise is an aid when looking for sources of food, while Diplomacy may allow a character to befriend someone willing to share a little food.

A minor success results in the hero locating enough food and water to provide one person with sufficient sustenance for the coming day. Each additional success provides sustenance for one additional person. There are no options for reduced rations and the like—a character either has enough food to sustain them or they do not.

Excess sustenance, that is, provisions left over after everyone has sated their hunger and thirst, should be recorded on the heroes' characters sheets as "Days of Provisions."

Example: *Manfred (Survival 6) and his servant, Otto (Survival 4) haven't eaten in nearly a week. Manfred wants to find food.*

His base roll is 6 dice. Otto provides a +2 Teamwork bonus. A scholar before the War forced him to abandon his studies, Manfred has Natural Philosophy: Biology 4. Through his knowledge of botany, which includes edible roots and flowers, he gains a +2 Skill Synergy bonus. They are in a Plundered rural area, which gives a Difficulty of 4.

Manfred rolls a total of 8 dice against Difficulty 4 and scores 6 successes, two more than he needs! The base success means he finds enough for himself and the first additional success to keep Otto fed. The second additional success provides one man-day of food for tomorrow. Manfred's player writes "Days of Provisions 1" on his character sheet.

☞ Pestilence ☞

The 17th century is far from a sanitary era at the best of times, but add the War into the mix and pestilence becomes rife.

Pestilence is one of the two biggest killers in the War, accounting for millions of deaths. In some areas, disease killed as much as 50% of the population. The populations of already filthy towns and cities have been swelled by an influx of refugees seeking sanctuary. Squalid conditions, human filth, poverty, vermin, and huddled masses are breeding grounds for dis-

ease. Things are no better in military camps and garrisons, and soldiers on campaign become carriers of numerous plagues, spreading their infestations far and wide. Festering corpses lie where they fell, their decaying flesh and fetid juices seeping into water supplies, while deliberate sabotage makes drinking from wells and streams a risky prospect.

Common Modifiers

Circumstance	Modifier
Character	
Already suffering from disease	-1
Elderly or Young Flaw	-1
Suffering from hunger	-1
Environment	
Crowded	-1
Filthy	-1
Temperature above 30C/85F	-1
Temperature below 5C/40F	+1

Camp Fever

Camp fever, properly known as typhus, is common during and after wars, when vast numbers of men are congregated together in close proximity. For similar reasons, it is also known as jail fever and ship fever.

The disease is spread through the droppings of infected lice, a common fixture in unhygienic military camps and crowded towns and cities. These bite the victims, who then scratch at the area, carrying the droppings into their bloodstream.

Symptoms: 2 (Camp fever begins with a high fever, but quickly develops into coughing, severe headache, severe muscle pain, sensitivity to light, stupor, and delirium. A rash begins on the torso and spreading to the extremities. In the latter stages, the disease can cause gangrenous lesions).

Infection: 2 (3 if the camp is particularly unhygienic, or the character infrequently launders his clothes).

An infected character usually feels fine for the first week, displaying no symptoms. Dur-

ing the second week he develops a rash, which quickly spreads. Accompanying this is a high fever. After the second week, the character takes one lethal wound per day until he recovers or succumbs to the disease. Characters infected with camp fever suffer a -1 penalty to all actions due to lethargy.

Recovery: 2 (10 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day camp fever is contracted.

In an age before antibiotics, there is nothing a physician can do to aid recovery except make the patient comfortable.

Cholera

Cholera is a small intestine infection caused and spread by unsanitary conditions. The disease is spread through contaminated water or food. With no true sewers, an outbreak of cholera spreads quickly, as victims' infected bodily waste enters the local water supply, leading to further infection.

Symptoms: The main symptoms are excessive diarrhea and the vomiting of clear fluid. Other symptoms include a rapid pulse, sunken eyes, and turgid skin (wrinkled hands).

Infection: 3 (1 if merely in prolonged contact with an infected person). At the Gamemaster's discretion, gluttony in an infected area may increase the Difficulty to 4, as the character consumes more of the bacteria. One to five days after infection, the character's bowels begin violently emptying from both ends. A patient can expel as much as 20 quarts of liquid feces a day, leading to rapid and often fatal dehydration and electrolyte imbalance.

Recovery: 3 (10 successes are required to recover from the disease). Each Body roll represents one half-day of illness, starting from the day cholera is contracted.

Without antibiotics, the best cure is fresh, clean water (not easy to find in an infected area), laced with a little salt and plenty of sugar. Potassium, found in various nuts, parsley, and potatoes, is required to balance electrolyte levels. Potassium isn't discovered until 1807, but certain types of food will be known through folklore to serve this purpose.

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Consumption

The archaic name for pulmonary tuberculosis, consumption is a disease of the lungs. A form of nonlethal consumption can be represented with the Illness Flaw, and a weaker strain with the Sickly Flaw. In both these instances, the rules below are ignored in favor of those of the Flaws.

Symptoms: Consumption has classic symptoms recognized by even uneducated peasants—chronic cough with blood-flecked sputum, high fever, chest pain, night sweats, and weight loss (the latter being the origin of the disease's name, as it was believed the body was literally being consumed).

Infection: 2 (3 if in close proximity to an infected person). Consumption is spread through saliva. Most often this is by means of tiny droplets carried by coughs and sneezes.

The disease may remain dormant for years before the first symptoms (coughing) develop. After the first week of active infection, the character takes a lethal wound each month until he recovers or succumbs to the disease. Characters infected with active consumption suffer a -1 penalty to all actions due to lethargy.

Recovery: 2 (10 successes are required to recover from the disease). Each Body roll represents one month of illness, starting from the day the disease becomes active in the lungs.

Other Diseases

Common Cold: Sneezes and sniffles are common in summer and winter, though rarely ever more than an inconvenience. A character should make a Body roll (Difficulty 2) whenever the Gamemaster thinks it is warranted. For example after plunging into a freezing river. The character suffers from the Sickly Flaw for the next few days, after which he is cured.

Hepatitis: An infection of the liver. Victims are often jaundiced and beset with malady. While it can heal naturally, in most cases the victim is infected for life. For simplicity, it can be treated as the Illness or Sickly Flaw, depending on the severity.

Malaria: Although we think of malaria today as a tropical disease, it is not unknown in Europe in this period. For simplicity, we suggest a Body roll (Difficulty 2) is made each day or week in a marshy area. The effects of the disease, which can re-occur throughout a victim's life, should be treated as the Illness or Sickly Flaw, depending on the severity.

Scrofula: A tuberculosis affecting the neck, scrofula takes the form of an unsightly but painless growth covering the neck. Absent modern-day antibiotics, 17th century remedies tend to produce only short-term alleviation of the symptoms. It is best represented by the Disfigured Flaw.

Plague, Bubonic

Although bubonic plague is attributed to rats and airborne particles, it is actually the rats' fleas that spread the disease. The name derives from the Greek "bubo," or "swollen



gland,” and relates to the primary physical appearance of the disease, swollen lymph nodes. It is also known as the Black Death, from the black swellings.

Symptoms: Victims of bubonic plague suffer chills, malaise, fever, seizures, painful buboes, bleeding from the ears, followed in the later stages by vomiting blood, extreme pain, and fits of coughing.

Infection: 2 (3 if the character is in direct contact with infected bodily fluids). After one to six days, the victim begins suffering pain in their crotch, armpits, and neck, as their lymph nodes become infected and swollen.

After the first week of active infection, the character takes a lethal wound each day until they recover or succumb to the disease. Characters infected with bubonic plague suffer a -2 penalty to all actions due to malaise, fever, and pain.

Recovery: 3 (12 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day bubonic plague is contracted. With no antibiotics available, physicians recommend a good diet, rest, and clean air.

Plague/Pneumonic

Pneumonic plague is a deadly lung infection, primarily spread through droplets, such as by coughing or sneezing, though it can also be contracted by handling infected tissue (such as when transporting corpses or treating the sick). It is an extremely virulent disease, but fortunately it is much rarer than its bubonic cousin.

Symptoms: Pneumonic plague victims suffer fever, weakness, headaches, and nausea, leading to pneumonia, chest pain, coughing, and bloody or watery sputum.

Infection: 3 (4 if the character is in close proximity to an infected person, or infected tissue). Pneumonic plague is aggressive and virulent. Without antibiotics, it is almost 100% fatal. The primary causes of death are blood poisoning and asphyxiation. Victims develop symptoms within a few hours and can die as quickly as 36 hours later. A few hours after infection, characters take a lethal wound every four hours until they recover or succumb to the disease. Characters infected with plague suffer

a -2 penalty to all actions due to weakness, coughing, and raging fever.

Recovery: 3 (14 successes are required to recover from the disease). Each Body roll represents four hours of illness, starting from the moment plague is contracted. Medical attention has almost no effect on pneumonic plague, beside making the patient slightly more comfortable in their last few hours on Earth.

Pneumonia

Pneumonia, an infection of the lungs, is a common malady and a leading cause of death. Pneumonia can be caused by bacteria, viruses, fungal spores, and even parasites. For game purposes, all forms of pneumonia are assumed to be identical.

Symptoms: Chest pains, chills, vomiting, clammy skin, a hacking cough delivering up thick sputum, shortness of breath, fatigue, raging fever, and body aches are all symptomatic of pneumonia.

Infection: 2 (3 if in close proximity to a patient). Direct, prolonged, face-to-face contact is typically required to catch pneumonia through airborne particles.

Pneumonia kills in a variety of ways. Blood poisoning, asphyxiation through congested lungs, and secondary infections like pleurisy due to a weakened immune system are the most common, though normally it is the young, elderly, and already sick who succumb. After the first week, characters take a lethal wound per week until they recover or succumb to the disease. Characters infected with pneumonia suffer a -1 penalty to all actions due to lethargy and fatigue.

Recovery: 2 (6 successes are required to recover from the disease). Each Body roll represents one week of illness, starting from the day pneumonia is contracted. Long-term rest also aids in the recovery of pneumonia. A patient who gets suitable bed rest gains a +2 bonus to his Body roll for the purposes of recovery.

Scurvy

Scurvy is one of the most common illnesses. It's a familiar condition to anyone who has

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Magick & Diseases

Since antibiotics are centuries away and most medical practices of the age, such as bloodletting, only weaken the immune system further, the most potent curing Arts are Alchemy and Benignus. Most mortals would not dare to traffic in the black arts, even ones which claim to be benign. After all, what good is saving the body if one damns the soul?

The freeform nature of magick in *All for One* means there is no "cure disease" spell. More importantly, there is no one option for creating a spell that helps cure diseases. The main options for creating such a spell are explored below. Inventive players may come up with other suggestions.

Healing Touch: The magician creates a spell that generates a value on the Opposed column of the Effect Table. This value replaces the victim's Body rating. This is a very subtle form of Benignus magick—the patient may believe the magician is praying, rather than summoning angels and spirits to temporarily possess them or use curative powers. An alchemical potion is applied or ingested to help fight the cause of the disease.

Boost the Ailing Body: This spell boosts the victim's Body score, allowing a better chance to fight the infection. Again, a Benignus spell can usually be disguised as prayer rather than diabolical magick. Theurgical Homomancy might also. With Alchemy, it represents a simple mineral tonic.

been on a long sea voyage, but little is known about its prevention. Scurvy is not caused by starvation, but by deficient nutrition; specifically, a deficiency of vitamin C. Lack of fresh food, especially vegetables, will cause scurvy.

Symptoms: The skin of the scurvy-victim turns gray; they bloat, and the eyes assume a heavy, lidded expression. They lose energy and are wracked with aches and pains - especially in the joints. Gums bleed, breath is fetid, and teeth may fall out.

Infection: Scurvy is not an infection, but will develop in a number of months equal to

a character's Body rating after the last intake of fresh food. After that, the diseased character will take one nonlethal wound per week until they once again have access to a regular supply of fresh food. In addition, the character is unable to heal wounds while suffering from scurvy and suffers a -1 penalty to all actions due to low energy.

Recovery: Long-term medical attention will not cure scurvy, nor is it an illness that can be fought off by a character's immune system. A character will recover normally once they start eating fresh food again.

Smallpox

Smallpox is a very serious and sometimes fatal disease that is only transmitted by humans. The name is derived from the Latin word for "spotted" and refers to the raised bumps that appear on an infected person. Infection usually occurs by inhaling the virus, which can remain on clothing, bedding and other surfaces for up to one week. As such, the disease usually starts in the lungs, invades the bloodstream, and eventually spreads to the rest of the body.

Symptoms: At first, the infected character suffers from a high fever, lack of energy, aches and pains, and sometimes vomiting. Later, sores form in the character's mouth and a rash spreads all over the body, eventually becoming raised bumps. By this point, the character is usually too sick to perform normal activities.

Infection: 2 (3 if in direct contact with bodily fluids). Direct, prolonged, face-to-face contact—or contact with infected bodily fluids—is typically required to catch smallpox. An infected character usually feels fine for the first week, and displays no symptoms. They gradually begin to suffer symptoms over the second week, at which point the disease has taken hold. After the first week, the character takes a lethal wound per day until they recover or succumb to the disease. Characters infected with smallpox suffer a -1 penalty to all actions due to lethargy.

Recovery: 2 (10 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day smallpox is contracted. Long-term medical attention has almost no affect on smallpox.

Chapter Three:

A History of Hatred

"Never can true reconciliation grow where wounds of deadly hate have pierced so deep..."
—John Milton, *Paradise Lost*

This chapter details the history of the Thirty Years' War up to 1636, the current year. As mentioned previously, it is not a detailed look at every battle or political maneuver, or the complexities of the decades' old struggle. It is an overview of the salient points at best, with a strong focus on Germany, intended to help the Gamemaster set the scene and understand how what began as a minor revolt tore apart much of Europe. Gamemasters who wish to learn more about the War will find a plethora of information on the internet and in various historical texts.

As for the historians among you, we hope you will forgive us for any errors or omissions. Ultimately, this is a role-playing game setting trying to explain a complex situation.

☸ Heavenly Origins ☸

The origin of the Thirty Years' War lies not in the vindictive and ignorant hearts of mortal men, molded from clay by God, but in the heavenly spirits.

From the moment that Satan opened his heart to rebellious thoughts and sought to dethrone God, the forces of Heaven and Hell have been engaged in war. No longer does Satan strive to breach Heaven's gates by martial prowess, for he has been thrown down once before by superior numbers and Saint Michael

is on eternal guard against another assault. Instead, the war takes place in the realm of mortals, where the conflict is for eternal souls.

In his wisdom, Satan sent demons to the lands of mortals to tempt them into sin and darkness. Of Belphegor the reader knows, for he is Ambassador to France. To England, he appointed Mammon; to Italy, Belial; to Russia, Rimmon; Thamuz to Spain; Hutgin to Turkey; and Martinet to Switzerland.

Two fowls lords of the abyss petitioned to corrupt Germany in Satan's name. Long did the Horned One ponder which infernal agent to assign to Germany, the heartland of the Holy Roman Empire where Charlemagne ruled as the first emperor.

Unable to decide which was worthier, the Devil set them against each other in contest—whichever could bring him the most souls, cause the most corruption and misery, bring the Church most harm, would be awarded the title of ambassador. So it was that Eurynome, Prince of Death, and Moloch, Prince of the Country of Tears, hatched their wicked plans.

Like grand masters of chess, each played the long game, maneuvering pawns into place and watching for weakness in their opponent's defenses over millennia. Long was the contest, for demons are nothing if not patient and the lives of mortals are all too short.

The end game began in the early 16th century. To say that Martin Luther was an agent of infernal powers would be a gross stain on his name and give the infernal hordes far more credit than they are due.

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Luther's thoughts concerning the state of the Church were his own, but his nailing of his Ninety-Five Theses on the church door in Wittenburg, in which Luther openly declared that the Catholic Church was corrupt and misguided, was a rebellious act whispered into his soul by Moloch. Arguably, Luther would have made the decision himself at some point—Moloch simply hastened the act. In the resulting furors, few noticed that Luther's act took place on October 31—one of the days when the forces of evil are strongest.

Like a cancer, Luther's words began to spread across Europe, igniting first the Reformation and then the Counter-Reformation. Entire nations cut ties with Rome and adopted the new Protestant faith. With nations and families torn apart, religious tensions rose and boiled over into intolerance and hatred.

The inhabitants of Hell did not ignite the flames of hatred and war—humans are capable of such wicked acts without direct demonic interference. They did, however, sow the seeds in the hearts of men and leave them to find fertile soil. Ultimately taking sides in the growing conflict, Moloch has opted to aid the Protestants and Eurynome the Catholics.

❧ The Stage is Set ❧

Strife between Catholics and Protestants living within the Holy Roman Empire began almost as soon as Protestantism began to take hold in Europe. In 1555, Holy Roman Emperor Charles V signed the Peace of Augsburg.

Under the terms of the peace, the heads of the 224 German states would be free to follow Lutheranism or Catholicism. Their subjects were not so fortunate—those who refused to accept the faith of their feudal superior were forced to emigrate to a state that followed their faith. Prince-bishops—bishops who also wielded secular authority—who converted to Lutheranism were ordered to hand over their land to the Catholic Church.

Rather than bring about lasting peace, Charles' decision left the already fragmented Holy Roman Empire divided between two rival faiths. The flames of war had been dampened,

but the coals remained hot. All that was needed was a waft of wind to rekindle the simmering resentment.

❧ The Bohemian Revolt ❧

1618-1620

Forces Directly Involved: *Pro-Catholic:* The Emperor, Bavaria, Saxony, Spain; *Pro-Protestant:* Palatinate, Transylvania. **Forces Indirectly Involved:** *Pro-Catholic:* France, The Papacy, Poland; *Pro-Protestant:* Dutch Republic, England, Savoy.

That wind began to blow in 1618. Lacking an heir, the ailing Holy Roman Emperor, Matthias (r. 1612-1619), was determined to that his death would not trigger civil war as contenders fought for the vacant throne. Worse, a Protestant might end up enthroned.

To that end, he used his formidable authority to ensure that his nominated heir, Ferdinand of Styria (1578-1637), was crowned as King of Bohemia (June 1617) and King of Hungary and Croatia (March 1618). A zealous Catholic who saw the entirety of Europe as rightly Catholic, Ferdinand would unwittingly ignite the terrible conflict to come.

1618: The Revolt Begins

Not every Bohemian welcomed the thought of Ferdinand becoming king, let alone emperor. Having been granted religious rights in 1609, many Protestants were fearful that Ferdinand would work to remove those rights. Their fears were quickly founded.

No sooner had he been given the title of Crown-Prince of Bohemia, Ferdinand suspended the construction of certain Protestant chapels on royal land. Had Emperor Matthias been of sounder body and spirit, he might have prevented this, but by that time Matthias was little more than a puppet to Ferdinand's ambitions.

After voicing their protestations openly, the Protestant estate lords were aghast when Ferdinand disbanded their political assembly,

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leaving them without a voice at court. A proclamation threatening the lives and honor of the Protestant lords caused apoplexy. On discovering that three Catholic Bohemian lords had a hand in Ferdinand's actions, the Protestants took matters into their own hands.

Declaring the Catholics to be enemies of Bohemia seeking to rid the land of Protestants, the mob threw the Catholic lords from a third-story window. They survived.

Catholics later proclaimed that the lords were saved by the hand of angels. Protestants argued they had landed in a manure pile. Certainly Eurynome and Moloch played no part in this spat—dead or alive, the act of attempting to murder the Catholics was enough to ignite the spark of war. Within weeks, war erupted in the southeastern block of the Holy Roman Empire.

At first, the Bohemians lacked allies. Only Duke Charles of Savoy was prepared to support their cause. Charles sent 2,000 men under the command of Ernst von Mansfeld (1580-1626), a Catholic. The first major battle of the War took place in September. For two months, Mansfeld's artillery bombarded the fortified city of Pilsen.

1619: A New King in Bohemia

Emperor Matthias died on March 20, 1619. Their cause faltering, their leaders considering suing for peace, the Bohemians rallied at the news—Ferdinand II, named Holy Roman Emperor in the summer of 1619, had proven a weak leader since ascending the throne. As the turmoil spread into western Germany, threatening to engulf the entire country, the Emperor sent Philip III of Spain, his brother-in-law, a plea for assistance.

With the balance of power now swinging to the Protestants in Bohemia, they openly denounced Ferdinand as their king. In secret, various factions made offers of kingship to Frederick V of the Palatinate, the Duke of Savoy, the Elector of Saxony, and the Prince of Transylvania. Ultimately, Frederick was elected as Frederick I, King of Bohemia in late August. Two days later, his rival, Ferdinand is officially elected Holy Roman Emperor.

In June, Mansfeld's attempts to aid the forces besieging Budweis were thwarted when his column was intercepted by a Catholic army. Defeated at the Battle of Sablat, Mansfeld switched allegiance to Ferdinand. Worse was to come. The capture of Mansfeld's baggage train revealed Savoy's support for the Bohemians. Having invested a fortune in the war, and not willing to face the armies of Ferdinand openly, the dukedom dropped its support.

Despite Catholic Austrian spies revealing the Bohemian's secret letters to the various proposed kings and the loss of Savoy, the Protestants were not without additional allies. Upper and Lower Austria joined the revolt against the Emperor and the Hapsburg dynasty. Thousands of English flocked to the Protestant cause in Europe, despite King James VI of England, who was Frederick's father-in-law, refusing to support the Bohemians.

War causes men to accept strange bedfellows. Although a vassal of the Ottoman Empire, Gabriel Bethlen, Prince of Transylvania, was a Protestant. Wary of Ferdinand's plans to restore Catholicism as Europe's *de facto* faith, the prince entered the War by invading Hungary. His army was aided by forces loyal to Ottoman Emperor Osman II.

As the year drew to a close, Protestant forces began to besiege Vienna—capital of the Holy Roman Empire. Now desperate, Ferdinand sought the aid of King Sigismund III of Poland in cutting the Transylvanian supply lines. Although officially neutral, as was the Polish-Lithuanian Commonwealth of which he was a part, Sigismund allowed the hiring of mercenaries allied to the Hapsburgs in his domain.

Polish forces engaged with the Transylvanians in the Carpathian Mountains in late November. Defeated, the Transylvanians were forced to lift the siege of Vienna and reinforce their remaining territory in Hungary. Ferdinand's gamble of calling on foreign support had saved the capital and, undoubtedly, his title.

1620: Bohemia Falls

His army broken, Prince Gabriel sued for peace with the Hungarians. In return for

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providing no further aid to the Bohemians, the prince was awarded with extensive lands in eastern Hungary. In August, Prince Gabriel was hailed as "protector of Protestants" and awarded the kingship of Hungary, though he was never officially crowned and would lose the title the following year. Peace was a fleeting shadow—Gabriel rejoined the war against the Hapsburgs in September.

The trend that ended 1619 continued in 1620—the Bohemians were on the back foot. Spain had finally met its obligations to Ferdinand and mustered an army from its holdings in the Spanish Netherlands.

Religious differences may have been bitter, but good politics could overcome such matters. In return for supporting the Emperor and attacking Bohemia and its allies, Protestant Saxony was offered the neighboring state of Lusatia and two millions *ducats* with which to expand its army and hire mercenaries. With the Spanish army poised to attack in the west, the Protestants could not prevent Saxony from invading. Further politics saw the Duke Maximilian of Bavaria join the Catholic cause in return for land in the Palatinate and the title of Count-Elector of the Palatinate, a title held at that time by Frederick.

With their new Ottoman allies, the Bohemians drew up plans to invade Moldavia, a vassal state of the Kingdom of Poland. Although initially victorious, the Ottoman army was not able to meet its major objective—total of control of both Moldavia and the Ukraine.

Austria fell to the Catholic armies—Upper Austria to the forces of the Catholic Leagues and Lower Austria to the Imperial army under Johan Tzerclaes, Count of Tilly (1559-1632). Uniting, the two armies turned their attention to Bohemia.

On November 8, the Catholic and Protestant armies met in battle at White Mountain (actually a low plateau) outside Prague. Morale was low on both sides, and neither was prepared for a protracted campaign. Winter's icy grip had begun, mercenaries on both sides were owed several months' wages, and shortages were taking their toll on the soldiers' health. Outnumbered almost two-to-one, fortune did not favor the Bohemians.

Ultimately, the battle that ended the Bohemian Revolt was little more than a skirmish, the defenders' resolve collapsing within the hour. In the aftermath, some 4,000 out of the initial 15,000 were left dead on the field, with the Catholics losing less than 700 souls.

The last major Bohemian army was in tatters, Tilly controlled Prague, and Frederick V had abandoned his people and gone into voluntary exile. After almost four years of war, the Bohemian people accepted Catholicism and Hapsburg rule. Ferdinand's justice was swift and harsh. Captured leaders of the Revolt were publicly executed and the majority of the nobility exiled, their estates seized. Rebellious Bohemia had been brought to heel, but at a terrible price.

❧ The Palatinate War ❧ 1621-1624

Forces Directly Involved: *Pro-Catholic:* The Emperor, Bavaria; *Pro-Protestant:* Palatinate, Transylvania. **Forces Indirectly Involved:** *Pro-Catholic:* France, The Papacy, Spain; *Pro-Protestant:* Dutch Republic.

The Capitulation of Bohemia did not end the War. The heartland of Calvinism, it had long been a thorn in the side of the Catholic lords. Frederick aiding the Bohemians offered the Emperor and the Catholic League the excuse the needed to crush it forever and restore Catholicism.

1621: Bohemia Crushed

The year began with two changes. First, Pope Paul V died, to be replaced with Gregory XV. Second, King Philip of Spain died in March, to be replaced with his son, Philip IV.

After 12 years of peace, the treaty signed between the Dutch Republic and Spain came to an end. Although not a part of the greater conflict raging in Germany, both sides made preparations to resume the war of independence that began in 1586 (what would become the Eighty Years' War).

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Elsewhere, the remnants of the Bohemian army had taken refuge in Silesia. Determined to restore Protestantism in recently crushed Bohemia, Johann Georg Jägerndorf of Hohenzollern stoked the fires of rebellion in Moravia and Upper Hungary. An attempt to capture the entirety of Moravia failed, despite victory at the Battle of Neutitschein (July 25), in which much of the city was razed to the ground and the Catholic defenders were forced to flee.

Having switched sides once, Mansfeld did so again. Again a senior commander, the mercenary was ordered to defend the Upper Palatinate from Imperial forces.

Prince Gabriel broke his treaty with Ferdinand in September and rejoined the War. Having reneged on his promise to transfer part of the territories awarded him to his Protestant vassals, Gabriel quickly found himself without financial and military support.

Even the prince's Ottoman allies turned their backs on him—the War in Europe was doing the Ottoman's work for them and the sultan saw no need to deplete his treasury or armies when the Christians were busily killing each other and weakening their states.

Gabriel sued for peace once more. This time, he was forced to renounce his claims to the throne of Hungary. In return, Ferdinand agreed to allow Protestants in Transylvania to worship openly, elevated Gabriel to Imperial Prince (an honorific title) with new lands bordering Transylvania.

With his eastern border now secured, Ferdinand set his sights, and armies, on the rebellious Palatinate.

1622: The Year of Maneuvering

Linking up with Frederick in the Rhenish Palatinate, Mansfeld was instrumental in defeating Tilly's Imperial forces at Wiesloch, before ordering his soldiers to plunder Alsace and Hesse. During this time, Mansfeld gained a reputation for savagery, turning his armies against even the lands he was supposed to be defending.

Whether Mansfeld was an agent of Moloch, a mere pawn, or a victim of demonic possession is open to debate. Certainly the mortal



had a taste for destruction and gave his men a free hand to rape and pillage at will, but more than one mortal has done worse without direct interference from Hell.

Waiting for Christian the Younger of Brunswick (1599-1626) to send reinforcements, Mansfeld learned that Tilly had combined forces with a Spanish army. As a delaying action, Mansfeld split his army, with the larger part remaining under his authority and a lesser part (still over 14,000 strong) under Georg Friedrich, Margrave of Baden-Durlach (1573-1638).

Tilly did not rise to the bait, but instead focused on the army of Baden-Durlach. Battle was fought at Wimpfen. Forced into a defensive position, the smaller Protestant army made good use of artillery to keep the Catholics at bay. Battles are not always won or lost by pure might, but by the hand of fate. A single cannon shot destroyed the Protestant ammunition de-

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pot, denying them the artillery they relied on. Defeated, Baden-Durlach abandoned the field and abdicated his title.

With his army now free, Tilly maneuvered his army to intercept Brunswick before his soldiers could meet up with Mansfeld. With numbers in his favor once more, Tilly routed the Protestants at the Battle of Höchst. Such was the panic to flee that more mercenaries drowned attempting to cross the River Main than in the engagement. Brunswick lost his entire baggage train and artillery to the victorious Catholics, although the survivors were eventually able to regroup with Mansfeld—which was always the strategic aim.

Mansfeld's barbarous acts had not gone unnoticed by Frederick. Disgusted at the mercenary's cruelty to friend and foe alike, Frederick dismissed Mansfeld and his army from his employ, along with his ally Brunswick's forces. Now freelancers, their services were rapidly taken by the Dutch Republic.

On the way to aid Dutch forces besieged in Bergen-op-Zoom, the mercenary armies passed through Lorraine, systematically laying waste to the country as they went. Later chroniclers would write that "a host of Hell had crossed the land, led by the Devil incarnate."

With the mercenaries having abandoned the Palatinate, Tilly besieged Heidelberg, capital of the Palatinate. After 11 weeks, the city eventually fell. It was the death knell for Frederick and his aspirations.

1623: Protestantism in Peril

With resistance in the Palatinate finally broken, Maximilian, Duke of Bavaria (1573-1651) was duly rewarded for his support for the Emperor with the title of Prince-Elector of the Palatinate.

Brunswick, having lost much of his army at Bergen-op-Zoom, spent the winter of 1622-23 rebuilding his forces. As spring dawned, he, Mansfeld, and Gabriel Bethlen (breaking his peace with Ferdinand for the second time) made plans to liberate Bohemia. In doing so, they hoped to rally dispirited Protestants across Europe. It was to be an ill-fated venture.

Tilly, alerted to the troop movements, sent his army to Lower Saxony in a blocking action. Mansfeld, meanwhile, had failed to secure the funds necessary to pay his mercenaries and thus partake in the campaign. Isolated in the north, Brunswick found himself opposed by Tilly, whose seasoned army outclassed the raw recruits recruited over the winter months.

Brunswick took the prudent move and opted to abandon the campaign and seek refuge in the Dutch Republic. A mere ten miles from the border, Tilly caught Brunswick. Greatly outnumbered, Brunswick, renowned for his courage, elected to fight his way through. Battered by heavy artillery and swarmed by cavalry, the Protestant army collapsed. Brunswick escaped, but many of his high-ranking officers and men were taken prisoner. Of the thousand prisoners of war who took up arms in service of Tilly rather than remain in captivity, most deserted the general's harsh discipline to become bandits and brigands.

The death knell that had first sounded in 1622 rang for the final time. With his options now exhausted, Frederick agreed to an armistice with Ferdinand. Having put brother against brother and helped stir the twin flames of intolerance and hatred, Moloch was not about to cede victory to his rival.

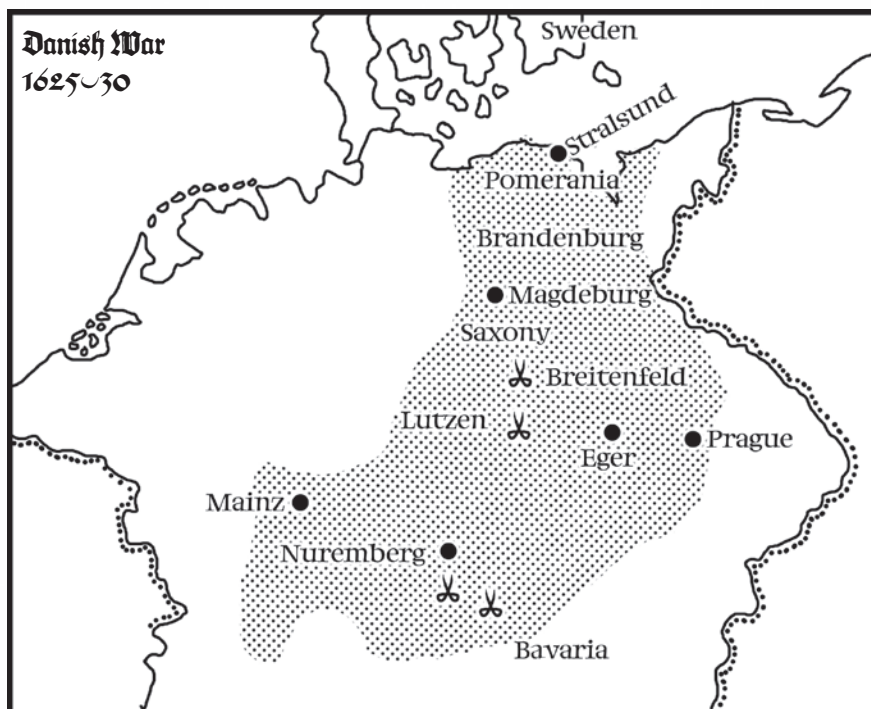
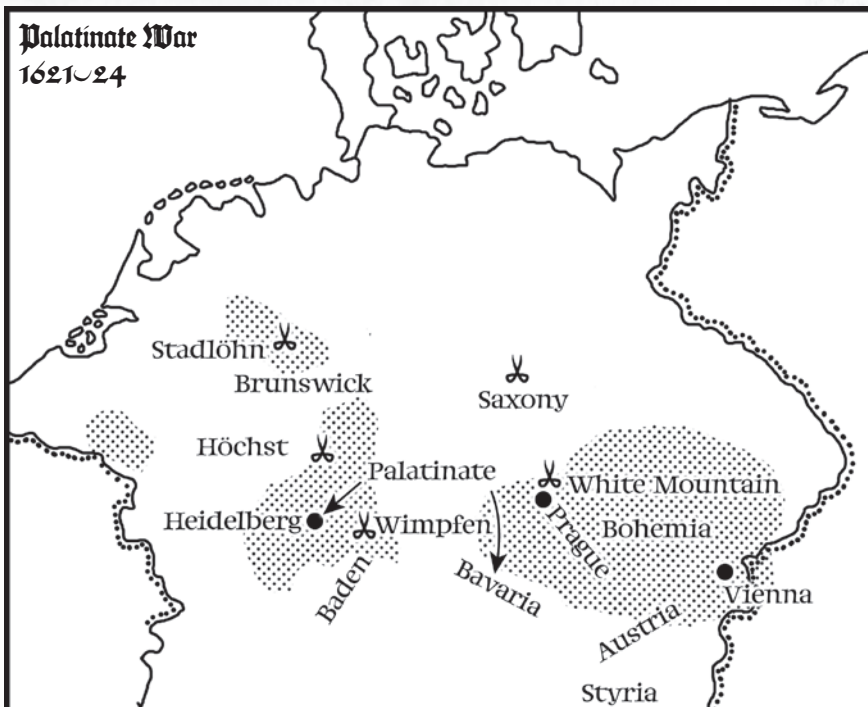
1624: A Short Peace

As previously stated, the Thirty Years' War was not a constant series of battles or campaigns. After six years of bitter bloodshed, casual destruction, and religious hatred, Europe heaved a sigh of relief as the war appeared to be reaching a conclusion.

With Ferdinand's authority now seemingly secure, he could return his thoughts to reestablish Catholicism as Europe's sole faith and ponder the on-going Ottoman threat on the southeastern border. Furious that his plans had been thwarted, Moloch dispatched agents across northern Europe. In Hell, Moloch stirred up his demonic legions in preparation for their entrance into the conflict.

The War had paused, but it was far from concluded. Indeed, the worst was yet to come.

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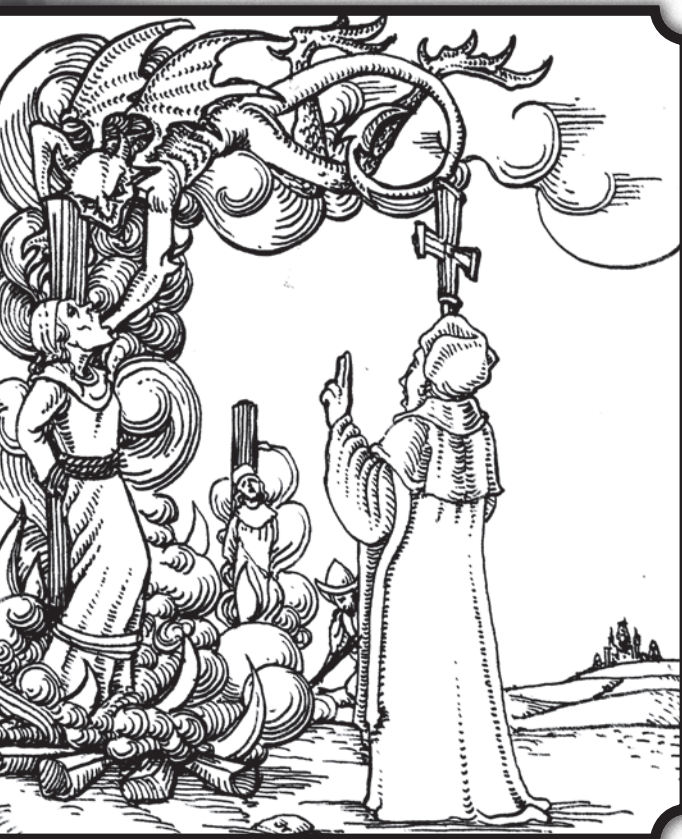
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❧ The Danish War ❧

1625-1630

Forces Directly Involved: *Pro-Catholic:* The Emperor, Bavaria, Savoy, Spain; *Pro-Protestant:* Denmark, Dutch Republic, England, France, Palatinate. **Forces Indirectly Involved:** *Pro-Catholic:* The Papacy, Poland; *Pro-Protestant:* Russia, Sweden.

With the "game" turning in favor of Eurynome, Moloch changed the rules—hardly sporting, but he is a prince of Hell, after all. Until then, the long contest had been fought using only mortal pawns. Brokering a deal with Abaddon, guardian of the gates of the abyss, Moloch unleashed demons and hellish creatures into the world.



1625: New Alliances

On earth, Moloch's mortal agents whispered lies and deceit into the ears of the northern kings, convincing them that the Catholics were making plans to annex their lands and cleanse Europe of Protestantism.

Taking heed of the advice, Christian IV of Denmark (1577-1648), a Lutheran, hastened to cement a military alliance with neighboring Lower Saxony. In December, England (who by then had a new king, Charles I) and France signed the Treaty of the Hague, adding their might to Christian's alliance.

France was a Catholic nation. Historically, Cardinal Richelieu opposed the ever-increasing power of the Hapsburgs, whose dynasty controlled the Holy Roman Empire and Spain. In truth, Belphegor, who had long despised Eurynome as an upstart, now elected to openly favor Moloch. Ironically, France had begun persecuting the Protestant Huguenots in its own borders. Such are the games played by demon princes.

Ferdinand was not sitting on his laurels, either. When *Pfalzgraf* Albrecht Wenzel Eusebius von Wallenstein (1583-1634), a convert to Catholicism (1609) and veteran of the Bohemian campaign, offered the emperor 50,000 men funded from his own coffers, Ferdinand appointed him commander of the Imperial armies. Additionally, Wallenstein granted imperial authority to plunder any lands captured by the troops under his control.

1626: A Short War

Denmark, aided only by Brunswick's meager forces, and Mansfeld's rapacious mercenaries, was in a precarious position. France was engaged in what amounted to a civil war, English support was tardy due to their on-going conflicts with France and Spain, Saxony was reluctant to break the uneasy peace with the emperor, and Sweden was fighting the Poles.

With just 35,000 men at his disposal, only 15,000 of which were Danish, Mansfeld invaded Germany in February. Opposing them were the Catholic League, under Tilly, and the Imperial forces under Wallenstein.

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The first clash took place at the Battle of Dessau Bridge, a strategic crossing on the Elbe. Overconfident, unaware of the array of forces against him, Mansfeld blundered into a trap. The battle was a decisive Catholic victory. Mansfeld withdrew to Silesia.

Tilly, meanwhile, drove his army into Lower Saxony in an attempt to break support for the Danes. Until now restrained, Tilly allowed his soldiers to throw Protestant ministers into the River Werra after capturing the town of Münden. An attempt was made to besiege Kassel, which had long sheltered Huguenot refugees, but Tilly was distracted by the advance of the Danish army. That summer, Christian's army engaged Tilly at Lutter. It was another heavy Protestant defeat.

Having rebuilt his army, Mansfeld moved toward Austria, sending word to Prince Gabriel that he required military support for his campaign. Gabriel once had a change of heart and instead proposed yet another truce with Emperor Ferdinand. Hounded by Wallenstein and with no hope of reinforcements after Gabriel's treachery and the defeat at Lutter, Mansfeld disbanded his army.

Mansfeld died on November 29. Physicians recorded that he had died with blood leaking from his nose and mouth. Moloch had a soft spot from the mercenary, whose barbarity served his purposes well, but had tired of his continual failure to prosecute the War. Mansfeld was slain by a coven of witches.

Witch Hunts

Almost as an aside to the major conflict, both demon princes had chosen to open a new front in central Germany. Sacrificing a few pawns—in this case witches—and unleashing hellish entities for the first time, the population reacted with hysteria.

The result was the birth of a new and violent wave of witch hunts. Already sundered by religious differences, citizens turned on neighbors and friends, denouncing them as servants of Satan. Social status was no barrier to accusations, with even the clergy and nobility embroiled. Men of God, Christian in name only, used their power to ensure their enemies

were burned at the stake for alleged crimes against God.

In Würzburg and Bamberg alone, five years of witch trials resulted in the execution of over 2,000 suspected witches. The scent of seared flesh and wood smoke was a perfumed fragrance to the demon princes and a mass offering to their infernal master.

1627: Catholic Gains

With Denmark's plans in tatters, the Catholics seized their opportunity. With Mansfeld no longer an issue, Wallenstein spent much of the early part of the year hunting down and eradicating what remained of the mercenary's disbanded army. That done, he advanced north toward the Baltic coast. Denmark would now pay the price of its entering the War.

Unable to rebuild his forces or mount any sort of determined advance, King Christian could do little as the combined armies of Wallenstein and Tilly began to grind their way across Mecklenburg, Pomerania, and Jutland, pillaging as they went.

In Bohemia, a new king had ascended the throne. Ferdinand the Younger (1608-1657), eldest son of the emperor and already King of Hungary and Croatia, quickly issued a proclamation forbidding the estates from raising troops. That authority now lay in the hands of the king only, a move intended to ensure no further revolts could trouble the realm.

1628: A Fight for the Sea

Wallenstein's ambitious goal was to capture the entire southern Baltic coast for the emperor. In doing so, the Empire would weaken Scandinavian hegemony over the lucrative shipping routes. Furthermore, the Empire lacked a fleet of any sort—the Hanseatic sea ports refused to construct a fleet on the Empire's behalf, as did Poland, which had its own ambitions on the Baltic. Lacking ships, Wallenstein was unable to move against Copenhagen and the court of Christian IV.

Gustavus Adolphus, King of Sweden

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(1594-1632), saw German expansion into the Baltic has a potential threat, not only in matters of trade but also to his ambitions in the Baltic states. As yet unprepared to launch any ground offensive in aid of Denmark—Sweden had been engaged in a protracted war with Poland for over 25 years for control of the region—Gustavus offered ships if Denmark was threatened further.

Wallenstein set his sights on Stralsund. The port had refused to sign the Capitulation of Franzburg in 1627, which had left the port isolated. With its harbor in his hands, Wallenstein would be able to construct the fleet necessary to finally finish Denmark.

Imperial forces invested a siege in May. Defended only by a peasant levy and a small number of soldiers, Stralsund begged for aid. Although short of troops, Denmark sent reinforcements, in whose number were Scottish mercenaries. A Swedish expeditionary force entered the port in June. This by itself did not signal Swedish involvement in the war—that occurred days later, when Stralsund and Sweden agreed to a 20-year alliance.

Despite constant bombardment, sporadic assaults, and diplomacy, Stralsund refused to accept surrender. With more Danish reinforcements arriving, and the weather turning bad, Wallenstein lifted the siege in early August.

Hearing news that Danish troops had landed east of Stralsund and were attacking what few naval facilities the Empire controlled, Wallenstein sensed the opportunity to finish Denmark once and for all. Wallenstein defeated the Danes at Wolgast. As the surviving Danes retreated to their ships, German soldiers looted and then torched the town.

1629: Denmark Capitulates

Believing his position now secure and the Protestant threat to the Empire nullified, Ferdinand launched his plans to restore Catholicism. Issuing the Edict of Restitution, he ordered the restitution of all Catholic property and territory lost since the Peace of Augburg (1555) be restored.

Intended to restore Catholic supremacy

once and for all, the Edict enraged many neutral German lords, who saw this as a power-grab not by the Church, but by the Hapsburgs.

Eurynome saw the Edict as an opportunity to finally end his fight with Moloch. Restoring Catholicism wouldn't help Satan's cause, but it would signal his victory over his enemy. Far from spent, Moloch turned his attentions to Northern Germany, which remained mainly Protestant—not that stirring up resentment needed the direct hand of a prince of hell.

No longer able to prosecute the war and fearful of losing his throne, King Christian offered the hand of peace to Emperor Ferdinand. In return for restitution of all lands lost in the war, the Danish king was forced to abandon all existing alliances, financial or military, and swear to remain neutral in future Imperial activities. Denmark had survived and Christian's honor had not been impugned by the demanding of war reparations, but Denmark's power had been greatly diminished. The power vacuum this created in this Scandinavian sphere of influence was soon to be filled by Sweden.

❧ The Swedish War ❧

1630-1634

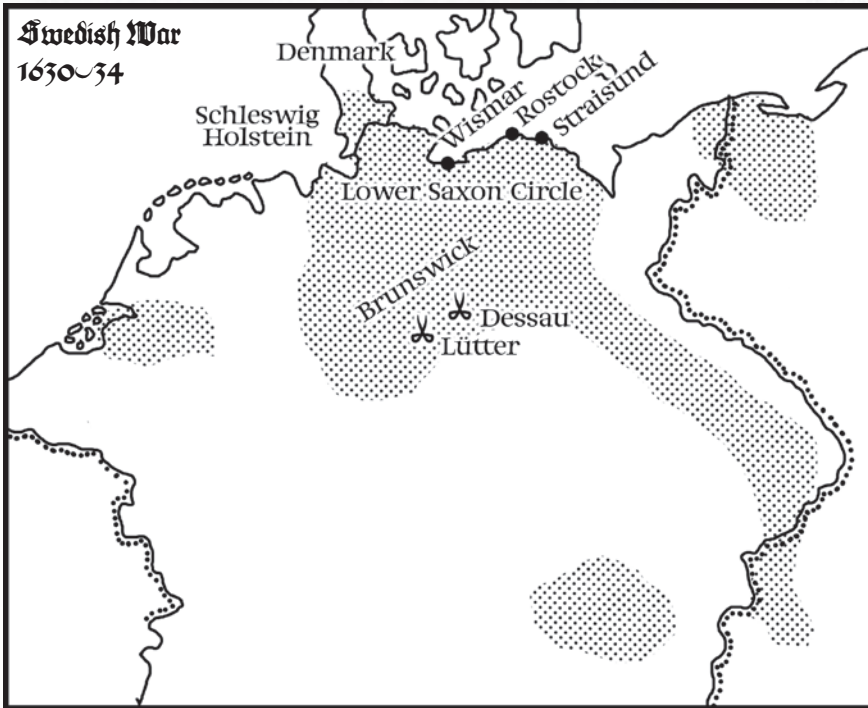
Forces Directly Involved: *Pro-Catholic:* The Emperor, Bavaria, Poland, Savoy; *Pro-Protestant:* Brandenburg, Hesse-Kassel, Palatinate, Russia, Saxony, Sweden, Transylvania. **Forces Indirectly Involved:** *Pro-Catholic:* The Papacy; *Pro-Protestant:* Dutch Republic, France

Swedish intervention into the War would bring about a new level of atrocity to an already wasted land. It would also mark the demise of both Tilly and Wallenstein. After being on the back foot for many years, Moloch was resurgent.

1630: A New Hope

Growing ever more confident, Ferdinand summoned the Diet of Regensburg, at which would be gathered all the Prince-Electors. The

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Protestant princes stayed away, but they did send ambassadors to speak on their behalf.

Ferdinand has three aims. First, to ensure that his son, Ferdinand the Younger, would be elected to the position of Holy Roman Emperor at the due time. Second, he hoped to gain Imperial support to aid Spain in its ongoing fight with the Dutch Republic. Third, he wanted support to ensure that the vacant title of Duke of Mantua (in Italy) would be filled with a Hapsburg, a move opposed by France.

Nothing went well for Ferdinand. Duke Maximilian of Bavaria, President of the Catholic League, saw the vast army commanded by Wallenstein (now around 150,000 strong) as a future threat to the League's independence. Even with Sweden threatening to enter the War, the Electors demanded that troop numbers be reduced and Wallenstein sacked.

Ferdinand had in mind removing Wallenstein anyway, for his advisors (in the sway of Moloch) had suggested the commander was planning a coup against the emperor.

With regard to Mantua, Ferdinand was forced into entering a treaty with France. Worse was to come when the Electors voted not to accept Ferdinand the Younger as the heir to the imperial throne. Further anguish was to befall the emperor when the Electors demanded Ferdinand revoke the Edict of Restitution.

Ferdinand left the Diet with his imperial authority weakened and with news that Swedish forces had landed on German soil and were making strong gains.

The Swedes moved swiftly to make their mark on the War. Within weeks, they had secured the town of Stettin and began setting up a bridgehead. With superior forces in the area, the Duchy of Pomerania forged a pact with Sweden—while the Pomeranians retained secular and religious authority over their affairs, Sweden now governed their military with total authority.

Not every Protestant prince threw their arms open in welcome to Gustavus. Suspensions quickly arose (fostered this time by Eurynome's agents) that Sweden's sole ambition was to conquer only the northern territories, which would in turn extend their power over the Baltic trade routes.

Wallenstein accepted his removal with good grace. A rich man and endowed with noble titles, he retired to his lands in Friedland. By all accounts, his lifestyle was one of "mysterious magnificence." His critics accused him of luxury acquired by the looting of his army.

1631: Blood and Tears

With Moloch back in play, Belphegor continued alliance to his peer by signing a treaty that would see France financially support Sweden's army of occupation.

With new funding in place, the Swedes poured out of their bridgehead, capturing several towns and advancing into Brandenburg. Their primary target was Frankfurt an der Oder, a fortified Imperial garrison city that commanded a crossing over the River Oder. Expected to hold out for weeks while the Emperor marshaled his army to relieve the city, it fell in just two days. The victorious Swedes looted the city, a prelude to the butchery to come.

The Savagery at Magdeburg

The population of Magdeburg has overthrown the Imperial authorities the previous year. On hearing of the Swedish invasion, they welcomed Colonel Dietrich von Falkenberg (1580-1631) of the Swedish Army to take over the city's defenses. Falkenberg hastily conscripted additional troops from the citizenry and raised a levy to fortify the open suburbs. When the Emperor sent a demand for Magdeburg to open its gates, and pay tribute to Ferdinand, the answer was an unequivocal "no."

Ferdinand's reply was to send Tilly to invest the rebellious city. For two months, the 2,400 valiant defenders withstood an army ten times their strength. Tilly brought up reinforcements, swelling his army to over 40,000. Against such odds there was no hope.

The result was carnage and depravity on a scale never witnessed before in the War. Unpaid for months, the soldiers took upon themselves to relieve Magdeburg of its wealth. Soldiers ran from house to house demanding valuables. Any thoughts of safety were quickly dismissed

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when one after another, soldiers would come and demand loot. When the citizens had exhausted their last possessions, soldiers began to butcher them with sword and musket, hanging and impalement. In the course of a single day, Magdeburg lost over 24,000 citizens.

Wading through streets filled with corpses and awash with blood and gore, the air thick with smoke from the many fires set by Catholic and Protestant soldiers alike, the victors celebrated mass in the cathedral.

Far from being condemned by other Catholics, the slaughter was applauded. Tilly's immediate subordinate, Imperial Field Marshal Gottfried Heinrich, Count of Pappenheim (1594-1632) wrote *"I believe that over twenty thousand souls were lost. It is certain that no more terrible work and divine punishment has been seen since the Destruction of Jerusalem. All of our soldiers became rich. God with us."* On hearing news of the sack in Rome, Pope Urban VII (r. 1623-1644) declared that Magdeburg was a "nest of heretics" and that its destruction was welcomed by God.

The name of Magdeburg rapidly became a byword for unbridled savagery and a rallying cry for Protestants. Captured Catholics would now be given "Magdeburg mercy" or "quarter"—summary execution—in revenge for the atrocity.

While the angels wept in Heaven, the demons of Hell rejoiced, for humanity had sunk to a new low not imagined in even Satan's most nightmarish dreams.

War Without End

The massacre at Magdeburg shocked the Protestant nobility into swift action. No longer would Sweden be without allies in Germany.

The sound of cannon fire and muskets echoed across Germany throughout the summer of 1631. Sweden captured the city of Würzburg, where the pyres of witches still burned fiercely.

With his soldiers crying out for vengeance for the fate of Magdeburg, Gustavus held the reins tight and allowed them only to sack the castle. Four days later, Gustavus met Tilly on the field of battle. Although outnumbered,

Sweden had better trained and disciplined troops, and won the day.

His supplies depleted, his men hungry and exhausted, Tilly retreated to Upper Saxony. Previously neutral, John George I, Elector of Saxony (1585-1656), reacted to the Imperial "invasion" by declaring support for Sweden.

On September 7, the combined forces of Sweden and Saxony clashed with Tilly. Six hours later, two-thirds of the Catholic army were dead, wounded, captured, or missing. Both Tilly and Pappenheim were wounded in the engagement. The Catholic League and Imperial armies were reduced to a combined strength of just 7,000 men.

The disastrous year, from a Catholic view, would end with further losses—Prague had fallen to the Saxons, while the Swedes captured Mainz without a shot being fired in anger. For the first time in the War, a Catholic victory was no longer a certainty.



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Death of a Fiend

Tilly died of his wounds on April 30. No one felt his loss more than Eurynome, who had lost more than just a talented general.

Having suffered fever during the Danish campaign, Tilly lay on his death bed. Only the direct intervention of Eurynome saved Tilly's life, though at the cost of his immortal soul.

As a fext (p. 77), Tilly had willfully encouraged his soldiers to pillage Magdeburg knowing full well the terrible outcome. Someone in the Swedish army had obviously discovered what Tilly had become, for the musket ball that ended his life was made of glass—a fext's only weakness.

1632: The Empire Strikes Back

Infuriated by Tilly's loss, Ferdinand wrote to Wallenstein and requested his return to service with all haste.

Having broken Imperial resistance, Gustavus invades Bavaria. A supporter of Ferdinand and his Catholic cause since the outbreak of War, the state has, until now, suffered minimal privation during the War. All that lay between the Swedes and Bavaria were 25,000 conscripts under Tilly.

Tilly was mortally wounded and his second-in-command, Johann von Aldringen (1588-1634) knocked unconscious only minutes later, leaving the Catholics leaderless and confused. Holding their own against superior forces until that point, the army withdrew from battle, leaving the path to the heart of Bavaria open. Gustavus captured Munich, the capital of Bavaria, a few weeks later.

Protestant victories had turned the tide of the war, but the Empire was far from a spent force. With a new army under his command, Wallenstein returned to the fray. His presence was felt first at the Battle of the Alte Veste near Nuremberg. The terrain favored Wallenstein. His troops held an old castle atop a wooded hill, and the commander had no intention of

leaving it to fight on flat ground, despite the taunts of his enemy. With supplies dwindling and not willing to leave a major army to his rear, Gustavus ordered the attack. Exhausted by having to clear Imperial trench lines surrounding the summit, Gustavus' infantry were unable to hold back an Imperial cavalry charge. Facing total disaster, the Swedish king withdrew his forces under the protection of his cavalry reserve. With Swedish reinforcements barely a day away, Wallenstein broke camp and led his army northward the next day.

The Swedish army had not been broken, but its advance was slowed. It was forced to abandon further campaigning in Bavaria, though, for Gustavus had received news that his Saxon allies were facing strong Catholic opposition and losing ground.

With winter already hard, and believing Gustavus would be unable to forage sufficient supplies to make any moves against him, Wallenstein divided his forces, with his headquarters heading to Leipzig. Gustavus had his own plans, however, and maneuvered his army to engage with his rival.

Both sides suffered serious losses in key personnel. The Catholic Pappenheim was struck by a cannonball while launching a cavalry attack, as Gustavus, separated from his companions by the fog of war, suffered several bullet wounds. The final wound, administered directly to the temple, appeared to be an execution. Although the musket ball that killed Gustavus was made of glass, he was not a fext. Suspecting (wrongly, as it happened) Moloch's hand in the death of Tilly, Eurynome sent a clear message to his enemy.

The Swedish emerged the victors and Wallenstein withdrew from Saxony to Bohemia to rest for winter, but the death of their leader was a sore blow for the Protestant cause. Gustavus' vacant throne is given to his 6-year-old daughter, Christina (1626-89) who rules with the aid of a council of regents.

1633: A Pause in the War

Embattled once more, Moloch once again employed guile over brute force. With the

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Swedish demoralized and on the retreat, Wallenstein seemed poised to strike the final blow. Instead, he paused his armies, to the alarm of the Emperor and Spain, not to mention the fury of Eurynome.

Wallenstein began to openly question the continuance of the War, arguing that the Emperor should accept peace terms that would restore the unity of Germany and demanding the Edict of Restitution be revoked in accordance with the will of the Electors at the Diet of Regensburg. In secret, he began making contacts at the courts of Brandenburg, France, Saxony, and Sweden with an offer of switching allegiance. Under Moloch's baleful influence, the Protestants refused his advances, leaving Wallenstein isolated by both sides.

A secret court convened in Vienna, tried Wallenstein for treachery *in absentia* and found him guilty.

1634: The End of Wallenstein

With the backing of the court, Ferdinand drafted letters revoking Wallenstein's position in the army and proclaiming him a traitor. When the army failed to declare support for him, Wallenstein and his bodyguard moved to join up with the Swedish army and seek refuge. Taking shelter at Eger, where he hoped to meet with Swedish representatives, Wallenstein's senior officers were massacred during a feast and Wallenstein murdered by elements of his own army.

Having spent 1633 forging an alliance between his nation and various Protestant states, Lord High Chancellor of Sweden Axel Oxenstierna (1583-1654) was ready to continue the War. The Protestant force marched toward Bavaria, only to discover Ferdinand the Younger was moving to sever their supply lines. Worse, news reached Oxenstierna that a Spanish army was advancing north through Italy.

When Regensburg fell to the army of Ferdinand the Younger, the Swedes set chase, desperate to prevent the two Catholic armies linking up. Ferdinand's forces reached the town of Nordlingen and invested a siege to await reinforcements. The Protestant army arrived at Nordlingen in early September, only to

discover the Spanish had beaten them there by just three days.

With the two armies lined up to engage, Eurynome and Moloch sat back to watch the carnage while the demons of Hell wagered souls on the outcome. Some 25,000 soldiers under the flag started the battle, but only around 4,000 staggered bloody and battered from the field. The Swedish army had been destroyed and with it Protestant hopes.

The War, and its twin offspring famine and pestilence, was not the only cause of mass death that year. Whether it was an act of God or the might of a demon prince, a storm surge broke the dikes protecting parts of Denmark and the German coast in October. Countless houses, barns, mills, and churches were swept away, along with over 10,000 victims.

❧ The French War ❧

1635-present

Forces Directly Involved: *Pro-Catholic:* The Emperor, Bavaria, Brandenburg, Saxony, Spain; *Pro-Protestant:* France, Palatinate, Sweden.
Forces Indirectly Involved: *Pro-Catholic:* —; *Pro-Protestant:* Dutch Republic, Hesse-Kassel.

The Battle of Nordlingen heralded the end for the Swedish army in Germany. Staring defeat in the face, Moloch turned his hopes on Belphegor, Hell's Ambassador to France.

1635: A New Alliance

Following the disaster at Nordlingen, the German Protestants negotiated for peace. Under the terms of the Peace of Prague, the Edict of Restitution was suspended, although the Protestants could retain only bishoprics held by them before 1627 (which meant the loss of land in the south and west). All German armies would now come under the direct authority of the Emperor (effectively nationalizing them). The German princes, until then independent entities with rights to forge their own internal and external alliances, were stripped of that

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privilege. Finally, nobles who had sided with the Swedish army were granted amnesty.

France, which admittedly wasn't part of the negotiations, saw the treaty as a dire threat—not only would Spanish armies fighting in Germany now be free to move into the Spanish Netherlands, but the Hapsburg throne in the Holy Roman Empire seemed secure for centuries to come.

Under the terms of the Treaty of Bärwalde, signed between France and Sweden in 1631, France favored the Swedish throne with a million *livres* each year. Sweden was bound not to keep its army in Germany. Moreover, the Swedes could not seek peace with the Emperor without the approval of France.

Having already come to aid Moloch earlier through financial means, Belphegor threw his hat into the ring and declared against Eury-nome openly. In May, France officially declared war on Spain. Elsewhere, Sweden concluded its lengthy war against Poland, freeing up new reserves of soldiers for war in Germany. So began the Franco-Spanish War (1635-59).

French forces commanded by Marshals Urbain de Maillé-Brézé (1597-1650) and Gaspard III de Coligny (1584-1646), and reinforced with Dutch soldiers, launched a pincer attack into the Spanish Netherlands. Initially successful, the French were soon stymied by poor planning and plague, which tore through their ranks. Harassed by the Spanish, the survivors withdrew back into France.

Elsewhere, the French had launched attacks against the Rheinland, Alsace, and Lorraine. All proved to be failures. Instead of advancing in glory, the French were forced to dig in and try to strengthen their border.

1636: France's Folly

Having committed its forces against the Spanish, France now declared war on the united Holy Roman Empire. What had begun as a war of Catholic versus Protestant had turned into a war of nations.

Having tasted victory, albeit with the aid of pestilence, the Hapsburgs sought to crush France. The initial plan of a double front

hampered by Emperor Ferdinand's worsening financial situation and the threat of Sweden not yet extinguished, it was decided to attack with Imperial and Spanish forces along a single front—Northeastern France.

Hapsburg soldiers rapidly overran Le Catelet and La Capelle, fortresses which should have weathered long sieges. Soon after, they reached the banks of the River Somme. Arrayed against them was a French army seeking to hold the strategic crossing. Although it involved over a total of 30,000 soldiers, the battle was little more than a skirmish. When the French withdrew, just 360 men lay dead or wounded.

As further towns and fortresses fell to the advancing Hapsburgs, the French withdrew closer and closer to Paris. As summer dawned, and with the Imperial-Spanish army less than 100 miles away, Parisians prepared for a bitter siege.

Historically, the threat never surfaced—fearing what a major campaign might mean for the small force, the Spanish chose to retreat from French soil.

Obligated to continue the War, a reinforced and refreshed Swedish army attempted to move out of Brandenburg in October, only to find itself facing an Imperial force of equal strength. Believing the Swedish were a spent force after Nordlingen, the Imperial army began the battle highly optimistic of a quick victory. They left demoralized, leaving thousands dead or captured under cover of dusk. The War was far from over.

1637 Onward

This concludes the history of the Thirty Years' War as it currently stands. Historically, the conflict rages on for another 11 years, with open warfare igniting again over much of Germany, until the Peace of Westphalia in 1648.

What happens in the game is left to the individual Gamemaster. Perhaps Paris is captured by the Spanish and turned into another Magdeburg. Moloch, desperate for victory after so many setbacks and frustrations, might unleash an army of the damned into the mortal world. Or perhaps the English commit to full participation in mainland Europe.

Chapter Four: A Ruined Land

*"Farewell happy fields,
Where joy forever dwells: Hail, horrors,
bail." —John Milton, Paradise Lost*

In this chapter we take a brief look at Germany before embarking on a quick tour of its major regions and locations. Gamemasters looking for general details about various aspects of the 17th century will find the *Richelieu's Guide Compendiums* useful.

☼ Climate ☼

Germany has a temperate climate, though there are regional differences. In the north and northwest, winters tend to be wet and mild and the summers cool. In the east, the weather is influenced by the greater continent. Winters can be bitterly cold and last for months, whereas summers are hot. The center and south are battlegrounds between continental and Atlantic weather, with the dominant conditions in any given year determining seasonal weather. The southwest enjoys long, hot summers, but only mild winters.

☼ Economy ☼

With its vast, well-watered plains and sweeping forests, the German economy is primarily rural, with only limited urban industries and trade centers. Reliance on agriculture proves disastrous during the War, with lands repeat-

edly plundered and scorched, and the peasants forced to flee or be massacred by whichever army was currently passing through.

Germany's shattered economy, not to mention the workforce greatly reduced by bloodshed and famine, has not diminished the desire to continue the War. Indeed, it has made things considerably worse for civilians—soldiers, unpaid for months on end and forever hungry, are forced to "live off the land," a euphemism for taking what they want by force.

Even when the War finally concludes, several generations of Germans will grow up knowing only continued want and suffering.

☼ Geography ☼

Germany is roughly divided into thirds by geography. The North German Plain dominates the northern third, the land etched by rivers flowing into the Baltic and North Seas. The longest river in the region is the Elbe. Beginning in the mountains of Bohemia, it winds roughly northwest to the North Sea. Major cities such as Dresden, Hamburg, Magdeburg, and Wittenberge lie on its banks.

The middle third is the Central Uplands, a region of hills and low mountains. The Rhine runs from the Alps into the North Sea, and forms part of the border between France and Germany. The Ruhr, another major river, cuts west across the land until it merges with the Rhine near Duisburg.

The final third is the high foothills and

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mountains of the Alps. Amid the craggy peaks rise the headwaters of Europe's second-longest river, the mighty Danube, which flows eastward into the Archduchy of Austria and beyond.

Much of the central and southern landscape is covered in vast swathes of forest. Although a source of industry, Germany's forests are also a source of fear. Foresters and hunters speak in hushed tones of the darkest depths, for herein witches cavort and make pacts sealed in blood with Satan, strange, nightmarish creatures with a fondness for human flesh, and of more terrible things beyond the ken of mere mortals.

❧ Government ❧

Unlike his counterparts in England, France, or Spain, the Holy Roman Emperor does not rule over a united, centralized nation. While Emperor Ferdinand II has taken steps to unite the country under one banner, true unity will not come until the War finally ends.

Germany is still divided into hundreds of states, each ruled over by a member of the nobility or by a bishop. Collectively, and regardless of any other titles, they are known as princes. Used in this manner, it does not denote a noble title by itself.

Added to this hodge-podge are the Imperial states, those being states whose ultimate feudal lord is the Emperor. Many of these are administered by a hereditary noble (an Imperial Prince), with others are governed by a cleric (a Prince of the Church) and various free cities.

Prince-Electors

The status of emperor is not necessarily hereditary. While the incumbent may nominate an heir, it falls to the Prince-Electors (usually shortened to just Elector) of the electoral college to confer the title.

Being an elector comes with immense prestige. For instance, they are entitled to be addressed as *Durchlaucht* ("Serene Highness") and citizens within their lands cannot appeal cases to a higher court. In effect, they are the ultimate rulers of their territories.

The electoral college is made up of just seven members—three ecclesiastical princes (the Archbishops of Cologne, Mainz, and Trier) and four secular princes (King of Bohemia, Margrave of Brandenburg, Count Palatine of the Rhine (currently under Bavarian control), and Duke of Saxony).

Imperial High Offices

In addition to wielding the title Prince-Elector, the princes also hold senior posts within the bureaucracy of the Imperial court.

Imperial Office	Post Holder
Arch-Chamberlain	Brandenburg
Arch-Chancellor of Burgundy	Archbishop of Trier
Arch-Chancellor of Germany	Archbishop of Mainz
Arch-Chancellor of Italy	Archbishop of Cologne
Arch-Cupbearer	Bohemia
Arch-Marshal	Saxony
Arch Sensechal	Bavaria

Imperial Diet

Being elected by the electoral college only confers the title of Emperor of the Romans. In order to become, Holy Roman Emperor, the support of the Imperial Diet is required.

The Diet is formed by the Imperial Estates—the lands governed by Imperial-Princes or cities directly answerable to the Emperor—and divided into three colleges.

The Electoral College has already been discussed. The College of Imperial Princes is made up of secular and ecclesiastical princes, who in turn form two separate divisions within the college, those being church and state. The third entity is the College of Free Cities, which is split into Rhenish (northwestern Germany) and Swabian (southeastern Germany). The Rhenish free cities were Augsburg, Nuremburg, and Regensburg, while the Swabian cities were Aachen, Cologne, and Frankfurt. Each member has a single vote, but bloc voting is not unusual.

A Ruined Land



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PERCENTAGE LOSS



0-20



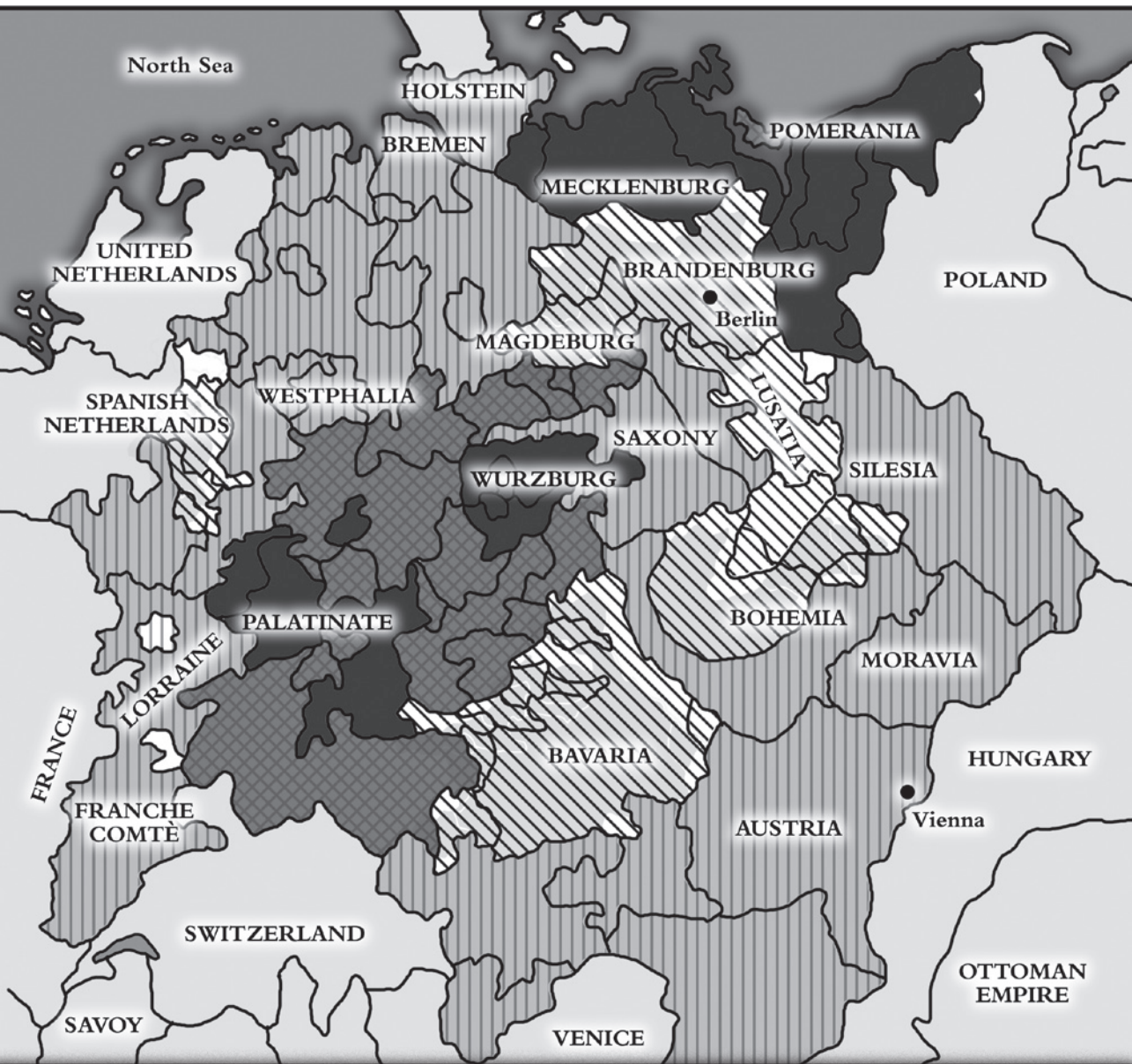
21-40



41-50



50+



A Ruined Land

❧ Levels of Destruction ❧

The Destruction Rating was introduced in Chapter 2, but without any clear explanation of what they truly meant or to which parts they related. This section rectifies that.

Historians among you will notice that the map on page 54 actually relates to the final levels of devastation as of the Peace of Westphalia, rather than in 1636. While it might be possible to research the levels of destruction in earlier periods of the War, the map provides a good benchmark for Gamemasters and also indicates where the War continues to rage in the future (i.e., in areas with higher levels of destruction).

Various modern authors have given varying statistics for the extent and severity of population losses during the War. We have selected a single source for this supplement.

Despoiled: These regions have suffered minimal, if any, destruction and loss of population. Much of their current problems can be laid at the door of the wider War affecting trade and the increase in taxes necessary to continue prosecuting it. Population depletion, again, if any occurs at all, are less than 10%

Plundered: Plundered areas have been the site of at least one pitched battle and its murderous aftermath. Troops moving across the region have burning villages, ransacked fields, and disease in their path, leading to population losses of 11-30%.

Ravaged: Subjected to numerous battles and invasions, these areas have suffered major economic loss and deprivation. Around a third of all castles lie in ruins, half of all villages have been put to the torch or totally abandoned, and many towns have endured attacks and outbreaks of disease. The population in such areas has been reduced by 31-50%

Devastated: These regions suffer the worst excesses of the War, with repeated battles, invasions, and scavenging armies raping and looting their way across the land. Anywhere from 50% to 75% of the castles and villages have been utterly destroyed, 50% of all towns and cities sacked, and the population reduced by 50% (up to 75% in some parts).

❧ Military ❧

As sovereign, the Holy Roman Emperor has the right to recruit troops from any state except those of the Prince-Electors. Troops under his personal banner form the Imperial Army (*Kaiserliche Armee*). This shouldn't be confused with the Army of the Holy Roman Empire (*Reichsarmee*), which can be mustered solely by a vote of the Imperial Diet. With the Diet divided on religious lines, the Holy Roman Army does not muster during the War.

Until 1635, the various nobles were permitted to raise their own armies from their own lands and finances. As of 1636, only the Prince-Electors retain that privilege. Thus, the Catholic League, a union of Catholic German States, was disbanded. Naturally, the rebellious states still fighting against the Emperor were not covered by his proclamation.

Troop Strengths

Listed below are the approximate number of combatants involved in the War in 1636. These numbers do not include the lesser states still fighting, nor the many bandits (many of whom are deserters) plaguing the region.

Dutch Republic: 70,000; **France:** 120,000; **Imperial Army:** 150,000 (divided into 65 regiments of foot, each comprising 3,000 men (on paper, at least); **Spain:** Around 300,000; **Sweden:** 140,000.

❧ Units of Measurement ❧

While units of measurement had the same names, the actual measurement varied from town to town. In order to avoid confusion, the local standard was usually displayed outside the town hall.

Elle: The distance from the elbow to the end of the fingers. Typically a distance of 2 feet (0.61 m) in the north and 2' 6" in the south (0.76 m).

Fuß: The German foot. Varies from 9.84" (250 mm) to 17" (432 mm) but most variations are in the region of 12" (305 mm).

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Klafter: Originally a distance of six feet, but varied from 5' 9" (1.75 m) to 9' 10" (3 m).

Lachter: Used in mining regions. Differs from 6' 3" (1.9 m) to 6' 11" (2.1 m)

Nösel: Unit of liquid equal to one half of a *Kanne*. Varies between 0.83 pints (0.47 L) and 0.53 pints (0.6 L).

Rod: A unit of land measurement. Varies from 10–20 feet, with an average of 16 feet.

Wegstunde: The distance an average person could walk in one hour. Typically 2.31 miles (3.71 km).

Zoll: One inch. Typically 1/12 of a foot, but could also be 1/11 or 1/10 of a foot.

☪ Gazetteer ☪

"No field was untouched by fire; the very forests stank of decay. Soot lay deep upon the road, borne by the black smoke which spread and spread from innumerable bodies, from sacked villages, from castles ruined by cannonade and siege; and at night my passage was often lit by fires from burning monasteries and abbeyes."

—Michael Moorcock, *The War Hound and the World's Pain*

The gazetteer is divided by country and then states. Specific areas of interest are denoted by a "—" before their name. For instance, the Germany is a country, Bavaria is a state, and Munich a place of interest. Dates given for rulers are the dates of their reign.

Austria, Archduchy of

Ruler: Archdukes Ferdinand III (aka HRE Ferdinand II) (1619-37), Ferdinand IV (aka HRE Ferdinand III) (1637-57)

Devastation Rating: Despoiled

Allied to the Holy Roman Emperor by dint of the emperor also being its ruler, Austria has suffered minimal damage in the War. Its major troubles have been caused by the famine in Germany and an influx of refugees bringing pestilence. What battles have taken place on its soil have been minor skirmishes.

Bohemia, Kingdom of

Ruler: King Ferdinand the Younger (later Holy Roman Emperor) (1627-57)

Devastation Rating: Ravaged

Bohemia, the spark that ignited the conflagration consuming Germany, has suffered greatly from the War. Ravaged during the early years of the conflict, it was to enjoy only a brief lull in hostilities during the Danish War.

Previously dominated by the Czech culture, the ascension of King Ferdinand has resulted in the commencement of Germanization. Germany has already been accepted as the second official language of the kingdom, and further changes are to come as the years pass.

Houska Castle

Constructed on the order of King Ottakar II of Bohemia in the early 13th century, Houska later became home to aristocratic families. Few tarried more than a generation, and the castle changed hands with great regularity.

The castle was constructed over a deep hole, the chapel lying directly above the center of the pit. Locals referred to the void as "The Gateway to Hell," and with good reason—creatures that were both man and animal crawled from its inky depths, while winged creatures too large to be birds were frequently seen to circle above it.

Before construction work began, the king offered amnesty to any prisoner under sentence of death prepared to be lowered into the hole and report on what lay at the bottom. The first volunteer to be lowered descended only a few yards before he began screaming in terror. Quickly hauled back to the surface, he was found to have aged several decades. Incurably insane, he never revealed what had caused his terror. Despite rousing intense curiosity, the incident ensured that no one else ventured into the hole. One can only assume that the other volunteers' execution was carried out as planned.

Houska Castle hardly lives up to its name. It lacks any fortifications (although the walls are quite thick), holds no strategic position in the landscape, has no kitchens or source of fresh

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water, and was never occupied during the early years of its existence. Its construction, it seems, was simply to plug The Gateway to Hell.

Prague

The ancient city of Prague straddles the River Vltava, a tributary of the Elbe. Briefly held by a Saxon army in 1631, Prague has, at yet, suffered little damage to its infrastructure, though the population has been reduced by around a quarter due to pestilence and starvation.

Dominating the city is the castle, whose origins date back to the 10th century. Damaged by wars and fires over the years, the current edifice owes its reconstruction to the Hapsburgs. It serves as the monarchs' residence and thus the center of the royal court.

Prague has long welcomed astrologers and magicians (such as Dr. John Dee), and scientists (Johannes Kepler and Tycho Brahe) and artists (the poet Elizabeth Jane Weston), resulting in it becoming a center of learning and culture. This fusion of magic, science, and aesthetics is most clearly shown in the astronomical clock that adorns the town hall's tower. Unfortunately, magicians are no longer welcomed here, at least not publicly. Several powerful figures still consult with visiting "scholars of the alternative arts," but do so behind doors.

Special: Studying the clock face (from the ground is enough) counts as using a Ceremonial Divination grimoire.

Dutch Republic

Ruler: Grand Pensionaries Adrian Pauw (1631-1636), Jacob Cats (1636-51)

Devastation Rating: Despoiled

The seven provinces that form the Dutch Republic (also known as the Republic of the Seven United Provinces) broke from the Hapsburg-ruled Seventeen Provinces in 1581. Despite many attempts, the Dutch have defended their fledgling nation against the Spanish armies. Much like the wider war in Europe, the Eighty Years' War (1568-1648) is a series of major campaigns broken by periods of wary peace.

Voices from the War

The following witness accounts of the Thirty Years' War are taken from *Eyewitness Accounts of the Thirty Years' War: 1618-48*, by Geoff Mortimer.

* "The poor people ate outlandish things, which they were forced to do in order to satisfy their hunger. They ground up beechnuts, linseed residues, cabbage stalks and especially nettles, anno 1636, 1637 and 1638. The people were starving and many died because of these unnatural foods."

* "The soldiers were so famished that in the Altmark some of them ate human flesh. As they reached Beelitz and marched on around the town they ate dogs, cats and rotting dead horses."

* "Nor did they forget the Swedish draught, which our army itself devised, only attributing it to the Swedes to defame them. For this the robbers and murderers took a piece of wood and stuck it down a poor soul's throat, stirring and pouring in water, to which they added sand or even human excrement, thus pitifully torturing the victims for their money."

* "They caught a citizen by the name of Kuegen Moeller (who perhaps was ill), bound him hand and foot and put him over the fire, where they roasted him for a long time until he was forced to disclose his remaining money. After these robbers and murderers had taken it and gone another raiding party from the Third Army arrived, and hearing that the first had boasted of grilling 100 taler out of this Moeller they took the same man and held him with his face to the fire, hoping to extract more from him. Instead they roasted him for so long that his skin came off him like a butchered goose, and he died."

* They have wound and tied about the heads of such, strong matches or cords, and twisted the same till the blood came out of their eyes, eares, and noses, yea, till their eyes started out of their heads. They have put and tied burning matches betwixt their fingers, to their noses, tongues, jawes, cheeks, breasts, legs, and secret parts. . . ."

All for One: Satan's Playground

Following the Battle of Nordlingen, after which the Spanish armies were able to reinforce the Spanish Netherlands, the Republic signed a treaty with France. As with Sweden, France demanded that the Dutch not be allowed to make peace without French approval—Belphegor had dragged yet another power into Moloch's camp.

The Republic is currently divided into two camps—those who wish to continue the war with Spain and those seeking peace. Military spending, at an all-time high during the early 1630s, is soon about to be severely curtailed as the "peace party" makes its influence felt.

Germany

Ruler: Emperor Ferdinand II (1619-37), Ferdinand III (1637-57)

Devastation Rating: Varies by region

The seething cauldron at the heart of the War has been fed with the bile of religious hatred, the blood of innocents, the bones of those who perished from hunger, and the miasma of pestilence, then stirred by the hands of Eurynome and Moloch.

Bamberg, Prince-Bishopric of

Ruler: Prince-Bishop Franz von Hatzfeld (1633-42), Melchior Otto von Voit von Salzburg (1642-1653)

Devastation Rating: Ravaged

An Imperial state since 1245, Bamberg has been repeatedly pillaged by marauding armies, and its people struck by famine and plague.

Under the previous prince-bishop, Johann Georg Fuchs von Dornheim (r. 1623-1633), Bamberg was gripped by "witch fever" during the early years of the War. Known as the *Hexenbrenner* (witch burner) and *Hexenbischof* (witch bishop), ordered the construction of a *Malefizhaus* (witch house). The walls of its torture chamber, in which suffered innocents as well as true servants of Satan, were plastered with pages from the Bible—the theory being that the pages would bolster the resolve of the questioners and weaken Satan's hold over the witches' souls.

Swedish and Saxon forces took control over

Bamberg in 1632. Rather than staying with his people to provide spiritual succor, von Dornheim fled. The current bishop, previously in exile in Cologne, returned to the city in 1634.

Special: The witch trials ended in 1629. Not only has the stain not yet faded from human memory, the suffering has infused the crematorium specially constructed to send the witches to their deaths. Magicians gain a +2 bonus to enact Necromancy and Pyromancy rituals when within 25 feet of the fire-blackened building.

Characters gain a +2 bonus to Intimidation: Torture rolls when using the *Malefizhaus'* impressive torture chamber, and a +4 bonus when torturing magicians, witches, and other servants of Hell.

Bavaria, Electorate of

Ruler: Maximilian I (Duke 1597-1623, Prince-Elector 1623-51)

Devastation Rating: Ravaged

Bavaria has been an electorate state only since 1623, then the Electorate of the Palatinate was granted to it following the rebellious actions of Frederick V of the Palatinate.

A staunch ally of the emperor, Bavaria escaped destruction until the War entered the Swedish phase. Since then, its soil has been saturated with blood and its lands destroyed.

Munich

Capital of Bavaria, Munich was sacked by the Swedish army in 1632 and its wealth plundered. Ravaged by plague in 1634 and again in 1635, the city has lost one-third of its population. Although the infestation appears to have subsided, the locals know full well that it may rise again to strike them down at any time.

Twitzov Castle

A castle has stood on the steep promontory at the junction of the Vltava and Otava rivers since 1278. Continually expanded and fortified, its walls resisted sieges and artillery attacks until the Thirty Years' War, when it was looted, abandoned, and scorched by fire.

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The castle is known among occultists for a variety of reasons. One of the main sites of interest is the Markomanka tower, named after the Marcomanni culture that ruled Bohemia 2,000 years ago. Now part of the main fortification, the stones are engraved in strange symbols. Animals within the vicinity of the tower behave in strange ways, torches extinguish by themselves, and ghosts haunt the stairs and chambers. Ancient folklore places the supernatural activity at the feet of an imp, who has haunted the tower for unknown ages.

The castle's main tower is supposedly cursed—anyone who sleeps there is condemned to die inside of a year. Black dogs with burning eyes are supposed to roam the castle grounds. According to legend, they guard a hidden tunnel that runs beneath the ruined fortress. What treasure warrants such fearsome warders has never entered folklore.

Brandenburg, Electorate of

Ruler: Prince-Elector George William (1619-40), Frederick William (1640-88)

Devastation Rating: Ravaged

Initially neutral, Brandenburg (which also owns lands in the west of Germany and the Duchy of Prussia to the east) finally elected to aid Sweden in 1631. Elector George had little choice—not only was his sister the queen of Sweden, but Swedish troops threatened to blockade Brandenburg's ports in Prussia. It was to prove a costly decision.

Swedish and Imperial forces fought for control of the state, plundering and pillaging as they moved across the land. Brandenburg continued to honor its pact with Sweden until 1634, when Imperial forces destroyed the Swedish army.

With no hope of standing alone, and able to raise only 11,000 undisciplined troops to defend Brandenburg from further looting by expelling the Swedes, George signed the Peace of Prague and withdrew from the War.

Berlin-Cölln

Formerly a member of the Hanseatic League, Berlin-Cölln has been the seat of the



Margraves and Electors of Brandenburg since 1451. At the start of the War, the population of the small city was around 9,000. Repeated attacks, combined with famine, have left it partially ruined and with over 2,000 dead.

Brunswick-Lüneburg, Duchy of

Ruler: Duke Augustus the Younger (1635-66)

Devastation Rating: Despoiled

Duke Christian the Younger (1599-1626) was one of the very few supporters of Frederick V. Despite being on the opposite side of the Holy Roman Empire, the young duke brought his army into the War in 1622. However, his forces suffered three losses. Frustrated at his ignominious defeats, Christian set his troops marauding along the French border and throughout the Spanish-Netherlands.

All for One: Satan's Playground

Major Rulers Between 1636-48

All dates are reign dates. Note that several rulers die just before or in the final year of the Thirty Years' War. In *Satan's Playground* this is not a quirk of fate—with their contest coming to a finale, Eurynome and Moloch attack each other's major pawns.

Bavaria: Duke Maximilian (1623-51)

Denmark: King Christian IV (1588-1648)

Dutch Republic: Grand Pensionaries Adrian Pauw (1631-1636), Jacob Cats (1636-51); Stadtholder Frederik Hendrik of Orange (1625-57)

England: King Charles (1625-49; executed)

France: Kings Louis XIII the Just (1610-43), Louis XIV (1643-1715)

Holy Roman Empire: Emperors Ferdinand II (1619-37), Ferdinand III (previously "the Younger") (1637-1657)

- **Austria:** Archdukes Ferdinand III (aka HRE Ferdinand II) (1619-37), Ferdinand IV (aka HRE Ferdinand III) (1637-57)

- **Bohemia:** King Ferdinand the Younger (1627-57)

- **Hungary & Croatia:** King Ferdinand the Younger (1625-57)

Ottoman Empire: Sultans Murad IV (1634-40), Ibrahim (1640-48)

- **Transylvania:** Prince George Rákóczi (1630-48)

Papacy: Popes Urban VIII (1623-44), Innocent X (1644-55)

Poland: King Władysław IV (1632-48)

Russia: Tsars Michael (1613-45), Alexis Mikhailovich (1645-76)

Savoy: Dukes Victor Amadeus (1630-37), Francis Hyacinth (1637-38), Charles Emmanuel II (1638-75)

Spain: King Philip IV (1621-65)

Burgundy: Duke Philip VII (aka King Philip IV)

Spanish Netherlands: Governors Cardinal-Infante Ferdinand of Austria (1633-41), Francisco de Melo (1641-44), Manuel de Moura (1644-47), Leopold of Austria (1647-56)

Sweden: Queen Christina (1632-54; abdicated)

Forced out of the War when his forces were smashed at the Battle of Stadtlohn (1623), Brunswick was fortunate not to be subjected to reprisals. It would suffer during the Danish War, but fortunately the depravity that blighted latter years had yet to emerge. Brunswick has suffered, and its people endure hardship, but they are thankful that things are not worse.

Pagan Temple

At the time of the first Holy Roman Emperor, Charlemagne, the Roman Church had yet to dominate Europe. In addition to various "heretical" sects, paganism was still a potent faith. Desiring to rid his kingdom of godless heathens, Charlemagne set to doing so by the tried and tested method of violence.

In the woods outside Osnabrück (founded by Charlemagne in 780) stood a large pagan temple formed from a dolmen and ancient cemetery. Righteous in their cause, the Christians massacred the pagan priests. The spirits of the dead pagans are said to haunt the temple site, and their screams of pain and rage can be heard on the longest day and shortest day.

Special: Rituals cast through the Natural Magick Tradition have a +2 bonus here. On the solstices, the bonus rises to +4.

Wolfenbüttel

Situated along an important trade route, the town of Wolfenbüttel has enjoyed the protection of a fortress since 1118. It became the seat of the Brunswick Princes of Wolfenbüttel in 1432 and rapidly grew.

Quickly taken by Danish invaders in 1626, the town's fortifications were hurriedly bolstered in the event of a counter-attack. It was a shrewd move, for Imperial soldiers besieged the city following the Danish army's loss at the Battle of Lutter. The town fell in 1627 and has remained in Imperial hands since.

Wolfenbüttel would be an insignificant town were not for its impressive library. Founded by Duke Julius in 1572, the library has steadily added to its collection. Such is its value, in terms of knowledge as opposed to crude money, that the library was not looted by the Danish army.

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Among its mundane books are volumes dating from the Roman period, medieval treatises on science and the arts, and prized illuminated religious tracts. Nestled between these are several occult grimoires.

Cologne, Electorate of

Ruler: Prince-Elector Archbishop Ferdinand of Bavaria (1612-50)

Devastation Rating: Plundered

The Electorate of Cologne stretches along the right bank of the upper Rhine. Cologne Cathedral houses the Shrine of the Three Kings, an exquisite reliquary said to house the mortal remains of the Three Wise Men who attended Jesus after his birth and whose remains were brought here in 1164.

Hesse-Darmstadt, Landgraviate of

Ruler: Landgrave George II (1626-61)

Devastation Rating: Plundered

Formed in 1567, when the lands of Philip I, Landgrave of Hesse, were divided between his sons. Hesse-Darmstadt has taken the side of the Holy Roman Emperor. This has put it into opposition with Hesse-Kassel, which supports the Protestants.

Naturally, both Eurynome and Moloch see this fraternal rivalry as a miniature version of the greater War. United on this, they intend to pit the two Hesses against each other in brutal battle. What they have wagered on the outcome is known only to them.

Castle Frankenstein

Rising above the town of Darmstadt, Castle Frankenstein has yet to become associated with revivification, though it has long associations with the powers of darkness.

Located on the grounds is a small fountain. Here, elderly witches gather on the first full moon after Walpurgis Night (April 30) to sip the cool waters. This done, the imbibers become youthful maidens until Christmas Day, when the power of God forces them to revert to their natural, wizened appearance for the rest of the year.

Selected Minor Rulers 1636-48

All dates are reign dates.

Ansbach: Margrave Albert II (1634-67)

Arenburg: Counts Philip Charles (1616-40), Philip Francis (1640-45), Duke Philippe François, 1st Duke of Arenberg (1645-75)

Baden: Margraves George Frederick (1604-38), Frederick V (1638-59)

Bar (also Lorraine): Duke Charles IV (1634-75)

Bayreuth: Margrave Christian (1603-55)

Castell-Remlingen: Count Wolfgang George (1631-68)

Castell-Rüdenhausen: Count George Frederick (1635-53)

East Frisia: Count Ulrich II (1628-48)

Fürstenberg-Donaueschingen: Count Francis Charles (1627-98)

Fürstenberg-Heiligenberg: Counts (and co-rulers) Ernst Egon (1635-52), Ferdinand Frederick Egon (1635-62), Herman Egon (1635-64)

Fürstenberg-Möhringen: Counts Francis II (1631-40), Francis Wratisslaw (1640-41), Frederick Rudolph of Fürstenberg-Stühlingen (1641-55)

Fürstenberg-Stühlingen: Count Frederick Rudolf (1614-55)

Hohenzollern-Sigmaringen: Count Johann (1623-38), Meinrad (1638-81)

Lippe: Count Simon Philip (1636-50); aged 4; Count Christian of Waldeck acts as regent

Münster: Prince-Bishop Ferdinand of Bavaria (1612-50)

Oettingen-Oettingen: Count Joachim Ernest (1622-59)

Palatine Zweibrücken: Count Friedrich (1635-61)

Salm: Altgraves Ernst Frederick (1629-39), Erik Adolf (1639-73)

Sayn-Wittgenstein-Berleburg: Count Ludwig Casimir (1631-43), Georg Wilhelm (1643-84)

Schleswig-Holstein: Duke Frederick III (1616-59)

Schönborn: Lord Philip Erwin (1613-1668)

Veldenz: Count Palatine Leopold Louis (1634-94)

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Odenwald

Spanning Bavaria, Hesse, and Württemberg, the Odenwald is a range of hills blanketed with dense forest. Named for the Norse god Odin, it has long had a sinister reputation.

Ancient tales speak of Satan having a fondness for the area. Stories tell of the *Teufelspfad* (Pathway of the Devil), a pathway that appears and disappears randomly, taking those currently using it at the time straight to Hell. The *Opferstein* (Altar Stone), a large, flat stone, is supposedly where Satan accepts offerings from witches and madmen.

In olden times, lindwurms plagued the region before being slaughtered by a brave knight. Reports of recent sightings have yet to be proven. The ruined castle of Rodenstein is believed to be the feasting hall of the master of the Wild Hunt (who has more than once been

compared to Odin). Locals swear that a long, mournful horn was heard to echo through the hills on the eve of the Bohemian Revolt.

Magdeburg, Archbishopric of

Ruler: Administrators Leopold William of Austria (1631-38), Augustus, Duke of Saxe-Weissenfels (1638-80)

Devastation Rating: Devastated

Despite its title, no prince-archbishops have ruled since 1566. Instead, the state is governed by a secular administrator. Although the vacant position of archbishop is still recognized by the Papacy, Magdeburg is primarily Protestant.

Magdeburg, City of

It has been six years since the Sack of Magdeburg and still the city and its diminished population (currently around 4,000 but fewer than 400 at the conclusion of the War) suffer terrible privations.

The streets are still stained with blood, now black with age, most all the buildings lie in smoke-blackened ruins, and the stench of pestilence and human misery hangs heavily in the air. Survivors fear the dark of night, for it continues to bring armed gangs searching for women and food. Worse, it is said the souls of those butchered in the violence howl out their torment when the sun sets and that demons dance and cavort amid the ruins to the unearthly choir.

Special: Whether angels or other forms of spirit, the forces of good have abandoned Magdeburg to its fate. Benign rituals suffer a -4 penalty within the confines of Magdeburg. Conversely, the powers of evil have made it a cathedral to suffering. Necromancy rituals gain a +4 bonus.

Mecklenburg, Duchies of

Ruler Mecklenburg-Güstrow: Dukes John Albert II (1631-36), Gustav Adolph (1636-95)

Ruler Mecklenburg-Schwerin: Adolf Frederick (1631-58)

Devastation Rating: Devastated

The title "Duke of Mecklenburg" is wielded



A Ruined Land

by two dukes, often causing confusion, after the duchy was partitioned in 1621. Both rulers were stripped of their titles for aiding the Danes by Emperor Ferdinand in 1628, who granted them to Wallenstein as his personal fiefs. Following the general's removal from command, the territories reverted to their rightful owners in 1631 when the Swedish army invaded.

Both dukes are grateful for their return to power, but far less happy that the Swedish army continues to "live off the land" and whose continued occupation gives Imperial forces a perfectly good reason to invade.

Nuremberg, Imperial City of

Ruler: Emperor Ferdinand II (1619-37), Ferdinand III (1637-57)

Devastation Rating: Ravaged

The borders of Nuremberg do not cease at its walls. A state within its own right, its lands encompass some 460 square miles and include towns and villages.

Once a powerful trading center, the discovery of the New World and the War has seen its position and wealth decline. Despite declaring itself neutral, Nuremberg was forced to house Catholic League, Imperial, and Swedish troops at one time or another. Demands to contribute financially to the War, tribute to victorious commanders, and a cessation of trade have left the city nearly bankrupt. Nuremberg began the War with a population of 45,000, but that has since diminished to around 30,000.

Palatinate, Electorate of

Ruler: Maximilian I Prince-Elector (1623-48)

Devastation Rating: Devastated

Formed from numerous, fragmented states it was drawn into the War when the then-elect, Frederick V, backed the Protestant rebellion in Bohemia. Under the command of Tilly, Catholic forces repeatedly brutalized the population, despite resistance ending in 1622.

Since 1623, the Palatinate has been divided. Spain seized control of the western half, an act that gave them a route from their dominions in Italy to the Spanish Netherlands, while the

eastern half was ceded to Duke Maximilian of Bavaria, who was elevated to the status of elector as a result.

Heidelberg

Heidelberg is struggling to recover from repeated attacks and looting. Captured by Tilly's army in 1622, the city was retaken by the Swedish in 1633. Imperial forces returned in 1634, driving the defenders from the streets and into the castle. Only the timely intervention prevented the destruction of the fortress and the scattering of Imperial troops.

The city is best known for its university, which was founded in 1386. It once held the Bibliotheca Palatina, a library of books and manuscripts numbering in the many thousands. During Tilly's occupation, unknown numbers of books were ripped apart, burned for fuel, or stolen. What remained of the collection was transported to the Vatican.

It is rumored that several important books (among them rare magical grimoires) were taken from the library just before the looting began for safekeeping. Their whereabouts are currently unknown.

Pomerania, Duchy of

Ruler: Duke Bogislaw XIV (1625-37)

Devastation Rating: Devastated

The specter of war came to Pomerania in 1627. Having crushed the Danish armies, and seeking to break the Scandinavian's hold over the lucrative Baltic Sea trade routes, Catholic armies pushed into the duchy in a bid to acquire the ports.

Duke Bogislaw moved quickly to spare his domain from plunder by signing the Capitulation of Franzburg (1627) and allowing Imperial troops to occupy the land. With Pomerania bowed, the Imperial commanders demanded their troops be housed and fed by their "hosts." Widespread looting followed.

Unfortunately for the duke, the city of Stralsund had refused to sign the peace accord, and with Swedish support had broken the long Imperial siege in 1629. With a beachhead established, the Swedish army moved through

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Voices from the War

* "... for I think none other than that the Evil One scattered the money abroad at that time so that many people would get caught up in this accursed witchcraft as one later saw. . . . several hundred people were tried and burned, among them many attractive and well-to-do young men and women. . . . whether it was all rightly done is known to God alone."

* "We were so afraid and panicky that even a rustling leaf drove us out. . . . There were times when for long periods we didn't dare to sleep in our homes a night."

* "At this time the enemy did enormous damage in the countryside, everywhere butchering, stealing and burning. They took away large numbers of people and animals, repeatedly and distressingly plundering the luckless inhabitants, violating women and girls, doing great evil in cloisters, churches, towns and markets and bringing destruction and misery to the whole country."

* "Here godless soldiers laid waste to the whole land with stealing, burning and rapine, despoiling it so abominably that the like of it has never been heard before."

* "hac septimana stupratae sunt foeminae dure a militibus" (on the seventh of the month the women were pitilessly violated by the soldiers)."

* "People had acorns ground and baked, and also had to eat bran bread. It was a grim period of great hunger which lasted for five months, although the high prices continued for much longer."

* "The . . . soldiers played havoc in Vach on account of the scarcity of firewood. They tore down all the fences, barns, gates, and buildings, and such beds, chests, tables and trunks as I had left after 61 visitations had this time to be chopped up and burned."

* "The shocking things that went on—rape and the like—are indescribable. . . . They behaved barbarously in Beelitz, despoiling old women, not a few of them 60 years old, to say nothing of the young ones."

Pomerania, battling Imperial forces along the way and scouring the already depleted land.

Seeking to safeguard Pomerania from retribution, Bogislaw wrote to the emperor, explaining that his pact with Sweden was drawn up by threat of violence. Ferdinand has yet to reply while his army continues to engage Swedish armies on the border.

Saxony, Electorate of

Ruler: Prince-Elector John George (1611-56)

Devastation Rating: Despoiled

Politics shaped Saxony's entry into the War. The Elector had watched from afar as Brandenburg expanded its military and the Palatinate rose to prestigious new heights. Contrary to the Protestant faith, Elector John George opted to favor the emperor and his Catholic allies.

Having watched Protestantism being slowly crushed out of existence in Bohemia, and dismayed by the Edict of Restitution, he warily maintained his alliance with Ferdinand.

Deciding that Saxony would switch to the Protestant cause sooner or later, Tilly pushed the matter by invading. Naturally, the prince-elect could not sit idly by as his supposed allies desecrated Saxon soil. Despite a successful foray into Bohemia and the capture of Prague, Saxony had little stomach for continued war. Sensing the tide would turn against him, John George entered into alliance with the emperor in 1635.

Declaring war against Sweden would prove disastrous. Defeated at the Battle of Wittstock (1636), Saxony found its undefended state open to plunder not only by Swedish forces, but retreating Imperial soldiers as well.

Kyffhäuser

A range of hills forming part of the Central Uplands, the Kyffhäuser is the sight of Germany's version of the legend of King Arthur. Somewhere beneath the hills sleeps Emperor Frederick I Barbarossa. Resplendent in his armor, the hero and his valorous knights are seated around a great table laid for a feast.

According to legend, Barbarossa will break his torpor and rise again when Germany most needs his aid. Given that the country is being

A Ruined Land

consumed by endless war, many who believe the legend are eagerly awaiting his return.

The sign that heralds his return concerns ravens. Commonly seen in the sky above the hills, it is said that Barbarossa will rise when the ravens take flight and desert the region. To ensure he is forewarned, Barbarossa dispatches a young serving boy every few decades.

Barbarossa has sent several scouts since the commencement of the War, but all have been intercepted by agents of Euryome or Moloch—neither side can be sure which side of the War the late emperor will take, and thus it is better he remains slumbering.

The Silent Forest

Part of the Thuringian Forest, a line of steep-sided mountains rounded by immense age and with few passes which permit transit, the Silent Forest is an eerie idyl in a land destroyed by fighting.

The forest is aptly named, for save for the wind in the trees and occasional babbling brook it is utterly silent. No swarms of buzzing mosquitoes hover over pools, no bird song disturbs the air, no game animals disturb the vegetation, and no hunters or trappers cry out when successful in their endeavors.

Nothing within the forest is spoiled or harmful—the water is pure, all the fungi and berries are edible and nutritious—and yet it is devoid of animal life. From predators to prey, down to earthworms, those lowliest of creatures in God's kingdom, nothing disturbs the tranquility of the forest.

It is rumored that within the depths is a hill on which grow colorful, fragrant flowers, and which is topped by a majestic castle of gentle shades and elegant spires. No mortal lord calls the fortress home, nor do deserters or refugees seek shelter within its walls. Those few who have seen the castle have never ventured close, telling of strange feelings that gnaw at the soul and prevent one from investigating further.

Württemberg, Duchy of

Ruler: Duke Eberhard III (1628-74); currently in exile

Notable Germans 1636-48

The following people might be encountered by the characters. The interaction may be trivial, a brief conversation with an artist to purchase one of his works, for instance. The characters may become patrons of the arts, giving an aspiring young artist a much needed income and start in his career. Perhaps they agree to fund the education of a student, a young man who grows up to found the Engel-Apotheke (which still exists as the Merck pharmaceutical company) in 1666. Merck may even gain his interest in the sciences from an encounter with the heroes. All dates are lifespans.

Art: Composers

- * Elisabeth Sophie of Mecklenburg (1613-76)
- * Heinrich Albert (1604-51)
- * Heinrich Schütz (1585-1672)
- * Johann ("Hans") Bach III (1604-73)

Art: Painters

- * Daniel Schultz (1615-83)
- * Hans Ulrich Franck (1603-75)
- * Isaak Soreau (1604-44)
- * Joachim von Sandrart (1606-88)
- * Johann Heinrich Schönfeld (1609-84)
- * Johann Wilhelm Baur (1607-40)
- * Sebastian Stoskopff (1597-1657)
- * Tobias Pock (1609-83)

Religion

- * Matthias Faber (1586-1653; Jesuit priest and theologian)
- * Paul Gerhardt (1606-76; hymn writer)

Science

- * Friedrich Merck (1621-78; apothecary)
- * Hennig Brand (1630-92; alchemist; discover phosphorus in 1669)
- * Johannes Hevelius (1611-87; Astronomer)
- * Otto von Guericke (1602-82)

All for One: Satan's Playground

German Universities

Germany's centers of learning have suffered structural damage, repeated looting (especially of libraries), and a reduction in the number of students enrolling, but their doors are still open for business. Often patronized by religious bodies, many of universities are restricted to students of certain faiths.

Typically, courses cover Skills such as Academics (Law, Philosophy, Religion), Art (Music), Medicine, Natural Philosophy, Performance (Oratory).

The listed date is that of the university's foundation.

Catholic

- * Cologne (1388)
- * Erfurt (1379)
- * Freiburg (1457)
- * Ingolstadt (1472)
- * Mainz (1477)
- * Munich (1472)
- * Trier (1473)
- * Würzburg (1402)

Protestant

- * Giessen (1607; Lutheran)
- * Griefswald (1456)
- * Halle-Wittenberg (1502; Lutheran)
- * Heidelberg (1386; Calvinist)
- * Jena (1558)
- * Leipzig (1409)
- * Marburg (1527)
- * Rostock (1419; Lutheran)
- * Tübingen (1477)

Devastation Rating: Ravaged

The Protestant state of Württemberg entered the War in 1621, though it quickly reverted to neutrality following the Battle of Wimpfen (1622). Tilly ignored Württemberg's change of heart and his troops ransacked the northern territories.

On coming of age in 1633, the young duke, who had been heir-presumptive after his father's death in 1628, allied with France and Sweden. Catholic forces enacted a brutal revenge after the

disaster at Nordlingen in 1634, savaging the entire duchy. As of 1636, Imperial troops continue their wanton destruction on the already ruined land, and many settlements are suffering from the effects of pestilence. Duke Eberhard went into exile in Strasbourg in 1634 and has yet to return.

Württemberg's population has already fallen from 350,000 to 220,000, and it will drop to 120,000 before the War ends.

Freihausgarten

A small and isolated village in the Black Forest, Freihausgarten has been spared the effects of the War despite it being relatively prosperous. Rumors abound that the villagers are beholden to some sinister entity, a creature said to be older than time and more wicked than Satan. Each month, when the moon is fattest, the villagers climb to the summit of nearby Dunkelhügel (Dark Hill) and appease their deity with profane ceremonies.

Stuttgart

Left undefended after the Battle of Nordlingen, Stuttgart quickly fell to Imperial troops, who set to pillaging and looting. In 1636, Emperor Ferdinand visits the city in an attempt to bring about the conversion of the mainly Protestant population. The next year, bubonic plague strikes the already troubled city.

Spanish Netherlands

Ruler: Governors Cardinal-Infante Ferdinand of Austria (1633-41), Francisco de Melo (1641-44), Manuel de Moura (1644-47), Leopold of Austria (1647-56)

Devastation Rating: Despoiled

With the Dutch having sided with France, the Spanish Netherlands find themselves with enemies in the north and south. With Spanish shipping unable to break the blockades, it relies on resources and reinforcements from Italy along the so-called Spanish Road.

Thus far, Thamuz, Hell's Ambassador to Spain has remained neutral in the War. How long that remains so is yet to be seen.

Chapter Five: Friends and Enemies

*"See with what beat these Dogs of Hell
advance*

To waste and havoc yonder World."

—John Milton, *Paradise Lost*

❧ Lords of Hell ❧

The princes of Hell are paragons of the Seven Deadly Sins. On setting two such lords into direct competition, Satan knew full well that pride and envy would prevent either from bowing out, regardless of the odds stacked against them. Sooner or later he will have to declare a winner lest his minions grow restless and look to other ventures, but for now, Satan sits back on his throne and watches his chosen champions tearing apart the Holy Roman Empire in his unholy name.

Naturally, the other ambassadors of Hell watch with varying interest, for the outcome will inevitably shape the politics of Hell. Some have shown their colors. Belphegor of France has thrown his lot in with Moloch, as has Rimmon of Russia, though he is a bit player in the conflict with little to offer either Eurynome or Moloch.

Others have either declared neutrality or have taken advantage of the chaos. Mammon of England, for instance, has dabbled in the War but has since withdrawn. Thamuz of Spain, having lost an ally in Belphegor, has yet to enter the competition, as have the ambassadors of Italy and Switzerland. Hutgin of Turkey, Ambassador to the Ottoman Empire, initially

entered the War but has since withdrawn in the hope that the other ambassadors will weaken their lands, allowing his sphere of influence to grow as the Ottomans continue to expand their borders deeper into Europe.

Eurynome

"He is of a color between blue and black, like that of meat flies; he is showing his teeth and is seated, and under him is spread a vulture's skin." —Pausanias

Alternate Names: Euronymous, Eurynomius, Eurynomos, and Eurynomus.

Self-styled Prince of Death and Grand Cross of the Order of the Fly, Eurynome has spent much of his time in Hell chewing the flesh off corpses until only the bones remain.

Generally regarded as a pretentious upstart by his peers, his challenge to Moloch was met with howls of derision. So confident were the greater infernal potentates that Eurynome would be defeated in short order that huge numbers of souls were wagered in favor of Moloch. With Eurynome proving the stronger more than once, many of those who bet against him are beginning to regret their hasty decision.

Eurynome may be the stronger, but he has yet to master the intricacies of Hell's politics. While has opted to fight without aid, his rival has set to forging pacts. In Eurynome's mind this gives him a better position, for win or lose, he will not be indebted to others.

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Moloch

*"First MOLOCH, horrid King besmear'd
with blood*

*Of human sacrifice, and parents tears,
Though, for the noyse of Drums and Tim-
brels loud,*

*Their children's cries unheard that passed
through fire*

To his grim Idol."

—John Milton, *Paradise Lost*

Alternate Names: Malcam, Milcom, Molech.

While Eurynome wasted his time gnawing on the dead, Moloch set about turning mortals to his worship. More than willing to grant potent favors, Moloch demanded only one sort of sacrifice in return—children. Such unfortunate were sent to their deaths on pyres or in fiery braziers, or roasted alive inside colos-

sal, hollow idols, furnaces given the form of Moloch (that of a bull-headed human).

The prince's reign of terror ended in his defeat at the hands of Jesus Christ and a lengthy spell captive in Hell. His name has become synonymous with a sacrifice that demands a high price—"Moloch's deal" or "Moloch's price."

Moloch has never forgotten the slight to his honor or the power he has lost. Since the Holy Roman Empire was first formed, Moloch has set his sights on its corruption and, ultimately, total destruction. It is through the Empire that Moloch continues his war with God.

Entitled Prince of the Country of Tears, and awarded the Grand Cross of the Order of the Fly for his efforts, Moloch was certain that his position of Ambassador to the Holy Roman Empire would be unchallenged. He has sworn to destroy Eurynome at any cost, even if he has to start a civil war in Hell. For now, though, he is content to wage it on the mortal plane.

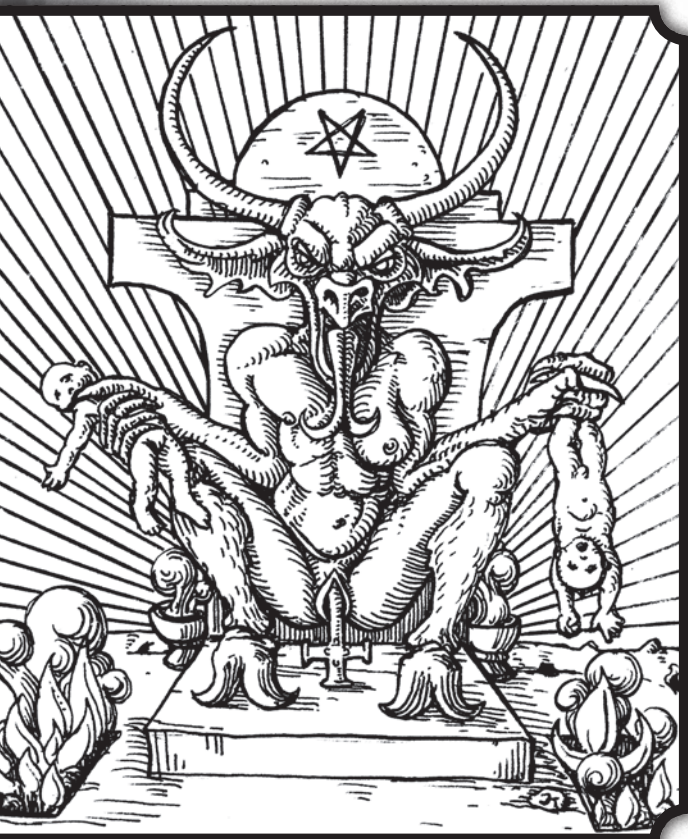
With victory forever slipping from his grasp, however, he has begun to muster his hellish legions in secret in preparation for a strike against the Prince of Death. The War may tear apart Europe and Christianity, but it might yet sunder Hell as well.

☿ Secret Societies ☿

Lower Order of the Fly

The true Order of the Fly is a "chivalric" order found in Hell. Founded by Beelzebub, its existence serves two functions. First, it rewards demons whose dedication to Satan's cause goes beyond the accepted standards. Second, it gives demons something to which they can aspire. Through these awards, the Order keeps demons, rebellious by nature, from turning their attention toward their masters.

Where members of Le Dragon Rouge seek power for their own benefit at the cost of their immortal souls, the Lower Order exists to promote Satan's war against God. In return for obedience, members seek to end up in Hell not as a tortured soul, but as a true demon.



Friends and Enemies

Organization

The Lower Order exists only in Western Europe, the heartland of the current iteration of Christianity. Members do not consider themselves as footsoldiers, for rarely do they seek the death of clergymen or the burning of churches. As shadowy as their origins, they are manipulators, seeking to lead mortals into sin and thus condemn their souls to Satan's grasp. Thus, words, not steel, are their weapon of choice.

Among mortals, the order is always known as the Lower Order of the Fly—only demons can become members of the true order and to use the full title would be a blatant affront.

History

The origins of the Lower Order are shrouded in hearsay and myth. One story tells that the organization was founded by Cain of Biblical infamy after he slew Abel. Given that this particular story came from the mouth of Beelzebub, among whose titles is Lord of Lies, it should be taken with a grain of salt.

It is entirely possible the Lower Order had its hand in the formation of other diabolical organizations, but again, this cannot be proven.

The first written record to include its name in any form is no ancient scroll, but a 15th century Latin grimoire entitled *Forbidden Rites: A Necromancer's Manual of the Fifteenth Century*. The anonymous author writes, "Trust not Ba'al Zebub [sic], nor those of the Lower Order who work in his name, for they are like the flies that consume excrement."

It is quite possible that the Lower Order has existed since the time of Christ, when many demon princes saw the birth of Jesus as justification for bringing the battle to earth. To accuse them of bringing about the various religious schisms that plagued early Christianity would be to give them too much credit, but they were certainly instrumental in *trying* to keep Christianity divided.

There is no evidence that Martin Luther was ever guided by the Lower Order in any way, but the rise of Protestantism has certainly played into their hands in recent decades. From behind the scenes, they work tirelessly to keep the Christian princes at each other's throats.

The Lower Order has a rigid structure, with subordinates expected to obey their superiors without question. Ruling the organization is the Supreme Grand Cross, Beelzebub's most senior mortal agents (at least in their own eyes). Each nation has a single Grand Cross who oversees activities and who forms an advisory council. Beneath them are the Commanders, who oversee counties, provinces, and states. The lower membership—Officers and below—exist to enforce the will of their superiors.

Rank	Title (...of the Order of the Fly)
0	Member (sometimes Esquire)
1	Knight
2	Officer
3	Commander
4	Grand Officer
5	Grand Cross

Bishop Martin of Bruchvörde

The trappings of power and wealth granted him by his position in the Catholic Church corrupted Bishop Martin long before agents of the Lower Order whispered their lies and perversities into his ears.

A devoted member of the infernal flock, Martin has used his position to fuel the passions of his congregation and keep them set against their Protestant neighbors. With his full blessing, young conscripts and hardened veterans alike have gone to war in the belief that the enemy must be destroyed at any cost and that God will ultimately forgive their sins, for those they slay, abuse, and rob are heretics and must "pay the price from turning their hearts and minds against God."

Patron 3

Archetype: Clergyman; **Motivation:** Faith; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 4, Intelligence 3, Willpower 5

Secondary Attributes: Size 0, Move 6, Perception 8, Initiative 6, Defense 8, Stun 3, Health 8

Skills: Academics: History 4, Academics:

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Law 5, Academics: Religion 7, Bureaucracy 6 (*Church* 7), Con 7, Diplomacy 7, Intimidation 6, Linguistics 5, Magick: Necromancy 8, Performance 5 (*Oratory* 6)

Talents: Focused Defense (Uses Willpower for Defense), Inspire (May provide a +2 bonus to allies), Magickal Aptitude (Ceremonial), Rabble-rouser (May boost Followers as if a Talent)

Resources: Rank 3 (Lower Order of the Fly; +4 Social bonus), Refuge: Equipment (+2 bonus to Magick rolls)*, Refuge: Security 1 (+2 bonus)**, Status 3 (Bishop; +4 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

* *Bonus Resource from his Rank.*

** *Bonus Resource from his Status.*

Common Members

Members of the Lower Order come in many forms. From courtiers with barbed tongues that drip poisonous words to natural philosophers who argue that science must replace religion, to magicians who twist minds through the power of darkness, all seek to rise through the order's ranks.

This example is a soldier, a junior officer who encourages his men to loot and rape as they please while he watches the dark stain on their souls grow like a cancer. Alternately, he can be used as a brigand leader.

Ally 1

Archetype: *Soldier*; **Motivation:** *Faith*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Brawl 4, Con 4, Firearms 4, Intimidation 4, Melee 4

Talents: —

Resources: Rank 1 (Lower Order of the Fly; +2 Social bonus), Rank 1 (Sergeant; +2 Social bonus)

Flaws: Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Punch 4N, Flintlock pistol 7L, Small sword 6L

Order of the Grand Union

The antithesis of Rosicrucian thought, the Order of the Grand Union seeks to unite the entirety of Europe under a single monarch.

The Order has never attempted to elevate one of its members to this role—bloodlines inevitably go extinct or become diffused. More importantly, there are other factions who have rival goals. Thus, they search for others to wield the overt power and become the focus for assassins' blades, while they manipulate things from the shadows.

It should be noted that the Order as a whole has no interest in religion. For now, they support a Catholic monarch, but only because one is most likely to succeed. Ultimately, the Grand Union of Europe would answer to no-one save its sole monarch.

History

The notion of a single ruler over a united Europe began in the days when Rome was the only European superpower. Forever plagued by dynastic squabbles and the covert hand of other secret societies with differing motives, the Order could not prevent the unwieldy empire collapsing in on itself.

Their next attempt at unification came when they engineered the rise of Charlemagne and the foundation of the Holy Roman Empire. Again, their plan collapsed as the founding empire fragmented after the death of Louis the Pious (778-840).

After several centuries in the wilderness, they began a third attempt. Selecting a minor Austrian noble family, they began to boost its influence through arranged marriages and earning them political influence. The great work has been deliberately slow, a measured approach rather than rushing toward a hasty conclusion. Under the Order's guidance, that family, the House of Hapsburg, has become the master of Austria, Bohemia, the Holy Roman Empire, Hungary and Croatia, Portugal, and Spain.

Their plans have not been without upsets. France, for instance, is ruled by the House of Bourbon (although Queen Anne is a Hapsburg). England has broken from the Catholic

Friends and Enemies

Church, as have Denmark, Norway, and Sweden, thus diminishing the chances of a Hapsburg monarch ever setting on those thrones.

Organization

The Order is divided into two groups. First, there are the puppet masters pulling the strings, the arch manipulators of noble houses and destinies. They refer themselves to as the Elder Order. While they prefer to fight through politics, the Order is quite prepared to remove threats to their ambitions through violence. Such agents are known as the Hands of Destiny.

Despite their current focus on the Hapsburgs, they are quite prepared to cut them loose if a better option presents itself in the future. In centuries to come, for instance, they switch their efforts to one Napoleon Bonaparte as his armies rampage across Europe and later the House of Saxe-Coburg and Gotha.

The second group, the Younger Order, are members of the Hapsburgs who know the Order's grand plan and who loyally play their part. Members accept that the odds of one of them becoming sole monarch are virtually nil. Instead, they serve the needs of the Order in raising one of their descendants to the throne of a united Europe.

Ulrika Schneider

A Hand of Destiny, as were her forefathers before her, Schneider knows that bloodshed is not the sole option in her line of work—as she says, “destroy the name, destroy the man.”

A courtier at the court of the emperor (and frequently those of his allies), and renowned as an excellent dancer, Schneider always opts to strike at a foe's reputation before striking at their body. An insinuating word here or a cutting barb there can often be enough to weaken an enemy of the cause. Should that fail, she is a competent swordswoman with no qualms about taking human life.

She prefers to engage in swordplay masked and dressed in men's clothing so as not to sully her own reputation as a lady. Those who uncover her true identity become a target for swift and violent retribution.

Patron 2

Archetype: *Swordswoman*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 3, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 7, Perception 5, Initiative 6, Defense 7, Stun 3, Health 6

Skills: Athletics 5, Brawl 5, Diplomacy 5 (*Insults* 6), Fencing: Danse 6, Linguistics 4, Performance 6 (*Dancing* 7), Spying 5, Streetwise 6

Talents: Barbed Tongue (+2 bonus in Social duels), Mobile Attack (Move and attack simultaneously), Parry (Parry as a Reflexive Action)*

Resources: Rank 1 (Order of the Grand Union; +2 Social bonus), Status 1 (Imperial courtier; +2 Social bonus)

Flaws: Secret (+1 Style point whenever she is confronted with the truth or goes out of her way to protect the secret)

Weapons: Punch 5N, Rapier 8L

* *Gamemasters with Richelieu's Guide Compendium 1 should substitute this for The Great Danse Talent.*

Common Members

Common members are typically lesser scions of the House of Hapsburgs, sons and daughters prepared to accept arranged political marriages to further the grand plan at the expense of any thoughts of love.

Ally 1

Archetype: *Aristocrat*; **Motivation:** *Faith*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Diplomacy 4, Fencing (pick a Style) 4, Intimidation 4, Linguistics 4, Performance 4

Talents: —

Resources: Rank 1 (Order of the Grand Union; +2 Social bonus), Status 1 (Lower noble; +2 Social bonus)

Flaws: Loyal (+1 Style point whenever their unswerving loyalty causes trouble for themselves or their companions)

Weapons: Punch 0N, Rapier 6L

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Supernatural Creatures

"And to one side of them were demons, all horns and warts, on demon-horses, and there were women with filed teeth [...] and apparitions whose flesh ran liquid on their bodies.."
—Michael Moorcock, *The War Hound and the World's Pain*.

Demonic Steed

A demonic steed is a black stallion with eyes that glow like hot coals and whose nostril exhalations reek of sulfur. Although incapable of speech, the fell beast understands simple commands in every human tongue.

Demonic horses are never found roaming or wild. Rather, they are gifted to magicians as a sign of favor from their master, Satan, a symbol of their unholy pact with him. Many owners inflict grievous injuries on their beasts, wrapping barbed wire into their flanks or using the same as reins, and hammering large nails through their hooves, to condition the mount against injury and pain. Such beasts have been known to function unimpaired despite seemingly mortal wounds, giving them a fearsome reputation.

Demonic Steed

Follower 1

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size 1, Move 7(14)*, Perception 4, Initiative 5, Defense 6, Stun 3, Health 7, Horror 2

Skills: Brawl 8, Stealth 4**, Survival 4

Talents: Alertness (+2 Perception rating), High Pain Tolerance 2 (Ignore wound penalties), Ride by Attack (Can simultaneously move and attack)

Resources: None

Flaw: Bestial (Can't communicate or use tools)

Weapons: Kick 7N

* *Creatures with four legs double their Move rating when running.*

** *The steed has a -1 Size penalty on Stealth rolls*

Drude

Whereas incubi and succubi are true demons, a drude is a mortal woman of low moral virtue and high sexual appetite possessed by a demon. Some are unfortunate victims, others welcome possession in return for enhanced beauty. Rarely does the enhancement result in unearthly beauty. Instead, it removes blemishes caused by disease and a hard life to leave the skin smooth and far more sightly.

Drudes mostly accompany armies as "camp followers," offering recreation for the soldiers. Like their cousins, they suck life energy from their victims, although only slowly. Still, a victim who falls into their clutches can wither and die within a few weeks, dying of seemingly natural causes.

Drudes appear as normal women to the human eye. At night, however, their presence can be revealed by their footprints, which leave behind a distinctive pentacle in soft surfaces.

Drude

Follower 1

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Con 8 (*Seduction* 9), Empathy 4 (*Emotions* 5), Performance 5

Talents: Attractive (+1 Charisma rating when dealing with people; already factored in to her Skills)

Resources: —

Flaws: Lustful (+1 Style point whenever her overactive libido gets her or her companions into serious trouble)

Weapons: Punch 0N

Life Drain: A character who engages in sex with a drude suffers terrible visions the follow-

Friends and Enemies

ing night, resulting in broken sleep and 1N damage. This cannot be healed until the drude is exorcized or its mortal host is slain.

Weakness: In the same way as vampires are repelled by crosses, drudes fear objects known as a *Drudenstein*—a stone with a hole bored through the center by natural means. A drude suffers a –2 penalty to all rolls to harm, influence, or otherwise affect a person wearing one around their neck.

Elemental

The existence of gods and spirits of air, earth, fire, and water leave little doubt that man has long sought to understand the basic building blocks of his world.

Elementals are the living embodiments of the four elements. Different cultures in different times have referred to them by many titles, but it was the 16th century occultist Paracelsus who first used the names by which Western magicians refer to these creatures.

Elementals, unlike demons, are not spirit beings that can adopt a physical form or possess a human host—they have a physical form and inhabit the world of men, though they exist in a higher dimension. Thus, they are invisible to normal methods of detection until summoned through rituals to appear on the lower level of existence populated by humans.

As living beings, they eat and sleep in the general manner of humans. Except for the salamander, many also wear clothes.

Gnome

The word gnome stems from the Latin for “earth-dweller,” an apt description for earth elementals. Gnomes are diminutive creatures, standing around 9” tall. They are solitary by nature, and left to their own devices, have no interest in trafficking with humans. This reluctance can make them hard to control.

The Greek myths of Chalybes, Dactyls, and Telchines, tribes said to possess a notable talent for metalworking, are likely based on gnomes, as are Germanic tales of dwarves.

Gnomes are said to guard buried treasures,

Optional Additions

Horror Rating

The creatures in this section have an additional Secondary Attribute—Horror rating. Rules for using this rating can be found in *Richelieu's Guide Compendium* 2. Gamemasters wishing to use the rules will find the Horror rating of monsters detailed in the core rules below. Gamemasters without that volume should ignore the entry.

Monster	Horror rating
Animated Corpse	2
Demonic Hound	3
Evil Spirit	2+
Gargoyle	4
Glutton Demon	4
Imp	3
Incubus/Succubus	n/a (human), 5 (demonic)
Scarecrow, Possessed	3
Shade	2
Tempter Demon	n/a
Vampire	4
Werewolf	4
Witch	n/a

Extra Monsters

Gamemasters wishing to add more varied terrors to their adventures will find numerous examples in the Ubiquity-powered *Leagues of Gothic Horror* line of products.

Although using a different magic system than *All for One* and set in the 19th century, the various creatures are usable with minimal, and often no, changes. Gamemasters wishing to add named “historical” demons (in that they appear in occult grimoires) to their campaign will find examples in the *Guide to Black Magic* and *Leagues of Gothic Horror Expansion*.

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though persuading one to reveal the location is difficult. They are also excellent at finding mineral veins.

Follower 1

Archetype: *Elemental*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 4

Secondary Attributes: Size -4, Move 3, Perception 6, Initiative 4, Defense 7, Stun 1, Health 3, Horror 2

Skills: Athletics 4, Craft: Metalworking 8, Stealth 7*

Talents: Robust (+2 Health rating)

Resources: None

Flaw: Inscrutable (+1 Style point whenever it is misunderstood or its mysterious motives cause trouble)

Weapons: Punch 0N

* *Gnomes have a +4 Size bonus on Stealth rolls.*

Earth Walk: A gnome can move through solid earth at its normal Move and through solid rock at half its Move.

Elemental Magick: Gnomes can cast Geomancy rituals with a Magick Skill of 8.

Salamander

Whereas other elementals are anthropomorphic, salamanders resemble the earthly creatures of the same name, though they are larger. The key differences are elemental salamanders are larger, being around two feet long, and are either orange or red in color.

Salamanders eat hot coals, though they draw no nourishment from them. Standing in fire regenerates their form, rendering them hard to destroy so long as the heat source remains. Despite their fiery nature, salamanders are not hot to the touch, nor do they have any aversion to, or suffer any harmful effects from immersion in water (beyond drowning, like any physical creature).

Salamanders are greatly feared for their breath, which is highly toxic. Exposure causes the victim's body to swell to such size that their skin rips apart. Fortunately, they breathe only once a day at most.

Follower 1

Archetype: *Elemental*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 3, Strength 1, Charisma 2, Intelligence 1, Willpower 3

Secondary Attributes: Size -2, Move 4(8)*, Perception 4, Initiative 4, Defense 7, Stun 2, Health 3, Horror 3

Skills: Athletics 5, Intimidation 6, Stealth 6**

Talents/Resources: None

Flaw: Inscrutable (+1 Style point whenever it is misunderstood or its mysterious motives cause trouble)

Weapons: Bite 0N

* *Creatures with four legs double their Move rating when running.*

** *Salamanders have a +2 Size bonus on Stealth rolls.*

Elemental Magick: Salamanders can cast Pyromancy rituals with a Magick Skill of 8.

Fire Immunity: Salamanders are impervious to the effects of fire and heat, being capable of swimming through lava.

Fiery Regeneration: A salamander standing in a fire automatically heals a number of wounds equal to the caustic damage the fire would cause (see *All for One*). For instance, one standing in a campfire would regenerate two Health levels. Nonlethal damage is always healed before lethal.

Toxic Breath: A salamander can breathe on one victim within 5 feet. The breath has a Toxin rating of 4 and inflicts 2L caustic damage per hour until it is removed from the victim's system. This requires 8 successes on an extended Body roll, with each roll taking one round.

Sylph

Sylphs are air elementals. Outside of occult circles, they are often represented as gossamer-winged sprites, akin to faeries. In fact, they are taller and stronger than humans, and of less savory appearance. Not that detecting a sylph is easy—they are naturally invisible, though with the power to become visible at will.

Sylphs do not fly, at least not in the conventional sense. Instead, they move through air as

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easily as a human, but are not bound by gravity. Note that invisible does not mean intangible—sylphs have no ability to pass through solid objects, or fit through tiny apertures.

Although not especially powerful, an individual sylph has some control over the weather. They are most frequently summoned by magicians who desire to produce a dramatic weather phenomenon, being able to lend considerable magical energy to the sorcerer.

Follower 1

Archetype: *Elemental*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 3

Secondary Attributes: Size +1, Move 5 (Fly 5), Perception 5, Initiative 4, Defense 4, Stun 3, Health 7, Horror 2

Skills: Athletics 5, Stealth 5*, Survival 6

Talents: Weather Sense (Can tell what the weather will be)

Resources: None

Flaw: Inscrutable (+1 Style point whenever it is misunderstood or its mysterious motives cause trouble)

Weapons: Punch 0N

* Sylphs have a -1 Size penalty on Stealth rolls.

Elemental Magick: Sylphs can cast Aeromancy rituals with a Magick Skill of 8.

Invisible: Sylphs are naturally invisible. Attempts to detect suffer a -8 penalty. Even if their current location is known, attackers still suffer a -8 penalty.

Undine

Although elementals exist in both genders and can reproduce, most undines are female. Occultists see nothing odd in this, for water is regarded as a feminine element. They are the most human of the elementals, having the form of young maidens.

Aside from their beautiful singing voices, undines see time as a flowing river. By casting their gaze further upstream, they have a limited ability to discern future events. Like a river, time does not flow smoothly—there are countless eddies and ripples, and one cannot

be sure the perceived future is what will come to pass.

Follower 1

Archetype: *Elemental*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4 (Swim 4), Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror 1

Skills: Diplomacy 4, Empathy 4, Performance 6, Stealth 4

Talents/Resources: None

Flaw: Inscrutable (+1 Style point whenever it is misunderstood or its mysterious motives cause trouble)

Weapons: Punch 0N

Elemental Magick: Undines can cast Hydromancy rituals with a Magick Skill of 8.

Innate Ability: Undines have limited ability to sense the future. They can cast Divination rituals with a Magic Skill of 8.

Water Immunity: Undines cannot drown in water.

Famine Ghost

Death by starvation is slow and agonizing. Little wonder then that some who perish from gnawing hunger return as specters known as famine ghosts. Unable to consume food yet eternally driven by ravenous hunger, they either possess a mortal host in order to feed or take vengeance on the living by spoiling crops and stores. They appear as translucent, emaciated figures.

Famine Ghost

Follower 1

Archetype: *Demon*; **Motivation:** *Destruction*; **Style:** 0

Primary Attributes: Body 0, Dexterity 2, Strength 0, Charisma 0, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 2, Perception 6, Initiative 4, Defense 2, Stun N/A*, Health 4, Horror 3

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Skills: Empathy 7, Intimidation 7

Talents: Fearsome (Can temporarily frighten opponents within 10 feet)

Resources: —

Flaws: Ephemeral (Cannot talk or use tools)

Weapons: Punch 0N

* Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only cold iron or enchanted weapons (created through Benignus or Enchantment) inflict lethal damage. In the latter instance, the weapon's damage rating is equal only to the magical bonus granted the weapon.

Possession: Evil spirits need make no physical attack to possess a host—they simply need to be adjacent to them. The demon then rolls its Willpower opposed by that of its prey. With success, the victim is possessed. Possessed victims gain *both* the Glutton and Ravenous Flaws.

Rot: The spirit can turn bread stale and

cheese moldy, sour milk, taint water, cause fruit to rot, wither flowers, and perform similar minor acts of putrefaction. Once per day, the spirit can spoil a cellar's worth of stored food or an acre of growing crops.

Feldgeist

The name feldgeister ("field spirits") covers a variety of minor demons. In better times, villagers would leave a small portion of their crops as a sacrifice to the feldgeist, but with famine ravaging the land, the demons have been denied their tribute. When they cannot find sufficient stored food, they turn their sights on the children of farmers.

They take the form of mundane animals, but are always superior members of the species. When creating one, increase the Follower rating of a mundane animal by one point and alter its Attributes accordingly.

Most feldgeister concern themselves with just one type of produce and are named according to their form and preferred food. Examples include the *erbsenbär* ("pea bear"), *getreidebäbn* ("grain rooster"), *heupudel* ("hay poodle"), *kornkatze* ("corn cat"), and *roggensau* ("rye sow"). One example is detailed below.

Roggenwolf

When times are good, the *roggenwolf* ("rye wolf") contents itself with feasting on the scattered grains after harvest. When times are bad, its appetite becomes more savage, for it seeks to sate its hunger on the flesh of children. The size of a small horse, with monstrous teeth, and a tail made of twisted rye stalk, it has little compulsion about breaking into cottages and dragging its prey from its cot.

Follower 2

Archetype: *Demon*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 4, Dexterity 3, Strength 4, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 7 (14)*, Perception 4 (8), Initiative 4, Defense 7, Stun 4, Health 7, Horror 1



Friends and Enemies

Skills: Athletics 7, Brawl 7, Stealth 5, Survival 5

Talents: Keen Sense (+4 smell-based Perception rating), Skill Aptitude (+2 Survival rating)

Resources: —

Flaws: Bestial (Cannot talk or use tools)

Weapons: Bite 9L

** Animals with four or more legs double their Move rating when running.*

Fext

Fexts are a new tool in Hell's arsenal developed especially for the current war. Both demon lords make use of them, but never in their mortal armies. Instead, they are used to weaken the enemy—and bring as many corrupted souls to Hell's embrace as possible.

As officers die on the battlefield, the demon lords whisper into their minds with offers of immortality in return for causing carnage. When the offer is accepted, the mortal's wounds are healed and soul corrupted.

Unlike many possessed souls, fexts lack the physical ugliness that reveal their wickedness. Rather, their charisma is increased. Since fexts are still human, they can procreate. Thus, it is possible to be born a fext. Such creatures are born with wicked souls.

Fexts revel in carnage, which makes them powerful tools in the War. They lead men in senseless charges or acts of wanton butchery. Their task done, they move on to new battlefields in search of fresh amusement before their "incompetency" causes them to be dismissed or hanged.

The offer of immortality is a white lie—immortality means the corrupted soul can never be taken to Hell, and that doesn't serve Satan's cause. The fext can shrug off most injuries, does not age, and is immune to disease and poison, but it is not eternal—Fexts can be killed by musket balls made of glass.

Fext

Ally 2

Archetype: *Demon*; **Motivation:** *Destruction*;
Style: 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5*, Horror —

Skills: Brawl 4, Diplomacy 5 (*Leadership* 6), Firearms 4, Intimidation 6 (*Orders* 7), Melee 4, Ride 4, Warfare 6

Talents: Charismatic (+1 Charisma rating)

Resources: Rank: Officer (+2 Social bonus)

Flaws: Callous (+1 Style point when it does something particularly selfish or refuses to help someone in dire need)

Weapons: Punch 4N, Flintlock pistol 7L, Small sword 6L

** Ignores all damage except that caused by glass bullets. Glass bullets are prone to shatter. They have Damage 0L and reduce a firearm's Range to 5 feet. A fext suffers stun, knockback, and knockdown as normal from other forms of damage, but cannot be knocked out.*

The Four Horsemen

It is written in the Bible that God holds the reins of four horsemen and that they will be unleashed into the world when the time of judgment is nigh. Whether the entities plaguing Germany are those horsemen or Satan's demonic equivalent is left for theologians, prophets, sinners, or madmen to debate. What is clear is that they are here and they are extremely powerful forces of destruction.

Politics and religion mean nothing to these terrible beings, and they have taken no sides in the War, either the mortal or infernal conflicts. They ride as generals ahead legions of lunatics, the diseased, the self-mutilated, the living damned, and the animated dead, moving through the land at will to spread chaos and leaving behind only destruction and dragging with them new volunteers to their causes.

Although corporeal entities, the Four Horsemen are immortal. Their respective avatars can be slain by conventional means, but they return again at some future point. That said, death prevents them from returning to the current war.

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The horsemen's mounts use the statistics for demonic steeds (see above). None of the Four Horsemen gain bonus Resources from their high Fame, although the individual Gamemaster may wish to provide them.

Death

"And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him."

—Revelation 6,8

Traditionally seen as the leader of the Four Horsemen, the Pale Rider is the great equalizer, for emperors and peasants all succumb to it eventually. Death takes the form of a skeleton beneath its black cowed robes, for this is what all mortals become in due course. Death has been known to carry a sword, sometimes a scythe, but it rarely uses such tools.

Patron 4

Archetype: *Demon*; **Motivation:** *Destruction*; **Style:** 4

Primary Attributes: Body 5, Dexterity 3, Strength 5, Charisma 3, Intelligence 3, Willpower 5

Secondary Attributes: Size 0, Move 8, Perception 8, Initiative 8, Defense 8, Stun 5, Health 12, Horror 5

Skills: Athletics 10, Brawl 10, Intimidation 8, Linguistics 9, Melee 10, Ride 8

Talents: Block (Uses Block as a Reflexive Action), Quick Reflexes (+2 Initiative rating), Robust (+2 Health rating), Skill Aptitude (+2 Brawl rating), Unarmed Parry (Can block Melee attacks with its bare hands at no penalty)

Resources: Fame 5 (Horseman of Death; +8 Social bonus)

Flaws: Callous (+1 Style point whenever it does something particularly selfish or refuses to help someone in dire need)

Weapons: Punch 12 (see below)

Aura of Death: Any corpses less than 24 hours old automatically rise as animated dead when Death passes within 100 feet. The dead serve him obediently, but fall lifeless after 24 hours service. Such creatures cannot be raised from the dead again by any means.

Touch of Death: This is a Touch attack and

ignores Passive Defense. Any living creature struck by the hand of Death must make a Body x 2 roll with a Difficulty equal to the number of wounds inflicted or immediately drop dead.

Famine

"And when he had opened the third seal, I heard the third beast say, Come and see. And I beheld, and lo a black horse; and he that sat on him had a pair of balances in his hand."

—Revelation 6,5

Mounted on a white horse, Famine disdains weapons (although it is proficient with them) in favor of its touch, which wastes flesh as if riven from prolonged starvation.

Patron 4

Archetype: *Demon*; **Motivation:** *Destruction*; **Style:** 4

Primary Attributes: Body 5, Dexterity 4, Strength 3, Charisma 3, Intelligence 4, Willpower 5

Secondary Attributes: Size 0, Move 7, Perception 9, Initiative 8, Defense 9, Stun 5, Health 10, Horror 4

Skills: Athletics 8, Brawl 12, Intimidation 8, Melee 8, Ride 9, Survival 9

Talents: Knockout Blow 2 (+2 bonus to stun opponents), Lethal Blow 3 (Brawl attacks do lethal damage)

Resources: Fame 5 (Horseman of Famine; +8 Social bonus)

Flaws: Callous (+1 Style point whenever it does something particularly selfish or refuses to help someone in dire need)

Weapons: Punch 12N

Aura of Famine: When Famine rides, hunger is left in its wake. All foodstuffs within 100 feet of Famine instantly rot or spoil. Living creatures within the area must make a Willpower x 2 roll (Difficulty 5) or suffer from *both* the Glutton and Ravenous Flaws for the next week.

Pestilence

"And I saw, and behold a white horse: and he that sat on him had a bow; and a crown was given unto him"

—Revelation 6,2

Friends and Enemies

War

"And there went out another horse that was red: and power was given to him that sat thereon to take peace from the earth, and that they should kill one another: and there was given unto him a great sword."

—Revelation 6,4

Sitting upon a steed of fiery red hue, War takes the form an armored knight clutching a greatsword. With no concept of mercy, War encourages bloody massacres and the execution of prisoners.

Patron 4

Archetype: *Demon*; **Motivation:** *Destruction*; **Style:** 4

Primary Attributes: Body 5, Dexterity 5, Strength 5, Charisma 2, Intelligence 2, Willpower 5

Secondary Attributes: Size 0, Move 10, Perception 7, Initiative 7, Defense 10 (14)*, Stun 5, Health 10, Horror 4

Skills: Athletics 10, Brawl 10, Fencing: German 10, Intimidation 7, Ride 10, Warfare 7

Talents: Fearsome (Can temporarily frighten opponents), Flurry (Can attack the same opponent twice at -2 penalty), Mounted Charge (May charge without losing Active Defense), Parry (Can Parry as a Reflexive Action), Vigorous Defense (Can be attacked twice in the same round with no penalty)

Resources: Fame 5 (Horseman of War; +8 Social bonus)

Flaws: Callous (+1 Style point whenever it does something particularly selfish or refuses to help someone in dire need)

Weapons: Punch 10N, Greatsword 15L

* *The Horseman of War's armor grants it a +4 Passive Defense bonus.*

Aura of War: The very presence of War causes blood to boil and the red mist descend. All mortals within 100 feet of War automatically gain the Belligerent Flaw.

Ghoul

Like the vampire and the werewolf, ghouls are humans possessed by demonic spirits. The

The first horseman to be unleashed into the world, at least according to the Bible, Pestilence sits astride a white horse and carries a bow. In some sources, the bow is fashioned from human bone and sinew.

Pestilence is a terrible thing, its flesh covered in pus-filled boils, discharging buboes, and weeping sores. A swarm of flies fed by Pestilence's foul fluids buzzes around its sickly frame.

Patron 4

Archetype: *Demon*; **Motivation:** *Destruction*; **Style:** 4

Primary Attributes: Body 5, Dexterity 5, Strength 2, Charisma 4, Intelligence 3, Willpower 5

Secondary Attributes: Size 0, Move 7, Perception 8, Initiative 8, Defense 10 (12)*, Stun 5, Health 10, Horror 5

Skills: Archery 10, Brawl 7, Empathy 8, Intimidation 13, Melee 7, Ride 10

Talents: Fearsome 3 (Can temporarily frighten opponents), Lethal Blow (Brawl attacks do lethal damage), Ride by Attack (Can attack without stopping its mount's movement)

Resources: Fame 5 (Horseman of Pestilence; +8 Social bonus)

Flaws: Callous (+1 Style point whenever it does something particularly selfish or refuses to help someone in dire need)

Weapons: Punch 7N, Bow 12L (see below)

* *The swarm of flies that encircle Pestilence grant him a +2 Passive Defense bonus.*

Aura of Pestilence: Any living creature within 25 feet must make a Body x 2 roll (Difficulty 3) each combat turn to avoid contracting bubonic plague.

Bow of Pestilence: Any living creature struck by one of Pestilence's arrows must make a Body x 2 roll with a Difficulty equal to the number of wounds suffered or contract bubonic plague.

Pestilential Touch: Any living creature touched by the hand of Pestilence automatically become carriers of bubonic plague. On the plus side, they are now immune to the contagion.

Vermin Army: Pestilence can conjure forth a maximum of four swarms of rats carrying bubonic plague each day. The rats are under Pestilence's control, but remain for just one combat or scene before scattering.

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fell spirit is attracted to humans whose gluttony has caused others to suffer, or who have eaten of human flesh (willingly or otherwise). Given the privations the War has caused, many have partaken of forbidden flesh just to survive.

A ghoul appears exactly as they did in life—only their lust for human flesh gives away their unholy nature. Even their abnormally long and thick nails may go largely unnoticed. While ghouls prefer living flesh, prudence forces most to haunt graveyards and dine of decaying flesh and bone marrow, for here their unholy appetites go less noticed.

With continued possession and ingestion of greater quantities of human flesh, the ghoul's host becomes more and more bestial in both appearance and mentality. Their flesh shrinks, clinging to their tight bones like a burial shroud, becoming waxy, though their muscles grow stronger and their endurance increases. Their features become sunken and their hair falls out, leaving an eerily bald scalp. Most ghouls adopt a nocturnal lifestyle to conceal their activities, developing pale skin and large, dark eyes.

Unlike werewolves and vampires, ghouls possess no special immunities, nor any power to transfer their essence to others. Their one unusual power is that so long as they devour at least one pound of flesh per day, they do not age, although they do deteriorate.

The statistics below represent a fairly typical ghoul in its second decade of perverted life. Its Skills represent its degeneration to a more bestial existence. It exists by scavenging corpses where it can and waylaying travelers whenever possible for their fresh, succulent flesh. It retains some vestiges of humanity, but is a pitiful looking creature.

Ghoul

Follower 2

Archetype: *Demon*; **Motivation:** *Survival*;
Style: 0

Primary Attributes: Body 3, Dexterity 2, Strength 4, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 6, Perception 3 (7), Initiative 3, Defense 5, Stun 3, Health 5, Horror 3

Skills: Athletics 6, Brawl 6 (*Claws* 7), Stealth 4 (*Sneaking* 5), Survival 4

Talents: Keen Sense (+4 to smell-based Perception rolls), Strong (+1 Strength rating)

Resources: None

Flaws: Glutton (+1 Style point whenever their appetite causes problems for them or their comrades)

Weapons: Claws 7L

Kobold

Kobolds are ugly, corporeal demons found lurking in mines. At best, they are capricious entities, leading miners to worthless ore streams, stealing their tools, or causing them to become lost. At worst, they are vicious and destructive, responsible for causing cave-ins, rock slides, and serious accidents. Although rare, they have been known to bludgeon miners to death using their hammers or impale them with pickaxes.

Workers in kobold-infested mines have been known to placate them with small offerings of food or coin, but such offerings only work for a limited time—after a time, the kobolds demand higher and higher tribute, resulting in aggression when the miners can no longer afford to sate the fiends' constant demands.

Some believe that kobolds are actually humans. A small few were wicked in life and stole from their employers, but most were responsible for causing the deaths of colleagues by negligence. Guilty yet unrepentant, their bodies are easy prey for lesser demonic spirits. Their bodies are quickly corrupted to match their blackened souls, while they are made to endlessly toil through rock and cause more death. Others say kobolds are miners who went to their deaths without being shriven and who, as part of their punishment, vent their anger and frustration on the living.

Kobold

Follower 1

Archetype: *Demon*; **Motivation:** *Destruction*;
Style: 0

Primary Attributes: Body 2, Dexterity 2,

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Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size -1, Move 5, Perception 4, Initiative 4, Defense 5, Stun 2, Health 5, Horror 2

Skills: Athletics 5, Melee 5 (*Hammers* 6), Stealth 5 (*Shadowing* 6)*, Survival 5

Talents: Robust (+2 Health rating)

Resources: —

Flaws: Disfigured (+1 Style point whenever it is rejected because of its appearance)

Weapons: Punch 0N, Hammer 8N or Pickaxe 9L

* +1 Size bonus to Stealth rolls.

Geomancy: Kobolds have Magick: Geomancy 4 as an innate ability. Solitary kobolds are extremely weak magicians, but they are capable of magnificent and terrible feats when gathered in numbers.

Lindwurm

Dragons have long featured in myths and as heraldic emblems. Dragons have never existed, save in the imaginations of storytellers and madmen, but there is a creature behind the legends—the lindwurm.

Monstrous, wingless, scaled serpents, lindwurms, whose name stems from the Old Norse word for “ensnaring snake,” haul their vile forms across the earth using their two forelimbs. Typically they devour livestock, but lindwurms have been known to dig up cemeteries and consume the dead. Attacks against living humans are rare, though a lindwurm that feels threatened will react violently.

Lindwurm

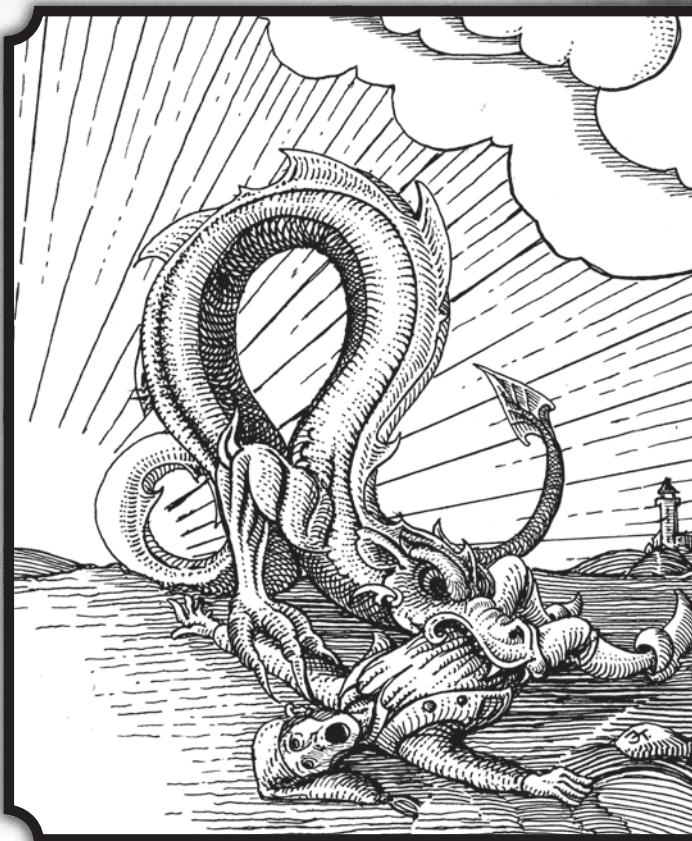
Follower 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 7, Dexterity 2, Strength 7, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 2, Move 9, Perception 3 (7), Initiative 2, Defense 7 (9)*, Stun 7, Health 14, Horror 4

Skills: Athletics 8, Brawl 8, Intimidation 5, Stealth 4**, Survival 4



Talents: Keen Sense (+4 bonus to scent-based Perception rating), Robust (+2 Health rating)

Resources: —

Flaws: Bestial (Cannot talk or use tools)

Weapons: Bite 9L

* Scales provide a +2 Passive Defense bonus.

** Lindwurms have a -2 Size penalty to Stealth rolls.

Lindwurm Skin: Like snakes, lindwurms shed their skins. Carrying a shed skin grants a +4 bonus to Medicine and Natural Philosophy: Biology rolls.

Malebranche

The Malebranche (“Evil Claws”) are a class of demons. Their numbers are legion, but sorcerers have discovered just a dozen names and thus summoned only the same number.

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The known Malebranche are Alichino ("Harlequin"), Barbariccia ("Curly Beard"), Cagnazzo ("Nasty Dog"), Calcabrina ("Grace Stomper"), Ciriatto ("Wild Hog"), Draghignazzo ("Bug Nasty Dragon"), Farfarello ("Goblin"), Graffiacane ("Dog Scratcher"), Libicocco ("Libyan Hothead"), Malacoda ("Evil Tail"), Rubicante ("Red-faced Terror"), and Scarmiglione ("Trouble Maker").

Their general appearance is the same. Their bodies are covered in fur of a uniform color. Red is the predominant, though green and blue demons have been conjured. Their faces are terrible to behold and their maws have rows of sharp teeth. Each has a small pair of bat-like wings, a long tail, and feet that end in cruel talons.

Malebranche always have a unique physical feature that helps the summoner tell them apart. Sometimes this is based on their name. Malacoda, for example, has a biting mouth at the tip of its tail, while Ciriatto has a pig-like face with sharp tusks.

Malebranche are quarrelsome (few summoners conjure more than one at a time), vulgar, and born liars. Anyone seeking to command one must cow it with a show of force, for they seek to take advantage of those who they do not respect.

Malebranche care nothing about why they are summoned and turn their claws to any task asked of them. They are more loyal, and less likely to lie, to summoners who promise them someone to torment.

Malebranche

Ally 1

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 1, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 7, Perception 4, Initiative 4, Defense 6, Stun 3, Health 6, Horror 4

Skills: Athletics 6, Brawl 7, Intimidation 6

Talents: Fearsome (Can temporarily frighten foes)

Resources: None

Flaw: Liar (+1 Style point whenever its dishonesty causes trouble or its lies catch up with

it), Sadism (+1 Style point whenever it is needlessly cruel to its friends or enemies)

Weapons: Claws 8L

Nachtkrapp

The night raven is a hellish corvid most commonly found in Austria and Southern Germany. Unnaturally large for a raven at almost two feet tall, the nachtkrapp is also noteworthy for its ragged wings, which supposedly spread pestilence, and its lack of eyes. Despite the latter impairment, the bird has a keen sense of sight. A nocturnal hunter, its preferred prey is babies and young children. A messy eater, it tears off the limbs first before turning to the heart and eyes.

The wütender nachtkrapp ("angry night raven") is similar to the above, but it has no appetite for children. Instead, its cawing terrorizes children into silence.

Nachtkrapp

Follower 1

Archetype: *Demon*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size -2, Move 5 (Fly 10), Perception 4 (8), Initiative 4, Defense 8, Stun 3, Health 4, Horror 2

Skills: Brawl 7, Stealth 6*, Survival 5

Talents: Keen Sense (+4 to sight-based Perception rolls)

Resources: —

Flaws: Bestial (Cannot talk or use tools)

Weapons: Beak 8L

* A nachtkrapp has a +2 size bonus to Stealth rolls.

Cawing: As an Attack action, the wütender nachtkrapp can emit a terrifying caw. It makes a Willpower x 2 roll against all children within 25 feet. If it rolls more successes than an opponent's Willpower rating, the victim gains the Mute Flaw for the next 24 hours. If it rolls more successes than twice an opponent's Willpower, the victim is mute for an entire week.

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Pestilential Wings: A nachtkrapp can flap its ragged wings as an Attack action. Any living creature within 25 feet must roll to avoid contracting cholera.

Sickening Aura: Any living creature within 5 feet of a nachtkrapp suffers a -2 penalty to all rolls due to waves of nausea.

Pied Piper

The tale of the Pied Piper, and the fate that befell the children of Hamelin when its citizens refused to pay the piper for his services, has spread as far as France. To most it is a parable, a dire warning to honor one's oaths and pay one's debts. Yet behind every tale, no matter how fantastical, is some grain of truth.

The Pied Piper is a demon, though whether he is unique or just one of many is unknown. To date, so far as it is known, only Hamelin has suffered his malignant attention. But his plots are as insidious as they are simple.

First, the Piper rids his targeted town of its native cat population. Normally this is achieved by sending giant rats to kill or drive away the felines, for his pipes have no powers over cats. Next, he sends swarms of rats to plague the unguarded town, for he has mastery of the vermin, being able to lead them as a general does his soldiers. After a few weeks of their suffering, he offers his services to the townsfolk at an exorbitant price. If they accept, but refuse to pay once the rats are removed, the Piper returns and takes their children as compensation.

The Piper's origins are open to much debate. One story claims he was a mortal musician who challenged the Devil to a contest and lost. As punishment, he is sent to the mortal realm periodically to kidnap mortal children. A related story claims the Piper begged for clemency as Satan dragged him down to Hell. The Devil promised the Piper his freedom only after he delivering a number of children's souls to him. A less diabolical version has the Piper as a heavenly agent, sent to punish the wicked. In these tales he is not the cause of the rat infestation.

Regardless of his origins, the Piper has no

power over the children unless the townsfolk renege on their offer. For this reason, in the diabolical origin stories he always sets a ridiculously high price, thus tempting the citizens to refuse payment. He is a shrewd negotiator.

The Pied Piper is not a combatant. Should he be attacked, he attempts to captivate his foes, leaving them at the mercy of his rat swarms and giant rats.

Pied Piper

Patron 3

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 4 (5), Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 5, Defense 6, Stun 3, Health 7, Horror —

Skills: Animal Handling 7 (*Rodents* 8), Athletics 4 (*Running* 5), Diplomacy 9 (*Negotiation* 10), Empathy 6, Performance 11 (*Music* 12), Streetwise 4

Talents: Animal Affinity (+1 Charisma rating dealing with animals), Captivate 2 (May make a single Performance roll against all opponents within 10 feet to entrance them)*, Skill Aptitude (+2 Diplomacy rating)

Resources: —

Flaws: Phobia: Cats (+1 Style point whenever his fear gets the better of him)

Weapons: Punch 0N

** Adults, deemed to be any person over the age of 14 for game purposes, receive a +2 bonus to resist. Those aged 9 or under have -2 to resist. If the parents have refused to pay, the Piper's hold over the children lasts for one hour per total number of extra successes.*

Summon Rats: The Piper can summon a single swarm of rats or a number of individual giant rats equal to his Charisma rating once per day.

Rat, Giant

Giant rats are not ordinary animals. Fed on human blood and flesh and mutated through

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dark magic and demonic influences, these obscene specimens are the same size as large dogs and just as vicious.

They are typically found lurking in the darkest reaches of cities, where they feed on the most unfortunate members of society. Though not a dire threat to adult humans when hunting alone, their distinctive incisors can slice through flesh and bone. When part of a pack, giant rats can quickly overpower larger prey.

Rat, Giant

Follower 0

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size -1, Move 4 (Run

8)*, Perception 4, Initiative 3, Defense 5, Stun 1, Health 4, Horror 2

Skills: Brawl 3, Stealth 5**, Survival 2

Talents/Resources: None

Flaw: Bestial (Cannot talk or use tools)

Weapons: Bite 5L, Claws 5L

** Animals with four or more legs double their Move rating when running.*

*** A giant rat has a +1 Size bonus on Stealth rolls.*

Rat, Swarm

Rats are ubiquitous creatures, found wherever humans dwell. Vast numbers live in the crowded, filthy cities, and with their normal food in short supply they are growing bolder. Children especially must be wary of the biting, clawing hordes, but even adults have been attacked by the hungry host.

Rat, Swarm

Follower 0

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 5 (Run 10)*, Perception 4, Initiative 5, Defense 1, Stun 0, Health 8**, Horror 2

Skills: Brawl 2, Stealth 6, Survival 2

Talents/Resources: None

Flaw: Bestial (Cannot talk or use tools)

Weapons: Bite 6L, Claws 6L

** Double their Move rating when running.*

*** Only attacks with an Area of Effect inflict full damage on a swarm. All other weapons inflict a maximum of one point of damage per bit.*

Roggenmuhme

The demonic roggemuhme ("rye aunt") is a hag-like entity with pendulous breasts that ooze sticky tar, fingers made of fire, and skin the black-blue of corpses.



Friends and Enemies

The Wild Hunt

The terror of farming families, the demon stalks through cereal fields in search of children. Depending on her mood she may chase them until they drop exhausted, lash them with her lightning-tipped whip, remove their sight (which she achieves by blowing on their eyes), or drag them to her lair, where she pounds them to bloody, gritty paste in her butter churn before spreading them on slices of hard, black bread.

Roggenmuhme

Ally 3

Archetype: *Demon*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 4, Strength 4, Charisma 0, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 8, Perception 5, Initiative 6, Defense 8, Stun 4, Health 8, Horror 4

Skills: Athletics 8, Brawl 8, Intimidation 6, Magickal Aptitude: Floramancy 10, Melee 6

Talents: Magickal Aptitude (Natural Magick), Run (Running speed is doubled), Skill Aptitude (+2 Magick: Floramancy rating)

Resources: None

Flaw: Bestial (Cannot talk or use tools)

Weapons: Fiery fingers 1L, Lightning whip 2L

Blinding Breath: As an Attack action, the roggemuhme can breathe on one opponent within 5 feet. This requires a Brawl Touch attack but causes no actual damage. Instead, the victim must make a Willpower x 2 roll with a Difficulty equal to the number of "wounds" or gain the Blind Flaw. The Flaw remains until the curse is lifted by the fiend or it is slain.

Fiery Fingers: To burn an opponent, she makes a Brawl touch attack. If her attack succeeds, she inflicts one point of lethal damage. If her opponent is wearing something combustible—such as loose clothing—or has been doused with a flammable liquid, they are set on fire and continue to take fire damage each round until the fire is extinguished.

Lightning Whip: To shock an opponent, she makes a Melee touch attack. If her attack succeeds, she inflicts two points of caustic lethal damage.

When thunder rolls and the long cry of hunting horns is heard above the riotous din, folk of good sense seek shelter and pray that what has been heralded does not find them, for these sounds mark the arrival of the Wild Hunt (Wilde Jagd, in German).

The Hunt is led by Wodan (Odin), once lord of the northern pagan deities, who was bound to serve in the role until Judgment Day after being banished by Christ. A giant of a man clad in chain armor and wearing a winged helmet and bearskin cloak, Wodan hunts down sinners on behalf of his master and drags them screaming to Hell to receive their punishment.

Few mortals are truly innocent, and the Huntsman cares not whether his quarry is guilty of a minor transgression or a cardinal sin—all are fuel for the fires of Hell. That said, he is not a mindless lackey. On occasion, he has conversed with sinful mortals in order that he might find better prey for his abominable hounds or ask for volunteers to aid his host in order to combat some great evil.

In return for service, the Huntsman rewards recruits with a temporary reprieve from his justice and silver, the latter usually in the form of ancient coins.

The Huntsman never travels alone. A pack of 20 hounds (use the demonic hound statistics from the core *All for One: Régime Diabolique* rules) is always at his side. When he cannot persuade mortals to aid his hunt, the Huntsman makes use of the dead. Treat these "volunteers" as animated dead but with a variety of 2L rating weapons.

The Huntsman

Patron 4

Archetype: *Demon*; **Motivation:** *Justice*; **Style:** 4

Primary Attributes: Body 6, Dexterity 3, Strength 6, Charisma 4, Intelligence 3, Willpower 4

Secondary Attributes: Size 1, Move 9, Perception 7, Initiative 6, Defense 8 (10)*, Stun 6, Health 11, Horror 3

Skills: Athletics 9, Brawl 10, Diplomacy 6, Em-

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pathy 7, Intimidation 8 (*Staredown* 9), Melee 10 (*Spears* 11), Ride 8, Survival 6

Talents: Callous Rider (Can exert his mount to gain +2 Ride bonus), Fearsome (Can temporarily frighten foes), Inspire (Can grant allies a +2 bonus as an Attack action), Magickal Sensitivity (Can make an Empathy roll to sense magickal energy), Mobile Attack (Move and attack simultaneously)

Resources: Refuge: Size 2 (Modest castle)**, Status 5 (Lord of the Wild Hunt; +8 Social bonus)

Flaws: One Eye (+1 Style point whenever he critically misjudges distance or is blindsided by someone)

Weapons: Punch 10N, Boar spear 13L

* *Chain armor grants him a +2 bonus to Passive Defense.*

** *Bonus Resource from his Status.*

Raise the Dead: The Huntsman can animate corpses as a free action. The animated dead do not return to their inanimate state after one day, but the maximum number of zombies that may be animated at any one time is equal to the Huntsman's Intimidation rating.

❧ Major Mortals ❧

Johann Albrecht Adelgrief

The son of a Protestant minister and educated in the languages of the ancients, Adelgrief is a self-proclaimed prophet. Through his personality and clever words, he has drawn a growing number of lost, desperate, angry souls to his banner and his "congregation" swells with each passing day.

Adelgrief asserts that he was blessed with a visitation of seven angels, who charged him with scourging the priests and bishops who had forsaken the Lord and who had corrupted His message. "Where is the charity of Christ?" and "Did not the false religions start this war?" utter from his lips as he beseeches the poor and destitute to rise up and kill false prophets (clergymen) and burn the wicked temples (churches).

Whether Adelgrief is a madman unwittingly aiding Satan's cause or a devotee of the dark prince is left for the Gamemaster to decide.

Note: Adelgrief was a real person, though his beliefs were not as extreme as our fictional version. Historically, Adelgrief is executed on October 11, 1636 after being branded a heretic and his writings are burned.

Johann Albrecht Adelgrief

Patron 2

Archetype: *Clergyman*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 5, Defense 5, Stun 3, Health 7
Skills: Academics: Religion 6, Con 8, Diplomacy 7, Empathy 5, Intimidation 7, Linguistics 8

Talents: Inspire (Grant allies a +2 Skill bonus as an Attack action), Rabble-rouser (Can boost Followers as if a Talent)

Resources: Fame 1 (Prophet; +2 Social bonus)

Flaws: Megalomaniac (+2 Style points whenever he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)

Weapons: Punch 0N

Matthias Gallas, Count

An Austrian national, Gallas (1584-1647) is a career soldier. At the time the War spread to Germany, he was an infantry colonel. A man of ambition, he was one of the conspirators who plotted against Wallenstein, despite the general being his commanding officer.

With command of his predecessor's army, Gallas led the Catholics to a stunning victory. As 1636 dawns, Gallas is feted as a distinguished and loyal general. Such praise will rapidly diminish, though.

Beginning in 1637, Gallas' competency deserts him. Instead of stunning victories, he leads his men to annihilation over and over again. At the same time, his previously good name turns to infamy as his soldiers became

Friends and Enemies

the most destructive and murderous army to plague Germany.

Characters who learn of Gallas' sudden change of fortunes may assume he is a fext, assuming they know of such creatures, of course. While the Gamemaster may wish to add the fext's resistance to conventional weapons to Gallas' statistics, we have left him as a mortal, nothing more than a general whose fortunes have waned and whose lack of strong leadership has given his men the opportunity to rape and pillage without fear of punishment.

Matthias Gallas, Count

Patron 2

Archetype: *Soldier*; **Motivation:** *Destruction*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 8

Skills: Athletics 6, Brawl 6, Firearms 5 (*Pistols* 6), Intimidation 5 (*Orders* 6), Melee 6 (*Swords* 7), Ride 5, Warfare 6 (*Strategy* 7)

Talents: Combat Aptitude (May take up to a -4 penalty on Defense rating to add an equal amount of bonus dice to his attack rating, or vice versa), Inspire (May grant a +2 Skill bonus to all allies within 10 feet), Robust (+2 Health rating)

Resources: Rank 5 (General; +8 Social bonus), Status 3 (Count; +4 Social bonus)

Flaws: Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Punch 6N, Flintlock pistol 9L, Small sword 9L

✧ Lesser Mortals ✧

Black Marketeer

War drives want and there are those with the connections to fulfill demand. Black marketeers are not people of charitable heart—their sole motivation is to profit from the War. Rarely are

these unscrupulous merchants thieves—they pay others to take all the risks. Black marketeers always prepared to help people acquire goods they otherwise cannot locate. Such aid can take hours, days, or weeks depending on the object, and the black marketeer expects to be paid for their effort—increase the price multiplier by two points (see Chapter Two).

Black Marketeer

Ally 1

Archetype: *Criminal*; **Motivation:** *Greed*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Bureaucracy 4, Diplomacy 4 (*Negotiation* 5), Linguistics 4, Streetwise 4 (*Black Market* 5, *Haggling* 5, *Scrounging* 5)

Talents: Scrounger (Earns two Barter Dice per success when scrounging or scavenging)

Resources: —

Flaws: Callous (+1 Style point whenever they do something particularly selfish or refuse to help someone in dire need)

Weapons: Punch 0N

Demagogue

Words have power, and the demagogue is adept at manipulating them to achieve their ends. They are no sly puppet master lurking in the shadows, but an outspoken intolerant agitator preaching hatred and bigotry in support of some cause or ideology.

Some demagogues speak openly against the corruption of the Church and the nobility, or cry out for those of different faiths or nations to be burned at the stake for their supposed crimes. Though a demagogue is but one voice, with a few well-chosen words hundreds or thousands can be enthralled and ready to act on command, for the good or ill of the realm.

Demagogues may manipulate the truth, but they rarely lie outright, for to be caught lying

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would weaken their grip on the simple minds they manipulate, not to mention risk the mob turning on them.

Demagogue

Ally 1

Archetype: *Everyman*; **Motivation:** *Power*; **Style:** 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 4, Defense 3, Stun 1, Health 4
Skills: Con 6, Diplomacy 6, Empathy 5 (*Emotions* 6), Performance 5 (*Oratory* 6)

Talents: Rabble-rouser (Can boost Followers as if it were a Talent)

Resources: None

Flaws: Intolerant (+1 Style point whenever their intolerance causes trouble, or they convinces someone else to detest the same thing they do)

Weapons: Punch 0N

Fallen Clergy

When the shepherd strays from the path of righteousness, what hope is there for the flock? Some fallen clergy are merely weak-willed and have succumbed to earthly lures, such as sex, alcohol, or gambling. Others have had their minds shattered by the brutality of the War or lost their faith in the face of such massive destruction.

The worst have been tempted into selling their souls to the Devil or other dark powers, forsaking the path of righteousness. In secret they perform rituals to honor their unholy master, while maintaining a public air of innocence, purity, and respectability. Through misquoting of religious texts and sly insinuations, they seek to corrupt their flocks and lead them to damnation, where they will fuel the fires of Hell for eternity.

Fallen Clergy

Ally 1

Archetype: *Clergyman*; **Motivation:** *Greed or Power*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2,

Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Academics: Religion 4, Con 4, Empathy 4, Gambling 4, Streetwise 4

Talents: —

Resources: Rank 1 (priest; +2 Social bonus)

Flaws: Pick one from: Addiction (+1 Style point whenever his addiction hurts him), Bad Reputation (+1 Style point when his bad reputation causes problems), Lustful (+1 Style point gets him into serious trouble), or Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Punch 0N

Lunatic

Lunatics are men and women who have, quite simply, lost their minds. They may have been subjected to attack by supernatural entities, or witnessed or suffered the horrors of war. However they came to be in their sorry state, their minds are well and truly shattered. If one can decipher their insane ranting, though, one might find a valuable clue to combating some supernatural threat.

Lunatics are normally harmless, content to curl up and murmur to themselves, sit in a corner and drool while staring vacantly, or scribble or draw vague images of the terrible things they have witnessed. Per the origin of their name, their ravings are often exacerbated by the full moon. Attempts to make them reveal the horrors they have witnessed usually drive them into an insane rage.

Lunatic

Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5, Stun 3, Health 5

Skills: Athletics 5, Brawl 6, Intimidation 6

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Talents: Berserker Fury (Can exert to gain a +2 bonus to all Strength-based Skill and Attribute rolls)

Resources: None

Flaws: Inscrutable (+1 Style point whenever they are misunderstood or their mysterious motives cause trouble)

Weapons: Punch 0N

Quacksalver

A Dutch word meaning “hawker of salve”, a quack is a charlatan who pretends to have a knowledge of medicine and uses it to fraudulently make money. In most cases their remedies are harmless but ultimately ineffective; in others, their medicines may do considerable harm. Quacks prey on the vulnerable, gullible, and just plain stupid in society, and rarely give a damn about the outcome of using their wares—they are usually long gone before then.

Quacksalver

Ally 1

Archetype: *Charlatan*; **Motivation:** *Greed*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health

Skills: Brawl 4, Con 8, Empathy 4, Streetwise 4

Talents: Skill Aptitude (+2 Con rating)

Resources: —

Flaws: Liar (+1 Style point whenever their dishonesty causes trouble or their lies catch up with them)

Weapons: Punch 4N

Scavenger

Countless millions are suffering severe deprivation from the wider effects of the War. Some, either through lack of skill or willpower, succumb to starvation, being unable to find enough food to prevent death. Others find a way to survive, if only on a day by day basis.

Scavengers are not bandits, though they are not above robbing the dead for their rags and, when circumstances favor them, committing murder for what they need. When needs must, the dead are also a vital source of much-needed nourishment.

Most scavengers spend their days rummaging through the detritus in towns and cities in search of crumbs or rats or begging for alms from those who still have something to spare, while those in the countryside laboriously pick through fields in search of a handful of moldy grain or seeds.

Scavenger

Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2,



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Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Brawl 4, Intimidation 4, Melee 4, Streetwise 4 (*Scrounging* 5), Survival 5 (*Foraging* 6)

Talents: Skill Aptitude (+2 Survival rating)

Resources: —

Flaws: Envious (+1 Style point whenever their envy causes trouble for them or their companions)

Weapons: Punch 4N, Dagger 5L

Torturer

When information cannot be gained by spying or persuasion, it falls to the torturer to perform his art. These masters of pain are well-muscled from years operating the rack, but their brains are invariably dull, responsible only for breaking their captives' will on their master's command rather than interrogating their victims.

Most possess a rudimentary knowledge of when a captive is lying to save his skin, and a smattering of first aid knowledge in order not to offend their master by having his prize die at their hands.

Torturer

Ally 1

Archetype: *Everyman*; **Motivation:** *Truth*; **Style:** 3

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Brawl 4, Empathy 4, Intimidation 7 (*Torture* 8), Melee 4

Talents: Skill Aptitude (+2 Intimidation rating)

Resources: None

Flaws: Sadism (+1 Style point whenever they are is needlessly cruel to their friends or enemies)

Weapons: Punch 4N, Hot iron 5N*

* **Fire damage:** A hot iron may be used to club or burn an opponent. To burn an opponent,

make a *Melee touch attack*. If the attack succeeds, inflict one point of lethal damage.

Witch-Hunter

A witch-hunter is a servant of God, though it is fair to say that not all are as righteous as they claim. Some work freelance, travelling the land in search of witches to persecute, often charging for their services. Others work under a warrant signed by a nobleman, clergyman, or town council.

As an ally, the witch-hunter is a holy person who accepts that supernatural evil exists and that witches walk among us. Through fiery sermons or impassioned pleas they can stir the hearts of frightened or disbelieving citizens to join their righteous cause.

The villainous witch-hunter is not on the side of evil, at least not knowingly. A person of devout heart prepared to do whatever it takes to cleanse the world of evil, they represent the darker side of faith. Blinded by their righteous cause, they are quite prepared to burn an innocent or ten so long as they eventually find the source of evil.

Witch-Hunter

Ally 2

Archetype: *Clergyman*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5
Skills: Academics: Occult 5, Academics: Religion 5, Con 6, Empathy 5, Intimidation 6, Melee 5

Talents: Rabble-Rouser (May temporarily recruit Followers)

Resources: Contacts 0 (Church), Status 0 (Priest; +1 Social bonus)

Flaw: Righteous (+1 Style point whenever their actions alienate them and their friends, or cause others to publicly question their motives and moral judgment)

Weapons: Punch 0N, Dagger 6L

Chapter Six:

Gamemaster Advice

"The world was all before them, where to choose

Their place of rest, and Providence their guide:

They hand in hand, with wandering steps and slow,

Through Eden took their solitary way."

— John Milton, *Paradise Lost*

Action & Supernatural Threat Levels

The Adventures chapter in *All for One: Régime Diabolique* describes the various options for action and supernatural threats and how they affect play.

The canonical levels for *Satan's Playground* are Low Adventure (each bonus die costs two Style points) and Low Threat (the supernatural is a low-level but constant menace). The Gamemaster is, of course, master of his own campaign, but any future *Satan's Playground* products will default to the above settings, and thus may require modification by Gamemasters using higher or lower options.

In the Beginning

Forming a party in *All for One: Régime Diabolique* is about as easy as it gets in a roleplaying game—everyone is a member of the Musketeers and serves the French monarchs.

In *Satan's Playground*, though, characters may have different nationalities, religions, opinions on the War, conflicting long-term goals, and so on. This section looks at means of getting the group together and, more importantly, keeping them together.

Adventurers Assemble!

The first step in any campaign is getting the group together. We've selected four suggestions for how the party might form.

All Friends Together

Rather than have the characters begin as total strangers to one another, they form a circle of friends and acquaintances. They need not all know each other intimately, but every character must be linked to at least one other in some meaningful way. For example, a mercenary might have served under a nobleman, who in turn was tutored by a natural philosopher. The first pair might only be casual acquaintances, but at least they know each other's faces and names.

It is a contrived method for sure, and it works best where all the characters come from the same city or state. For example, having all the characters bump into each other at the same time while in a local church or market is more logical than them suddenly meeting on a coach or in a distant place—the odds may be low for the former, but the latter stretches plausibility to its limit.

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Handy Words

The Gamemaster should be frequently describing the devastation left behind during the War. Here are some useful words.

Inanimate Objects

Annihilated, blasted, blighted, broken, collapsed, contaminated, crushed, damaged, demolished, depredated, desolated, despoiled, destroyed, devastated, dismantled, eradicated, extirpated, felled, gutted, incinerated, leveled, looted, obliterated, pillaged, plundered, perverted, profaned, ransacked, ravaged, razed, ruined, sacked, smashed, spoiled, trashed, trampled, wasted, wrecked.

Injuries

Abused, amputated, assaulted, battered, befouled, broken, burned, butchered, crippled, defiled, disemboweled, disfigured, dismembered, distorted, eviscerated, gnawed, gutted, incapacitated, infected, injured, lacerated, maimed, mangled, marred, molested, mutilated, polluted, punctured, ravaged, scorched, scratched, shattered, split, stabbed, torn, violated, wounded.

Diseases

Blistering, discharge, emission, erupting, exuding, festering, gangrenous, leaking, miasmatic, noisome, noxious, oozing, pestiferous, pestilential, putrescent, repugnant, retching, rotting, seeping, shriveling, suppurating, ulcerating, viscous, weeping

Bound by Common Cause

One obvious method that gives the group a reason to be together is to use the same approach as in *All for One*—everyone serves a single cause. Noble houses make an ideal choice, as the characters have plenty of options for adventures—courtly intrigue, defending

their lord from assassination, running messages through enemy territory, hunting down criminals, and such like. Other options include a bishop or other senior cleric, a merchant prince, a witch-hunter, or a secret society.

Having to obey orders is rarely much fun, so whoever the characters serve, their employer should hold their leash loosely and give his servants plentiful opportunity to follow their own goals and motivations.

To sweeten the deal, the Gamemaster may decide that they all receive the Patron 0 Resource for free to represent their master. In this instance, the 0-level relates to the amount of influence and respect their master has toward them—which is not much. As they earn his favor, so they can take higher levels in the Resource and so earn better support.

Forced Together by Circumstance

Circumstances have forced the characters together. Travellers on a coach, they might become stranded at a remote inn when a wheel breaks and they are forced to shelter for the night. Perhaps they begin at a church service, at a market, attending a social event, or all arrested and imprisoned on false charges.

Naturally, *something* exciting and threatening needs to happen during the enforced proximity in order to turn strangers into allies, and hopefully friends.

One tried and tested method employed in literature and cinema is to begin *in media res*—that is, the adventure begins with a dramatic chase or fight scene without any prelude. Only after the immediate situation is resolved does the scene's background story become told or the heroes have time to introduce each other. Here's a simple example.

The characters begin the adventure fighting a band of vicious thugs in a city street. Lying beside the thugs is an elderly man with a dagger in his back. The thugs, having spotted the characters, have attacked them in order to remove them as witnesses. Only *after* the thugs are dead or have fled does their initial victim slip the characters a sealed envelope from his bloody tunic and ask them, with his dying breath, of course, to deliver it with all haste.

Gamemaster Advice

The Magnificent Seven

This is a version of *in media res*, but it lacks the initial action scene. The campaign begins with the characters already having accepted some task—the players don't get a choice in the matter. Perhaps they have been hired to defend a farming community or working mill from brigands or marauding soldiers. Maybe a lowly nobleman hires them as mercenaries to rescue his daughter from bandits, a corrupt clergyman, or a zealous witch-hunter.

The heroes do not know each other initially, but they all have the same short-term goal. People tend to bond quickly when their lives are at stake, so their appointed task should involve combat.

Staying Together

Characters not bound by a patron or existing bonds of friendship need a reason to remain together. Given the current situation in Germany, strength in numbers is definitely one reason not to split up.

The initial adventure may also provide a reason to stay together, some sort of clue or hint that greater forces are at work and that what happened to the heroes was only the start of something more sinister. Curiosity alone may well help them work together.

Ultimately, it is up to the players to accept the fact that they are part of a gaming group and are part of the same campaign. If a player wants to play a loner and absolutely refuses to remain with the group, ask them to make a new character who does fit. Don't be tempted to offer bonuses or reward for them to stay with the party—that just reinforces bad behavior.

When to Unleash Hell on Them

Hell takes two forms in *Satan's Playground*. First, there is the butchery and carnage caused by the War. The second hell is that of the demonic conflict plaguing Germany.

Mundane Hell

Germany is not a typical fantasy land, with verdant fields, knights in shining armor, happy peasants who accept the presence of armed strangers without a care, and shining castles bedecked with fluttering pennants.

Descriptions of ravaged settlements, blackened ruins, the aftermath of wanton slaughter and pitched battles, the effects of famine and disease, the desperate plight of innocent citizens seeking only to avoid being robbed, murdered, or raped, as well as uglier events, should be dripped into every scene, especially when the characters are on the move.

Not that we're expecting you to engage in long speeches about the effects of war or give graphic descriptions—a mention of empty villages stripped of everything of value or purpose, collections of rank corpses, or a hanged body or two are enough to remind the players where they are and what is taking place without turning their stomachs. Satan's Playground is literally hell on earth.

Supernatural Hell

Given the focus of this supplement is actually the ongoing war between two demon princes, the Gamemaster may naturally want to unleash a host of supernatural fiends against the characters as soon as possible. We actually suggest that the supernatural be left in the wings at the start of the campaign while the Gamemaster firmly sets the mundane scene—humans are quite capable of atrocities without the aid of demons and other fiends.

Adding a demon or monster to the mix certainly adds excitement and an air of mystery and drama, but consider having the fiend the puppet of a human master (magician or otherwise) rather than just a "wandering monster" or "monster of the week."

Discovering that a vampire has slaughtered an entire village should send shivers down the characters' necks and have them ready to enact righteous vengeance, but to learn the act was ordered by a human purely for their own gain, or worse, mere sport or as a test of his pet's abilities, should hopefully horrify them.

All for One: Satan's Playground

❧ Rewards ❧

Players expect their characters to be rewarded for their deeds—the heroes need to eat and replenish their supplies if nothing else. Given the current plight of many citizens, payment in hard coin is really only an option for aristocrats, senior clergymen, and merchant princes, and the fortunes of war may have diminished even their wealth. (Soldiers often looted because their employers—wealthy nobles for the most part—could not afford to pay them with any regularity.)

For the average peasant, the only reward they can offer is a meal, somewhere to sleep, maybe some common goods (given as either actual pieces of equipment or as Barter Dice), a future favor, and/or their heartfelt thanks, and they may be hard pressed to provide some of those.

This is not to say that the characters should always be given little reward for their efforts, only that hard currency is hard to come by.

❧ Refuge Resource ❧

None of the Resources are banned in *Satan's Playground*, so it might be that one of the characters has invested in the Refuge Resource. Given that Musketeers are based in Paris, having a home makes perfect sense, but what about in *Satan's Playground*?

Well, rather than seeing this as any sort of hindrance, the Gamemaster should take this as a golden opportunity for creating adventures.

Rather than having the party follow the typical route of becoming wandering swords for hire ("murder hobos" in modern gaming parlance), the Refuge becomes a focal point for the campaign, allowing to focus on detailing a small region and its inhabitants.

Assuming the Refuge is some sort of rural manor house, there are peasants who need protecting from brigands and monsters, caravans bringing precious vital supplies to protect, nobles to entertain, and so on. If nothing else, no character in their right mind is going to take the news that a marauding army is approach-

ing their home with a pinch of salt—defending their home now becomes an adventure hook.

Free Refuges!

If the Gamemaster sets their campaign in a fixed region, they can ensure the group has a Refuge by giving them a collective Refuge: Size 0 or 1 Resource. Rather than giving it to the group at the start of the campaign, let them earn it as soon as possible.

Perhaps the first adventure requires them to aid a nobleman or cleric. In return, he bequeaths them a run-down but still structurally sound manor house. Maybe the inhabitants of a small farming village offer the characters a disused farmhouse to use as they wish. The latter works in the villagers' interests as the heroes now have a reason to provide further defensive assistance if such is needed.

As a communal Resource, any character can invest Experience points in improving it.

Refuge & Equipment Bonuses

While we're discussing Refuges, let's take a moment to look at the Equipment bonus option in general. First, let's remember that in order to gain a Refuge: Equipment bonus you need to be inside the Refuge—you can't claim a Firearms bonus from your pistol collection if you're out adventuring—and the bonus can be used by anyone inside with access to the appropriate equipment.

For convenience, Skills can be broken down to three categories when it comes to gaining a Refuge: Equipment bonus.

Class 1

Suggested: Academics, Art, Craft, Demolitions, Intimidation, Investigation, Linguistics, Magick, Medicine, Natural Philosophy, Performance

Class 1 Skills scream out to have an Equipment bonus. Academics and Natural Philosophy (a library), Art and Craft (a workshop), Intimidation (torture chamber), Magick (magical symbols or ritual paraphernalia), and Medicine

Gamemaster Advice

(salves, unguents, and surgical tools) are all obvious candidates.

Class 2

Suggested: Animal Handling, Con, Diplomacy, Gambling, Spying, Survival

Class 2 Skills require extra thought, but nothing strenuous. Nothing in the rules says that Skill bonuses have to come from individual pieces of equipment—they can come from furnishings and the ambience as well.

Diplomacy, even Con, might gain a boost from a well-appointed room where a guest feels at ease, while Performance benefits from a room with great acoustics or something as simple as a ballroom with ample space to dance. Expanding into the wider grounds, which are treated to individual buildings, Survival might relate to a hunting estate stocked with plentiful prey (Hunting), or fields, orchards or even a herb garden (Foraging).

Class 3

Suggested: Acrobatics, Archery, Athletics, Brawl, Bureaucracy, Empathy, Fencing, Firearms, Gunnery, Larceny, Melee, Ride, Stealth, Streetwise, Warfare

Class 3 Skills are the oddities. We're not claiming that boosting them would be impossible, simply that they are poor candidates. A character might insist they want a Firearms bonus inside their Refuge, but they must also accept the fact that any unwanted intruders also gain a similar bonus—the owner cannot pick and choose who benefits. The same goes for all the other combat Skills.

Larceny? Well, either your locks are easier for anyone to pick, in which case you're working against any Refuge: Security bonus, or it's really only useful if you steal a strong box and take it back to your house to crack open.

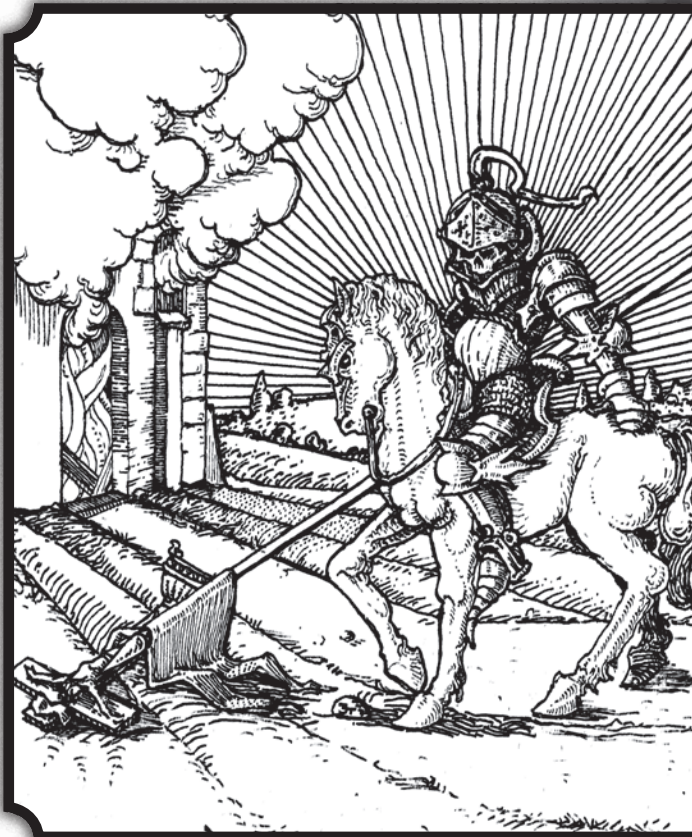
Final Words

Note that some Skills may only be provided a bonus in some circumstances. For instance, a general library is perfect for Investigation: Research and maybe Investigation: Interview

(facts can be confirmed), but it makes little logical sense that having a library is going to boost Investigation: Search, especially since one can only use it in one's own house!

Spying, as another example, can logically benefit from disguise and forgery kits, but it would stretch the imagination that anyone who enters the Refuge suddenly becomes more unobtrusive or better at speed reading. Equally, Linguistics can boost Codes, Deciphering, and Translation, but aiding Gestures or Lip Reading is a step too far.

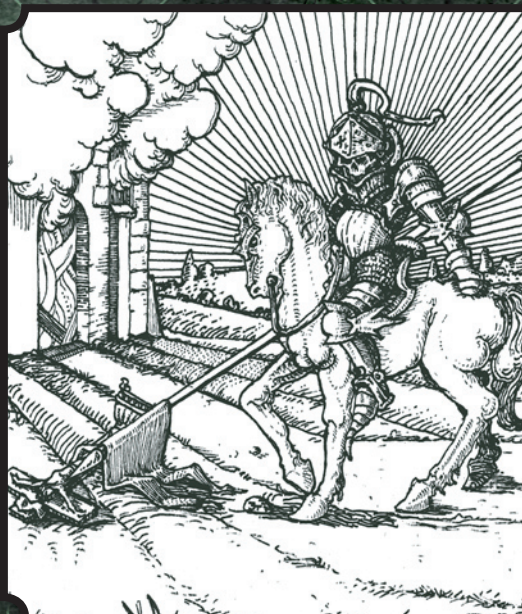
Of course, the rules as written make no exceptions, and we're certainly not suggesting they need fixing—we're providing nothing more than a little food for thought. Its ultimately up to the individual Gamemaster how they interpret any rule and thus their decision if the Equipment can be applied to a given Skill.



WAR IS HELL AT THE BEST OF TIMES, BUT IT GETS WORSE
WHEN THE POWERS OF HELL ARE DIRECTLY INVOLVED

Satan's Playground expands *All for One* into the Thirty Years' War, a brutal conflict that is ripping Germany and neighboring lands apart.

As survivors of the ever-expanding war, characters will face the ravages of plague, marauding armies, cruel mercenaries, Satanic cults, starving peasants who will sink their teeth into anything edible, and twisted fiends from hell.



Contents include new character options, a history of the war as far as 1636, a gazetteer detailing Germany and her neighbors, rules for foraging and scavenging, diabolical mundane and supernatural threats, and advice for running adventures in a war torn land.

Satan's Playground requires the *All For One Régime Diabolique* RPG.

All for One: Régime Diabolique is the award-winning musketeer roleplaying game from *Triple Ace Games*.



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