

Empire of Satanis

By Darrick Dishaw

The Black Gods crawl upon their snake-like bellies slurping the ichor of the chosen one.

The thundering crash of dueling void sabers erupts over the ominous chanting of a grotto's dark sabbath. Two bestial lords, inhuman, grotesque, and satanic slash at each other with blades of chartreuse magical energy from the void itself. A masked onlooker in yellow robes casts a spell as the ululation of strange tribal demons produces yet more sorcery!

Welcome my bloodied, chaotic, and slimy disciples... you have walked through a door to H. P. Lovecraft's version of Hell by way of a surreal dreamscape. You are diabolic champions who are destined to be as Godlike as your emperor Satanis. But don't start to feel all smug and superior because at one time your kind were the feeble, unwanted, unloved, beaten, abused, spit upon, hated, and feared dregs of humanity. Citizens of the human realms who practiced sorcery were banished from the universe. Each time you are reminded of your struggle for power, a blind volatile rage takes hold. A twisted sense of dark purpose hides behind a decadent masque of revenge fantasy.

Slowly the gelatinous, chattering, translucent, viscous, slime drenched, unholy, bilious green monstrosity withdraws from the cyclopean, nightmare city of Frier. It peers into the decayed walls of "reality", fatigued by its vile sorcery. Alone and unobserved, except for his sword wielding companions, the demonic entity effects an unnamable change upon the universe beyond the Empire of Satanis the Black God!

Now imagine the creature described above is *You...*

Empire of Satanis, EoS, strives for innovation. I tried to go outside the role-playing box with this virgin effort. The layout is minimalist and garage band; it's all about the words on the page. It's akin to Lovecraft on an acid trip hurriedly transcribing the insanity of Hell as he falls deeper into the Pit.

New Stuff: The Game Master, GM, is more of a first among equals rather than an insurmountable force directing the players. The players and their characters will have a hand in creating the setting, mood, and activity of each gaming session too. The GM may set the stage, have a few non-player characters at the ready, and have an idea of a possible outcome for the session... but in EoS it is the characters that motivate the story.

For instance, when a player wants to change the story a little bit and move the adventure in another direction, he gets to roll a d6. If the result is a 6, then whatever that player just proposed comes into being. He should elaborate, give reasons for the change, and provide a sense of setting and background in which to envision what is happening. Each

player can attempt this once per scene. If successful, play has been slightly altered and it continues down its new path. This is called *Story Alteration*. The chance of changing the story can be made easier by spending a point of either *Social Standing* or *Hideous Paradise*, more on that later in the game.

As a frequent GM, I know what it's like to want to play after an hour of adjudicating. EoS actually allows the GM to be a player from time to time, if that is the style of play everyone wants. The GM who begins the session should also make a character. When a player alters the story, he becomes the GM for the next "scene" an unspecified amount of time that lasts for at least one full activity such as a combat scene or the search for a particular human on the run. The former GM can now relax his grip upon the adventure's progression and outcome, concentrating on enjoying the role-play of his character. At the next scene, any player may speak up and try to alter the story, becoming GM himself. This is a pretty radical shift in game dynamics and may not be for everyone. Use the rotating GM idea as an option rather than a rule set in stone.

Players run characters called Fiends that are part alien, demon, and human. The ambitious fiends who are consumed by the will to power may advance and shape the conquered worlds to their black heart's desire. The ones who fail will be cut down, preparing the way for new and stronger extra-terrestrial devil things. This is the will of the Crimson God Satanis! Characters can live a somewhat restrained existence within their home universe called Yidathroth. Within it's hellish borders civilization flourishes; a balance is struck between Fiends, also known as the brotherhood. Ominous sorcery has replaced the technology predominantly used in the old universe, Sha-la.

Characters can also live outside Yidathroth, the small closed universe of black matter which Fiends have made their home. More often than not, they wreak havoc and run amok in the universe where humans and other "normal" species live. The Brotherhood have named human universe Sha-la. Whether Fiends stay at home or go abroad, their way of life is consistent. They consciously unleash kaleidoscopic nightmares, alien shadows, spectral visitations, and infernal damnation.

This is something that should be stated early on: Fiends are unfathomably evil by nature and profession, always trying to one-up each other in heinous acts. Unlike some species, Fiends chose to be evil. They did not fall to ambition, lust, murder, and horror out of necessity. Instead, they felt that evil was the right path for them. Exiled millennia ago, the suffering which Fiends endured made them incredibly strong – in spirit as well as in flesh. The best thing about life as a demonic alien creature is the opportunity. Characters have the chance to become like a God.

If a character can become sufficiently godlike, his rise to divinity will have horrible consequences for the others around him. For instance, the other members of that Fiend's race will slowly become his slaves; he will be the template for that race, and his uniqueness will overshadow theirs. Those of different races will grow weaker, eventually driven to extinction unless other godlike examples of their particular races are nearby. For this reason, proximity is important and many Fiends leave K'thana or Yidathroth

altogether for new worlds to dominate. However, a Fiend all alone would soon meet a terrible fate at the hands of his enemies.

Changing from humans to monsters has allowed Fiends to exist without a "slave morality". Fiends have done away with the need for altruistic virtue, they have no conscience, and feel no guilt. Fiends just do what they have to do as a supra-species with a "master morality". Their social standing, and thereby level of power, depends upon the loyalty they show to their Color Sphere, carnage, terror, the suffering they cause, etc. The more evil and heinous the action described, the larger the increase in social standing.

Games are inspired by many things, this one takes inspiration from: H. P. Lovecraft, Thomas Ligotti, Hellraiser, and Heavy Metal (the movie), and there's many more. The background and setting for EoS is that you are an outsider, someone weird and monstrous who can use various ancient gifts to work your will. Your master and progenitor, Satanis the Crimson God, has paved the way for you to live, lust, and kill in K'thana and beyond. He has promised a return to Sha-la, a universe of weak peasants that banished us. Now that the nights of invasion are upon us, we can cut the humans down, usurp their lands, and forever expand the Empire of Satanis.

Characters in this game are generally encouraged to have traits such as: oppression, cruelty, domination, blasphemy, ambition, lust for knowledge and expansion, aggression, courage, a passion for degradation, and aesthetics. However, Fiends will also help each other out in order to receive something in return. Except for a few strict order-keeping laws (loyalty to Satanis), there is a liberal and laissez faire (hands off) attitude in K'thana and most places that Fiends have contact with.

As characters who are not exactly demons, aliens, or human beings, but a combination of all three, you revel in the strange, the somber, and the sick. Satanis is the entity humanity found when it entered the universe equivalent of Hell, Yidathroth. Satanis took humanity into His embrace and they made Him their emperor and God. The children of Satanis, and the other antediluvian Gods, are the next stage of extra-dimensional evolution, born unto Satanis by His will.

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A Little Background

When all good has been destroyed, the leaders from the 666 Pits of Hellfire and the 999 Layers of the Crimson Gate will start the true work: the recreation of the entire universe in their image. All else is folly and distraction.

The crimson moons already drift closer to our enemy's universe - The universe that was once ours, Sha-la. She has been calling us back since the nights of our exile, she yearns for our return. Can you hear our frenzied war cry, humans? Our malevolence will drown all species, all races, in our venomous green blood. Your extinction is at hand!

The infernal dimension of making is called K'thana, a harsh realm of slime, madness, and nightmare. K'thana is under the almighty reign of Satanis the Crimson God. We are between two ages; the age of undoing is past and the age of rebirth is upon us.

This is a game of demonic alien fiends, black robes and dark cloaks, serpentine daggers, vile sorcery, crackling scarlet energy void sabers, servants of thinking black ooze, action, investigation, and exploration. Empire of Satanis is the story about creatures from a dark plane that have risen to power using cunning, will, fortitude, intelligence, and the Black Arts! Understanding forbidden, eldritch lore and satanic wizardry allows one to reshape "reality". To forever alter the physics, laws, and truth of the world. That is greatness! What was once concrete becomes malleable to the experienced black magician; and he can change "reality" to his own wishes.

Few people of Sha-la know that we have broken free. Aeons ago we lived in their universe. We were banished for our wickedness and for turning our backs on ignorance, conventional reason, and goodness. Our persecutors grew jealous of our success with our wizardry and so they waged war until we fled through a dimensional portal. For millennia we have waited. Now the way is open and the old ones have returned!

We have structured our own diabolic city-states within the ever expanding Satanis Empire. We who serve the elder monstrosities of primordial slime and infinite horror have our own hierarchy, weapons of war, magical technology, agenda of conquering, and philosophy of darkness! There is one law set above all others... "Thou shall not kill evil without good reason, sufficient provocation, or for sport." The relativity of this legislation is up to the Insidious Order of the Ninth Angle, a deciding body of devil archmagi that rule directly under the Crimson God Satanis. Fiends can naturally live for up to 1,000 years, and inter-Fiend wholesale slaughter is frowned upon.

However, there is also unrest at home. K'thana, the crimson land of chaos, is a place of mystery and wonder. Places come and go and people change. The outer void draws closer and at other times drifts farther away. Occasionally, we are under attack from the creatures that lurk on these hellish planes. The Formless Shambler, the Dimensional Spawn, the Akturian Heads, and Jelly Marauder are all worrisome. K'thana is also threatened from within its own ranks. The fiends know that those with position and

power in the empire will be the ones to change Sha-la, to rule it, and become emperors and Gods themselves. The God Drekth-crom quarrels with the God Toola-vra; uneasily alliances and eventual betrayal are the order of the night. Fiends born unto a certain God take their deity's side lest they be cursed or struck down. Aggression and hostility breaks out like forest fires in the night. However, cooperation is more frequent than blatant conflict.

Enemy starships slip through the fatigued walls between dimensions. They enter the crimson land of chaos and try to attack us before we can defend ourselves. We must be ready for bloodshed at a moment's notice. Now that we have broken out of Yidathroth, fiends and humans are always coming and going. Of course, the borders are well protected most of the time. Sometimes our magic protects us, although affecting Sha-la isn't as easy as affecting our adopted universe.

***Blessing of our foul and depraved omnipotent master, Emperor
Satanis the Black God***

"With each parcel of land conquered we grow stronger you and I... Sha-la has now been delivered into our claws, all we need do is deliver the death blow! Using our vile wizardry, we will change their surroundings, recreating the land to our liking. My prosperous empire has sown the seeds for you, my children, to go out and forge your own empires, subject only to my own. I cannot join you, my brothers. Sha-la is as poison to me and would be my ruin. You must conquer in my unholy name. Now drive the dark current, let your ambitions multiply, and burn our destiny into the souls of those who stand against us!"

Satanis the Crimson God is the Emperor of the hidden, devil-dimension K'thana. There are other Gods of evil, with similar fiendish followers, but Satanis is above them all. Satanis pioneered the idea of changing humans exiled to Yidathroth into Fiends. He built an empire, founded the Imperial Murderers, the Insidious Order of the Ninth Angle, and has found a way into the universe of men. It is ripe for the taking. The Brotherhood try to survive, scheme, adventure, kill, practice black magic, explore, advance, and eventually can try to start their own empire, under and subject to the Empire of Satanis.

K'thana would be a bleak future, meaningless, arbitrary, obscure, dream-like, and nihilistic... if it were not for the Awakening, a process of realizing one's potential and the unity of all things towards darkness! Fiends follow an esoteric devotion and mindfulness to the *Dark Way*, a spiritual path of higher consciousness and greater understanding of the universe. The *Dark Way* is a public teaching open to all Fiends who would try to make something of themselves.

Evil has two sides, the matter-of-fact death and destruction is but one. The other is a more intangible, spiritual evil that raises us the masters of creation. This is post-

modernism and post-apocalypse mixed with chaos magic and the viscous, unnameable, infinite, terrors that have only now come into the light.

The political state is one of totalitarianism, religious zealotry, rule by black magic, total anarchy, and survival of the fittest.

The shadowy tendrils of secret political groups infiltrate all levels of society. Organizations such as the Sect of the Stifling Air and the Bureau of Disinformation have uncovered traitors in our midst, cut into new worlds of Sha-la, and have already established “friendship, alliances, and trade” with human agencies.

The Races of Satanis

Kurur-esh: The brain eaters. Theirs is a culture based on ancient customs and superstition. Kurur-esh try to stay true to the way of life before coming to this universe. Tribal dances, deep meditation that brings answers from beyond, casting the runes, playing strange instruments to open the mind, bizarre and dangerous rites of passage... all of these are employed to obtain endarkenment, gnosis, a true vision of the All. Some live in K'thana's shadow jungles of Tharr, others live as nomads. Kurur-esh are almost always uncivilized. City dwellers see them as barbarians. Their skin is a dark red, brown, and their thick tangled dark brown hair are physical trademarks.

Their favorite nourishment is, of course, the brains of lesser creatures. The soft meat ripped from a human cranium reinforces the notion that Fiends are higher in mental acuity, as well as, esoteric lore. The subtle and delectable brain juices are often used to coat the Kurur-esh's body, protecting him from foreign perspectives. Their wild, untamed expressions also include jumping up and down, guttural chants, head butting passersby with their thick skulls.

This race gets one free skill level of Flesh Magic and two free skill levels from the following: Music, Meditate, and Rune casting.

Zeph n' glarl: These are the scholars, the ones who read the forbidden tomes that tell about the past, present, and future of the fiend species. This race pours over the dark wisdom and prophecy scribed by dead wizards before the exile from Sha-la. Zeph n' glarl are natural linguists and antiquarians. They seek a knowledge which is so depraved that to fully grasp it might bring about a new dark age. Conversely, they are incredibly social and have contacts everywhere. Where there is celebration and entertainment, many Zeph n' glarl will attend. Their skin is a putrescent greenish black hue. Upon maturity, it is their custom to shave the head of hair by the light of the green flame in a ritual that further separates them from mortal creatures of “normal matter”.

The Zeph n' glarl were frequently the perpetrators of wickedness to creatures along the borders of K'thana. This foul-souled race also would wait in dark alleys, like an unspeakable monstrous Jack the Ripper... waiting for some non-Fiend, or an enemy/rival

Fiend to walk vulnerably by. Zeph n' glarl need bodies for their experiments. The filthy knowledge in those forbidden books demands sacrifice, patience, as well as trial and error. It is precisely this type of intensive study which leads them to blow off steam and partake in decadent festivities.

This race gets one free skill level of Word Magic and one free level of any other Magic of their choosing.

Zirakean: Blood thirsty warriors, who relish the hunt as much as the kill. Zirakeans are naturally stoic, determined, thorough, and instinctive. They are frequently hired as assassins, bodyguards, and mercenaries. The soldier race was initially mated with the ferocious Zuunda ape-creatures from nearby planes of flame, darkness, gore, and death. This was to breed a warrior race that would be sent out on search and destroy missions. Zirakean flesh is a pale green complemented by a wormy texture. Their 6 inch horns grow out of their forehead, sometimes effective for head-butting opponents in the stomach. Another common physical aspect of Zirakeans are the elongated ears, Cro-Magnon brow, semi-bipedal stance and loping gate.

The elongated fingers ending in serrated claws are particularly noteworthy. Zirakean hands sometimes extend as long as their 2 feet. However, the fear projected by their claws does not compensate for the lack of introductory racial magic. Eventually, most Zirakeans learn the sorcerous ways of their brethren. Another member in the circle will often teach the Zirakean some magic so as not to be left vulnerable.

This race gets a choice of 2 free skill levels of any combat oriented skills.

Vihm: The mask wearers. The most noticeable characteristic of the Vihm race are the masks that always obscure their face. In fact, sometimes the mask *becomes* their face. This race is naturally sly, secretive, and most active under the cover of darkness. They do will in the city, sneaking and hunting through lightless alleyways, arcades, and grottoes. Vihms are not the most fun loving and gregarious. But what they lack in extroversive qualities, they make up for in introversive reflection. Self-awareness is a notable trait of this race. Their skin is an ivory white that is strange to behold, and vehemently clashes with the fuscia furr covering their calves on down and ending in cloven hooves.

Even under torture they are silent. Expressionless except when motivated by the weird energies which only they can witness. Legendary Vihms who have risen to greatness are the most patient, exact, and unscrupulous bastards in the realm.

This race gets one free skill level of both Mask Magic and Shadow Magic.

Blazht: Esoteric druids who live in the deserts of Nyibb, in the cities of more civilized worlds, and the ruins beyond them. In the lonely wastes the Blazht grow unfathomable vegetation of a grotesque nature. From their magical hands and the tainted soil grow wondrous plants that flourish unnaturally. Many carnivorous, poisonous, or unknown plants are easily transportable when grown, some can even move of their own accord.

Blazht look to external life for the answers to life's unanswerable questions. The shape of the black stars and the growth of the diseased flowers speak volumes about this universe. This race has pale yellowish green skin and usually has a third eye that has grown in the palm of their left hand.

Most Blazht are quick to receive a Fiend's favor, betraying him only after a long period of friendship. Outwardly, they are pleasant and accommodating. Inwardly, Satanis only knows. The private life inside their head must be full of abominable things.

This race gets two free skill levels of Plant Magic. Or one free skill level of Plant Magic and one free skill level of Fungus Magic.

Schmekblut: Blood tasters, also a demonic vampire type, who dine upon the crimson blood of humans or the lollypop green ichor of those born from "black matter". They draw strength from drinking blood. However, the blood drinking not only provides some nourishment, but a part of the victim's thoughts, feelings, and personality. This mental and emotional chaos usually causes Schmekbluts to go quite mad. Many of this race are quite insane, although occasionally providing an unexpected insight from their madness. Most Schmekbluts also belong to the Temple of the Blind Knowing, a magical and philosophical organization that carries on enigmatic rituals which can increase esoteric lore and specializations within the black arts. Other rituals are said to calm the chaotic mind and bring temporary spells of peace and quiet to their jumbled brains. The Schmekblut appear corpse-like with white leathery skin.

Schmekblut also like to ease their worries with flesh, the pleasure of it that is. Sex calms them down and gives them something else to focus on. Consent is inconsequential.

This race gets one free skill level of Blood Magic and two free skill levels from the following: Meditation, Sensitivity, or Disinformation.

Dourge: The purplish black skin of these subterranean dwellers is as ominous as their nature. Very little is known about them. From what is rumored, the Dourge spend their time crafting magical weapons (where they journey to the surface to sell), growing and imbibing weird, mystical herbs and roots, and force themselves to stay awake for days on end and then lucid dream for even longer attempting to send and receive messages from the all realms of evil. This race was the first to discover all the many levels of planes in this dimension. Natural explorers, they have populated many of the 666 pits of hellfire and 999 crimson gateways. They are fascinated by new discoveries, travel, and immersing themselves in strange peoples/customs.

The Dourge are generally shorter in stature than the other races, since they have adapted to running around in underground tunnels. They are proud of their isolation and accomplishments. Dourge are usually strong willed, arrogant, and defiant. They are a race of honorable pioneers and iconoclasts. Long, black, braided beards are not uncommon and those that specialize in combat seem to invariably grow a thick, rich, violet fur all over their bodies.

This race gets one free skill level in both Dream Magic and Fungus Magic.

Leedra-rive

The Kanaima: In the untamed jungle outside K'thana, beyond the rainbowed barriers between the planes, beyond the unlit and unexplored reaches... lives a race. A race like us and unlike us. I hazard to even speak of them. Only to warn do I reveal what lives outside our civilized infernal dominion. This race is the Kanaima, a scattered tribe of devil insect witchdoctors who live in remote caves of Thigh-ah. The Kanaima appeal to a terrible God that is nourished solely on pain and torment, a level of suffering is carried out in this God's name that sickens me to even contemplate it.

This tribe of devil insect withdoctors scans and sifts the planes for a suitable victim, someone strong as well as someone nearby, an outsider. For months, they stalk their victim, leaving little signs that a Kanaima is watching. When the victim is alone, the fiend takes them and brings them to his cave, bound in chains. The torture begins with the shredding of the victim's anal lining. Barbed reads are used for aggravating the anal wounds. There is of course more, but I will spare you. The God of the tribe grants the witchdoctor power based on the suffering he inflicts on his victim.

After the victim has died, the corpse is buried in a shallow grave near the cave. A period of three weeks or so go by, then a hollow bamboo shoot is stabbed through the dirt and into the body. The Kanaima proceeds to suck out the "death juices" through the hollow bamboo shoot. This also gives power to the witchdoctor. Finally, the corpse is left to decompose. The bones are dug up and used in a ritual to find the next victim. And the process repeats.

Little is known about the Kanaima's God, however, this much as been discovered. They serve Leedra-rive a struggling, elder, insectoid God bathed in leprous and discordant amber hued liquid fire. This God gave birth to the Kanaima as Satanis gave birth to the Yidathroth. However, this unnameable, barbaric, nightmarish God's subsequent attempts to produce offspring result in deformed still births.

This race gets one free skill level of Blood Magic and one free skill level of Torture.

Rive-zella: Preying mantis demons with alien beacons shedding an emerald illumination. They have spent many decades in a prison dimension, Nahl, paying for their sins against Leedra-rive. Rive-zella's disobedience to their God has not curtailed their foul, untrustworthy nature. From early on, the Rive-zella could fly through the hyperspace, going farther than any other fiend had gone. They are natural travelers, journeying to new destinations and bringing foreign culture and wares back with them. Rive-zella have been all over Yidathroth and have seen things that would drive others mad.

This race gets one free skill level of Hyperspace Sorcery and one free skill level of Dimension Magic

Races of Odhra-guoa

Guoa-asht: The soul drinkers, some think of them as devil-vampires. They were first descended from Satanis, but then reborn through Odhra-guoa . The Guoa-asht can nourish themselves by absorbing the soul, or essence, of those near them. This race sees themselves as high born nobility, born of two gods, and frequently their kind can be found in one of the first two estates of K'thana society. Perhaps because of this easy lifestyle, most Guoa-asht are degenerate in their spiritual life. As a rule, they care little for the higher realms of transcendence. Pleasure is their sport, and piety a mere distraction. They also pride themselves on being the least human looking with their three small heads (each one about half the size of a regular head), and ectoplasmic purple-red flesh.

This race gets three free non-magical, non-higher cost “personal specialty” skill levels that fits in with the character’s personality, background and the GM’s campaign. They also begin the game in the second estate and get 500 zirkas in starting equipment, slaves, accessories, etc.

Lurigeatro: A race of harlequins, candy colored jesters, fools, clowns, carnies, and circus freaks. They established the yearly Carnival of the Sleeper and the Decadent Masquerades. Lurigeatro wear multicolored costumes with painted faces in emotional exaggeration. Sometimes the Lurigeatro use their elaborate clown makeup in conjunction with Mask Magic.

Many are the proprietor of some shady entertainment or exotic fetish corporation. They are business oriented, studious, abstract thinkers, sardonic, logical, calculating, intellectual, and often students of the mathematical laws of probability – which is their own brand of spiritual transcendence.

Physically they have very small ears or no ears at all, an elongated tongue, multiple amber hued cat eyes randomly placed on their head, and a mass of wriggling green worms emerging from their spine. These fiends were spawned by the god Odhra-guoa; and naturally feel at ease with the Guoa-asht.

This race gets one free skill level Mask Magic and Candy Land Magic.

Tshahg: Ooze covered skeltetons with dreadful glowing eyes. Their rotting flesh and fungi occasionally sprout from their exposed bones. The Tshahg have recently come back from a century long pilgrimage to other planes, a holy mission of slaughter and mayhem. Feeling it was their duty to cleanse the hellish dimensions, they left the familiar realm of crimson chaos to give out Odhr-guoa’s merciless justice to all non-fiends. The Tshahg shriek from some horrid, soulless place in their being – causing others to be deathly afraid. Their return to K'thana has caused quite a stir in fiend society. Most are not glad to see these determined killers and executioners walking the same streets as themselves.

The Tshahg get one free skill level in Umentionable “shriek” (rather than “stare”). They also get one free skill level in any higher cost combat skill or one free Fungus Magic skill level.

Drekth-crom:

Malahko: The keen-eyed, hungrily waiting savages. This race is just as tribal and ancient as the Kurur-esh and nearly as blood-thirsty and vicious in combat as the Zirakean. The Malahko can be found in the shadow jungles of Tharr, as well as, the small planet closest to the new dimensional gateway, Toe-Viah, a harsh and desolate world. Some are found in the more civilized regions of K’thana, however, they quickly form close-knit cults around the minor deity they worship (along with Satanis) named Drekth-crom the God of all things that lurk in the gloom of hideous twilight. The Malahko have sought to worship Drekth-crom in order to keep in touch with the old ways, as well as receive the terrible lore that He has to offer. Satanis, a more disciplined and cerebral deity, feels slightly betrayed by this branch of the Yidathroth and very few of this race ever feel the cold, welcoming touch of Satanis.

Drekth-crom is an older and more primal God who was all but forgotten in K’thana before the Malahko revived His worship. The Malahko are naturally contrary and obstinate. Few people get on their good side and stay there. Malahko often take an unpopular position, but when they adhere to it for the rest of their lives. Their skin is a charcoal grey, sometimes with streaks of white or one of the many wonderful shades of green. They also have six fingers on each hand.

This race gets one free skill level of Hideous Twilight Magic and one free level of a higher cost combat-oriented skill.

Sairmenow: Draconic, troglyditic, swamp zombies. One of the things I can tell you about them is you can see the fear in their eyes...*yours*. These venomous mercenaries routinely skin their victim’s alive. They are a tribe of alien demons who love their space and freedom, Sairmenow are ferocious when boxed in. Probably their strangest ability is vomiting up their inner man, or “soul”. These fiends can vomit up this substance, a putrescent gathering of muck with feelers and eyestalks. Their soul can leave them once per day and can see what the host sees and vice versa. This out of body soul can enter new bodies as well. However, the soul can only exist outside their original body for a few hours. Eventually the soul is reconstituted through the Sarimenow’s pores of their pallid grey green flesh.

Many of this race reside in the Corpselight Swamp where they practice their personal vision of Vodoun. They fashion little dolls of clay and swamp mud or sinewy, muscle, and bone from the dead. Then they use Puppet Magic to awaken these dolls to become their tiny servants.

This race was born of Drekth-crom, the God of Hideous Twilight, and have a natural kinship with the Malahko race. Drekth-crom desired an aggressive and watchful race of creatures who would obey Him first and foremost.

Some Sairmenow have risen to become shamans and seers. They are occasionally consulted by those who burn with the need to know answers. However, the knowledge Sairmenow grant is always a morbid one. Their predictions invariably revolve around the death of those near the querant, or the querant himself.

Physically, they are naturally hairless with elongated fingers, and stand seven feet tall, almost a foot taller than most fiends.

Sairmenow get one free skill level in Puppet Magic and one free skill level in Hideous Twilight Magic.

Zibza: A gnarled, scaly black tree with irregular, eldritch, and dripping limbs. A dozen small toad heads suddenly erupt from its porous ebony skin when amused, startled, or angry. These dozen or so small toad heads whisper of the gloom, shadows, and the nightmare of existence. One of the first fiends created from the Gods, the Zibza is thought to be a collaboration of all five deities. They are the oldest race and the most concerned about demonic purity. There is talk of the watering-down of Fiend society, those born in the last hundred years or so have not yet proven themselves. And most elder Zibza would say that now is the time when the greatest of each race should emerge to vanquish the human lands!

The Zibza are so ancient that they are all but atheists. Believing that the Gods are no better than them, only a small degree of power keeps things the way they are. Some say that the most powerful Zibza are the closest to ascending to Godhood.

Zibza get one free skill level in Plant Magic and Nightmare Technology.

Toola-vra

Lashera: The Lashera have two hairy ape like heads, their bodies are covered with crimson and violet scales, each arm ends in a forest green suckered tentacle, an extended pineal gland grows out of their forehead like a little worm, and a mouth grows out of their abdomen, its lips hungrily smacking, teeth grinding, and it's giant tongue reaching out. These interesting specimens come from the God of Nonsense and Childish Amusement, Toola-vra. They were born out of a bad dream and have taken on the nebulous qualities of youthful games. Lashera's motives and drives don't really make sense to outsiders. They are here for the perverse pleasure of defying reason and logic. Probably the most chaotic of fiends and the least serious minded. Lashera continually laugh at themselves and others, reminding fiends with their surreal works that life is but a dream.

1 free skill level of Candy Land Magic and 1 free skill level of Dream Magic

Vahs-vra: This creepy race are ventriloquist dummies that became sentient ages ago, through the influence of Toola-vra. Vahs-vra resemble dead babies with clown makeup and grotesque bulging eyes. Some are so well fashioned that they don't look like dummies, or dolls, at all but real babies. A few are made very crudely and look more like badly carved blocks of painted wood than young children. Their lower half reminds one of a snake as they slither towards whatever mischievous sickness entertains them at the moment.

They like to bite their foes, secreting a paralyzing serum as they chew their enemies flesh. As a side effect, the victim usually comes to like the feeling of the bite. Fiends call it the "happy poison".

This race gets one free skill level of Paralyzing Bite which works exactly like the skill Quivering Palm. They also get one free skill level of Candy Land Magic.

"The Smile": This racial abomination was said to be cursed by Toola-vra for their literal minds and unfair criticism of their God. "The Smile" are mostly a just a mouth, brightly colored lips with eye stalks growing from the top and sides. Below, a twisted crimson torso writhes below the gigantic grinning mouth. Often muttering of strangeness and the wrongs of their past, some are melancholy and others laugh maniacally. The Smiles would have everyone look disfigured and nonsensical as themselves, but realize that others do not put up with their cosmetic readjustment for very long. Their words are powerful and can use language against their foes quite easily.

One free skill level of Word Magic and one free skill level of Flesh Magic.

Human/Fiend Hybrid:

Human infiltration into the fiend's Yidathroth universe has become quite a problem. Areas beyond K'thana that house humans are sometimes called 'the infected lands'. During raids, some human women, and occasionally men, are raped by fiends. Alternatively, some fiends take human slaves and regularly have sex with them. The universe of Sha-la, of course, is full of humans and Fiend invaders can create weird hellish spawn as well.

In any case, the offspring of this unclean union become a hybrid race. Often hated and treated with contempt and disgust, half human / half Fiend creatures find no easy place in either society. They can naturally live for about 500 years. They bare some likeness of both species. Pure humans have no natural resistance to magic and instead are very susceptible to Fiend magic. Hybrid's get their choice of 1 free skill level of magic.

Race Relations

The fiend races more or less live peaceably with each other in and around K'thana. However, divisions occur between races and these are the stereotypical positions of each race within fiend society.

The Guoa-asht, Tshahg, and the Lurigeatro all have ties to Odhra-guoa. As leaders of fiend society (Guoa-asht) and the entertainment industry (Lurigeatro), they wield an unusual amount of power. It stands to reason that they are more interested in position, control, and wealth than most other fiends. They jealously guard the secrets of their God, Odhra-guoa. Tshahgs left in order to spread the awful word of their Three Headed Vampiric deity. Now that they are back, the other two races have more muscle on their side and use Tshahgs as bodyguards.

The Malahko, Zibza, and Sairmenow are related to each other through Drekth-crom, God of things that lurk in the gloom of the hideous twilight. Drekth-crom is the oldest God known to the Yidathroth universe, with Satanis not far behind. Nevertheless, the Kurur-esh are not far behind in age or savagery. Always on the outskirts of society, the races of Drekth-crom show more respect for the old times before civilization, when all was tribal chaos and instinct. Malahko, Sairmenow, and Zibza care very little for power, prestige, and society. They see themselves as simple animals, heightened with a sick and disturbing darkness which other Fiends shy away from.

Zirakeans are the most isolated, some are disgusted by their bestial lineage, others disapprove of their reliance on physical violence. Most of Satanis' Imperial Murderers are made up of this race. Zirakeans care about honor, as well, as position and power within the Brotherhood. They do not want to feel left out, though they are well aware of other fiend's reliance upon them. It pays to have many a Zirakean on one's good side.

The Zeph n'glarl, Vihm, Blazht, Schmekblut, and Dourge are all fairly social, ambitious, civilized, and well rounded. These races are the backbone of Fiend society. Although fierce competition is not unheard of.

Actions

Or how to do stuff... This game has rules that mimic the rules of real life, like gravity and the chance of making someone's head explode just by looking at them. The former is extremely likely to occur, the latter is impossible for us humans... probably. In between are various shades of possibility. The GM should make allowances for players to propose scenarios, altercations, events, characters, and setting particulars as the game unfolds. The GM can play a character too and get messed with just like the player's characters.

EOs uses good old six sided dice, when the game tells you to roll a single six sided die, it's called a 1d6, or just a d6. When we tell you to roll three six sided dice, then it's

called 3d6. Now when you roll multiple dice, ***do not add them together***. Instead take the highest number of all dice rolled, that is the result, your final number. For instance, roll 4d6. Let's say you get a 1, 3, 4 and 5. your result is a 5. That is the numeric measure of success set against a certain level of difficulty.

The basic levels of difficulty are something that a GM assigns to a task or action attempted by a player, or a non-player character which the GM controls. The target number for trying to do something **easy is a 4, doing something average is 7, something complex is 10, challenging is 13, and unimaginable is 16**. Don't despair because these d6 rolls are open-ended. Meaning, if you roll a 6, then you get to roll another d6 and add the new roll to the original 6. If you keep rolling 6's, then keep adding the numbers until stop rolling 6's.

Most actions are determined by an Attribute and a Skill that seems likely for the action. For instance trying to discretely poison someone would take a character's Cunning Attribute and his Poison and Drugs Skill numbers together to make a **Dice Pool**. If that character, K'al-dor, has a Cunning of 2 and a Poison and Drugs Skill of 1, then his Dice Pool is a 3, he rolls three dice. K'al-dor already has the poison in hand and the intended victim has his back to the character, the GM says that poisoning the victim's drink would be easy, a difficulty target number of 4. The player rolls his three dice and gets a 2, 6, and 6. K'al-dor is smooth! He rolls the d6's again, because they're open ended. He rolls a 4 and a 6. Nice. The player rolls that d6 again and gets a 2. His total is $6 + 6 + 2 = 14$. A terrific success! K'al-dor poison's his victim without being noticed.

A character can attempt an action, like seduction if he only has the appropriate attribute and not the skill. Our anti-hero has a 2 in Attraction and no Seduction skill. He rolls 2 dice. However, if a character has a 2 in the Seduction skill and a zero in Attraction, he cannot even attempt the action.

A couple more things... if all or the majority of the dice rolled from your dice pool come up ones, then the action not only failed, but turned into a disastrous failure, something really bad and unexpected just happened. The character should not automatically get killed or something not fun like that. Instead, a failure grander and larger in scope happens. Our anti-hero quickly disguises himself to blend in with a crowd of people because someone is after him. He rolls 5 dice and three of them come up 1's. Not only is our anti-hero's disguise obvious, his pursuer is now also wearing a disguise – a better one. Or our anti-hero is now being followed to keep him away from his favorite plaything. Or maybe the anti-hero's disguise is effective in mocking an agitated Zirakean with a void saber? That's for the GM and the players to decide, just as long as it's suitably disastrous, it doesn't matter who the suggestion comes from.

Also if the character's action falls within the sphere of his color, and he describes what he's doing and how it correlates with his color in detail - embellishing the story, then he gets a +2 to his result. This bonus also overrides the all or majority of 1's rule.

Additionally, The GM should reward players for using detailed description and embellishment while describing their appropriate Color Sphere action. For example, a player describes how his character slowly brings the gleaming dagger out of its leather sheath while he's crouching in the shadow of a nearby alleyway, and eventually pounces with the ferocity of a horned, snake-spined leopard! That would give the player rolling his dice pool a +2 to the result, if the character was of the Brown Color Sphere.

Combat

A single round of combat in Empire of Satanis lasts for about 10 seconds. It assumes that combatants are maneuvering, poking, jabbing, parrying, feinting, and preparing between all-out strikes. Waiting for just the right opening before hacking takes longer than one would think.

In combat the rule mechanics work a little bit different. It all comes down to Attack Number vs. Defense Number, and whoever is higher wins. This is how to calculate the Attack Number: Take the Appropriate Attribute, (Brute Force for all combat except ranged and void saber – those use Agility) and add it to the relevant Combat Skill Level such as Melee Combat, Unarmed Combat etc.... For attacking and defending ***Do Not*** use a dice pool, instead you add these together and then add a d6 on top of that. That is your Attack Number. (by the way, natural 6's are not open-ended in Combat, so just because the die lands on a 6, doesn't mean you can re-roll the die and add it to your 6)

The defender's Defense Number is his Agility and his Dodge skill. Again, don't make a dice pool, just add them together and then add a d6 to that. At the end, don't forget to factor in the defender's Endurance attribute. Whatever the Endurance is, that number is absorbed from the damage.

If the Attack Number is 7 (Brute Force 2, Melee Combat 3, and rolling 1d6 resulting in a 2), and the Defense Number is 8 (Agility 3, Dodge 1, and rolling 1d6 resulting in a 4), then the attack was unsuccessful. If the Attack Number is a 9, and the Defense Number is a 6, then the Defender would take 3 points of Vitality away. However, let's say that the defender's Endurance is 1, so 1 point of damage is absorbed. Now, only 2 Vitality points are taken away. In other words, whatever Attack Number is left over after subtracting the Defense Number, that is the damage the defender takes. And then subtract the defender's endurance from the damage. Now, it's the other person's turn to attack, and so on.

Who Goes First?

A small cadre of Vahs-vra slither angelically towards the blackish trunk of a Zibza who is preparing a spell and a hulking, bestial Zirakean wielding a morning star. Who goes first in a combat sequence? The GM should ask two questions from the players when combat is about to begin. What is each character's Agility? And are they using a physical attack

or magic? The person with the highest Agility goes first, the second highest goes next, etc. However, all physical attacks go first, then sorcery attacks can go.

Example: you have player one, two, and three facing off the big bad guy. Player one has an agility of one, Player two has an agility of two, and Player three has agility of three. The bad guy has an agility of two. Players one and two are using physical attacks, as is the bad guy. Now we can start the combat! The first round looks like this. Player two and the bad guy's attacks happen simultaneously, because they both have an agility of two. Next player one goes because his Agility of one is the next lowest. The last person to go is, ironically, player three who has the highest Agility, but is using magic rather than a physical attack. This is because sorcery takes a few more seconds to cast than just hitting someone with a sword.

A note about magic. Spells cannot be interrupted by physical attacks, force, distraction, etc. The only thing that would stop player three from lobbing his spell is if he was knocked unconscious or killed by his opponent before it was player three's turn.

A new round begins, exactly the same way. Highest agility first and all physical attacks before magical attacks. This is a simple way to adjudicate it:

- Players declare whether they are using magic or physical combat
- Physical phase 5 begins
- Characters in physical phase 5 declare their actions
- Dice are rolled and damage is accrued
- Damage is resolved, any characters killed or unconscious are out of combat
- Physical phase 4 begins (and so forth)

Character Attributes

Will: Confidence, mental strength and stamina, persistence, leadership, control, and ability to resist magic.

Magical Aptitude: Ability to use magic.

Theoretical Knowledge: Sometimes simply referred to as “theory”, book smarts, abstract thinking, what a character knows through study and instruction. It is also crucial for seeing into the realms of Nightmare and Candy Land, withdrawing energy into this dimension.

Practical Knowledge: Sometimes called “practice”. It is good for doing things which come from hands-on experience such torturing someone for information, or knowing specific things about people or places that are familiar. For example, knowing that the Fiend who just walked into the brothel that you are familiar with, is not only a regular but is also very flashy with his money.

Cunning: Being sly, underhanded. This would come into play when your character tries to lay a trap for an enemy, trick someone into giving you valuable information, or hiding one's intentions.

Attraction: A character's personality, appearance, and likeability. Also doubles for luck. Characters with a high Attraction are naturally luckier than others.

Brute Force: Physical Strength and sheer might.

Agility: Dexterity, ability to move swiftly and carefully. Agility is good for dodging blows, shooting or throwing a weapon. It is also necessary for using a laser sword.

Endurance: Stamina, constitution, surviving physical stress and exhaustion. Automatically add 6 whole points to your Endurance score to get your Vitality. Fiends also use this attribute to absorb damage. After figuring out the damage a fiend would take, subtract his endurance from the damage – these wounds are soaked up. After figuring the damage, 4, a Fiend with a 2 endurance only takes away 2 points of Vitality.

Vitality: Is not an attribute, but is determined by the Endurance attribute by just adding 6 to it. Vitality is considered to be your health, losing some will weaken you, losing all of it will probably kill you. Once you've incurred enough damage to take your Vitality to zero or below, you need to make a roll versus death. This is an Endurance plus Survival Skill dice pool versus a difficulty of average. If you make it, then you survive. If you don't, then you die. Although one more wound before resting or being healed, and you definitely will die, no roll needed. Luckily, fiends only stay dead for 1 to 3 months before their souls return to their bodies. Fiends naturally heal 1 point of Vitality per day.

easy is a 4, doing something average is 7, something complex is 10, challenging is 13, and unimaginable is 16

Skills

Some skills use a dice pool including an appropriate attribute. Climbing up a rope would be your Climb skill level and Brute Force attribute to form a dice pool, roll that many dice, take the highest number and compare with the GM's difficulty. The varied use of some skills necessitates combining them with different attributes. Climbing up a building would probably be used with Agility.

Some skills work completely different. These grant the character a power or ability that is restricted on how many times it's used. When building your character, some skills will cost 1 Character Building Point and other skills will cost 2 for one level of that skill. The cost is listed in parentheses right after the skill's name.

Aberration Empathy (1): your good with demonic animals. Dice Pool usually includes Attraction.

Appraise (1): You can estimate a reliable monetary value for anything. Dice Pool usually includes Practical Knowledge..

Artistic Expression (1): Creative talent such as painting, drawing, sculpting, etc. Usually used with Practical Knowledge.

Assassin's Art (2): With each undistracted study of an opponent for 5 rounds, the user may double the damage. Each skill level after the first, lessens the number of studying rounds by one. At skill level 1, it takes 5 rounds. At skill level 2, it takes 4 rounds, etc.

Climb (1): Climb up difficult surfaces. A rocky face might be Easy, a brick or stone building would probably be Average, and a tower of glass would be Challenging.

Cooking (1): Preparing a sumptuous feast of noxious, loathsome cuisine. Food is made from living creatures, dressed in special seasonings and sauces so as to make it fit for the most profane banquet.

Craft Magic Item (2): Making a magic item, or improving something with magic, that is not for dealing death. Enchanting a cloak, staff, wand, armor or fortress. Use with Magical Aptitude. A minor magic item would take a month or so to craft/enchant and would cost a couple hundred zirkas.

Craft Magic Weapon (2): Making a magic weapon or improving something with magical enchantment. A weapon + 1 would take a week and cost a couple hundred zirkas. Tuning a weapon with one's Color Sphere costs more and takes even more time.

Deception (1): Bluffing, lying, hiding one's true nature, opinions, motives, etc.

Disguise (1): Changing one's appearance with the use of cosmetics, props, an altered voice, and mannerisms. Depending on the situation one could use Cunning or Attraction.

Disinformation (1): Planting false information couched in truth. Proliferating the spread of believable lies. Projecting an intended image of oneself or a thing using other people and/or sources. For instance, writing a letter that sounds crazy to a rumor-monger so that it will become common knowledge that you are insane and perhaps dangerous.

Decipher and Decode (1): breaking codes, reading unknown languages, making sense of patterns and puzzles.

Dodge (2): Avoiding blows. Your Dodge skill plus Agility attribute (this time added together) plus a d6 (again added to the total) makes your Defense Number.

Dreadful Exaltation (2): The worship of strange and false idols. Practicing dreadful exaltation on a recently sculpted statue of a spidery demon's claw, for instance, would allow that statue to "wake up". The thing being admired and idolized would try to fulfill a request or obey a command from the Fiend, if possible. The higher a result, the greater the inanimate object's ability to awaken and serve its new master. The result also determines the length of time before it goes back to "sleep".

Escape Artist (1): Freeing oneself from bonds, ropes, chains, webbing, an grapple, etc.
Use Agility

Etiquette (1): Behaving appropriately in polite society as well as barbaric settings. Use Attraction.

Finance (1): Earning money, making it work for you, and grow.

Forgery (1): Impersonating someone else's handwriting, signature, seal, etc. Used with Cunning.

Gambling(1): Betting on games of chance, knowledge of various games and knowing how to win.

Healing (1): Applying bandages, first aid, treating wounds. A Practical Knowledge + Healing roll... if the result is Easy it heals 1 Vitality, if the result is Average it heals 2, Complex heals 3.

Hide (1): Concealing oneself from view, remaining anonymous in a crowd, etc. Cunning.

Innuendo (1): Talking about a subject, but meaning something entirely different and getting one's point across.

Knowledge (1): There are many different kinds of knowledge. A character might know things about dimensions, the planet of Tharr, the mysterious Dourge race, etc. Knowing easy to come by facts is Easy, knowing explicit and intricate detail of a rare subject is Challenging.

Leadership (1): Making decisions and having others follow them.

Lightning Attack (1): Gets one surprise, or extra, attack per day for each skill level.

Locksmith (1): Making locks and opening locked doors, compartments, etc.

Magic Resistance (2): This skill allows one to shrug off the magic of another. To resist a spell, use a dice pool including this skill and the Will attribute. The result must be equal to or higher than spell cast. If you make it, then the spell has no effect.

Meditation (1): Centering oneself, calming and collecting the inner voices. Looking within for answers to a puzzle or problem. A really good roll will give you a bonus in an upcoming situation, such as a fierce battle you'll be in tomorrow night. Used with Will.

Melee Combat (2): Fighting with close range weapons like a sword, axe, spear, dagger, club.

Music (1): Playing an instrument well. Creating enjoyable music.

Nyctalops (2): Ability to see not only in complete darkness, but the secret darkness that resides inside all things. In the universe of Yidathroth, the swirling energy within creation is obvious with Nyctalops (requiring only an easy result). In Sha-la, the chaotic darkness is more hidden (and requires a Complex result). Once observed, the Nyctalops user can change any one person or object to something else of his choosing. However, it cannot target a Fiend or anything that is larger than a 10' by 10' by 10' cube. Also, if you try to change a person/thing and fail, then that Fiend cannot attempt to change that particular person/thing until 24 hours has elapsed. The Dice Pool for Nyctalops is used with Will.

Omnipresence (2): With an easy result you'd be able to project your senses over vast distances, an average result would allow you to project your spiritual self (allowing you to use magic and command servants as though you were there), at even higher levels you might be able to manifest physically in these far away places, and maybe at the highest level you could be in all those places at once!

Overawe (1): Impressing and intimidating someone, causing momentary fear and/or respect.

Perception (1): Spotting, hearing, tasting, smelling, feeling something unusual, noteworthy, or potentially hidden. Usually Die Pooled with Cunning.

Permanency in Magic (2): With this skill, magical effects can last longer. An easy result adds to the spell's duration by an additional day, an average result adds an additional week, a complex result adds an additional month, a challenging result adds an additional year, and an unimaginable result lasts indefinitely. Roll for Permanency in Magic after the spell has been cast and the effect, as well as, its normal duration have been determined. One roll per spell cast. However, the Fiend who uses Permanency doesn't have to be the Fiend who cast the spell. One Fiend could cast it, and another Fiend, if he chose, could decide to extend the spell's lifespan. The Dice Pool for Permanency in Magic is Will.

Poisons and Drugs (1): Knowledge of poisons and drugs and how to use them. Finding psychoactive herbs and roots for Herb Magic would use this skill.

Politics (1): Debating, alliances, giving nonsensical answers that close a line of questioning, and bribing someone.

Priest of Satanis (2): A priest of Satanis can heal a Fiend for 1d6 + 1 Vitality as many times a day as his skill level. Any Fiend can hold accept this honor.

Priest of the Dark Current (2): A priest of the Dark Current can double a Fiend's attribute for 1d6 + 1 rounds for as many times a day as his skill level.

Profane Gesture (2): Cursing someone with the hand sign of the Evil Gods. This potent skill nullifies the last successful action. Whenever the possessor of this skill wishes to intervene after a successful action, he may do so. If the result of his Dice Pool (Theoretical Knowledge + Profane Gesture) is higher than the action he's trying to counteract, then that action suddenly wilts and fails. This is a "um, no you didn't." skill and can only be used once per day for each skill level.

Propaganda (1): Getting a crowd or mass of people to want what you want, obtaining their vote and permission to pursue your agenda. Putting an idea out there and to have it accepted, believed, and used. Usually this is associated with a word, phrase, symbol, identity, or another tangible form of an idea.

Quivering Palm (2): A Complex difficulty result, from a dice pool of Practical Knowledge and Quivering Palm, produces a quick and efficient stunning attack, victim is unconscious for 1d6 + 1 minutes.

Ranged Combat (2): Distance combat, throwing a knife, object or shooting someone with a crossbow or ray of energy.

Ride & Drive (1): Good at riding an aberration, beast of burden, horse, giant lizard, or metallic vehicle.

Ridicule (1): Insulting someone wittily, where everyone except the victim laughs. The art of ridicule is exalted among the culturally elite. It also leads to many a duel.

Ritual Dance (2): An old way to thank the Evil Gods for their wickedness. A complex result might get you one re-roll of the dice for an hour's length of time. An unimaginable result might attract kindness from a stranger who give you shelter, food, and a night with his daughter.

Rune Casting (1): Seeking guidance, or answers, from the Gods. Foretelling hints of the future. Being able to foresee shreds of one possible future.

Seduction (1): Wooing the opposite sex.

Sensitivity (1): sensing danger, strange vibrations, or a familiar presence. Also used for determining magical perception.

Sleight of Hand (1): Stealing without being noticed, also concealing an object carried.

Speak Language (1): Each skill level is a different language known.

Sphere of Color-Borrowing (2): Allows one to temporarily use a Sphere of Color that is not your own. Each skill level is an additional color that can be borrowed. No roll is needed, the borrowing is automatic.

Stealth (1): Moving discretely, quietly, without attracting attention, shadowing someone without being seen.

Survival (1): Basic knowledge of how to stay alive in hostile environments, also comes into play when severely wounded.

Terrible Insight (2): With this skill, a character can see into the near future. Since the Fiend knows what will happen, he may effortlessly alter the next few moments in time. Each skill level of Terrible Insight allows the Fiend to slightly change the approaching future per game session. A Terrible Insight skill of two, allows the Fiend to re-write the future in a small way twice for that adventure. No roll is needed.

Torture (1): Getting information through physical or emotional pain.

Track (1): Hunting someone down, following their trail, steadily getting closer to a certain location

Traps (1): Making them, finding them, or disarming them.

Tumble and acrobatics (1): physical feats that get one into or out of a spot without being hit.

Two Weapon Fighting (2): Ability to fight with two weapons at the same time. Both weapons start with a -3 penalty to the attack number at skill level 1. Both weapons are at a -2 penalty to the attack number at skill level 2. Both weapons are at -1 penalty at skill level 3. And both weapons receive no penalty to the attack number at skill level 4.

Unarmed Combat (2): Fighting with the long and steel-like claws Fiends possess.

Unmentionable Stare (2): Causes fear. This Dice Pool is Attraction + unmentionable stare, those it's used against must roll equal or better using just their Will Dice Pool. If not, they run away screaming in horror. This can be used once per day for each skill level.

Void Saber Combat (2): It takes a different kind of skill to use a void saber than ordinary melee combat. This type of graceful, elegant sword play is used with Agility rather than Brute Force because it weighs almost nothing. So the dice pool is Agility and Void Saber Combat. An attack with a blade of void energy adds +2 to the Attack Number. A defense with a void saber adds + 2 to that character's Defense Number.

Water Breathing (2): Some demonic races have adapted to the water by becoming amphibious. Each skill level represents an hour of underwater breathing before needing to come up for a few breaths of air.

Whispers in the night (1): Gathering information in K'thana's badly lit streets after nightfall.

Story Alteration

The game mechanic that allows the players to influence the scenario!!! Once per scene, any player may roll a d6 to have a chance at slightly altering the course of the game. The player must declare the basic idea first, then mention any modifiers like spending SS or HP, and finally roll a d6. Normally, only a roll of a natural 6 is allowed. However, the target number can be brought down by spending SS or HP points at a one to one ratio. Spend one SS point and two HP points and now the target number for success is at a 3 on a d6.

Examples include adding a person who has new information to the story; an object suddenly has an added power; the price on a Fiend's head is countered with a reward for helping him from an opposing side; a new species or race adopts a character's Color Sphere which brings them closer (or farther apart); or the goal of the scenario has changed from seek and destroy to investigate and explore.

This and other nuances of EoS, create a different kind of game. The GM has to be able to think on his feet as do the players. Adventure success is not the sole responsibility of the GM, the players must also participate and put forth the effort. The gaming group may even want to try switching GM's when the story is altered... or maybe change GM's every other session. This would allow for greater story variation and multiple ownership of the game world.

Social Standing

“In the name of Satanis!?! Who was that thing covered in the blood of human children and beating the Drum of Secrets with the femur of his former master?”

The Self-Aware Gods of Yidathroth are at least dimly aware of every Fiend everywhere, beyond the universe, outside time, even after death. And they reward the torment that Fiends cause, the sanity they destroy, the hope they crush, and lives they take. A Character's Social Standing appears as a sliding scale between 1 and 10. A 1 being that of an outcast, he won't even make it as head slave. A 10 being on the edge of godhood.

What good is it? For starters, whatever your SS number is, that's how many spells per hour you can cast. You can spend those Social Standing (SS) points during the game too. A SS point spent can raise an attribute by 1, raise your Vitality by 2, or raise the results of your non-combat actions by 3... all of these last an entire 24 hour period.

If a particular Fiend has a significantly higher SS, by at least 2 or 3, then he can order members of his race around as if they were his minions. Fiends with a significantly lower SS than a Fiend of a *different* race get slowly drained of power. For instance, that Supra-Fiend gets to borrow a magic skill from someone with a lower SS. The new magic skill is at the level of it was stolen at. However, it is applied to the Magical Aptitude or Theoretical Knowledge of the Supra-Fiend. The Supra-Fiend can use up the per hour casting ability of his inferiors as well.

Simple, self-serving acts keep Fiends around the 2 or 3 range. When a citizen of the empire begins to disregard the customs, mores, and good taste of the civilization around them, they get into the 4 or 5 range. A Fiend that really goes the extra mile and tries to diabolically harass humans and the like, destroying, killing, and raping he may earn a SS of 6 or 7. The 8 or 9 range is for efforts beyond the call of duty. Prolonged obscenity involving a character who is so atrocious, underhanded, devious, and hateful to the disgusting weakness which surrounds him would be a suitable candidate for the 8 or 9 range... a Fiend who is driven to unmentionable acts by the awful Gods Themselves!

And there are also ways to lose SS. By being mocked or ridiculed in public; being forced to do something your character definitely does not want to do; being overshadowed by another Fiend in the same gang/tribe; and by horrible failures.

Rewards, or in the odd case penalties, should come fast and furious. That is the most important criteria for effective compensation. The reward should occur timely enough and tied to a recognizable action that you want the individual to duplicate, and the action should be one that the person can exert direct influence on through their own efforts. So, when a character puts in the effort and goes over the top with his evil actions, be sure to motivate him to continue his much appreciated work by rewarding a SS on the spot.

A point of SS can also be spent towards lowering the target number for Story Alteration. Instead of needing a 6, spending 2 points would bring the target number down to 4.

Evoking the Weird: Hideous Paradise

Fiends can not only cause violent mayhem, but may arouse the eerie strangeness which waits just beyond. The philosophical and spiritual road that many Fiends walk is just as liberating as destruction. In the *Dark Way*, Fiends may build rather than tear down.

The system of the *Dark Way*, founded on the grotesque, is an unreality celebration and the unspeakable forces of ululating obscurity. Antediluvian entities from before recorded

time discovered that there existed a metaphysical stream of energy both strange and terrible: a hidden wellspring of supernatural disconnection from the world and ourselves.

Fiends need evil; they need to overcome the weakness and timidity of “slave morality” – morality of the oppressed. However, the brotherhood wants something else... the sensations of malevolent transcendence. It can be had by writing a death poem to your best friend just before you entomb his sister alive; abandoning common speech for zombie-like groans whilst stalking a victim; dancing the goat’s dance by the lonely roadside until the carnival arrives; putting on an impromptu puppet show where the puppets rip the flesh with their little wooden teeth; summoning a spectral light to reveal the insides of those who approach without giving the Sign of Veech; making a scarf out of an intestine, decorating it with feathers and albino ears, and then naming it Nicodemus; building a video screen into your own stomach that replays the most awful moments from other people’s lives as it jabs steel wires into your flesh for your masochistic pleasure you sick, sick bastard!

These are all perfect examples of practicing the Dark Way and will earn you a higher score for something called: Hideous Paradise. Hideous Paradise, HP, is a reflection of how devoted your character is to the paths of darkness. A singular act of ultimate, distorted, absurd perversity will raise your HP score by one.

This also follows a one to ten scale. Those with great HP may alter anything within the game setting. A Fiend with the highest, or tied for the highest in the area, can begin to change the world around them to their desires. They can make towering basalt temples in their honor appear; turn all the metal within a mile of himself into large flesh eating maggots with writhing tongues erupting from their eyes (this would garner another HP point); change a lake of water into acid; turn all the humans in a town into big breasted, green tentacled Fiend women; or any combinations of reality warping. The changes are permanent until altered by another Fiend, or the same one, who has the highest HP.

This power cannot directly be used on Fiends themselves. And once used, a Fiend’s HP goes back down by the amount spent on a particular change. The lowest a character’s HP can go is 1. A few minor changes would lessen his HP by 2, a couple major changes would cause it to drop by 4 or 5, etc. HP changes things in a radical way, but it is the physical world that changes. As with SS, HP points should be given out for good effort in the dark, weird, and unsettling department. At first, small things should get a point, and after everyone gets the hang of it, give out a point for going beyond the call of duty. Something truly disturbing that makes the rest of the players around the table take notice or feel nauseous should get 2 points. The more immediate the points are rewarded, the more players will learn that that kind of action is “good” and appreciated.

While Story Alteration creates a small single change to the adventure’s flow. A HP point can be spent to lower the target number of Story Alteration. For example, spending one point would lower the target number needed from a 6 to a 5.

Magic

Magic in EoS is very free-form. The nature of magic is subjective and hard to regulate and quantify. However, if a character's intended effect is to cause physical damage with his magic, here is the effect: an easy result yields 1 point of damage, an average result yields 2 points of damage, complex yields 3 points, challenging is 4, and unimaginable is 5. Magical damage cannot be absorbed or soaked by the Endurance attribute.

The level of one's Social Standing equals the number of spells a character can cast per hour. Using Nightmare Technology and Candy Land Magic uses the Theoretical Knowledge attribute for a Dice Pool instead of Magical Aptitude.

A Mage trying to use his sorcery would take their Magical Aptitude and their particular Magic Skill to get a dice pool, for an Easy spell with a relatively low level of performance and longevity, the player must roll a 4 or better. That spell might slightly influence the world and last a couple minutes. Spell strength and duration depends on the level of difficulty reached. A Complex result from using Blood Magic might cause the victim to obey your wishes after tasting your blood. This would last an hour if cast in K'thana, or a whole day if cast on earth. Generally, characters like to rely on their Sphere of Color and embellishment of the spell cast.

Everyone who has a spell cast *upon them* gets a chance to resist the magical effect. For instance characters reacting to an illusion cast on Vermis would not get a magic resistance roll, only Vermis would. This would be a Will attribute plus Magic Resistance skill Dice Pool that must get a result equal or better than the original magic result he was trying to resist. Since Nightmare Tech and Candy Land Magic are different in nature and cannot be directly cast upon a Fiend's person to change them, it cannot be resisted. Although after several minutes or hours, the created strangeness always fades. Also, magic is slower than clobbering, which is why magicians go last in the combat round.

Example: K'al-dor wants to lessen a target's Agility for a round or two, so he chills the very blood of the Fiend across the tavern with his Blood Magic. The GM assigns a difficulty of Easy. K'al-dor has a Magical Aptitude of 2 and a Blood Magic skill of 1. Rolling three dice, K'al-dor gets a 1, 2, 1. The majority of his dice came up 1's, so not only did he fail, but the GM decides that K'al-dor's own blood runs cold momentarily paralyzing him, and the intended victim realizes that K'al-dor was attempting to use his sorcery on him. (the Zirakean would have gotten a chance to resist the magic if K'al-dor had succeeded) The angry Zirakean slowly rises from the bar and makes his way over with sword raised.

Multiple magic paths can be used in conjunction with each other. For instance, a sorcerer might use Candy Land Magic and Dream Magic combined for the purpose of trapping a foe's dream self in a gingerbread house or maybe a pastel jellybean. Another example, Dimension Magic and Word Magic are combined together to forge a dark prophecy either in a book or handed down orally regarding the mage's greatness. This prophecy

would be easier to fabricate in another dimension where great magi are few and far between but are rewarded with precious jewels.

Of course, there are special rules for combining magic. The spell's Dice Pool is made up of *both* Magic Skill Levels and a *single* appropriate attribute (Magical Aptitude or Theoretical Knowledge for Nightmare Tech and Candy Land. If using a spell appropriate for both Magial Apt. and Theory, then take the average of the two and round down.) This increases the power of the spell since the mage is drawing from two different magic schools. A mage might even combine three magic skills together for a greater effect! However, the cost in spells per hour is also increased. Two spells combined into one greater spell uses up two spells able to be cast in that hour based on SS. Three spells together uses up three spells per hour, etc

The Yidathroth universe is composed of a higher material. This makes it more substantive and powerful. The creatures, including Fiends, that come from Yidathroth are naturally stronger and can affect reality through magic. When Fiends go to the human lands, their magic gives them a lot of influence over the world around them. The more Fiends disrupt humanity and their way of life, the more SS they receive. Spells cast in Sha-la, especially around the simpleton species called humanity, our sworn enemies, are considered to be double in potency and duration.

Magic Skills

Black Arts: Is for changing reality itself, and very hard as well as time consuming to achieve. The Black Arts, usually performed in a ceremony, ritual, or psychodrama sends the will of the magician out into the aether where it has a chance of influencing reality. The ritual requires a few recurring necessities depending on the mage, for instance particular clothing, wand, phrases, candles, drums, chimes, flute, etc. A full ceremony might take anywhere from 10 minutes to over an hour depending on the desired effect vs. probability of the outcome. The change may come in an unexpected form, if it comes at all. Some changes seem like coincidence and other alterations are so exact and profound that it is obvious that potent black magic was involved. An easy result may yield a favorable word of mouth from a friend. A complex result might generate an intense lust from a certain girl. And an unimaginable one could curse someone to a horrible death sometime in the next few months.

Blood Magic: Affects the blood. Having the blood of others while casting can tell you a lot about that person, where they've been, what they seek, etc. Magically imbuing your own blood and giving it to another can make them start to desire, respect, or fear you.

Candy Land Magic: This involves the summoning of nonsensical, childish things such as: candy canes, jelly beans, sugar plum fairies, rainbow slides, etc. However, all these have a creepy and diabolic influence. Things are not right with these sweet objects, they cannot directly harm a victim, but instead lull him into a confusing state of happiness and comfort. Candy canes can make a gateway to block pursuers, jelly beans can drop from the sky and disorient opponents for a round, sugar plum fairies can fly to a victim and

converse with him as a distraction or decoy, a rainbow slide can provide a hasty retreat, etc. Other uses can be found too, a user of Candy Land Magic could conjure sad marshmallow clouds of gore and entrails to hide in, for instance.

Candy Land Magic comes from a different plane just like Nightmare Technology. It is a realm of hideous silliness and frivolity, a dimension ruled by a slaving, unholy childlike deity! This Magic Skill also uses Theoretical Knowledge as its Dice Pool instead of Magical Aptitude.

Dimension Magic: Tapping into other dimensions in order to change things, hiding oneself or an object in a pocket dimension, or one may try to communicate with things in other dimensions. Perhaps the mage could take something out of a familiar dimension?

Dream Magic: This can affect one's dreams as well as others. It can yield nightmares, inspirational visions, glimpses of the past, present, and future; and communication between great distances. An experienced dream magician can send his own "dream self" out to others awake or asleep, the dream self is incorporeal and at the whim of the magician himself. The dream self is an important part of the waking self, and what happens to one can eventually influence the other.

Flesh Magic: Changing one's flesh and bone structure, as well as, others. Ripping someone's arm off with a complex result might do 3 points of Vitality damage that the victim's endurance cannot absorb, failing a Magic Resistance and Will roll that is. In time, most likely an hour or so, the arm would reattach itself and the wounds would heal of their own accord.

Fungus Magic: Grow and/or find fungi, the vegetation that feeds upon decay spreading their spores that produce a psychoactive or psychedelic state. These states grant the seer metaphysical answers to life, the universe, and everything. Or cloud the mind and lead to delusion and insanity.

Hideous Twilight Magic: Creates illusions and unreal things. An Easy result would produce a box in mid air that people could see and touch lasting a few minutes. A Complex result might create a large fire with animals burning within. Those around could see it, hear the flames crackle and the screams, smell the burning flesh, and feel the heat emanating from the fire. This illusion or unreality might last an hour.

Hyperspace Sorcery: A different kind of wizardry altogether. Hyperspace Sorcery allows one to move through space, time, dimensions, and in some cases universes without any type of physical craft or ship.

Mask Magic: Wearing a particular mask to superimpose qualities onto oneself, becoming another physically, mentally, and/or spiritually.

Nightmare Technology: Nightmare tech is a magic skill that can be used to mimic human technology with monstrous and eldritch results. Technicians of Nightmare can tap

into a place of disturbing visions to find the seeds that grow Soggothian servitors, or to create a somewhat living thing that can be used as an infernal tool. Nightmare technology is an all-purpose, add-on form of wizardry that can have almost any function and works well in conjunction with other objects, people, forms, ideas, or magic. However, it is relatively insignificant when used alone. Nightmare technology might enhance another form of magic to give it a dark awareness... qualities of a black living ooze with amorphous ink-colored tentacles and slime. It can make a magical puppet into a puppet of flowing, thinking darkness so that it can fly or grapple someone with its new ichorous tendrils. The magician with this skill could make a magical plant live and breath with sentient oozing blackness making it grow shadowy heads that will converse with you in the night...

Unlike other Magic Skills, Nightmare Technology is used with a dice pool of Theoretical Knowledge + Nightmare Technology. And it can be used as many times per day as the character's Theory attribute.

Soggothian Creation: Characters can grow their own Soggothian servitor with the use of Nightmare Technology. Soggothian servitors are roughly humanoid sized, although their shape frequently changes due to their chaotic cell structure. They are composed of slime, tentacles, and thinking black ooze. Soggothians are not really slaves, since they are not bound to the mage. They have their own thoughts and desires, and unless they are infused into other magic, they usually just stand there until dissipating hours later.

Plant Magic: Plant Magic is the art of growing weird vegetation with magical properties. Ideally, you could use Plant Magic to sprout vegetation that can produce certain fruits, vegetables, petals, mouths, atmosphere, etc. A plant can be grown for the purpose of good luck, cursing, detecting something, hiding something, or becoming a mage's familiar as well.

Puppet Magic: Creating puppets as magical entities that obey your will. Puppet masters can see through the eyes of their puppets, talk to others through their puppets, and occasionally drain them of life to temporarily increase the mage's power.

Shadow Magic: Create and control light and darkness, advanced magicians can become the shadow itself.

Word Magic: Control words, change words and their meaning. Having someone blurt out something inept might be Easy, while making several people believe that you spoke against someone's torture after the fact might be Complex.

Character Goals

Besides simple destruction, magic, and scheming... what else is there? Hope, power, truth, annihilation, understanding, transcendence, gnosis... call it what you will. Some fiends know it as the Awakening. There is more to life than what we think. That is the

reason that magic works at all. Characters are initiates on the path of the Dark Way. As apprentices, they have taken their first steps into the unknown. In the end, everyone creates their own meaning in life. They build the walls of limitation and paint them the colors of personal expression. It is beneath those walls that the answers hide. Only through realizing our self-imposed confines and escaping them can revelation be found.

"The only clear view is from atop the mountain of our dead selves."

-- Peter Carroll

Player Character interaction is sometimes adversarial; although good sportsmanship is still important. All I'm saying is that good role-playing should be rewarded, players should respect the GM, and the GM should be open to player input. Maybe exceptional role-playing from the character and high integrity from the player should get an additional Experience Point or some other bonus? If the GM believes that everybody at the gaming table did an outstanding job, then everyone should be awarded the extra point or something else of value.

Let me talk a little about what I'm trying to achieve in Empire of Satanis. Basically, what is game play supposed to be like? While combat is nice, very nice sometimes, this game is more about creating an interesting story revolving around the Fiendish player characters. Even more than that, it's about achieving power, blasphemy, and revenge over all those normal people and civilizations out there. The characters don't have a chance of overthrowing Satanis and the other evil Gods of Yidathroth. However, there is a chance of improving their station in life by Machiavellian scheming and ritual assassination. However, there are many other Gods, races, ideals, and world-views that need to be smashed, ridiculed, mocked, pissed on, poisoned, choked, blasphemed, and annihilated. A million worlds filled with a billion of Fiend-hating scum exist in Sha-la. Time to do a little inter-universal house cleaning! That means that K'thana might be a temporary haven for the characters between invasions into the human realms of Sha-la.

Character Creation

Characters are built with Character Building Points (CBP). Each new character is considered to be relatively new to the life of adventure, and gets 36 points to buy Attributes and Skills. Each point, or level, that goes towards an Attribute, higher cost skill, or a Magic Skill costs 2 CBP's. Each point, or level, that goes into a non-magic regular skill costs 1 CBP. Players are encouraged to make well-balanced characters that have some ability in a number of things. The maximum number a new character can have in an Attribute or Skill, magical or not, is 3. The final maximum for any character, old or new, is 5. Each CBP that is not used can be turned into 50 zirkas.

A character can get more CBP by contributing to the game and helping the GM and the gaming group out. Contributions can come in the form of keeping an adventure journal. Ideally, each player should keep a separate record of one of the following: The changes that have been made over the landscape and reality during the scenario; keeping a log of

the story, plot, hints, clues, turn of events, and story alterations; what could be changed/improved on to make EoS better suited to your needs; and keeping track of the successful magic used during a session – what forms it took, who cast it, why, and changes it had on the adventure/campaign. Additionally, contributions might come in the form of snacks, soda, pizza, artwork, poetry/short stories, etc. At the time of character creation, if a player wants to contribute to the game he should get 2 extra CBP's. After each session of decent contribution, that player's character gets one extra experience point.

Attributes and Skills can be raised through experience. For each adventure of 3 to 5 hours length, each character should get about 3 or 4 experience points. After the adventure, the characters can spend any accumulated experience to better their characters.

It should go without saying that characters that have a zero for their attribute score have no ability in that area whatsoever. The character with a zero in cunning and make no attempt at being cunning, not even if he has 3 skill levels in Disinformation or what have you. The person with no Attraction is the most plain, boring, non descript creature you could find. The person with no Practical Knowledge has been sheltered by his mother for the whole of his life, never being allowed to play outside, talk to others, or be exposed to anything with the potential of being mildly hazardous.

Every character starts with 1 in SS and 1 in HP.

Experience

This is how characters get better. Attributes and Skills can be raised through experience. For each adventure of 3 to 5 hours length, each character should get about 3 experience points. After the adventure, the characters can spend any accumulated experience to improve their characters. Once Experience Points have been spent, they are gone. Characters will have to keep adventuring to get more EP's.

4 x current score in Experience Points (minimum of 4) = 1 Attribute increase.

2 x current score in E.P. (minimum of 2) = 1 non Magic Skill increase

3 x current score in E.P. (minimum of 3) = 1 Magical Skill or higher cost skill increase

Color of the Magical Spheres of Influence

One of these must be picked at the time the character is created. Not only will this choice affect the character's sphere of influence, domain, style, and shape of magic... it will also determine shades of his personality and sense of self. This is very important for magic, because a spell will try to conduct itself in the manner of its color, if possible. Trying an

action or casting a spell that correlates with one's color sphere will give you a +2 to your dice pool result if used in conjunction with embellishment and detailed description. Although if a character tries casting a spell that has nothing to do with his sphere of influence and the majority, or all, of the dice rolled come up 1's, then the GM can surprise the player with an unintended and tragic effect – perhaps his color is taking revenge on him. Someone with Red that tries to use fear and gets a lot of 1's, might turn the intended victim, or the caster himself, into a hateful rage instead.

A character's focus and place within fiend society is directly related to the color a character belongs to. Those of the same color might trust another more (or know to distrust them more and why) than he would his own race of a different color. The color doesn't change the person physically, for instance a person of the yellow color sphere doesn't have yellow flesh. However, he might very well wear a yellow cloak or personal symbol. A magician's spell will produce a flare of that color momentarily for the observant to see.

Some colors are ostracized in certain quarters of the city. Every so often a single color changes the hue of the three moons, blanketing the city, and influencing behavior towards that particular domain.

Black: Death, Tyranny, Dishonor.

Blackish Green: Entropy, Decay, Degenerate.

Red: Anger, Wrath, Aggression.

Deep Orange: Excitement, Frenzy, Confusion, Panic.

Topaz: Blasphemy, Sacrilege, Indignation.

Yellow: Fear, Madness, Horror.

Bilious Green: Lust, Vanity, Pleasure.

Eldritch Green: Alienage, the Unknown, Outsideness, Corruption.

Light Blue: Tranquility, Balance, Patience, Reflection.

Indigo: Metamorphosis, Change, Rebirth.

Purple: Pride, Social Standing, Authority, Nobility.

White: Order, Unity, Honor.

Crimson: Power, Revenge, Self-Righteousness.

Brown: Stealth, Trickery, Slyness.

Pink: Lies, Contrariness, Frivolity, Cruelty.

Metallic: Psychological Torment, Mind Games, Oppression.

Grey: Insecurity, Arrogance, Betrayal.

Opalescent: Freedom, Diversity, Chaos.

Turquoise: Ancient, Foreign, Esoteric, Enigma.

Midnight Blue: Indignation, Physical Suffering, Remorse.

Violet: The Bizarre, Surreal, Strange, Weird.

Orange Flame of Emerald Lavender: Conviction, Individuality, Anti Authoritarian, Non Conformity.

Deformity: Satanis and the other Gods favor those who have let the waves of disturbing chaos, corruption, and horror wash over them. Those Fiends who are disfigured or deformed in some way due to their natural vulnerability to the “black matter” of Yidathroth, gain the favor of Satanis Himself. A Deformity is granted when a Fiend reaches a Social Standing of 6 or better.

1. Head grows larger, disproportional to the rest of the body. Curvature of the skull becomes more pronounced, revealing grotesque angles, ridges, and shapes. One eye swells up, the other shrivels down to pea. Great bat-like wings sprout, Fiend can fly in the air and through space.
2. Several slimy green tentacles sprout from the body, hands and feet become webbed, one hand becomes a large crab claw. A thick, molasses-like slime constantly drips from their pores.
3. A host of eyes cover subject’s back, forehead bears the mark of worm and each leg becomes a worm itself of similar size to the lost leg. Membranous insect wings sprout from it’s back allowing flight through air and space.
4. Arms are elongated and covered in scales that end in snake heads, ears fall off and are replaced with long, prehensile feelers/antennae. Fiend can swiftly “swim” through air and space as if the atmosphere was heavy as water.
5. Subject becomes the height of a dwarf about 3 feet high. Flesh is drained of color, it’s tongue grows long and thick, and feet become cloven hoofs.
6. Lower half becomes that of a large spider. Eyes sow themselves shut, subject can now see with his mind.

Examples of Dice Pools

Trying to bribe an authority figure: Cunning attribute + Politics skill

Trying to maneuver a hovercraft: Agility attribute + Ride & Drive skill

Squelching a minor rebellion by putting a subordinate in their place Will + Ridicule

Bench Pressing 300 lbs.: just your Brute Force

Wriggling out of your bonds or a tight, confining area: Agility + Escape Artist

Knowing how much an antique laser sword is worth: Practical Knowledge + Appraise

Knowing the history of a certain antique laser sword or magic wand: Theoretical Knowledge + Create Magical Weapon

Casting a Dream Magic spell: Magical Aptitude + Dream Magic

Slashing an enemy with a sword: Brute Force + Melee Combat

Getting out of the way of an oncoming blow: Agility + Dodge

Slapping some paint on a canvas and passing it off as genius: Cunning + Artistic Expression

Just plain lying to someone: Cunning + Deception

Quietly negotiating oneself around a spiked pit: Agility + Stealth

Quietly negotiating oneself around fiends in the dark: Cunning + Stealth

Intimidating someone into submission: Will + Overawe

Scanning the area for probable assassins: Practical Knowledge + Assassin's Art

Blending into surroundings, even when faced with strange customs: Attraction + Etiquette

Convincing someone to lend you money for mutual profit: Attraction + Finance

Resisting torture, getting through a brutal workout regimen, or surviving the effects of poison: Endurance + Torture, Endurance + Survival, and Endurance + Poisons & Drugs.

Stuff to Buy

Guoa-asht and human/Fiend hybrid start with 500 zirkas. The Guoa-asht come from high born and wealthy families. Hybrids get to keep half of the money once their human family and relatives are sold into slavery. Other races have no money to their name, unless the sacrifice CBP for ziraks. They begin in poverty just as their ancestors did when they were exiled to K'thana. This is a test of their mettle, and they must survive using their wits and talents.

Some magic weapons give a + 1, + 2, or even a + 3 bonus to the Attack Number. These weapons were forged in the lava pools of Veech under the blood red gibbous moons of K'thana. Great care and evil went into their creation. They are expensive, highly sought after, and well guarded.

A night with one of the illustrious tentacled whores that K'thana has to offer costs about 10 zirkas. A mug of wyrm cider costs about 2 zirkas. And a room for a night in the plethora of inns and rooming houses in K'thana costs about 5 zirkas.

Buying a slave that will serve for all of their life costs 100 zirkas or possibly more if they are skilled or gifted at some task that is in demand.

Buying a Mooja riding lizard that can carry one person costs about 150 zirkas, however, they move very slowly. Although it's better than traveling for days on foot.

Infernal Equipment

Dream Senders: Machines that concentrate the operator's Dream Magic to send a particular dream to a particular person. Dreams are very important in K'thana, in fact they are essential to the entire universe of Yidathroth. Some say that one's dreams are more important than reality. These visions in our slumber are more than random firing of neurons. Perhaps a whole adventure or slew of scenarios could all be placed in the Fiend character's "dream world".

Dreams access a part of our unconscious mind which has direct ties to the mysterious fabric of energy and vibration behind reality. Both the subconscious and the spaces between dimensions are flowing, black rivers of the primordial unknown. That realm is both unnameable and unrealized. However, dreams are a way into that ineffable space that doesn't make sense, a disjointed fracture of perspective that mirrors the world as it *should* be.

Dr. Lochian's Morbid Dream Factory in Fever Row is such a place. The Morbid Dream Factory is in the business of supplying dreams, mostly nightmares actually. His machine sends the dreamer their special vision, some of these contain important information, and other dreams are experienced for pleasure. There is no limit to a Dream Sender's

repertoire, whatever is required... is sent. To send a particular dream to oneself or another, costs about 10 zirkas. A Dream Sender Machine costs about 1,000 zirkas.

Aquatic Glyphs of the Blood-slicked Sea: These angular, infernal symbols are etched into a flat, pale, aquamarine stone about 6 inches in diameter. The aquatic glyphs were created by huge and intelligent fish, Leviathans. These Leviathans feed upon the blood that pools in the Blood-slicked Sea, they are also the dominant species and have learned to expertly negotiate and arbitrate delicate situations. The stones can be used to summon a Leviathan to the one who possesses these infernal glyphs. Once summoned, the giant squid thing swimming in a self-contained floating oblong tank of bloody water, will attempt to settle a dispute. Occasionally, the loser of the arbitration will be taken back to their aquatic kingdom for a lifetime of slavery. An aquatic glyph once used, disintegrates into nothingness. costs about 100 zirkas.

Void sabers: Sometimes referred to as “annihilation blades” are weapons made of pure energy from the void. They are light weight and deadly. Specifically, an void saber is a slender, shiny black hilt with a beam of colored energy hot enough to melt through solid steel. When activated, these give a bonus of + 2 to the wielder’s Attack Number *and* Defense Number! A laser sword is worth about 400 zirkas when they are offered at all. These cannot be bought anonymously in some buy and sell shop down the street, laser swords are elite and dangerous weapons. It is considered presumptuous and arrogant for an apprentice to even carry one.

Unseen Spear: A spear that remains invisible all the while it’s used to kill. These rare magical weapons are effectively utilized by assassins and treacherous murderers. The generally go for 300 – 500 zirkas.

Scimitar of the Indigo Flame: Each time someone is killed with this weapon, it turns the wielder into an exact physical copy of the victim. This lasts for approximately an hour.

Ring of Decrepitude: This ring can shrivel an opponent at a range of 20 feet after 3 rounds, the victim must be within 20 feet of the ring and ring bearer for all 3 rounds (about 30 seconds). The ring can be used once per day. Cost: 2,000 zirkas.

Diabolic Armor: comes in light, medium, and heavy. These give a protection of +1, +2, and +3 respectively. The fuel it takes to power the Diabolic armor takes away from the wearer’s magical energy field, effectively reducing his Magical Aptitude attribute by 1 per level of protection. Light armor costs about 200, medium costs 500, and heavy costs 1,000 zirkas.

Colored Weapons and Items: When a weapon/item is created, if the design is grand enough and the time is taken to imbue it with mindfulness and purpose, a Fiend may tune it with his Color Sphere of Influence. In that case, the weapon is suited to a particular kind of task or assignment. Let’s say a Fiend has a magical tarot-like deck of cards he’s made and attuned them to his own personal Color (the color borrowing skill is

acceptable here too) which is Purple. The intended effect is for those who see the cards to instinctively see the character as a noble of K'thana. Not only does he get the normal + 2 for the character attempting an action relating to his personal Color, the colored magic item also gives him an additional + 2 bonus to whatever result he rolls. A Fiend of a different color could use that same purple tarot deck for the exact same purpose and get a + 2 modifier. Color-specific modifiers are still dependent on player/character detailed description of surrounding circumstances. These specialty weapons should be notoriously hard to come by, take forever to produce, and/or expensive.

Possible Scenarios

1. Characters are sent on a bug hunt mission to kill and/or study some dimensional creatures beyond the city of Frier.
2. K'thana is being attacked from without by human invaders. Search and destroy.
3. Characters are sent to Earth or some other human world in Sha-la to infiltrate, collect information, sabotage equipment, or to select humans for execution and then carry it out.
4. An illicit entertainment baron needs some creature smuggled into, or out of, K'thana. He has decided to hire the characters.
5. Each PC gets to give and receive lessons in torture, seduction, friendship, and betrayal.
6. Characters leave Yidathroth for Sha-la in hopes of becoming heroic victors against humanity and other alien races they come upon.
7. A festival of masks is taking place. Characters must prepare for the celebration by sneaking into the human lands, smashing a statue of one of their weak gods, and then bringing the pieces back to Frier.
8. An area in the far corners of the Yidathroth universe is ripe with "sub reality energy fields", this could make the characters demi-gods if they can get to it in time and then survive the challenges...
9. A prominent demon from a distant land has a business proposition... become his personal warlords and world shapers. Others desire this opportunity as well.
10. An alien species and a human settlement are having peace talks. Peace is the occupation of the weak! Characters make plans to ruin it or take advantage of their enemy's stupidity.

11. Some weird, new power is discovered in the swamp. Demonic tribes have begun to worship this hitherto undiscovered dark force in nature.
12. It has come to light that the desert of Nyibb swallowed an evil temple long ago. Something from the temple has awoken.
13. A dreaded octopoid God is sending visions to certain Fiends. Those who seek power are summoned to His underwater city of R'leyh for some purpose...
14. PC's find a suitable planet for conquering. A few minor rivals make things interesting at first, then some seriously powerful angelic guardians oppose them.
15. Tumultuous romance between a flesh hook girl and a character has spilled over into a Fiend's smuggling business. The girl is trouble, but she has some intriguing ideas of how to make some fast zirkas.

What else to say...

This game is yours, do with it as you will. EoS can be taken in many different directions from hack and slash to investigative storytelling. To me, the genre and setting are most important. Character creation is next, followed by rule mechanics. I tried to create a RPG that is realistic while remaining fantastic, as in fantasy. Time has been taken to balance things out, so that power gamers don't overshadow everyone else. Thank you void sabers, candy land, and nightmare tech, and all the myriad skills.

GM's, let the PC's be "overpowered" and near almighty. Most games allow characters to have a moderate amount of power after months of gaming. EoS delivers the goods almost immediately. The PC's will get a little out of hand and might seem like minor Gods on some backwater human world. That's ok, feel free to throw a monkey wrench in every now and again, but try to resist the temptation to "keep the characters in their place". EoS is about freedom and living large, also about weirdness and horror. If a PC wants to do something beyond his ability, or the scope of this game, but it fits in with the unsettling paradigm your looking for – then for Satanis' sake, let it happen!

This universe could use more creative minds. So anyone that wants to build upon the setting I've created, let me know. Perhaps you could write a supplement on a specific region or write an adventure? New Empire of Satanis material can be found here on the net: **www.CultofCthulhu.net**

Let me know how the game works for you. I like feedback. This is not just a game. For the fiends that dwell in K'thana, this is their reality. Tread wisely and use your sorcery well!

Invaluable assistance was provided by my two chief playtesters: **Sam Friedman** and **Jason Raether**. Thanks guys, you made the game more oblique, hyper-extended, and resolute. The guys from the Forge helped with good advice too, thanks **Paul Knipe** and **Scott Czege**.

Game Mastering

A few suggestions... if you are planning on setting most adventures in K'thana, then begin adventures in the same location or use a few stock locations frequently. This gives the characters the feeling of familiarity, and allows them a place to freely socialize, gather information, and get into character. Someplace like the Deceased Visionary Inn and Tavern, a shady S/M parlor, or the council room of the Insidious Order of the Ninth Angle.

GM's should try to lead by example. If you want a certain atmosphere or motif in a game, then use that in your descriptions right from the start. When the PC's see that this is a dark and violent game, or surreal and dreamlike if that's your taste, they will follow suit. Don't feel you have to resort to hack and slash to get the game moving or keep people entertained. Develop a few non player characters and then give them layered plans and motivations. Somehow their goals intersect with the PC's lives. Feel free to make some things/creatures immune to weapons, where knowledge is the key. The power to destroy or subdue a thing lies in a musty old book that must be studied and poured over. That forbidden lore in turn leads to a hidden race of creatures who would like to help the Fiend species...

Likewise, the GM may want to explore Fiend civilization and get into the role-playing of what it's like to be an ancient demon tied to your brothers by blood, God, and a billion souls of opposition from the next universe over. Fiend society and culture is a rich mine of horrible and bizarre intrigue. Their whole reason for being stems from their nonconformist philosophy and spiritual paths. What if our primitive human race all became radical free-thinking individuals and power-hungry madmen at the same time. No thought to conscience, guilt, remorse, regret, or the suffering brought upon others. That is who the Fiends are, except their physical appearance now resembles their blackened soul.

Characters need a reason to struggle. Empire of Satanis is all about reaching out and going beyond. A Fiend is an individual that always tries to go beyond its current boundaries. They are the over-the-top residents of a brutal, satanic realm. Self-development is important to most Fiends, as is changing the outside world to their personal image. Altering life as their enemies know it is also paramount to Fiends as a collective species. The Vahs-vra, Malahko, Zibza, and Dourge would like nothing better than to conquer all of Sha-la and rule their spacious new universe together as brothers.

K'thana

If Yidathroth, a small and closed universe was as large as our Milky Way galaxy, then K'thana would be the size of the United States. The mighty metropolis of Frier would be the size of Wisconsin. The realm of crimson chaos, such a strange dimensional realm. Some times are brighter, others darker, but dusk seems to hang for hours between these states. It is never sunny, occasionally pitch black, and frequently just a continual haze of crimson twilight. And every so often a thick fog rolls in.

Creatures

Akturian Heads: Vile green severed heads that float around of their own will using magic to harm or enslave others.

Worm things: From huge worms with a human face that wander the desert and uncivilized wastes of K'thana to the smaller, one-eyed variety who trade in slaves and precious jewels. The former destroy, the latter are sly and just as dangerous.

Maurading Jellies: Gelatinous, amorphous, and translucent entities whose touch is paralyzing to fiends. They are thoroughly resistant to magic.

Formless Shambler: An agile concoction of insect, lizard, flower, and rotted corpse. It squirts acid from its scaly petals which burns the skin terribly.

Dimensional Spawn: Creatures that change their shape like chameleons. However, the new form always has an amber glow to it. The Dimensional Spawn try to infiltrate a group and kill them all one by one.

Zuunda Ape Creatrues: Ferocious, rampaging beasts who live in the wilds. Like Tasmanian Devils on earth, they are constantly in a state of agitation and hostility.

Bloody Leviathans: Giant squid things that live beneath the Blood-slicked Sea. They are intelligent aquatic life that adapted to this infernal dimension millennia ago.

The Crimson God Satanis

The obnoxious aroma of heroic corpses wafts from His torture chamber. We, the Brotherhood, peer at Him with hungry, verdant, blood-filled, lidless eyes. The residents of Yidathroth know the strength and power of Satanis the Crimson God, it is all-consuming and omnipresent. Nevertheless, the Brotherhood does not bow and scrape before His unwholesome, apocalyptic imminence. The alien, demonic races that have been chosen by Him approach as His brother and friend.

Satanis belongs to a race of antediluvian Gods who are so singularly indefinable and alien to our understanding, our consciousness, and our world that they are beyond us in every conceivable way. They are gruesome in their wisdom, their hideous truth is unbearable to all but the most strong willed individuals.

Satanis is akin to the octopoidal monstrosity that dreams in deathless sleep, Dread Cthulhu. They, and a few others we are distantly aware of, are the old ones who have existed before time and space. Their consciousness is enmeshed in an unspeakable paradigm that sees *through* the universe and melts the concreteness of reality with bizarre cerebral vibrations, burning it like a midnight sun.

The new Gods are those who have such a prominent will, such a powerful sense of self, direction, and insight into the *Dark Way*... that they have risen to the Pantheon of Horrific Malignancy. They are blasphemous divinities such as Odhra-guoa the Life Drinker, Drekth-crom of the Hideous Twilight, and Leedra-rive the insect God, leprous and discordant. Even now, fiend monarchs are poised on the edge of ascension, ready to join Satanis and stand beside His almighty throne.

That is the purpose of self development, reaching the gnosis of magical revelation! To become a God by way of breaking out of the prisons: reality and the self.

The Age of Undoing

How would one describe the exodus into the Yidathroth universe? Nothing greater than the death of everything you believe, and the rise of everything you fear. Have you heard of the Revaluation of all values by Nietzsche? It is an uncompromising philosophy of imagining oneself outside the noise and chatter of one's contemporaries. It allows one to re-envision life with new principles and behavior. The things in the dark that were humanity, are no longer.

When a people have been spiritually destroyed, a change in perspective is required. The men, women, and children who were exiled from Sha-la understood the relative nature of morality and ethics. Sometimes evil appears to be good, and good appears to be evil.

Finally sentenced to the satanic dungeon where the brutal thugs and warped intellectuals belonged, the brotherhood had to rebuild themselves. They cast a new shining ideal into the fires of being and nothingness. This new sheen was not from the glimmering of fresh innocence and purity... it was from the viscous slime of grotesque foulness and corruption. Instead of reworking their old, tired vision of themselves, they started anew from a diabolic self-righteousness.

They purified the way with a positive nihilism, a foundation of void, oblivion, and meaninglessness. It is said that nature abhors a vacuum. The emptiness was soon replaced by a gleeful sadism. Following that were anger, revenge, resentment, hate, and

fear. The men who forged their black hearts and souls in this new dimension grew stronger. Individuals strove for self-perfection and consciousness expansion. They realized that the mind and the will were potentially greater than reality itself. This led to a philosophy of black magic and would have become a golden age, if it were not for the aforementioned negative emotions which haunted them.

Internal war erupted and nothing was sacred. Survival in this hellish nightmare became the most important, men turned into animals and evolution was all but lost.

The Age of Rebirth

All the while, Satanis had been watching. Yidathroth's new tenants could no longer be considered human, psychologically. Although physically and spiritually they had not evolved at all. Satanis, as well as, the wisest the Brotherhood, knew that man was unfit to disregard morality. And with the approach and transforming influence of Satanis, the Brotherhood had evolved. Born originally of weak flesh and squabbling inner turmoil, now they were born again of an unimaginable, extra dimensional entity with the potential for Godhood. Now aligned with Satanis, the shambling, dripping, green blooded, marauding terrors of the night worked with each other to improve their civilization and culture. The entire ruin of a displaced species had been averted.

Satanis also stepped in to guide the fiends as their own power grew. Their God became Emperor and guerilla fighters and street killers became an organized military structure – the Imperial Murderers. Authority returned and aesthetics were respected. A new age of rebirth was upon the Fiends. It is spoken that a new age of undoing is just now upon us as the gateway to Sha-la lies open. Her destruction, and eventual rebirth, will be sweet...

The Abyss of Making

The abyss of making is a wellspring of strange divinity guarded by a race who transubstantiated themselves from flesh to pure spirit. The naked souls of these creatures appear as a weird, bright glowing green vibrating light. These spirit things are called the Spirit Folk, shuffling and yammering around their yawning chasm leaving a trail of ectoplasmic goo behind them. Their very touch turns one into a yellowish green solid crystalline plastic.

The abyss itself is a void that spawns insane creations. It is an unregulated factory for disturbed dreams and cast out visions. Some have witnessed clowns that moved like snakes, large blue skinned cat people that could only exist in deepest shadow, two headed babies that breathed darkness and muttered darkly on the geometry of entropic spatial dynamics. Others have peered into other worlds where priests worshiped abominations that had washed up on the shore of a dead, grey beach. These abominations were Gods of slippery, sea-muck, clumps of fish flesh, seaweed with muscle and nerve endings.

These priests honored them, they prayed to the washed up beings who couldn't walk, couldn't speak, and were barely sentient at all. And yet the priests of that world devoted themselves and the entire birth of the universe to these seaweed and fish muck divinities.

Our father Satanis raises His membranous eye to the abyss of making when proclaiming the glory of horror. He watches the abyss the way an overprotective mother checks her infant. The Yidathroth are his true children, of course, but the deep place of creation is His foul, obscene, oozing birthing pool.

Perhaps the vibrating glowing green light hovers over the pit for signs of a new kind of offspring. A creature that will murder itself upon arrival in order to save the universe the time and trouble of doing it for them. On the other hand, the Spirit Folk could be waiting for an stoppable leviathan that will slay every living and dead thing in all places...

City of Frier

Frier, the largest city in the realm of K'thana. Upholding ideals that are cosmopolitan, progressive, liberal, and tolerant in a framework that is nihilistic, decadent, draconian, xenophobic, brutal, and ancient. Ah, Frier. K'thana intensified. Where the rain lightly falls, gently tapping upon the crooked window panes. Above the rest of the world, squatting awkwardly on a mesa like a jeweled dagger about to slip off a velvet pillow. Many tiered, never wholly envisaged or understood. Frier. It is the fashion to habitually wear black cloaks over fanciful, multi-hued, peacock frockcoats. The dual expressions: somber and dramatic. That is the city of life! An overgrown garden of the perverse that blooms by the constant dark droning that no one can identify, much less pinpoint. An obligatory hum as if some generator lived only a few streets away.

Frier is the city of fast fashion. Never the same play twice. Never the same people met. Not familiar, only strange. A new artistic movement every month. A new philosophy every day. Modes of being rise and fall like the crests and troughs of the Blood-slicked Sea. There are shops for everything, guilds for nothing in particular. Citizens of Frier desperately grip anything that might suddenly become a stabilizing force, a railing to grasp as they begin to fall down a long flight of badly lit stairs.

The streets are lit by gaslight. Their absinthe green illumination fading before the next wrought iron light pole appears. High society wear the ostentatious wigs in the scheme of pink, purple, scarlet, chartreuse, and flame. Think 18th century Paris, France on LSD. Amadeus Reinhart, the Avatar of Excess who presides over the inner city's Mardi Gras atmosphere, smiles upon his subjects. Tonight is like any other night in Frier. A madman's paradise. Look up as you enter the city of life, you will see above the gates a grand sculpture of two masks. One is laughing, the other is most definitely not.

Tentacled Whores

Once there was a prostitute on Blow Street, she refused a very prominent mage her girlish attention. The mage fervently courted her until she acquiesced. The prostitute and the mage began a relationship; however, the wizard demanded that she keep her streetwalking. Things progressed, and the night before their wedding she invited a client back to their abode. She used her succulent hands to massage her client in front of her husband-to-be. Her betrothed decided at that moment the nature of his longstanding revenge for her refusal in those early days. The mage forced her client to saw off her hands while he watched and prepared a spell. Magically replacing her hands with soft green tentacles, he felt satisfied with the way of things. After they had married, the novelty caught on amongst those in the black courts, and from then on all prostitutes were forced to bear tentacles instead of hands. In the last few decades, the cosmetic and magical alteration has included the forearm, as well as, the hands. Tentaclephilia is now one of the largest established fetishes for the Yidathroth.

Lifestyle

Coffins: Just about every Fiend sleeps in a coffin. These places of rest are often personalized to reflect the aesthetics of their owner. Some are candy cane striped with irregular curves and waves, others are angular trapezoids shiny and black, while another might be a heavy ornate rectangular metal monstrosity. Coffins protect the sleeper from visitors when K'thana is most light. It also allows one to not be affected by any sort of magic while away from the waking world. All coffins are imbued with a magic resistant field for their protection.

A Holographic World: Fiends can affect the Yidathroth universe a lot less easily than Sha-la. Yidathroth is home to Gods of wizardry and chaos, divinities who manipulated reality from the very beginning of their reign. They and their spawn have become relatively immune to magic.

Sha-la, on the other hand, is a universe of technology, science, and the concrete laws of physics. Because mankind and various races of their universe have never truly embraced sorcery, the laws of Sha-la have no immunity. Humanity is entrenched in logic which leaves them extremely vulnerable to dark arcane of any kind. Magic still works wonderfully for fiends who cross over into Sha-la, so much so that many Fiends stay around humans permanently as warlords or demigods.

Religion: Fiends pray, or should I say prey, by being successful in life. A personal success for a Dourge is a divine success for Satanis. Certain rituals are observed depending on the season or the need, but abstract worship is valued little compared to real world efforts. The Gods live with fiends in their cities; they can simply visit their temples, converse with them, and carry out their God's orders. That is devotion.

Entertainment

There are many forms of liberty and vice in K'thana, especially in the city of Frier. And the place for entertainment in Frier is the green light district where green flame lamps light that whole vile section of the city.

Flesh hook girls: Naked girls hanging from flesh hooks attached to chains. These girls randomly pierce parts of their body for the satisfaction of the onlooker in hopes that a few zirkas will be thrown their way.

Fetish Chambers: Subterranean rooms where every sexual kink is explored.

S&M Parlors: Short for Sadism and Masochism. These clubs are for patrons who like to play games involving pain and pleasure.

Burlesque Palaces: Stripping establishments with stages and poles for exotic dancers.

Starlight: A non addictive drug that feels intensely good although people around the victim of this drug can change the physical structure of that person. With a thought of direct will, someone can make the Starlight user into a snake, a chair, or some amorphous horror. This is a psychoactive drug, like LSD. It is collected from particles left behind a star shower. Every once in awhile, there have been some accidents where the drug user is stuck in the last form taken as the drug wears off. Pushers are infrequent, but they can be found.

Maj pipe: A long glass pipe that is heated by the warmth of one's hands. It is used to smoke a crumbling substance not unlike brown sugar. The feeling from smoking the Maj is one of mild euphoria. However, one is completely in touch with one's physical and mental capacities. The imbiber gets flashes of wakefulness and glimpses of the universe's unity.

Theater of the Insane: A performance art movement that took up residence in a very old theater hall. This is where the conservative and the well-to-do mingle with the young and brash. The insanity performed is different every week. Always surreal, mostly unrehearsed, and occasionally poignant. This avant-garde troupe has something to offer.

Gambling: There are always games of chance in a world ruled by magic. Not cards, not dice, but centipedes. Black centipedes as big as your arm are thrown on a victim and people bet on the survival of the fiend. The centipedes chew on the demon until they've eaten all his flesh. A sport like this brings in people by the dozens.

Asylum of Satanis

The Asylum of Satanis is a black monolithic tower of smooth, cold marble. This edifice contains the discarded creations of fiend society. When something has been created by dark and strange forces, it needs somewhere to go. All the rejects, failures, and

incongruous weirdness is kept in the thousand and one rooms of the Asylum of Satanis. Doors lead to creatures, people, ideas, realities, dimensions, times, distortions, parallels, dreams, and fantasies that existed at one time in K'thana. The office on first floor provides a reasonably effective catalogue of the Asylum's contents. Though no one can be quite sure what has gotten where. The intervening years and the chaos within create unforeseeable discrepancies.

Soul Trade

Most civilizations conquered by the infernal citizens of K'thana are slain outright. There are some, whose hearts and minds can be turned to evil, that change the moment that the Yidathroth invade their land. These people, once considered outsiders among their own kind, become assimilated into the brotherhood.

Every once in awhile, there are defeated individuals who did not change and did not win the war to halt evil. These mortals are kept for study, as a pet, or to steal their soul...

The soul is coaxed out and then put into an object, such as a precious jewel. Sometimes the soul is kept in a jar, perhaps transferred into a partial-birth fetus which lived in the jar already? Unorthodox fiends who practice the art of Puppet Magic might enhance their living puppets with a life force of its own, completely distinct from the wizard who created the puppet. Suffice to say, the soul trade is big business.

The extraction alone necessitates a vodoun warlock along with many hours in the ritual chamber. The monstrous citizens of Frier don't like to see weak mortal spirit or flesh around the city. The nature of such innate goodness is revolting to them.

Alternative Magics, fetishes, and spells

There are many facets to the dark sorcery used by fiends. Some have intentionally been left blank for the GM to adapt later if he wishes

Sigils: Sigils are symbols infused with the magician's will along with a specific function. The mage comes up with a desire, writes it down, takes the prominent letters, and makes them into a strange looking symbol. The mage concentrates upon the sigil, putting his will and desire into it. Now the sigil is empowered and can be used to manifest the instructed desire.

The Black Mirror: This is made from a piece of glass, painted black on one side, once dry it is put into a frame, and ready for gazing into the black reflecting void to see into other universes, or the magician's inner-universe...

Colorless Geometry: Creates an anti-Color Sphere zone.

Vodoun: Taking body parts from people and then using them to torture someone from a distance.

Pallid Façade, Chaos Amulet Magic, Tomb Spawn, Inscrutable Enigma... these are to be embellished by player and GM alike.

Rule Clarifications

You don't add all the numbers together. Instead, you are looking for the single highest result. Let's say you have to roll three dice because you have a 1 in the Cunning attribute and a 2 in the Stealth skill. You roll a 3, 5, and 4. your final result is a 5. If you had rolled a 1, 2, and 6, then re-roll a die - you roll a 5, (6 + 5 = 11). If you roll a 6, 6, and 6, then you can re-roll 3 dice, let's say you get a 1, 1, and a 6. re-roll that guy again. Finally, you rolled a 3. (6 + 6 + 3 = 15) your result is a 15. Match that to the difficulty chart right on the character sheet and see how awesomely you crept past that human guard!

In the latest edition if your action/spell matches your character's Color Sphere of Influence *and* you used some detailed description in describing your action/spell before you started rolling, you'd get a + 2 to that result.

Fiction: Story One

Through the broken, narrow streets of Frier there is an ever-growing feeling of dread. That the time is approaching, there can be no doubt. In fact, a huge celebration is expected, and people of the towns are donning their fancy dress, drinking their expensive liqueurs, and are intently watching the dark red clouds choking out the evening sky. Almost as if there were few nights left to us.

I have taken my scepter to be jeweled with a soul by the ill-respected Vodoun Warlock called Sson. He gently holds the elaborate rod in his gloved hands, nodding as I tell him the impractical tale of how it came into my possession. I told Sson how the thing was owned by a creature in a black cloak and mask, how this creature took it from a place where nothing is familiar and everything is strange. I even divulged the nature of the deal I made with the black cloaked and masked individual. The sight of this scepter nearly made me dance with joy, so much so, that I promised him a room in the Abraxas Festhall. A place where unlikely wanderers are known to frequent. Abraxas Festhall, where the dark red mist hangs low in the sky as if the inn and the mist were exchanging dark secrets.

The ill-respected Vodoun Warlock called Sson was as anxious as I for the celebration to begin. Although, he too had heard ominous things mentioned of this relatively new season. The dark red clouds refused to part, and the old stars (or whatever was there) beyond the thick, crimson fog were nevertheless attempting to signal what was to come. Reluctantly at first, Sson agreed to jewel the scepter with a mortal soul. At double the price, considering the earliness of the season. I could not argue, so the scepter remained

in his gloved hands as the shop grew smaller and smaller behind me. The narrow, broken streets of these towns wrapping the gloom around itself like a cold, frightened stranger.

Fiction: Story Two

There were some corpses around. In the ivory shadows I could see they were exsanguinated. Small traces of blood carried from the wounds to elsewhere. I think I know what obscene brotherhood did this. We kept walking until we found an evening alley where we could quietly stand and smoke the Maj pipe, a crumbling substance, not unlike brown sugar, sifted into a long, glass pipe and heated by the warmth of one's hands.

The moonlight drifted onto the candy colored storefront behind us.

"Festive." Said one.

"A commerce in the occult." Said I. The vivid ostentatiousness of the façade had always been here and had always attracted me. Something that didn't belong, had never belonged, was now almost accepted like a clown riding the same crowded bus every day.

Just then a Lurigeatro in a garish harlequin costume appeared in the doorway of the candy colored storefront. The Lurigeatro told us to beat it. Apparently, this was 'a school for magic', and not a 'hang-out for lost youths'. I could not agree more and told him such, then asked to be admitted. After considerable hesitation, he removed himself from the sugar plum painted doorway.

Our whole gang walked into the 'magic school', smoking our Maj pipe and keeping our wits about us. We stepped into a large room, fanciful, pastel, and occupied by four human beings, as well as, our garish host. The humans did not move except to breath, they were unconscious and resting on plush couches.

"They are asleep and dreaming." The harlequin spoke as I gazed at his purple, yellow, and orange costume. "And if we have our way, they will never awake again." After a moment of uncomfortable silence, he continued. "We use their dreams, their exquisite illusions. It allows us to... *go farther*. It makes more things possible." He clarified.

At this point, the harlequin touched one of the sleeping human's on the forehead and motioned for me to do the same. Slowly, a euphoria began building in my brain. I was transported to another place in moments. A dimension that was so unlike our own, so singularly *unexpected*, that it made me cry out.

"You've seen enough." The harlequin said as he slowly took his hand away from the dreamer. "Meditate on this premise: what you know isn't even a fraction of what you don't." That last word made his voice trail off into nothingness while he watched, not me, but the fanciful pastel walls that kept the outside from getting in, and the inside from getting out.

Exiting the candy colored facade, the moonlight fell upon our lanky corpses filled with coagulating, bilious green blood. I hadn't always lived here in the towns of Frier, which was the largest and most prosperous city in K'thana. A decade ago, I was human. I had been searching for something greater than myself before the Yidathroth conquered my land and I became like they. Frier seemed built upon nothing substantial, constructed from material that isn't there, yet it stands triumphant in the face of "common sense". It is a city of dark magic.

Friday Night Horror Show into adventure 1

This story begins in the city of Frier.

The dark, swarthy, and dripping half Fiend / half human sorcerer Kla-lack sends you a parchment scroll via human slave messenger. The human slave is striped with red lashes from the whip and his spirit is clearly broken, you can see it in his dead blue eyes.

The old, yellowed parchment reads, "Brothers, I have found temporary passage into earth, but not earth as it is now... our former world in it's past. Just before our people ascended to the Dark Way, explored their magical craft, and were exiled. The year you arrived on earth would be 2006. Come at once, if you are interested... signed Kla-lack"

Kla-lack's abode is small and filled with strange angles, acute and obtuse, exaggerated and gradual. With his fingers, the half Fiend brushes his black goatee that extends to the middle of his chest. "Greetings my brothers. Here glimmers the magical portal through space and time!" Past him swirls a blue and gold cloud of crackling energy, a gateway to another world where pain and degradation impatiently wait... "Before, you go I must tell you of the potential dangers. Changing things in the past, or possibly not changing things in the past, may have dire consequences for Fiends in the future... our present situation that is. Keep your wits about you. Now go before the portal closes, there is no telling how long it will stay open.

Once through, the Fiends find themselves in a very large dark room with a beam of light projecting an image on a white wall, rows of seats face this wall of light and color, people fill the seats, humans. No one has noticed you yet.

It's Friday night at the movies. Young adults are watching a horror flick of a guy in a bear mask cutting up teens with a machete. Just before the Fiends leave the theater, the nutcase in the bear mask and machete comes to life, leaving the screen and jumping into the movie house. The PC's might have a chance to notice him as they are leaving.

Standard humans: attributes: 1, combat skills: 1

Eventually, it doesn't really matter in what order, the PC's will confront a human who has some limited ability in magic and Hideous Paradise, he is one of the ones who will ascend and be exiled. This character, Maurice, should make his limited powers known as

well as his propensity for being weird and creepy. Maurice wears all black, a pentagram amulet, military combat boots, and a scar along his left cheek. There will be consequences if the PC's kill this human, torturing or driving him mad is fine though. After a few hints, the GM might want to be more explicit that Maurice is one of their ancestors. His attributes are all two and give him one level of the black arts, word magic, blood magic, and flesh magic,. Combat skills are at 1

The other human is an ass kicker but he's a good guy too. He carries a gun. His attributes are all 3. Combat skills at 2. He doesn't know magic, but can overawe and ridicule with the best of them, he's got a 3 in these. The PC's should feel a little threatened by him, perhaps make him the leader of a small human gang?

A little bit later, the bear mask killer shows up again to attack the PC's His attributes are all at 3, his combat skills are at 3 as well. This guy also knows magic, he has 2 skill levels in Candy Land magic and Nightmare Technology. The creature can be reasoned with if intelligent PC's take the time and effort. The creature was summoned by the weird force and wishes to break free.

Unfortunately for the PC's, the bear mask killer is being possessed by some weird force, a dark deity from this universe. Clues and hints should be sprinkled liberally so the PC's start to track the evil force that was controlling bear mask guy. Characters with Sensitivity, Nyctalops, or Meditation can track the weird energy field leading them to a Gwar rock concert at a small to medium venue. Everyone there is being entertained by ridiculous creatures on stage, a parody of the Fiend species. The audience is routinely being doused with blood, puke, raw animal parts, and the severed limbs of Lovecraftian entities. The band is incidental, however their manager backstage is a minor God here on earth. PC's will have to confront him one way or another. At first this God will feel threatened, but perhaps he can be reasoned with to join forces with the PC's for mutual benefit...?

Magical Apt: 2 Theory: 2 Practice: 3 Will: 5 Cunning: 4 Brute Force: 3
Agility: 2 Endurance: 4 Vitality: 10

All and every skill in the book: 2

Weapon of choice: magical spiked chain that increases the attack number by 1.

Defeating him will give all the PC's additional Social Standing for at least a week or two.

On returning to K'thana... if the GM or players prefer a door to open at the conclusion of the adventure then go for it. If everyone wants to stay in earth's past, that's ok too. Earth will change and become a new staging ground for future expansion, wars, conflicts, and changes.

"here in more potent form than ever, extra rhythmic and creepy and oozing with lunar magick glow..."

Introductory Adventure 2: Twilight of Paradise

Throughout this adventure, the color sphere of Deep Orange is at the height of its ascendancy. The three moons are visibly orange hued, and the zenith of that domain accentuates the frenzy, panic, and confusion around K'thana. For instance, crowds behave erratically, individuals are happy one minute and sad the next. In fact, this time of year is bi-polar. It is the Anniversary of Satanis' embrace of humanity and their change to something better. Counter pointed by the times; K'thana is in very low spirits. The ease with which fiends thought they could manipulate and/or destroy Sha-la, is a lie. The battle is slow, the magic that works so well in K'thana, is discouragingly less effective in Sha-la.

Tempers flare high, the orange and crimson sky appears to taunt onlookers, hallucinatory visions are commonplace, overlords publicly abuse their masters, apprentices spit upon their overlords, people drink, cavort, and carry on as if life as they know it is about to end.

Those fiends with the color orange sphere of influence are sometimes greeted warmly, sometimes with coldly. Occasionally, they will be immune to the outside deep orange-tinted influences, other times they will be the most swept away by them.

News of the celebration/festival: ***The Strangling of the Thousand Lights***. It will begin when a certain baby is born, a baby that's been given special favor by the Black God Satanis Himself! The city of Frier is talking about it and what it will mean, for the festival is always different, it is never the same motif, time of year, or philosophy behind the celebration. Some say that it will include the sacrificing of strangers, those new to the blood, the important members of the hierarchy, etc. However, a good number agree that this new child may be the anti-christ that will bring new "consciousness coding" and "structural warping" which will allow the brotherhood to infect other worlds with the ease that they manipulate K'thana.

Characters in a tavern: ***The Deceased Visionary***, overhear that the festival and the pregnant woman are being guarded by The Society of the Bloody Phoenix. Little is known about them, except that they are a very old and secretive order. Before they can leave, the characters are insulted by a couple muscular, armored fighter types, called "new blood vermin, lick the shit off my boots", they proceed to get into a fight with a couple hellish brethren. From the dark corners of ***The Deceased Visionary***, a slender man in shabby robes routes for the characters.

Assailants: Zirakean warriors. Brute Force: 3, Agility: 2, Unarmed Combat: 1, Melee Combat: 2, Dodge: 1 Color: GM's discretion.

They are using obsidian-bladed swords with glowing green glyphs cut into the obsidian itself. The Zirakeans are drunk and just want to fight.

The Spiritual Center For Endarkenment, is contained in an old, abandoned toy factory. Everywhere are strewn puppets, marionettes, strange dolls, wooden see-saw horses, and a workbench full of various tools, white stuffing like cotton candy, loose plastic eyeballs. The abbot of the spiritual center is a Kurur-esh who the characters find feasting on what's left of soggy, beige brain. He eyes you hungrily as you enter the inner-sanctum of the center which is long and narrow and painted in large stripes of pink, brown, and silver. "This is the School for learning *Dark Ways*, how may I help you?" The abbot is called Dojen. He carries three visible curved daggers, sheathed in leather over his light blue tunic. He is a quiet, reflective, and good-natured creature that has taught at the Spiritual Center of Endarkenment for a hundred years. Masters with this sort of discipline are immediately elevated to the higher planes upon the death of their body. Therefore, it stands to reason, Dojen has lived a long time without dying. (An average Theoretical Knowledge check + any applicable Knowledge skill)

The group meets a contact from the *Society of the Bloody Phoenix*. He is simply known as "The Betrayer". However he is actually betraying the Society of the Bloody Phoenix, or rather, the *Cult of the Bloody Feotus*, a group that intends to bathe in the greenish ichor of the *Strangling of the Thousand Lights* baby before it is born.

A few nights ago, a Zirakean fiend named Valim (of the black) disappeared. Valim was investigating a starship, one of several, that had come into K'thana from Sha-la. The Insidious Order of the Ninth Angle suspected an attack and wanted proof or reassurance that all was well. Now that Valim is gone, several apprentices will have to be sent to investigate this matter while more capable fiends plan a counter attack.

Valim was a tyrannical lord and an honorary priest of Satanis, rose in the ranks through dedicated soldiery. On a few occasions, Valim acted as a spy. He pretended to have ambitions towards revolting against the current hierarchy. Such schemes are often made in a hive of scum and villainy like K'thana. Valim dispatched the traitors without mercy.

Valim has a small dwelling on the outskirts of Frier. At his abode are clues to his connection to the Cult of the Bloody Fetus. It appears that Valim was working with them in order to steal the exalted baby, although that could just as easily be a ploy to ferret out the traitors. There is also a large oil painting in the bedroom of a baby's green blood gushing out onto hungry fiends with glowing eyes.

While the characters are searching Valim's dwelling, a (midnight blue) Schmekblut named Splath and his two dwarfish wooden puppets in maroon jester's costumes come to call. The cleverer of the two puppets is Alabaster, the other one is named Sbim. The Schmekblut, Splath, is snooping around and trying to eavesdrop on the characters. If discovered, Splath will try to weasel out of any incrimination. Meanwhile, his puppets will go for help.

The Schmekblut has been feeding upon animals for the last few nights and he visibly behaves like an animal. Splath begins sniffing the PC's, hopping around on all fours, and grunting. He explains that he was simply checking up on his acquaintance, Valim. Splath's story is fairly believable. Although PC's might want to make a resisted action

test, Lon's Deception and Cunning action versus their Practical Knowledge and Deception. In three minutes the puppets come back with another Schmekblut, an overlord who breaks up any roughhousing or he arrests the PC's if they've killed Splath.

On Splath's person are several small rubies worth a small sum, a short spear, and a hand written invitation to a masquerade ball hosted by a fiend named Lon next week in the richer section of town.

Lon can be tracked down in the bilious green light district accompanied by flesh hook girls, hookers, drug pushers, fire-eaters, sultry dancers, and snake charmers. Just beyond the deceased visionary, is the bilious green light district where customers will be discussing the highly anticipated *Decadent Masquerade*. The puppet Alabaster also has a flyer promoting the Decadent Masquerade in his jester's outfit. The GM should probably make sure that the PC's find out about the Masked event before leaving Valim's.

The Decadent Masquerade is presided over by a Lurigeatro fiend named Lon (red). Lon is a tight-lipped creature that dwells in the heart of horror and madness. Power brokering is his trade, he presents the entertainment which ordinary minds cannot fathom. And Lon is also a control freak who is thirsty for the upperhand. He wants the knowledge of the outer forces for himself, to bring Satanis low and to rule K'thana and beyond himself.

Lon has been working with the spirit folk for months now, ever since Lon went exploring the universe barrier and discovered several camps of those soul creatures waiting for some break in the dimensional walls. Lon could see that the spirits were onto something and they began discussing the old universe where Satanis and the spirit folk originally came from, current events, Lon's dissatisfaction with the state of things, and his power mad ambitions. They struck a deal, and Lon betrayed Valim, telling the black warrior that the area around the breach was completely deserted and then tipping the spirits off that Valim was coming, so they could set up an ambush.

Unfortunately, the spirits cannot be harmed by weapons, or anything, in the physical realm. They are like hideous green ghosts that can only be harmed by special weapons that punch through the aether.

Lon's agent, Splath (as well as Splath's puppet minions) are all in cahoots. Splath wants to please his master, Lon, and become powerful after Lon replaces Satanis. Lon has is hostile beneath a slim façade of intriguing weirdness and amusement. Splath is a quiet follower type who obeys Lon without question.

Decisions, decisions. Now the PC's can wait for *The Decadent Masquerade* or go to the site of the breached portal. On the way, is the hazy crimson sky, the three moons enjoying an orange cast, and a mysterious star shower. The star shower yields little star particles on the outskirts of Frier and other cities. These particles are picked up and turned into Starlight, one of the weirder drugs in existence. Starlight gives an incredible high, but opens the imbibers up to psychic and physical manipulation. Basically, it allows others to "dream you" in a psychoactive hallucinogenic LSD kind of way. The drug

taker's physical form is at the mercy of those around him with strong will and desire to change that person.

PC's run into just such a procurer of Starlight, a Blazht (indigo) fiend who knows a few things and can maybe act as a guide for lost characters. Not only now, but later in the adventure when twists and turns have left PC's scratching their head as what to do next. Maybe the Blazht will introduce them to Starlight or get them some much needed equipment, for a price.

Upon arrival at the breach, the PC's see all the spirit folk encamped over the area. The spirit folk are very upfront about the fact that non-spirits are intruders. They see this bridge to Sha-la as theirs. No fiend will enter or leave without a price. Spirit folk may or may not be forthcoming with information about the situation between them, Satanis, the old universe, Lon, and the outer forces. All the PC's definitely find out is that they cannot physically harm, or use magic on, the spirits. They do tip off the PC's that Valim was here but was dealt with by another Fiend, they refer to this fiend as a garish fool. This should lead the PC's to a Lurigeatro, namely Lon.

Through whatever means, dark tomes in old bookstores, torturing Lon's agents, or trying to gather information on the street... the PC's come across the truth.

The spirits were invited to this dimension after Satanis established himself in Yidathroth and created K'thana. The spirits came with the secret knowledge they stole from the outer forces back in the old "black" universe, Kar'nahl. Satanis either left Kar'nahl because He was thoroughly disgruntled with the way of things or the outer forces were displeased with Him. Either way, Satanis came to K'thana and invited the spirits to join Him. Before the spirits agreed, leaving Kar'nahl, the spirits stole the destructive knowledge of the outer forces.

Perhaps that was the reason for Satanis' offer for the spirits to join him? The spirits had the destructive secret and Satanis wanted it for Himself, to use on the outer forces which He hated back in Kar'nahl. In any case, the spirits came to K'thana, as per Satanis' request, but refused to give Satanis the knowledge He wanted. Unable to reduce the outer forces and Kar'nahl to rubble in a holocaust of nuclear fire, Satanis and the spirits dropped the subject.

The spirit folk and Satanis almost came to apocalyptic blows over their disagreement, but soon forged a truce, a non-aggression pact. This was millennia ago. Now, Lon and the Order of the Bloody Phoenix want that destructive power. Lon wants to overthrow Satanis. Lon believes he has the right as Magister of the Order of the Bloody Phoenix.

Lon just might get his wish, because the spirit folk want to rejoin the outer forces. The outer forces come to K'thana and the spirits are happy, Satanis will be destroyed, and Lon will take Satanis' place as an outer forces – friendly emperor. The spirits will give Lon the power when the outer forces come through. And in time, they will come through

the breach. However, the ritual needs time to work. Now that Valim's disappearance is noticed, Lon will be more aggressive, leading to mistakes that the PC's may utilize.

The Decadent Masquerade

It is a huge party of frolicking drunkards, womanizers, sadists, whores, thieves, villains, and entertainers. Everywhere is drink, music, dancing, and the segregating into little cliques ready to ridicule each other. Lon is there rubbing elbows with powerful leaders and influential friends. The PC's will have to approach him carefully, if at all. Lon will try to betray very little, although it's hard to keep secrets in K'thana, especially for the right price.

At Lon's abode are notes stuck into a few books lying on his large oak desk. These notes allude to his betrayal and if stolen, Lon will send goons to get them back.

Intro Adventure 3: Evil Below Us

After the characters success, or failure, on the last mission, they are walking the streets of K'thana one dark and dreary night. All festivities and deep orange-ness are gone, there is a pensive calm about the city as if it were slipping into a deep sleep.

After several blocks, a clicking noise sounds from a nearby alleyway. No one is around and no other noise besides the clicking can be heard. The antique gaslights provide an eerie illumination that diffuses over a decrepit neighborhood.

Within the alleyway that contains the clicking noise, is a very small person or object lying on the cobblestone ground. Upon closer inspection, the PC's see that what lies on the ground is a baby with exaggerated lipstick and eye shadow smeared over its little face. The baby is pale and either sleeping or dead. In its hand is what looks to be a thin black rod, like a wand, almost a foot long. What ever was making the clicking noise has stopped or has left. Only silence fills the alleyway.

If The PC's touch the baby or speak to it, the Vahs-vra makes a clicking noise emanating from his mouth. After a few moments he speaks. "What are you doing? I was sleeping and now you have interrupted the dream I just paid good money for. Go back to Dr. Lochian at the *Morbid Dreams Factory*. Tell him to send the dream again and that the bill shall go to you. Now, good night!"

The dream that the Vahs-vra, Mr. Frosht was supposed to have, was one where he murders a human girl who has some connection to an old relic, a powerful magic item once crafted by Satanis Himself. As much as he tries, Mr. Frosht cannot relive the dream that he had weeks ago.

Dr. Lochian lives above his *Morbid Dreams Factory* in the district called Fever Row. He charges 10 zirkas to send a particular dream to clients. He has been in business for nearly a decade, nine years to be exact. Dr. Lochian is of the Dourge race and has a special proficiency with Dream Magic. He is a sly old dog and hard to trick or manipulate. He is polite and professional, and will easily resend the dream for Mr. Frosht upon payment of the 10 zirkas that the task demands.

The Morbid Dreams Factory is a square steel building, the inside is painted sky blue with clouds, stars, and strange symbols. Black leather chairs are available before Dr. Lochian's uncluttered oak desk. In the back of the building is a rickety metal staircase leading to a small loft where Lochian keeps his coffin, painted similarly to the downstairs interior.

After this encounter, nothing of consequence happens for three nights. On the third night, however, Mr. Frosht comes to pay them a visit. His little baby face is filled with brightly painted clown make up. He looks very alert and attentive with his bulging eyes looking at everything with a vulgar fascination. "Greetings, friends, how have you been? I didn't have the opportunity to thank you for your assistance the other night. The dream turned out excellently. And surprise, surprise... you were in it. It all starts with you going to one of the archmagi from the *Insidious Order of the Ninth Angle*. Ask about the Black Grail, that should suffice. So long my friends." And with that, Mr. Frosht leaves.

The archmagi are not easy to see, the PC's must come up with a good excuse, although mentioning the Black Grail would do the trick. After waiting for an appointment, a violet robed member of that order will see the PC's in his dimly lit chambers. He will not give his name, archmagi prizing their anonymity, but will send them on a quest for the Black Grail of Satanis, a relic from the old days which has been lost. The violet robed archmage suggests looking in the *Cyclopean Towers of the Sunken City*.

The Cyclopean Towers of the Sunken City are home to the vile warlocks of the Slimy Ones. These warlocks preach of endless night from their towers, casting magic that radiates a new kind of sunlight, a blackish green sun that sheds light upward to the surface. The vile warlocks of the Slimy Ones never leave their Cyclopean Towers. They are tied to their slimy masters, the slime keeps them alive and is a vital part of their unutterable religion.

Time passes, until the PC's enter the first and largest tower. The trapezoidal black threshold lies completely open, there is no door or means to bar entrance to the tower. Within, is a large stone chamber, the center of which contains a living sarcophagus. You can see the horrid container sweating, as well as, breathing gently in and out. The coffin's flesh is pale and full of thick veins.

A couple Akturian heads attack the PC's

Inside the coffin is an insane fiend who tries to kill the PC's. He is 900 years old and has gone mad since he was captured and tortured by the vile warlocks centuries ago.

His stats are all 1, except Agility which is 3. Vitality: 7. He also has one skill level in Void Saber Combat, Melee Combat, Black Arts, Dodge, and Magic Resistance. He cannot be reasoned with, he fights like a startled animal. His only possessions are his void saber, and a holographic device lying in his coffin.

Activating the holographic device yields this: a beautiful human girl, blonde, about 19 or 20 appears. She wears a black cloak, corset, and thigh-high boots. She says, "I am Elizabeth, and I have the Grail of Satanis. This relic from the Crimson God we despise so much, fell into our hands about a year ago. In the meantime, we have been studying it, looking for a weakness that would bring victory over the fiends and their Gods. This message is for our human agents who have been sent to help us. We are below the Sunken City and await our orders." The message ends.

A dark skinned race of pygmies now lives in the Sunken City. They may be able to lead the PC's lower into the area where the humans wait.

Sample Characters

Name: **Fruol**

Race: Vihm, the mask wearers

Color of the Magical Spheres of Influence: Bilious Green

SS: 4 HP: 8

Will: 2 Magical Aptitude: 2 Theoretical Knowledge: 1 Practical Knowledge: 1

Cunning: 2 Attraction: 1 Brute Force: 2 Agility: 1 Endurance: 2

Vitality: 8

Skills: Mask Magic 2 Sphere of Color-Borrowing: 1 (violet) Poison & Drugs: 1
Blood Magic: 2 Deception: 1 Stealth: 2

Background: Fruol was born in a K'thana insane asylum to psychotic parents who neglected him often. Fruol learned how to be self-sufficient, anonymous, and emotionally detached. He wants to eradicate familial affection and sever ties regarding parents and their offspring. An often spoken phrase is, "Forever alone, individual oblivion." Fruol is also a sex fiend, finding solace in the arms of tentacled hookers.

Fruol usually carries a rapier. He wears a shimmering dark emerald cloak and distorted mask.

Name: **Arriana** (female)

Race: Guoa-asht

Color of the Magical Spheres of Influence: Deep Orange

SS: 7 HP: 5

Will: 3 Magical Aptitude: 1 Theoretical Knowledge: 3 Practical Knowledge: 3

Cunning: 4 Attraction: 3 Brute Force: 3 Agility: 2 Endurance: 2

Vitality: 8

Skills: Dimensional Magic: 2 Assassin's Art: 2 Deception: 2 Disinformation: 1
Dodge: 2 Etiquette: 2 Innuendo: 1 Torture: 2 Leadership: 1 Melee Combat: 2
Ranged Combat: 2 Ridicule: 3 Seduction: 2

Background: Arriana keeps getting promoted for her longevity as a guardian of monarch Mazrack's inner-sanctum, a place of dark rituals and the summoning of black forces. Mazrack occasionally sleeps with the beautiful Arriana, and appreciates her attention to detail and skill with her weapons. Arriana has flowing orange hair on her three heads, and her skin is a deep purple red. She is hard to read, secretive, and bouncing from one task to another. Her thoughts fly as quickly as her blades. Easy to wind her up to a high pitched frenzy and just as quick to quiet down.

Equipment: She carries two short swords, both are magical and gives a + 1 to her Attack Number. She also wears black leather armor that gives her a + 1 to her Defense Number. Arriana carries a magic wand concealed in her left thigh-high leather boot. It is a wand of sleep that has 10 charges, its dice pool is 4d6.

Lon

All attributes 3 Color: Metallic

SS: 7 HP: 6

All non magic skills 1

Nightmare Technology: 2 Candy Land Magic: 3 Mask Magic: 2

Vitality: 9

Personality: Condescending ass wipe. Cautious and conniving. Well connected.

Human

All attributes: 2

Unarmed, Melee, and Ranged Combat: 2, Dodge: 2

Weapon: laser pistol

These little bastards seem to be everywhere, not only taking up space in Sha-la, but occasionally creep into Yidathroth too. Humanity flourishes like a virile weed at every turn. They must be stamped out, a few kept as slaves and pets, of course.

Amadeus Reinhart, the Avatar of Excess

Lurigeatro Fiend Color: Deep Orange SS: 4 HP: 6

Attributes: Will: 2, Magical Apt: 3, Theory: 1, Practice: 2, Cunning: 3, Attraction: 3, Brute Force: 1, Agility: 3, Endurance: 2 Vitality: 8

Magic Skills: Mask Magic 3, Candy Land Magic 4 Hyperspace Sorcery 2

Life of the Party. Drunk on opiates most of the time. Garishly dressed, disregards convention and civility. Always yammering on about excess being the fountains of the soul or some such nonsense.

Samrazk

“the Smile” Fiend Color: Eldritch Green SS: 2 HP: 4

Attributes: Will: 1 Magical Apt: 2 Theory: 4 Practice: 3 Cunning: 4 Attraction: 1 Brute Force: 2 Agility: 2 Endurance: 3 Vitality: 9

Magic Skills: Word Magic: 2 Flesh Magic: 3 Dimension Magic: 2

Throws himself into the work of entertainer in a Circe Noir (black circus). Shows Fiends things they were not meant to see. Possible futures that are nightmarish even for hellish entities. Opens strange doors to people for the right price, doors that lead to conquest and power. Often draped in a deep, dark green and shimmering cloak. Carries with him a rod topped with a shrunken head of a Malahko, the rod is imbued with the Eldritch Green essence.

Empire of Satanis character sheet

4 easy, 7 average, 10 complex, 13 challenging, 16 unimaginable

Name: _____ Sphere of Color: _____

Race: _____ Social Standing: _____ Hideous Paradise: _____

Attributes

Will:

Skills

Magical Aptitude:

Theoretical Knowledge:

Practical Knowledge:

Cunning:

Attraction:

Brute Force:

Agility:

Endurance:

* Vitality:

Background & Personality

Equipment:

