



BY PADEN REILLY

# **"BANNERETTS" GAME GUIDE**

By Paden Reilly

(This requires a copy of "Urban Jungle" with the "Occult Horror" and "Astounding Science" expansions from Sanguine Games in order to play.)

## **CONTENTS:**

1. Introduction, special thanks and contact information
2. Timeline
3. Gazetteer
4. Major religions
5. Factions
6. Notes on arial and aquatic anthros
7. For the game host's eyes only
8. Menagerie
9. Rituals

# **Introduction to the "Banneretts"**

The Banneretts is a homebrew tabletop role playing game using the ruleset from "Urban Jungle" by Sanguine Games. The overall "meta conflict" of the setting is a war between Angels and Demons with mortals (called "Anthros" in this setting) caught in the middle. From the Anthro perspective, this conflict takes the form of various religions, beliefs, and philosophies the developed throughout history. There are government, criminal, religious, and other factions that I hope will make this setting very interesting to play in. Some of my biggest inspirations while creating this include: The Bible, Solomon Kane, Conan the Barbarian, Thundaar the Barbarian, Flash Gordon, Buck Rogers, and of course, Ironclaw and Urban Jungle.

The "theme" to the setting is companionship (both mundane and spiritual), something I'm sure tabletop players know very well. No man is an island, this is the lesson that many characters and factions in this setting have yet to learn.

## **SPECIAL THANKS:**

- To the Father, the Son, and the Holy Spirit; for my existence, eternal life, and inspiration.
- To Sanguine Games, for creating great RPGs. <https://www.sanguinegames.com/>
- To my friends who took time out of their lives to critique and criticize my work.
- To you, for taking time out of your life to read this.

## **CONTACT INFORMATION:**

For critiques, criticism, or questions regarding the "Banneretts", you can contact Paden Reilly at: [crusader\\_cat@hotmail.com](mailto:crusader_cat@hotmail.com) Additional information regarding lore, gameplay, writing, etc. that I opted to leave out can also be made available upon request.

# **TIMELINE**

Date:	Events:
AD 1865	The first primitive spacecraft are launched using an enormous cannon on Regel. This inadvertently kicks off an arms race culminating in the "Eschatos Wars".
AD 1865-1947	The "Eschatos Wars", fearing these wars may literally destroy the world, many anthros secretly flee Regel using very crude and primitive ballistic spacecraft (cannon shells or rockets) and colonize other worlds, taking with them prototypes and designs for advanced technology (such as automatic weapons, energy weapons, robots, computers, and rockets). With the exception of automatic weapons and rockets, development of these experimental technologies grinds to a halt. There is no historical record of these flights due to their clandestine nature and the chaos of the wars. Some manage to find a new home, while others died in space (many of these "ghost ships" are still adrift in the solar system).
AD 1888	The last of the escapees flee Regel. The sudden stop in new arrivals leads many colonists to assume their home world is destroyed.
AD 1947	The Eschatos Wars end! The capital cities in the holy lands of Jake (Armonari) and Yap (Tumahebeth) become the most well defended cities on Regel.
AD 1949	Quescarium colony founded on the facing side of the Moon.
AD 1950	After inexplicably losing the prototypes and research to some cutting-edge technologies during the Escatos Wars, research on them beings anew and working prototypes are invented. Scientists on the lunar colonies begin experimenting with more advanced propulsion systems.
AD 1952	Anthos colony founded on the far side of the Moon.
AD 2001	First interplanetary flight to Taiyo made with Rocket Over Drive (R.O.D.) attempted by Regelian lunar colonists, space pirates attack the ship and steal this technology. Fear, prejudice, and superstition stifle what could have been a compassionate reunion.
AD 2010	Rumors and stories of impossible spaceships piloted by strange looking anthros starts many conspiracy theories about "aliens" in the solar system.
AD 2099	Current Year.

# **GAZETTEER**

## **ROCKET OVER DRIVE (R.O.D.)**

For interplanetary travel, spaceships use Rocket Over Drive or R.O.D. technology. When the energy particles created by the R.O.D. are mixed with reacting fuel in a rocket, it increases the output and fuel efficiency of that rocket by sixty times (while only consuming a small amount of fuel). One second of thrust becomes the equivalent of one minute, and one minute becomes one hour etc. This results in speeds of up to 400 kilometers per second. When activated, the R.O.D. system also generates an energy field around the traveling ship. This field can repel dust particles and small debris in space (up to about one quarter the mass of the ship) and charges all molecules within the traveling ship reducing inertia and deadly g-forces. This effect is reduced within a planet's SOI, resulting in severe damage to the ship and crew, so flying within planetary Sphere of Influence must be done with standard drives. This additional time flying with "standard" drives is represented as the "Gravity Delay" on the maps (included as separate files). Feel free to use the Gravity Delay and the Interplanetary travel formula if you feel it would make your game more interesting.

## **PLANETS:**

- **Osrhoene:**
  - **Type:** Terrestrial
  - **Climates:** Cold desert (Poles), Hot Desert (Mid/Equator)
  - **Distance:** .4 Astronomical Units (Sun)
  - **Gravitational delay:** 1 Day
  - **Info:** A planet dangerously close to the sun, the days are so hot, that touching the ground will singe fur and give someone a third degree burn in as little as 5 seconds, during the night, it is so cold you could freeze to death in as little as 10 minutes.
- **Paran:**
  - **Type:** Terrestrial.
  - **Climates:** Tundra (Poles), Tropical Savanna (Mid), Cloud Forrest (Equator)
  - **Distance:** .72 Astronomical Units (Sun)
  - **Gravitational Delay:** 3 Days
  - **Info:** A chaotic planet plagued with violent thunderstorms, poison gas clouds, acidic rain, metallic shard like "snow" and volcanic earthquakes.

Despite how unforgiving the environment can be, the world is still technically habitable.

a. **Axum:**

- **Type:** Terrestrial
- **Climates:** Ice Cap (Poles), Cold Desert/ Semi-arid Steppes (Mid), Dry Desert (Equator).
- **Distance:** 327,000 km (Paran)
- **Gravitational Delay:** .66 Days
- **Info:** Desert moon orbiting Paran. Rivers flow from the icecaps into deep canyons cross-hatching its surface, emptying into salty lakes near the equator. Above the canyons the land is dotted with buttes, mesas, and plateaus giving the terrain some "verticality". Axum has an unstable magnetic field, making navigating and communicating in its orbit effectively impossible.

2. **Regel:**

- **Type:** Terrestrial
- **Climates:** Ice Caps (Poles), Sub Tropical (Mid), Rainforest (Equator)
- **Distance:** 1 Astronomical Unit
- **Gravitational Delay:** 3 Days
- **Info:** The home world of all mortal anthros, and the location of both the Chayan and Demonist holy lands. While Regelian militaries are strong, existing intra-planetary conflict and the intimidation by outworld pirate groups gives the nations of Regel little incentive to explore the rest of the system, the Crusaders and Alchemists being among the few brave enough to venture outward as self-appointed peacekeepers/missionaries. This players' guide assumes the perspective of someone from the Federation of Amelia (United States analogue) located on this world.

a. **Moon:**

- **Type:** Terrestrial
- **Climates:** N/A
- **Distance:** 348,000 km
- **Gravitational Delay:** .33 Days
- **Info:** Airless terrestrial moon of Regel. After the Eschatos Wars ended, the survivors of Regel were eager to rebuild. Missions were launched to the moon and colonies were founded. It was here that Rocket Over Drive, or R.O.D, was first created (though which colony *actually* came up with the idea is still up for debate).

Competition between the various colonies is fierce, with sabotage, stealing research, and contradictory claims of who invented what first being annoyingly common.

### 3. Taiyo:

- **Type:** Terrestrial
- **Climates:** Ice Caps (Poles), Temperate wooded islands/Ocean (Mid/Equator)
- **Distance:** 1.5 Astronomical Units
- **Gravitational Delay:** 2 Days
- **Info:** A planet mostly covered in water with a few small islands scattered around. Taiyo's most eye-catching feature is the planet's dense yellow ring system, with debris ranging from grains of dust to whole asteroids. This world has frequent underwater seismic activity, making dangerous tsunamis common. It is believed that the recreational drug "gyre" is created here by the many criminal gangs who seem to use this world as a base of operations.

### 4. Asteroid Belt:

- a. **Distance:** 2-4 Astronomical Units
- b. **Info:** Dense asteroid belt that acts as a border between the inner and outer solar system. Difficult to navigate and traverse, and its density makes observing the other planets of the system difficult. The treacherous environment, occasional sightings of abandoned "ghost" ships, and rumors of the "space jellyfish" make many pilots weary of traveling through here. The asteroids of this region typically appear blue/grey or red/grey in color.

### 5. Belus:

- a. **Type:** Gas Giant
- b. **Climates:** N/A
- c. **Distance:** 5.2 Astronomical Units
- d. **Gravitational Delay:** 16 Days
- e. **Info:** Largest planet in the solar system with an atmosphere featuring world sized hurricanes and bands of wind creating beautiful stripes on its surface in various shades of red and orange.

### 6. Koros:

- a. **Type:** Gas Giant
- b. **Climates:** N/A
- c. **Distance:** 9.6 Astronomical Units
- d. **Gravitational Delay:** 9 Days

- e. **Info:** Yellow colored gas giant. A bizarre feature of the clouds of this world is that they form a strange hexagonal pattern (14 in total) with a vortex at the center of each.

# **MAJOR RELIGIONS**

There are many religions practiced by the Anthros in Banneretts, but the major ones are Chyanity, Otiosus, Doodem, and Demonism. Variation within each religion is mostly superficial, such as different emphasis on particular doctrines, or different architecture or art style.

## **CHAYANITY:**

One of the oldest organized religions on Regal, and the largest. From its inception, Chyanity was meant to be the reconnection between the God CHAY, and the sinful and lost mortal anthros. However, CHAY and anthros have spiritual enemies as well, which Chayans call "demons" (which they consider to be fallen rebellious angels). Chayans view their religion as the one true faith of the one true God, with all others being false. Despite this they aren't snooty about it (most of the time anyway), viewing salvation as a gift from their God to unworthy mortals. They tend to be a bit paranoid, sometimes falling victim to mass hysteria, moral panic, and even (literal) witch hunting, accusing others of ritual sexual abuse, brainwashing, cultural subversion, or child sacrifice. The Chayan holy land is the nation of Jake located on the planet Regal.

- I.** Type: Monotheistic.
- II.** Scripture: Hagios Davar.
- III.** Deity(s): CHAY.
- IV.** Symbols: Cross, Ichthus fish, Menorah.
- V.** Clerical offices:
  - 1. Preacher – Prepares sermons and manages most religious activity.
  - 2. Minister – Assists the Preacher by doing relatively minor work so the Preacher can focus more on his duties.
- VI.** Tenants:
  - 1. CHAY is the one true God.
  - 2. Idolatry is a sin.
  - 3. CHAY has no equals.
  - 4. Only CHAY can forgive sin, and salvation is a free gift.
  - 5. The word of CHAY is for all mortals.
- VII.** Controversies: Hysteria, witch hunts.

## **OTIOSUS:**

A Religion that grew from those who were disenthralled with Chayan beliefs and doctrine and began to question their faith. Though they are not sure on who "God" is, they were still convinced that there must be one out there. Because of how "distant" they view this "Idle God", some Otiosi have strayed into nihilism, this has gained criticism from others as a pessimistic lifestyle without morality, aspirations, or meaning. In addition to this, a good chunk of them support assisted suicide, while most views aren't too extreme, some have gone as far as to advocate euthanasia for those over a certain age, those too costly to care for, or those with severe birth defects.

- I.** Type: Deistic
- II.** Scripture: The Book of Creation.
- III.** Deity(s): The "Idle God".
- IV.** Symbols: Clock, gear, wind up key.
- V.** Clerical offices:
  - a.** Elder – A counsellor and spiritual guide to Otiosi.
- VI.** Tenants:
  - a.** God is distant.
  - b.** Idols are pointless.
  - c.** We can hardly understand God, let alone be one.
  - d.** Whoever God is, he has everything figured out.
  - e.** The universe itself is scripture.
- VII.** Controversies: Nihilism, assisted suicide.

## **DOODEM:**

Doodem is viewed by outsiders as a primitive religion of fear, however, Doodems would describe themselves as pragmatic survivalists. Doodems believe that most higher gods have destroyed each other millennia ago, with only a remnant of lower spirits left to guide Anthrokind. Because of their openness to worshipping both angels and demons, they find themselves as one of the most victimized religious groups: being on the receiving AND giving end of Chayan witch hunts (depending on who was being "hunted"); while also being chastised AND encouraged by Demonists for using dangerous magic. While superstition is found in all religions, it is noticeably more prominent among Doodems, making them the targets of a lot of criticism, or worse, mockery.

- I.** Type: Animistic
- II.** Scripture: Atra-Hasis
- III.** Deity(s): Various lower demons and angels, ancestors.

- IV.** Symbols: Wind, lungs, circulatory system.
- V.** Clerical Offices:
  - a.** Shaman – Regarded as someone having access to the world of spirits who can practice magic.
- VI.** Tenants:
  - a.** All the gods have died, only lesser spirits remain.
  - b.** Idols are our only hope.
  - c.** We must make sure any new “gods” are good ones.
  - d.** The spiritual realms have been destroyed; the mortal realm is haunted.
  - e.** Divine knowledge comes from mysticism.
- VII.** Controversies: Superstition, “unauthorized” magic.

## **DEMONISM:**

Another of the earliest religions founded on Regel, Demonism is the antithesis and main rival of Chayanity. While not as large as Chayanity, it is much more ambitious, and more accepting of outsiders (but ironically, more elitist about their faith). While they are open to worshipping most gods, they have a short list of ones that take priority (and an even shorter one of prohibited gods), and they have no qualms about calling them “Demons”, which to them are gods that reward worthy mortals. It is rumored that Demonists perform anthro sacrifices and abuse drugs. While some have been caught doing so, the official stance from their clergy is that these are an illegitimate minority. The Demonist holy land is the nation of Yap located on the planet Regel.

- I.** Type: Polytheistic.
- II.** Scripture: Amar Daath.
- III.** Deity(s): Nakash, Bael, Sophia, Termagant, Demiurge, Nemzer
- IV.** Symbols: Inverted pentagram, Evil Eye, 666.
- V.** Clerical offices:
  - a.** Lay worshipers:
    - i.** Observer – The average worshipper.
  - b.** Authorized practitioners:
    - i.** Witch – Creates potions, charms, and maintains/prepares pandemoniums for worship.
    - ii.** Enchanter – Delivers sermons, performs sacrifices, and manages most religious activities.
    - iii.** Consult – Acts as a (literal) mouthpiece for demons.
    - iv.** Wizard – Experts in occult matters, and oftentimes accomplished scientists.



# **FACTIONS**

## **RELIGIOUS:**

While supernatural incursions are rare in the mortal realm, they are common enough that eventually, specialized military orders were established to help deal with them. These orders are filled with soldiers who specialize in both physical and spiritual warfare. These orders are independent of any government and are one of the few groups (and the only non-criminal groups) willing to take the risk of exploring the solar system. When not engaged in conflict, they provide charity, aid, disaster relief, protection for worship centers and cemeteries, and bodyguards for VIP's and other civilians. These soldiers are called "Crusaders" (which are all Chayans), and "Alchemists" (which are all Demonists). As you would expect, these two groups are mortal rivals to each other.

### Crusaders:

#### **1. Mission:**

- a.** Defend the holy land of Jake.
- b.** Protect others from demonic opposition, influence, manifestation, possession, or violence.
- c.** Help those who are suffering.

#### **2. Laws:**

- a.** Always respect the authority of any sovereign nation you operate in.
- b.** Never accept any payment, gifts, compensation, or favors from those you help.
- c.** Never accept donations from political or corporate entities.
- d.** No member of the order shall be someone who once held public office, or be in any royal lineage, and must vow to never hold such positions in the future.
- e.** Never engage in any offensive military action unless there is confirmed demonic activity.

### Alchemists:

#### **1. Mission:**

- a.** Protect the Supreme Demoniatic.
- b.** Serve any primary demonic gods when they manifest in the mortal realm.
- c.** Observe, catalogue, and respond to any unauthorized use of magic, either by educating the ignorant, recruiting the capable, or reprimanding the obstinate.

## 2. Laws:

- a. Never act against the interests of the Supreme Demoniac.
- b. Never engage in any military action without authorization from the Supreme Demoniac.
- c. Never accept payment from any source other than Demonist pandemoniums.
- d. No members shall hold any political office outside of Yap.
- e. Never engage in offensive military action unless commanded so by one of the primary demonic gods.

## **CRIMINAL:**

Without a doubt the biggest problem in the solar system, criminal organizations are an element that makes life for law abiding anthros much harder than it should, especially since they are the only "international" groups in the system other than the Crusaders and Alchemists. There are countless gangs, but they are usually grouped into 4 broad categories:

### Cartels:

Cartels are groups that engage in illegal trade of goods, almost always controlled substances. One particularly notorious substance is a drug called "Gyre", which is a suppressant and is simply imbibed in liquid form (to the untrained eye, it will look something like orange juice). If enough is consumed, then the user will notice his emotional state will be much more stable and subdued. Developing an addiction to Gyre will lead to severe depressive episodes when someone doesn't get their fix (even among those who have no history of depression) and may result in suicide. The most well-known cartel is a group called the "Dredgers" and is believed to be based on Taiyo.

### Slavers:

When a criminal group traffics people instead of goods, they are usually thought of as "slavers". Groups like this kidnap and sell anthros as slaves for forced labor or prostitution rings, as well as engage in organ trafficking, illegal immigration, and holding people for ransom. "Matsor" is a widely known slaver gang.

### Counterculture:

Counterculture gangs are ones that are more ideologically based and typically think of themselves as a righteous anti-gang, but their hypocrisy is ostensible. They are nothing more than common street thugs, with vandalism, riots, arson, and other

violence being common, and they are even known to kidnap and abuse anthros under the guise of "rescuing" and "rehabilitating" them. A well-known counterculture gang is a group known as Axe (oftentimes stylized as "aXe", which stands for "Against Evil") a Chayan gang easily spotted by their use of the letter X to mark territory and making the letter with their hands or arms to identify themselves.

### Mafia:

Groups that use vigilantism or act as a sort of quasi-police force are usually called "Mafias". They are known to trade in illegal weapons, they can also be convinced with enough money to do some fighting themselves as "mercenaries". Usually, Mafias force citizens to solicit their "services" through intimidation which can even include using false-flag bombings or mass shootings. They thrive on creating chaos and tension between political, ideological, and religious populations so they can get rich from selling them the means to hurt each other. A well-known mafia is a gun-running gang known as Tonitrus.

# **NOTES ON ARIAL AND AQUATIC**

## **ANTHROS**

Though rare in the base game, many Anthros in Banneretts are capable of flight (they would have the "Flight" gift) or are at home under water (They would have "Respiration soak -2"). Below is some basic information about aquatic and arial anthros to give you an idea of what they are like in this universe. The Ironclaw rulebooks (especially the "Book of Corals" expansion) are also a good source if you want to homebrew a species that doesn't appear in the base Urban Jungle game.

### **AQUATIC:**

#### Life:

- Require sunlight and thus live on the continental shelf.
- Because of buoyancy: Unique use of 3D space, "up" and "down" viewed less like obstacles, walking directly on the ground is rare, being stationary requires more effort than being mobile because of currents, falling from a height is a strange concept to them, currents and tides viewed as protentional dangers (like inclement weather).
- Hygiene implements use water pressure (either blowing or sucking) to clean, stalls (like shower stalls) create slight current to draw waste to a "drain", other implements are sponge or brush like devices to scrape off impurities, they cannot use soap because it would dissolve.
- It's considered rude to urinate "downstream" from someone (like farting or belching on land), toilets use suction to dispose of waste.
- Aquatics can breathe both salt and fresh water, though it will take them some time to adjust.
- The abyss is treated with fear or reverence and is rarely visited. When an aquatic anthro dies, his body floats upward, some view this as a symbol for their soul ascending to the afterlife.
- An aquatic can survive out of water for 8-10 minuets before suffocating and can stay on land for 6-8 months before gravity causes permanent damage to their joints.

#### Relations with others:

- With sea mammals and amphibians: Helpful intermediaries with surfacers.

- With land anthros: Illegal to use boats or other craft over their settlements, craft must go through lanes that aquatics enforce, underwater and the surface is considered aquatic "jurisdiction", aquatics dictate how waste is dumped into the ocean, areas beyond continental slope considered international waters (though aquatics may claim otherwise).

### Technology:

- Aquatic societies use advanced chemistry to produce goods.
- S.C.O.B.A. Self Contained Over Water Breathing Apparatus, Functionally similar to an "Astro Outfit" in the base game, does not work in space (Expensive).
- Salt/fresh water filters (Affordable).
- Saline/hydro pills (Affordable).
- Water to air microphone (Expensive).
- "Blowers" and "suckers" used for hygiene (Affordable).
- "Sucker Stalls", basically underwater "showers" (Extravagant).
- Suction toilets (Extravagant).
- Underwater vehicles are cylindrical to reduce friction, can be "open" like D.P.V.'s or "closed" like a submarine (Extravagant).
- Most surface vehicles aren't filled with water to reduce weight (crews wear SCUBA gear), others have small "tubes" for passengers, only the most expensive and luxurious are fully filled with water.
- Aircraft are very rare and designed like seaplanes.
- Land vehicles are similar to tanks or A.P.C.'s.
- Rockets always launch from the surface of the water or land and are very rare.
- Some underwater vehicles function as "supermarine" to work above surface.

### Architecture:

- Special cement/concrete is used for construction of most buildings.
- Aluminum is a commonly used metal.
- Some cities extend from the water to the shore.
- These cities have both air and water filled tunnels to allow terrestrial and aquatic anthros to travel between sections to areas accommodating for them.
- Buildings tend to be round or cylindrical to make the most of 3D space. Aquatics would not see much of a difference between floors walls or ceilings because they rarely walk. Buildings would have no stairs, little to no railings, few walkways, or balconies. More secure buildings would be thicker instead of taller. Some buildings would have anchors for buoys to mark settlements for ships on the surface. Decorative items can be placed in the middle of the "floor" or "ceiling".

Rows of chairs can be stacked on top of each other with no need for ladders. Less secure buildings will be somewhat hollow with most rooms directly accessible by swimming, more secure buildings will be layered like an onion with the center being the most secure.

### Weapons:

- Melee weapons can't be thrown.
- Projectile weapons fire harpoon like bolts or flechettes using pressurized water (Functionally the same as projectile weapons in the base game, in the air they do 1 less damage and range is reduced by one band).
- Explosive weapons rely more on concussive force rather than shrapnel (Functionally the same as explosives in the base game, same rules for damage and range as above).
- Rayguns are almost useless underwater, so energy weapons are mostly sound based and can easily stun, "Evaporator" weapons use energy beam to evaporate water, burning the target (Functionally the same as the energy sword, doesn't work in air). "Wave" sonic cannons are used to stun and are popular for self-defense. "Snapper" weapons create sound powerful enough to penetrate armor and bodies (Functionally the same as rayguns in the base game, in the air they do 1 less damage and range is reduced by one band).
- "Current" cannons used to deflect projectiles and harmlessly knock back enemies, they're basically just boat propellers or jets that are mounted to the ground.

### **ARIAL:**

#### Life:

- They take advantage of their ability to fly when possible.
- Flying requires more energy than walking, so it is sometimes more convenient to walk or take stairs/elevators.
- Some suburbs have "skywalks" (very wide sidewalks with no obstructions) to accommodate arial anthros so they don't need to fly over houses. They are unnecessary as most people don't mind anyway.
- Flying is inconvenient indoors.

#### Relations with terrestrial anthros:

- "Air traffic" is managed by arials.

- Flying is not allowed in urban or densely populated areas, flying over buildings in suburbs was illegal in some areas but most laws were repealed since they were pointless. There were never any laws for flying in rural areas.
- Hovering or circling over a suburban area can be considered loitering (and this IS enforced).
- Aerials make for good first responders due to their speed in the air.

#### Technology:

- Aircraft and spacecraft are very common.
- "Anklepacks" used to carry things during flight (Affordable).
- Wearable alarms to warn flyers if they are nearing restricted air space such as an airport or military base (Affordable).

#### Architecture:

- Porches and patios are viewed as alternate entrances.
- Areas not meant to be accessed by air are caged off (porches, roofs, backyards, etc.)
- Some entrances are high off the ground for aerial convenience (they resemble uncaged porches).
- More secure buildings would have fewer entrances that are high up.

#### Weapons:

- Extra vehicular air combat is very rare, flight is mostly used to gain an advantageous position.
- Only light armor and weapons can be worn during flying.
- Combatants wear parachutes in case of wing injury.
- "Drop Dart", Kinetic air to ground projectile (Functionally the same as a thrown bowie knife).
- "Bolt Bombs", Explosive impact grenades dropped during flight (Functionally the same as grenades).
- "Headstrong", weaponized helmet for extra vehicular air-to-air fighting. (Functionally the same as any non-thrown one handed melee weapon).
- "Stompers", weaponized shoes for extra vehicular air-to-air and air-to-ground fighting (Functionally the same as any non-thrown one handed melee weapon).

# **FOR THE GAME HOST'S EYES ONLY**

## **WHY ARE THE WORLDS SO ISOLATED?**

The Anthros in Banneretts have developed speed, but have shut themselves in, the very nature of the rocket ship and the radio cries out for universal brotherhood, but instead, these technologies have left them in want. This universe seems strangely antisocial, so in order to help explain why things ended up this way, here is a list of contributing factors to help you worldbuild for your game.

### Environmental factors:

- Asteroid belts make it impossible to detect planets or moons through them, only gas giants can be clearly seen.
- R.O.D doesn't work within a planet's sphere of influence (represented by "gravity delay" on maps).

### Technological limitations:

- Interplanetary communication can only be a 20 word radiogram at best.
- Radar can only detect a ship 1,000 km away at best.
- Voice communication only works 300 km away at best.
- Most R.O.D. equipped ships have a top speed of 400 km/s (1 AU in 4.33 days).

### Cultural:

- Fear: "Space is hazardous with almost no chance of rescue."
- Superstition: "Space is full of ghost ships, aliens, and eldritch horrors!"
- Prejudice:
  - "All Colonists are draft dodgers, traitors, and deserters" (Home world).
  - "All Regelians are planet killing warmongers who want our home after destroying their own" (Colonies).
  - "All off-worlders are pirates and criminals" (Everyone).
- Revisionist History:
  - "Those cowards fled their home to wait out the war they refused to fight in, so they could plunder the world we fought so hard for" (Home world).
  - "The home world is destroyed and is an uninhabitable wasteland" (Colonies).

- Defensive Tactics: "It's better to keep our fleets in orbit rather than send them to their world and leave ours undefended."
- Worthless: "Our world is the only safe, habitable, and/or resource rich one. They all want what we have, they have nothing except a place to hide for their lawless behavior."
- Shame: "If you leave our world, you must either be crazy or have a nefarious agenda."
- Godforsaken: "Let those soulless bastards die alone on their desolate world, it's a fitting punishment for what they did to us."

### **HOW TO "MISTIFY" THE SETTING:**

Below are some suggestions I received from other players and game masters. As a GM yourself, I'm going to assume you have a good idea of how to mix the cynicism of noir, the esoteric nature of occult horror, and the adventure of pulp sci-fi, so feel free to use the advice below as you see fit.

- Use the first session to establish "normalcy".
- Think in "Regions" not in "World".
- The world players come from should be much "smaller" than the one they find themselves in.
- Governments are "away" from where the action is. Even when present, maintaining order and safety takes a back seat to gaining and keeping power.
- Leaders can easily be corrupt, ignorant, and/or incompetent.
- Once you are "beyond the walls", you might as well be in the middle of the wilderness.
- Routes between civilized areas are "half-wild", and there is a chance of getting lost.
- Even a "day's journey" can be very far away.
- Be the "Master of Secrets".
- Hit them with the mundane, keep a "human centric" approach to make the mystic shine.
- Use weird monsters to surprise players, not just challenge them.

### **NOTES ON SPIRITS, THE SUPERNATURAL, AND MAGIC:**

- Spirits are the ultimate masterminds behind most adventures.
- Higher ranking spirits (Called "Administrative spirits") are mostly the ones who grant power dice, and have rituals associated with them. They are too powerful for any mortal to take on directly. The only way to "defeat" them is to change

the way mortals interact with the supernatural (i.e. spreading and practicing religion).

- Lower ranking spirits (Called "Functionary spirits") are invisible by "default" (with a d12 dodge bonus to mortals who can't see them) and can transfigure themselves as a stunt to disguise as a mortal or appear in their true supernatural form. While invisible or disguised, they may need to roll their Mind, Observation vs. a mortal's Mind, Will, Presence to remain so; if appearing in their true form, the mortal will need to roll Mind, Will, Presence or become Panicked.
- They can never die, but still be defeated. When defeated they must recover which takes 1d6+2 months, effectively taking them out of the game.
- Wickedness affects spirits differently than mortals. It can empower them (such as being rallied, healed or a supernatural buff), or weaken them (such as suffering an attack or minor damage for 2 points) as you deem appropriate. The more powerful the spell, the worse the effect.

# **MANAGERE**

## **THE "BANNERETTS" TAKE ON "OCCULT HORROR" MONSTERS:**

1. "Normal" anthros (Cultists) – Evil, but not "corrupted" by the supernatural (yet). Seen in normal society in broad daylight and assumed to be a part of it (because they are).
2. Undead (Animated Corpses) – Usually raised by more powerful villains as cheap muscle and cannon fodder. Seen in civilized areas but only when no one is looking, such as at night.
3. Corrupted anthros (Ghouls, Goblins, and Ogres) – Demonically corrupted mortals. Either lives outside civilized areas, or in civilized areas in their most hidden recesses.
4. Cryptids (Shersey Devils, Tripoderos, Whirling Whimpuses) – Demonically corrupted zoomorphic animals. Only occasionally seen on the fringes of civilization, such as near rural areas.
5. Monsters (Flying Polyps, Cephalopods) – Like cryptids but found deep in the wilderness. They are so corrupted that they become "invasive" to civilized areas, spreading supernatural corruption while remaining virtually undetected.
6. Spirits (Ghosts, Poltergeists) – The lower ranking Functionary Spirits mentioned above. They are almost always invisible to mortals and are usually the ones pulling the strings behind each adventure. These creatures would take the place of angels and demons in this setting.
7. Possessed (Vampires) - When demons need to act more directly without exposing themselves too much. Spoken of a lot but rarely seen and feared by the community.
8. Apotheosis (Ashwood Monsters) – Demon incarnated in physical form and a portent to a coming catastrophe, immune to spiritual forms of attack, highly resistant to physical attacks (and just as in the base game, a 1<sup>st</sup> Circle ritual can negate this), has mastery of manipulating both physical matter and mortal minds, and grows stronger from mortal fear, paranoia, hate and sin.
9. Gods (Silent Ones) – The role of the "Silent Ones" from Occult horror is filled by the highest-ranking Administrative Spirits (most often called "gods" and worshiped by mortals) Several are detailed below with their rituals.

## **NEW MONSTERS (Shoots):**

Shoots are plant-like humanoid monsters created when demonic energy or magic corrupts local flora. They start out small but can quickly grow to be taller than the average anthro. Along with their uncanny anthropomorphic shape, they also grow long, thin, and strait thorns in places where claws and teeth would be on real anthros. They take three to nine days to fully mature (depending on the climate) and have three "stages" of maturity. In their final stage, they grow a seed pod that will eventually fall off and grow into a new shoot. If this pod is found, or taken off a defeated shoot, then it must be destroyed before it can germinate.

### 1. Seedling (Minor):

The first stage of the shoot, the seedling is only about 2 ft (61 cm) tall, and its form resembles immature green branches. The seedling is so fragile that the average person can bend, twist, or break them with their bare hands.

- **Traits:** Body d4, Mind d4, Speed d6, Will d4, Species (Cryptid) d6, Type (Shoot) d6
- **Skills:** Athletics d6, Endurance d6, Evasion 2d6, Fighting d6, Observation d6
- **Gifts:**
  - Contortionist (can squirm and wriggle; d4 cover)
  - Danger sense (bonus d12 to initiative and hazards)
  - Guts (bonus d12 to cause/resist Fright)
  - Stealth (bonus d12 to hide and sneak)
- **Initiative:** d4, d6, d12
- **Rally:** d4
- **Attacks:**
  - Claw @Close; d4, d6\*; Dmg +1; Off hand, Unarmed.
  - Bite @Close; d4, d6\*; Dmg, Hold, Drag; Unarmed.
  - Squirm @Held; d4 2d6, d12\*; Escape; Contortionist.
- **Counters:**
  - Bite @Held; d4, d6; Dmg, Hold, Drag; Unarmed.
  - Squirm @Held; 2d6, d4, d12, Escape; Contortionist.
- **Stunt:** Frighten 2d4, d12 vs. target's Body, Will, Presence.
- **Dodge:** 3d6, d4
- **Soaks:**
  - D4, d6,
  - \*Monstrous Soak -2 (/1 rest, d12 vs. the Panicked)
  - Sneaky Soak -2 (/1 hide)
- **Loot:** Kindling.

### 2. Sapling (Minor):

If a seedling lives long enough, it will grow into a sapling about 4 feet (1.22 m) tall. The sapling has a bark for skin that makes it a little tougher. They have more thorns protruding from their body, making up-close combat against them dangerous. The unique thorns that resemble claws/teeth on the seedling also adorn the sapling, but the sapling can launch them at an enemy (which they regenerate soon after).

- **Traits:** Body d6, Mind d4, Speed d6, Will d4, Species (Cryptid) d6, Type (Shoot) d6
- **Skills:** Athletics d6, Endurance d6, Evasion 2d6, Fighting d6, Observation d6, Shooting d6
- **Gifts:**
  - Quills (Can use quills)
  - Danger sense (bonus d12 to initiative and hazards)
  - Guts (bonus d12 to cause/resist Fright)
  - Stealth (bonus d12 to hide and sneak)
- **Initiative:** d4, d6, d12
- **Rally:** d4
- **Attacks:**
  - Shoot thorns @Medium; 3d6, Ammo d4; Dmg +1; Unarmed.
  - Bite @Close; 2d6\*; Dmg, Hold, Drag; Unarmed.
  - Quills @Close; 3d6\*; Dmg; Quills
- **Counters:**
  - Shoot thorns @Short; 3d6, Ammo d4; Dmg +1; Unarmed.
  - Bite @Held; 2d6; Dmg, Hold, Drag; Unarmed.
  - Quills @Close; 3d6; Dmg; Quills.
- **Stunt:** Frighten d4, d6, d12 vs. target's Body, Will, Presence.
- **Dodge:** 3d6
- **Soaks:**
  - 2d6,
  - Frenzy Soak -2 (1/Hit)
  - \*Monstrous Soak -2 (/1 rest, d12 vs. the Panicked)
  - Sneaky Soak -2 (/1 hide)
- **Loot:** Firewood.

### 3. Fruit (Major):

The final stage of the shoot, the fruit is about 6 feet (1.8 m) tall with even thicker bark, and the ability to shoot its thorns as well. They also have flower buds located where the eyes would be on a real anthro, these flowers can instantly bloom and release a pollen that causes victims of it to hallucinate. The seed pod mentioned earlier resembles a blood red Devils Snare (if it has not germinated, then maybe it can be saved for later use in a ritual, spell, or potion). If the pod is opened and the seeds consumed raw, then

the character will have the "Panicked" and "Dazed" status for one scene as they hallucinate.

- **Traits:** Body d8, Mind d4, Speed d8, Will d4, Species (Monster) d8, Type (Shoot) d8
- **Skills:** Endurance d8, Evasion 2d8, Fighting d8 Observation d8, Presence d8 Shooting d8
- **Gifts:**
  - Quills (Can use quills)
  - Spray (Declare Spray attack, 1/rest)
  - Danger sense (bonus d12 to initiative and hazards)
  - Guts (bonus d12 to cause/resist Fright)
  - Stealth (bonus d12 to hide and sneak)
- **Initiative:** d4, d8, d12
- **Rally:** d4
- **Attacks:**
  - Shoot thorns @Medium; 3d8\*, Ammo d4; Dmg +2; Unarmed.
  - Bite @Close; d8\*; Dmg, Hold, Drag; Unarmed.
  - Pollen @Short; d4, 2d8\*; Dazed, Panicked, Sweep; Spray 1/rest.
- **Counters:**
  - Shoot thorns @Short; 3d8, Ammo d4; Dmg +2; Unarmed.
  - Bite @Held; d8, Dmg, Hold, Drag; Unarmed.
  - Quills @Close; 3d8; Dmg; Quills.
- **Stunt:** Frighten d4, d8, d12 vs. target's Body, Will, Presence.
- **Dodge:** 3d6
- **Soaks:**
  - 3d8
  - -2 from non-supernatural damage
  - Frenzy Soak -2 (1/hit)
  - \*Monstrous Soak -2 (/1 rest, d12 vs. the Panicked)
  - Sneaky Soak -2 (/1 hide)
  - Wickedness Soak 6d6
- **Loot:** Firewood, Evil seed pod.

# **RITUALS**

## **CHAY, THE SELF EXISTANT ONE:**

The God CHAY (usually spelled with all capitals) is most often worship by those of the aptly named organized religion called "Chyanity". Chayans assert that their God is all powerful, all knowing, and exists everywhere at once. According to Chayan scripture, CHAY is the only "true" God, and the only being that deserves worship. The narrative of the Chayan religion is one of redemption and salvation for the lost and rebellious mortal anthros.

1. Prayer of Consecration: (1<sup>st</sup> Circle) "This book of the law shall not depart out of thy mouth; but thou shalt meditate therein day and night" After spending an hour in prayer, and studying appropriate scripture from the Hagios Davar, you now know what you need to do to improve CHAY's opinion die of you.
2. Saint's Sleep: (10<sup>th</sup> Circle) "They shall take up serpents, and if they drink any deadly thing, it shall not hurt them." CHAY knows his missionaries are risking persecution and martyrdom, but he watches over them. After spending a day praying and fasting, if you receive the "Mortal Danger", "Dead", or "Overkilled" status, you negate those statuses and are incapacitated, although those around you will think you have actually died seeing illusory mortal wounds that "killed" you. No amount of scrutiny or technology can detect signs of life. When no enemies can see you, you wake up with the "Sick" status. After the Saints Sleep effect triggers, you still take damage as normal. This saves you from a killing blow but does not make you immortal. The effect ends at the end of the episode if it didn't trigger.
3. Chapel: (10<sup>th</sup> circle) "For where two or three are gathered together in my name, there I am in the midst of them." You preach a sermon over the course of one hour. Success sanctifies a room, building, or area that no demon can enter. You need at least two other people to listen to your sermon. Magic from any "unholy" source could result in wickedness (what is considered "unholy"? Well, only one way to find out!).

## **LESSER ANGELS:**

Though many people believe in angels, fewer people consider it appropriate to worship them. Most people who do worship beings called "angels" are Doodems (and even those are a minority in their faith). The angels Doodems worship are the lower ranking

Functionary angels mentioned above, and thus would use the ghost or poltergeist stat blocks. People such as Chayans claim that no “true” angel would accept worship, saying they are actually worshipping demons in disguise.

1. Divine Message: (1<sup>st</sup> Circle) Angels are always speaking; you just need to know how to listen. While facing each cardinal direction, flip to a random page in scripture (of any religion) and pick a random verse each time. If successful, you now know what you need to do to improve an angel’s opinion die of you.
2. Guilt trip: (3<sup>rd</sup> Circle) Sometimes you need to show your enemy the truth of their wicked ways. After openly condemning them for their sinful acts up to Near Range, you look into their eyes, and if successful, they will see a vision of a heavenly realm. Your target will be Dazed as they are overcome with guilt and their eyes well up with tears.
3. Guardian: (7<sup>th</sup> Circle) No evil will befall you, and no plague will come near you. You say a prayer while clutching a holy symbol, then keep said symbol on your person. If successful, then for one day, the next thing to happen that causes any harm, such as a fall, car accident, or an attack, will instead deal no damage. It will appear as some sort of one-in-a-million freak occurrence (like a bullet hitting a locket, an object just barely missing your head, or an explosion leaving you unscathed). After you avoid the damage, the effect ends.

### **LESSER DEMONS:**

Very commonly worshiped among Doodems and Demonists. A good way to get conservative Chayan mothers to clutch their pearls and faint is to tell them that you worship demons. Edgy pranks aside, the demons in question here are the lower ranking Functionary ones mentioned above, and like the lesser angels, would use the ghost or poltergeist stat blocks.

1. Demonic Divination: (1<sup>st</sup> Circle) By casting lots, observing omens, scrying, or something similar (depending on the demon) you know what you need to do to improve that demon’s opinion die of you.
2. Mutation: Demons can make you strong and grant abilities you never had before. During the ritual, you change at least one article of clothing for another. If successful, you can choose an attack you can get from a gift that you do not have (pages 87-89). You now have that gift for one scene.
3. Farewell kiss of the ex-lover: (10<sup>th</sup> circle) You get a likeness of your target, such as a photo or an effigy, you then kiss the image and put a needle or other sharp implement through the heart. If successful, you can then seduce the target (you must keep the picture or effigy with you). The target can resist your seduction with Will, Observation, and Questioning vs. your casting roll. If you’re successful, the target will be supernaturally attracted to you and quickly fall in love with you. Over the next few days, your target will become ill, the symptoms will be mild at

first, but will worsen until it eventually kills them. Due to the spell, the target will never consider the possibility that you brought this on him and will be convinced you genuinely love him...until the last minute. He will then die knowing that the person he thought he loved brought him to an agonizing end. Your target's demise can be prevented if the sharp implement is removed from the photo or effigy. Performing this ritual puts its caster at risk of wickedness.

### **KASA, GODDESS OF HONOR:**

A popular goddess in the Echo Empire on Regel. She has been worshipped since the early days when the empire was an insignificant city state starting its conquests that would later make it one of the greatest ancient empires in history. Kasa believes in a fair fight, rewarding the noble and scorning the cowardly.

1. Haruspicy: (1<sup>st</sup> Circle) You dip a knife in the blood of a zoo animal and dangle it over a bronze model of a liver with inscriptions on it. If successful, then based on how the blood dropped on the model, you now know what you need to do to improve Kasa's opinion die of you.
2. Lead the Dead: (3<sup>rd</sup> Circle) You carve a curse onto a thin sheet of lead and bury it on the property of your target. If successful, a ghost will haunt the house of your target (focusing mostly on them). The effect is ended if the lead sheet is dug up.
3. Munus: (10<sup>th</sup> Circle) With a weapon drawn in your hand, and raised high, you declare that this next fight is dedicated to your ancestors, if you successfully defeat an enemy (you don't have to kill them) in your next combat encounter, then the opinion die of strangers will increase by one, and they'll offer you a discount on anything they sell. If YOU are defeated however, then all opinion die decrease by one.

### **ATEOS, GOD OF UNITY:**

An important god in the Union of Rothra on Regel. Ateos believes in putting the group before yourself and working together to achieve prosperity for all. He blesses those who share their fortune with others and despises those who would turn on their comrades.

1. Kutia: (1<sup>st</sup> Circle) You mix a ceremonial grain dish with sweet gravy, taste a spoonful, and take another spoonful and fling it on the ceiling or wall. If successful then by looking at the kernels and seeds stuck to the ceiling or wall, you now know what you need to do to improve Ateos' opinion die of you.
2. Purge the Traitor: (1<sup>st</sup> Circle) If you suspect one of your allies might double cross you, then you can use this ritual to discover who it is. Carve or write the names

of your supposed allies onto something that can't be easily erased (stone, wood, paper with ink etc.) and cover the names with your hand. When the incantation is done you lift your hand, and the names of any traitors will be gone, as if they were never written there. The traitor need not participate or even be present during this ritual for it to work.

3. Collective Fortune: (10<sup>th</sup> Circle) You take one hundred small objects such as coins, poker chips, pebbles, etc. and divide them into two groups of fifty. You recite the incantation and if successful, you gain a 2d8 bonus on your roles to attain what you desired. HOWEVER it must be something that can be quantified or divided (such as money). Additionally, half of what you attain must be shared with an ally at the first opportunity or you suffer wickedness.

### **SINTHIA, GODDESS OF KNOWLEDGE:**

Sinthia was once an obscure lunar goddess worship on Regel, but since the lunar colonies were founded, her cult has grown substantially. She is mostly worshiped on the Anthos colony. As a goddess of knowledge she can be called upon to help a scientist or inventor with her unique divine insight to create something new...or to sabotage an existing piece of technology.

1. Educated Guess: (1<sup>st</sup> Circle) You take a science textbook, open to a random page, and read it. If successful, then based on the content of the page, you now know what you need to do to improve Sinthia's opinion die of you.
2. Pseudoscience: (5<sup>th</sup> Circle) You take a broken piece of machinery similar to one your target is using, recite an incantation, then smash it the machine. If successful, the next gadget (anything with breakdown dice) your target tries to use will automatically break down.
3. Draw the Moon: (10<sup>th</sup> Circle) You take a handful of lunar dust and lay it on a flat surface. After reciting the incantation with your eyes closed, you draw something in the dust with your finger. If successful, then when you open your eyes, you see a schematic of...something. This gives you one bonus success on your next gadgetry role for one day.

### **NAKHASH, DEMON OF POWER:**

The enemy of CHAY and (according to Chayans) the enemy of mortals as well. Demonists however, revere him as the supreme god in their pantheon, believing that this demon actually helped anthrokind by freeing them from CHAY's oppression. All Demonists are required to worship Nakhash and pay him the highest reverence before any other gods.

1. Serpent's Speech: (1<sup>st</sup> Circle) After mixing a specific poisonous concoction, you drink it but DO NOT SWALLOW it. After the burning becomes too painful to handle, you spit it out (preferably on a featureless surface) and read the splatter. If successful, you now know what you need to do to improve Nakhsh's opinion die of you. This ritual works for the other demons in the Demonist pantheon, though the ingredients for the mixture will be different.
2. Forceful Bow: (3<sup>rd</sup> Circle) Those who refuse to bow to Nakhsh will be brought low! You take some kind of weight and hang it from your neck. The weight must be heavy enough that you can't stand up straight. While doing so you recite the incantation, naming the intended target. If Successful, your target will be unable to stand up straight or even look up, as if they suddenly came down with a severe case of arthritis.
3. Pass through the Fire: (10<sup>th</sup> Circle) Over the course of one hour, you perform a sacrificial ritual. Success defiles a room, building, or area that no angel can enter. You need at least two other people to participate in this ritual. Magic from "holy" sources in this area can result in wickedness (again, there is only one sure-fire way to find out).

### **BAEL, DEMON OF ORDER:**

The gift of magic is not something to be taken lightly, nor is it something to be used carelessly. Bael is the patron demon of those who want to enforce restrictions on magic to ensure that the unworthy won't tarnish such a precious gift.

4. Flies on stink: (5<sup>th</sup> Circle) Magic is not something to be used carelessly, so those with magical ability must be watched closely. Take some rotten food and wait until some flies begin crawling on it, then place some covering over it like a bowl to keep the bugs from bothering you too much during the ritual. After reciting the incantation, lift the bowl. If successful, those around you who have power dice (excluding you and your allies) will attract flies noticeably more than normal.

### **SOPHIA, DEMONESS OF MAGIC:**

For those who want to master magical power, there is no greater matron than Sophia, for she is magic itself. Sophia is a demoness with few scruples or taboos and it's very hard to offend her. This indiscretion has earned her the nickname among scoffers (and even some worshipers!) as "Sophy the slut".

5. Magical Mistress: (5<sup>th</sup> Circle) Sophia...gets around quite a bit. Lay out a fine piece of linen, and sprinkle it with myrrh, aloe and cinnamon. If successful, you can claim the effect of any ritual specific to any other deity without risking wickedness, but only if it is of the 5th Circle or lower.

### **TERMAGANT, DEMON OF WAR:**

Unlike Kasa, the demon Termagant cares less about honor and more about winning. This demon is well known for being the one mostly worshiped by the Alchemists in the Middle Ages during the Crusades (or as Alchemists call it, the "Magnum Opus").

6. Impending Defeat: (1<sup>st</sup> Circle) The end is near, and you are the one to bring it! You and your allies lay your weapons in a triangular shape and recite the incantation. If successful, you have a d8 bonus to initiative for you and your allies in your next combat encounter.

### **DEMIURGE, DEMON OF ARTIFICE:**

Idol worship is very important in the Demonist religion, so it's no surprise that their pantheon has its own patron dedicated to the creation of physical things. Demiurge is worshiped by many Demonist artists who create the various images and idols of their deities (even ones that aren't of Demiurge). Demonists believe that the essence of a spirit can inhabit a cult image and perceive through it, this is especially true for Demiurge.

7. Living Image: (5<sup>th</sup> Circle) If in the presence of an idol (preferably one of Demiurge), you bow and worship the idol and pray that it will show the power of Demiurge to any who would doubt him. The next enemy who comes within Near range of the idol will become Dazed and Panicked as he sees it move as if it were alive. An idol can also make a single attack on a target, the target dodging as normal and taking 5 points of damage if he fails. The idol will try to kill a target in a way that makes it look like he was sacrificed to the idol. After the attack (successful or not) the idol becomes inanimate again.

### **NEMZER, DEMON OF THE IMPERIAL CULT OF YAP:**

The demon Nemzer is the one dedicated to watching over the holy nation of Yap and is always the personal patron of the current reigning Supreme Demoniac. Although he rarely acts outside of that nation, or with worshipers other than the Supreme Demoniac he may sometimes be called upon if worshipers need help with his other specialty...control over life and death.

8. Lord of the Dead: (7<sup>th</sup> Circle) Perform this ritual in a cemetery at midnight on any gravesite, when finished, chip off a piece of the gravestone or tomb, place it in a small locket and wear it around your neck. If presented strongly to any hostile undead, they must roll Will, Negotiation, and Presence vs. your casting roll. Any undead that fail are then under your control for the rest of the scene. Performing this ritual puts its caster at risk of wickedness.