

Gates of Gehenna



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Game Credits

Author – Mr.Misfit

Editor - **None**

Layout – MS Office

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Playtesting - Dellinger, Zwerg, Matthias Leutheuser, Hajej, Daniel Bruckner, René

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0 - Introduction

Greetings and welcome to **Gates of Gehenna**, short **GOG**, the role-playing game about sword and sorcery, evil monsters and dastardly adventurers fighting, killing, looting and pillaging for glory, conquest and personal gain.

After months of planning, writing, testing and fixing, this little document has grown to include a small collection of rules to help and guide you through your experience with this little rules set. But let us start with a few explanations.

What's Gates of Gehenna

Gates of Gehenna or GOG is a pen&paper roleplaying game in a twisted fantasy world close to the end times during a development stage not unlike our own renaissance, when great religious wars are fought within a crumbling empire of old.

Everywhere the tell-tale signs can be found, crops go bad animals are infected with strange diseases, while beasts and worse have overrun the countryside, doomsayers plague cities as do widespread illness and war, as political and religious motives cross towards dangerous holy wars between the remnants of once-great empires amidst the ruins of ages.

Above all a strange cult, the Eye and Star, have proclaimed the dawn of the End times and many believe the opening of the Gates of Gehenna be near, the time when the world shall end, and all will be lost to the unspeakable void.

What is a Pen & Paper Role-play Game?

Pen & Paper role-playing is a mostly social activity of at least two persons coming together to tell a sort of interactive story. One, where each participant is able to influence some, or every part of it, often moulded by adherence to rules as are presented from Chapter 1 onwards.

GOG is a traditional Pen & Paper role-playing game with a game master and a number of players.

The Gamemaster?

For some among you, the idea might be a new thing, but in Pen&Paper the gamemaster has been an established element of the game since its inception, and some while some games have decided to eschew him/her, at least in **GOG** you will still find that role present.

The gamemaster is the person that will be your ears and eyes representing the surroundings and everything that's part of the world you play in, as well as being the person to manage some parts of the rules.

Unless your group consent says otherwise, he is the final arbiter of all questions arising during the game, as long as they are game-related, of course.

What do I need to participate?

To play **GOG**, you need a few things:

- A few sheets of paper
- Something to write with
- Three six/eight/ten-sided dice
- Mental Flexibility aka. Fantasy
- Other people¹

What is in this book?

Chapter 0 is an introduction, explaining basics and giving an example of how roleplaying in GOG might look like.

Chapter 1 explains the base game mechanics on which the rest of the game is build upon.

Chapter 2 takes apart and explains the different parts of the character sheet, detailing the different attributes, skills and stats and what their function in the game is.

Chapter 3 concerns itself with Character Creation and Level Advancement and explains the how, when and why of Experience.

Chapter 4 details talents, vices and combat styles.

Chapter 5 describes Combat in GOG and its inner workings.

Chapter 6 collects advanced and/or optional Rules that can be used to enhance the base game.

Chapter 7 expounds upon Retainers and followers as well as how a general encounter in GOG might look like.

Chapter 8 defines equipment, what it does, how it can help and where to get it.

Chapter 9 clarifies enemy handling for the GM and how a GOG enemy is used and/or created.

Chapter 10 provides an overview of the example Setting of Gates of Gehenna and the city of Maledictas

Chapter 11 displays example character sheets which can be photocopied.

Chapter 12 collects all tables from the other chapters into one big collection for quick re- and overview.

Chapter 13 contains the index and helps finding that elusive rule or talent you were missing.

What can I play with GOG?

Theoretically? Everything.

Of course this will never be completely true. **GOG** works best for Sword & Sorcery games, where the players represent intrepid heroes or villains around the time of something close to our own renaissance. Though you can add or detract from this with the use of optional rules presented in chapter 6.

So, while you might add to the base game with some of the optional rules content, the base game is meant for action-oriented play.

¹ You can do without, but somehow most social circles tend to shun this, notwithstanding the inherent difficulty of course.

Naturally I don't mean to tell you how to play your game of **GOG**. If you want, you can use it to play your home game of Cyberpunk or Swashbuckling or High Court Intrigue, but what I'm saying is, that **GOG** might not be best suited to those genres. In the end, however, it's all in your hands and after all, imagination knows no boundaries.

Example of Play

We are in the living room of **George**. **George's** living room is just about big enough to contain a nice gaming table and space enough for several other persons, a few of which are currently sitting with **George**.

The others are **Ann**, **Wily** and **Sophia**. At this moment, the player characters of **Ann**, **Wily** and **Sophia** are inside the temple of a god of illegitimately gained wealth during the night and try to help themselves to some of the tithe recently collected.

George: Alright, as you enter the great hall, with only sporadic rays of moonlight illuminating the place, you can see your very own reflection on the very marble floor and some meters ahead, at the other end of the hall, the statue of He-Who-Collects, a bizarre formation of slesh and metal holding a veritable pot of gold in its strange claws. No sound except your own breathing goes through the night and the gold glims like white pearls before you. What do you do?

Ann: Alright, I look around to check if this might be a trap. Is this a trap? Please tell me it's not a trap.

Wily: Walking over and getting the gold.

Sophia: What? Are you crazy?! Don't just go over to the pot! There might be some sort of trick to it.

Wily: Like what? A wet marble floor?

Ann: So, traps?

George: Roll perception versus 12.

Ann: My character has perception +4 so a 12 or higher.

<Rolls dice>

Ann: Ha, 11, that's 15, success!

George: Well, as you look around, your sharpened senses do make out a sound coming from the outside. Some sort of talk from beyond the windows high, high up. Though you do realize that, at some points in the floor ahead, some parts of the marble seem crooked and Jerome there <points to Wily> is about to step on one of those.

Ann: Jerome, stop!

Wily: Alright, I freeze. Like, with a foot still in the air or something and turn around asking "What?!"

Sophia: You almost stepped on a trap. Possibly a spear trap, or something equally sinister.

George: Now Sophia, you know that, but you character doesn't know that yet, as she hasn't taken a gander around.

Ann: So what kind of trap is it?

George: How would you know, without a closer look?

Ann: Damn.

Wily: Do I have to stay like this?

Sophia: Come back then.

Wily: Stay still, I'm gonna try something. I sneak to his side, while looking out for

those illuminated, crooked marble spots and then take a closer look.

George: Sure. As you slip ever closer to Jerome still holding his strange position, you notice that the marble spot seems somehow even stranger, as if it crookedness somehow makes the hairs on your neck stand up.

Sophia: Is it magic?

George: How would you know?

Sophia: Urghhh....fine...I try to perceive if there is magic involved here.

Wily: Hello? Still standing still, feets getting cold.

George: As you widen your senses, a flood of different emotions rushes at you, as if the place is full of them, greed, anger, sadness, you are quickly threatening to drown in this sea of magical residue. Roll Resolve.

Sophia: Oh come on! A 1.

Wily: Uh oh...

George: Critical failure, eh? Right, something compels you to come closer as the different and at times paradoxical waves wash over you, making you go step...by...step come towards the statue at the back of the room.

Ann: Can I stop her?

George: How?

Ann: I throw myself against her, seeing as she must be completely bonkers to do something this stupid.

George: Sure, but you might endanger yourself and her by doing this, remember, crooked marble spots? If you still want to have a go at it, roll Agility versus 10.

Ann: Pah, Valoria fears no danger. <rolls> Noooo, only a 9, just one shy of success.

George: Well, you do successfully crush into her, but you both land directly on one of the marble spots. And it sinks into the ground. You can hear a loud thump and ringing and thousands of gold coins split out of the pot at the statues hands that has suddenly turned about 180°. And above all this, the guards outside going “What was that?!”

Wily: Aw crap!

Rule Zero

Last, and before we get to the rules itself, let me tell you the single most important rule of all, the basic rule and point of all of this.

It’s a game. Have fun. Don’t be dicks to each other and enjoy the time spent. And if there is something you don’t like, change it. It’s your game now.²

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² Within the usual copyright limitations, of course. It is after all my game, but you, who play and GM, can toggle anything about it as you like. I won’t ever tell you “how to play correctly”.

1 - Mechanics

Now you might wonder, after reading the Introduction, how exactly you are going to maim and defeat your enemies? Not to worry, in this chapter we will introduce all base game mechanics and how to use them.

In Short

This chapter gives an overview and explanation of the differing game mechanics that make the game up, how they are applied and rolled.

The Roll

Let's say you want to do something in this game. You say you want to do it and, if appropriate, roll 2 dice. That tells you whether you succeed in doing what you wanted to do, or not.

One should only need to roll, when the outcome of the current activity is in doubt. The outcome should be doubt whenever it can substantially alter the events of the game.

In making a roll, you need to roll a number equal to or higher than the target number.³ This target number is called **the difficulty**.

The Difficulty

The difficulty, or DC, is the number you need to roll equal or higher than.

When you roll two dice, you add up both die results, and if that result is equal to, or higher than the difficulty

number you are trying to reach, you succeed.

Example: *The priest tries to climb a very difficult looking wall of about 2m height. To do this, the GM rules, he needs to roll Strength against DC 10. He rolls 2d6 and gets a 4 and 6. A 10. Just enough to get over the wall.*

If the result is less than the difficulty number, you fail.

Example: *Having bested the wall, the priest now faces the guards in the gardens. He wants to sneak past them, against DC 9. He rolls 2d6 and gets a 3. The guards notice him trying to sneak past, and trouble is afoot.*

The difficulty is determined by the GM and depends on the nature of the action in question. We call this **general roll**. The task at hand decides which **ability** you roll for.

Abilities

Every character has a number of abilities, such as strength, charisma or intuition. They represent the character in numerical values.

Each attribute has both a numbered value as well as a dice-size associated with it. The numerical value is called the **attribute bonus**.

Attribute Bonus

Each attribute has a numerical value attached, which is something you add to all results from rolls when rolling for that attribute.

It goes from +0 to +10 and is added to the end result of a roll.

³ The basic rule of GOG Mechanics: rolling high is good, rolling low is bad.

The dice you roll with however, is determined by the **dice size** of the attribute in question.

Dice Size

To make a roll, you use a two dice, either six-sided (d6), eight-sided (d8) or ten-sided (d10).

The corresponding aptitude determines the dice size. Every attribute has an aptitude. It goes from Mortal (M), to Gifted (G), to Supernal (S).

For **mortal** attributes, you roll **2d6**,
for **gifted** attributes, you roll **2d8**,
for **supernal** attributes, you roll **2d10**.

They represent the level of natural ability and skill found within that character for that specific attribute in comparison to everyone else.

Some mechanics require the use of a single die. This is specific to those mechanics, not for the general roll.

The result of a roll can change depending on the circumstances. We call such a circumstance a **vantage**.

The Vantage

Vantage, either Ad- or Dis-, is when a character has certain arguments for or against him when making a roll.

He can gain **advantage** or **disadvantage**.

Gaining **advantage** means rolling a third die of the correct size and choosing the higher two results of the three. This represents other characters helping in a task, or using the best tools available for the job.

Example: *Having lost the guards, the priest finds himself in the lords' study. Filled with rich and noble lore, he knows that the secret corridor to his forbidden dalliance should be somewhere here, and his backgrounds of book and secrets makes it that much easier to find the secret passage. Making an intuition roll with 3d6 versus a DC of 7, he rolls a 1, 4 and 6. He chooses the 4 and 6 resulting in a 10, clearly the better result and allows him to find the secret door.*

Disadvantage means rolling a third die of the correct size and choosing the lesser two results of the three. This represents trying to unlock a Safe with a broken hand or arguing in a language your character doesn't speak all that well.

Example: *Opening the trap door is one thing, but the newly setup guard dog something completely different. As the wild beast snarls and growls, the priest realises, to his disadvantage, that he has come ill-prepared for this journey when the dog attacks him. Having little alternative he tries to jump out of the way, rolling 3d6 in defense for his agility against a DC of 9, getting a 2, 3 and 4. Having to choose the 2 and 3, he fails his roll. That's going to hurt.*

Advantage is when the situation is favourable for you, and a **disadvantage** is when it's unfavourable for you.

One can gain several of either. Whenever a character can justify both a **dis-** as well as an **advantage**, he rolls two dice as normal, as

disadvantages and **advantages** negate each other. This counts, regardless having only 1 **advantage** to 20 **disadvantages** and vice versa.

Example: *With a severely hurting behind, our priest has by now successfully reached a small oil lamp, which he utilizes against the monstrous dog. The flame gives him advantage, but the small space, his lack of options and the severe hurting behind combine to a great number of disadvantages. However, both equal each other out so that, despite everything, he rolls with his normal set of dice instead.*

When you need to compare with an opponent that also would roll dice, instead of a difficulty, you make a **comparative roll**.

The Comparative Roll

The comparative roll looks at how much you've rolled for a result in comparison to the opponent.

Roll as normal, but without a DC, instead noting the roll result you gained. The opponent does the same.

Then, compare the results. The higher result succeeds. If the results are equal, it's a draw instead.

Example: *Having failed to evade the dog, the priest runs up the stairs and attempts to block the door, blocking the dog from following him. He rolls his strength versus the dogs strength with 2d6. He rolls a 4 and 5, while the dog, whom the GM rolls for gets a 6*

and 5 which combine to 11 against 9. That Dog is going to break through!

Sets

Sometimes in a roll a player rolls more than one instance of a result in a roll. Whenever you roll such a set, you may add one (1) to the final result.

Furthermore, when making a roll with Dis-/Advantage, and you roll a set, whether you take the dice required for it or not, you still gain +1 to the final result.

Helping

Whenever you are trying to do a task that others can logically help you with and they wish to do so, add **1** for each person helping. Be aware that this counts for your value as if the attribute/skill was of the higher value at the time, making a previously difficult roll suddenly common etc.

Time

Sometimes the passage of time can be of vital importance in the game. In **GOG** we add turn and round to the usual concept of time. A **round**, usually a combat round, is about 6 seconds, while a **turn** is 10 rounds, so 1 minute.

Level of Difficulty

The Level of Difficulty or LoD determines how difficult or at what level of challenge a DC set by the GM is in relation to the current abilities of the character.

As you'll note, some aptitudes make it much easier to reach a certain DC than others. This is by design, as it

represents the greater natural talent that flows into them.

The following table present the Level of Difficulty for their respective value. You'll notice that it increases with rising ability bonus, as the DC increase by $\frac{3}{4}$ for each ability point.

+0 to +5

DC/+x	+0	+1	+2	+3	+4	+5
<i>Easy</i>	3	3	4	5	6	6
<i>Common</i>	5	5	6	7	8	8
<i>Taxing</i>	7	7	8	9	10	10
<i>Difficult</i>	9	9	10	11	12	12
<i>Backbreaking</i>	11	11	12	13	14	14
<i>Unmanageable</i>	13	13	14	15	16	16

+6 to +10

DC/+x	+6	+7	+8	+9	+10
<i>Easy</i>	7	8	9	9	10
<i>Common</i>	9	10	11	11	12
<i>Taxing</i>	11	12	13	13	14
<i>Difficult</i>	13	14	15	15	16
<i>Backbreaking</i>	15	16	17	17	18
<i>Unmanageable</i>	17	18	19	19	20

Due to this handling, you also know what to roll, when your GM tells you that a certain taks is certainly difficult, or challenging.

Conclusion

Those are the base game mechanics, from which most of the game engine flows and to which you will return very often during game play.

Summary

Advanced Mechanics – See Chapter 6

Advantage – Roll additional, third dice and select the two with the better result

Aptitude – Determines dice size used when rolling for corresponding attribute, goes from Mortal, to Gifted, to Supernal, d6, d8 and d10. See Chapter 2

Attribute – Base numerical values depicting character abilities with an aptitude. See Chapter 2

Attribute Bonus – Bonus given by value of attribute, added to roll result. See Chapter 2

Comparative Roll – Both sides roll their dice and winner has the higher result, with equal results being a draw

Dice (d) – Resolution tool used to determine whether a task at hand can be resolved with success or failure, comes in 3 versions, a six-sided die (d6), eight-sided die (d8) and a ten-sided die (d10).

Difficulty (DC) – Target Number, a roll result has to reach to make it a success, depends on ability rolled for and Level of Difficulty.

Disadvantage - Roll additional, third dice and select the two with the worse result

Helping – Whenever another helps you with a task, add +1 as RM

Level of Difficulty (LOD) – Goes from Easy, to Common, Taxing, Difficult, Backbreaking to Unmanageable, determines what DC to be how difficult in terms of Advancement

Roll Modifier (RM) – A die-roll-modifier (drm) which is added or subtracted from/to the result of a roll and which creates a modified, final result. Negative RM is **bad** (*Decreased Chance of Success*), Positive RM is **good** (*Increased Chance of Success*).

Roll – What you do to succeed at a task at hand whose outcome is of importance to the current plot.

Set – Whenever rolled with two dice used for a result, that result is modified by +1, even if the set isn't used for the roll due to dis-/advantage

2 – Abilities & Skills

In **GOG**, every player is represented by a player character. They confer certain facts about themselves, found on their respective character sheet, an example of one such can be found in chapter 11.

In Short

This chapter explains the different parts of the character sheet, abilities, skills, and characteristics.

Each player character has a number of attributes with an aptitude, several skills, a combat style and characteristics.

Attributes

Attributes tell us of the characters ability for a task. They run from +0 to +10. They also have an aptitude, representing the level of natural talent.

The different levels of attributes are:

Score	Level
+0	Undeveloped
+1	Weak
+2	Common
+3	Trained
+4	Veteran
+5	Expert
+6	Master
+7	Grandmaster
+8	Heroic
+9	Epic
+10	Legendary

Each attribute also has an Aptitude, determining both dice size and talent.

Aptitude	Dice Size
Mortal	2d6
Gifted	2d8
Supernal	2d10

The nine attributes are:

Agility
Charisma
Constitution
Influence
Intuition
Logic
Perception
Resolve
Strength

Agility (AGI)

This represents the characters ability to dodge, run, his general quickness and aptitude for acrobatics and other fields.

Charisma (CHA)

This represents the general aura and atmosphere the character exudes towards others. A character with great charisma is more often greeted by people, intuitively treated better and gets better deals when trading.

Constitution (CON)

This represents the general health and the ability of a character to withstand poison and disease as well as how good he is at running a marathon, not for speed, but pace.

Constitution also influences the number of health boxes a character has available, gaining a new box row for every +2 points, starting with a single row, the first one.

Influence (INF)

This represents the ways to manipulate and influence others around the

character in ways that are often helpful to him and/or unhelpful to others, right up to being downright harmful.

Intuition (INT)

This represents the general mental acuity and sharpness, the speed with which someone picks up on facts they are being told and how they understand events happening around them.

Perception (PER)

This represents the general perception, the ability to see, hear, acknowledge and realize all that is before one’s eyes, whether it is the mental eye or a real one. A good perception allows a character to notice little details, small or often missed things about a scene or a story they are being told about.

Logic (LOG)

This represents both the learnedness and knowledge of a character as well as his ability to make logical connections between them and the world at large or the small scene before them. By itself, the characteristic is rather abstract and more often used for academic skills or knowledge, or how good a character can recall facts.

Strength (STR)

This represents the muscles and general might a character can put into his grip, whether it is by technique or just more and more muscles.

Resolve (RES)

This represents both the ego and general willpower of a character, his mental fortitude and ability to withstand torture and attempts to be

persuaded by others to actions the character would not usually take.

Skills

Skills represent derived capabilities and have a cap, a maximum value depending on the attributes they derive from.

In GoG, every character has nine different skills, and they represent specialization or investment into the outcroppings of their respective field.

Skills function as attributes in that you can roll for them. They are capped with a maximum value by the higher of the two attributes they are derived of and use the lowest aptitude of the connected attributes. Like attributes, they have a maximum value of +10.

At character creation, you also choose 4 skills, to be trained in. These skills use only 2 attributes to create their cap, while all others use three.

The skills are:

Alchemy	Deception
Etiquette	Insight
Leadership	Lore
Mechanics	Stealth
Trade	

All skills open with a name, the attributes making up their cap and some descriptive text.

Alchemy

Trained	Untrained
CON+LOG	+INT

What would later come to be called chemistry, knowing how nature and different alchemica work, what to brew and where to get a steady supply

of sulphur are all treated within, as are more fantastic applications.

Deception

Trained	Untrained
STR+RES	+AGI

To lie and cheat, hide a truth among many misconceptions or just trying to get someone to believe that you are the moon are all made on the basis that you either use your given gifts to manipulate someone into believing or make him/her acknowledge the fact by sheer force of personality.

Etiquette

Trained	Untrained
CHA+INF	+PER

The right thing to say at the right time, and to the right person, to know when to bow or what title someone has, whose status is higher, whose lower, and when you really shouldn't stress something are all part of this skill.

Insight

Trained	Untrained
INT+PER	+LOG

Getting into the mind of others, understanding their intentions and deciphering whether someone lies or tells the truth is a difficult thing to do, and it can be done by observing the other or not falling for the trap.

Leadership

Trained	Untrained
CHA+RES	+INF

To lead is to be responsible for lives beyond your own. And whether your leadership comes from the strength of your personality or from the fact that you are simply the best choice for the job is indifferent to those being led.

Lore

Trained	Untrained
LOG+PER	+CHA

Here you will find all manner of knowledge, whether by tradition or learned academics, all the history and law, all the great names and positions enclosed.

Mechanics

Trained	Untrained
AGI+PER	+STR

Be it that you know how to build a mechanical golem, or want to create a simple apparatus, build a castle gate or a steampowered monstrosity, disarm a mechanical trap or open that lock.

Stealth

Trained	Untrained
AGI+CON	+RES

To move unseen in dark places, from shadow to shadow, between places of light, with those who await the right moment for every move, or those who just go as fast as possible, hoping to evade all between them and their target.

Trade

Trained	Untrained
INF+INT	+CON

Selling high or low, to the best bidder or choosing the fastest economically viable route, bickering and bargaining at the table are all part of this skill.

Characteristics

The characteristics are comprised of character health levels, combat styles and talents.

Combat Styles

Combat Styles represent special skills, allowing characters to use maneuvers and other special abilities based on their training.

Combat Styles are chosen during character creation or as part of character advancement. No character can have more than three (3) combat styles available at the same time.


Combat Styles use the same system as skills, but are treated different in that a player may choose which to get instead.

Combat Styles are expanded upon in Chapter 4.


Health Levels

The general health and survivability is divided into Health Levels. They represent the tolerance of the character for physical wounds of any kind and their effects.


Health Levels




Shallow - No effect




Light - -1 RM to Rolls



Strong - -2 RM to Rolls



Critical - -3 RM to Rolls



Deadly - -4 RM to Rolls

Every character starts with a single row for each of the health stages available, from *Shallow*, to *Light*, *Strong*, *Critical* and

finally *Deadly*.

Incur enough damage to fill up one column and further damage starts filling up the next lower column.

Reaching a certain column always confers a negative effect, though they aren't treated cumulative.

A character starts with a single row and gains additional rows for every full +2 bonus in Constitution.

All Health Levels Marked

When all boxes of a character are ticked, the character is mortally wounded, knocked out and in danger of ending his adventures permanently.

A player, whose character filled all his health boxes, rolls 2d6 on the **At Deaths Door** table and applies the result.

At Deaths Door		
Roll	Outcome	Effect
0-5	Death	You are dead
6	Cruel Bargain	Death offers you a bargain. Accept and you live to fulfil the bargain or earn death's ire. Refuse and enter his realm permanently
		Deep scars and wounds damage your body. Roll d6
7-8	Crippled	(STR,AGI,CON,PER,CHA,INF), lower resulting attribute by 1, and treat as KO
9-10	Rattled	The close death experiences leaves you rattled, apply Disadvantage for the next 48 hours, and treat as KO
11-12	KO	You've been brought down, but no permanent damage has been made
13+	Shaken	You've just been shaken up and aren't really down. Uncheck the final health level and carry on.

Regaining Health Levels

There are several ways to regain health levels.

15

A character can rest. For each full day of rest a character heals **[Constitution]** points of damage. If a character rests for a whole week, he heals all damage.

You can also regain health by medical treatment, which, depending on the quality of the item used, allows healing some damage, depending on the items used.

Another resort you can try is quick-heal-items, objects which allow a small infusion of healing with diminishing return on continued use, but can save lives in the nick of time, or occult talents.

And finally, after every combat, every surviving character not yet knocked out heals 2 damage automatically, representing the will to survive.

Attribute Damage

Adventurers can encounter attribute damage. Attribute damage weakens attribute scores and makes actions harder to succeed at.

To regain attribute points, a character needs to rest for 4 weeks of full-time rest, or after 4 months naturally.

Otherwise, only occult methods can help.

Attribute Damage can lead to an attribute going below +0. Going below 0 works as if the same attribute confers a negative dice roll modifier onto a roll.

Species

A characters species tells us whether he is a member of an illustrious people,

his past and where he is coming from. The species also acts as a requirement for some background talents.

The different species of GOG are expanded upon in Chapter 10.

Talents

Talents are special abilities/skills that represent uniqueness and mark the characters among the common masses as special

Player characters gain one (1) new talent point per every two (2) attribute advancements they made.

Talent mechanics are expanded upon in chapter 4.

Vices

No one is without them, a small sin here and some deviousness there. Vices serve to represent these in the player characters, as well as that big flaw, that might ultimately prove to be their downfall.

Each vice has an aptitude, like an attribute, but vices are always rolled as if at +0 and determine what your characters weaknesses are.

They are expanded upon in chapter 4.

Initiative

How fast does a character react, when his or the life of others is on the line? Initiative is mostly used in fighting via a pre-determined value and calculated by taking the average of Agility, Intuition and Resolve.

Initiative

$$\frac{[AGI + INT + RES]}{3}$$

(fractions rounded up)

Summary

Abilities

Agility	General speed, quickness, coordination
Charisma	How the character is perceived by others
Constitution	Ability to withstand pain, poison, disease
Influence	Ability to manipulate others
Intuition	Wisdom and mental acuity
Logic	General Intelligence and Knowledge
Perception	Ability to see details
Resolve	Mental Fortitude
Strength	Muscles and Technique

Skills

Alchemy	Brewing potions, workings of chemistry
Deception	How good you are in lying and cheating
Etiquette	In what way to act in civilized society
Insight	How to discern truth and lie
Leadership	Commanding units and respect
Lore	Knowledge of the world and its history
Mechanics	How to build, craft and repair mechanics
Stealth	When you need to hide and be sneaky
Trade	Trading, Crafting, Haggling

Characteristics

Combat Style	How a character Fights
Health Levels	Physical Health/Fitness
Vices	Character-related Disadvantages
Talents	Special Abilities
Initiative	How fast a character reacts

3 – Character Creation

In Short

The following is a step-by-step guide for character creation for use with the GOG rules.

Step 1 - Concept

Think of a concept for your character. Who is she supposed to become? Who do you want him to be?

Step 2 - Origin

Select a species. Being a member of a certain species costs nothing by itself and never confers mechanical advantages but it may include or exclude you from certain talents.

Step 3 – Attributes

You get 27 Points. Use these to increase attributes determine Aptitude. Start with all attributes at +0 and mortal aptitude.

You have **9** attributes.

To **increase** an attribute by one, you spend
1 Point.

To **advance** an aptitude by one, you spend
6 Points.

A character may not start with an attribute better than **+5**.

A character may not start with an aptitude better than **Gifted**.

Step 4 – Skills

The next step is calculating current skill caps and aptitude, as they derive attributes.

Choose four (4) out of the nine (9) available skills. Those are your trained skills. They use only two attributes as cap, while all others count as untrained.

The highest of the named attributes determines the cap, while the lowest determines the aptitude.

Skills start at the lower derived attribute level -1, though no lower than +0.

Alchemy <i>CON + LOG</i>	Untrained <i>+INT</i>	Deception <i>STR+ RES</i>	Untrained <i>+AGI</i>
Etiquette <i>CHA + INF</i>	<i>+PER</i>	Insight <i>INT + PER</i>	<i>+LOG</i>
Leadership <i>RES + CHA</i>	<i>+INF</i>	Lore <i>LOG + PER</i>	<i>+CHA</i>
Mechanics <i>AGI+PER</i>	<i>+STR</i>	Stealth <i>AGI + CON</i>	<i>+RES</i>
Trade <i>INF+INT</i>	<i>+CON</i>		

Step 5 - Talents

Now you get 5 talent points. You may use them to activate, and only activate up to 5 talents of your choice. Talents are unique abilities that allow you to develop your character further. They can be found in Chapter 4.

Gaining new, or advancing current talents later on can be done per every two attribute advances.

Afterwards, you gain 1 talent point for every 3 points you invested in your attributes in Step 3. (Investing the points into a better aptitude does not count for this purpose!)

Step 6 – Combat Style

Choose one (1) Combat Style your character knows in addition to gaining the Unarmed Combat Style. Combat Styles are combat specific skills. You can find a list of them in Chapter 4.3

Step 7 - Vices

Now take a closer look at the characters vices. Each Character has 4 Vices, **Fear**, **Greed**, **Disrepute** and **Pride**. They are expanded upon in Chapter 4.

Each Vice is given an aptitude.
You may give one (1) **Supernal**,
two (2) **Gifted**
and one (1) **Mortal**.

Step 8 - Equipment

You gain equipment your character would usually have, apart from a regular set of clothing and 2d10 silver pieces. Try to limit the value of your start possessions at 200 silver at most.

For example, a former gladiator would start with a melee weapon and some sort of light armour, perhaps even a chariot, while a merchant might start with cart and mule and some cargo.

Remember Rule 0.

Step 9 – Character Experience

Decide the starting power/experience level of your character.

New characters start as per the normal build rules above, as can be seen at Step 3, but depending on the game you're playing, a higher level might be appropriate.

If you choose to create a more proficient character, change the number of attribute points from Step 3 as per the table and change the

creation limits as normal. No character should ever leave character creation with a supernal aptitude though.

Starting Character	27 Points	Max +5
Proficient Character	45 Points	Max +7
Expert Character	63 Points	Max +9

Step 10 – Filling in missing pieces

You have now filled in the abilities, skills and can begin to fill in all the missing values, even those of less importance, like age, hair colour etc.

Species	Common Start Age	Common Max Age
Human	18-30 (16+2d6)	Start Age +2d20
Svart	30-50 (29+d20)	Start Age + 2d20
Aen Seidhe	20-60 (18+2d20)	50 + 2d20 years
Revenant	As previous Race	Current Age +2d6 years
Bandar Log	7-12 (6+d6)	Start Age +2d20

Summary

Points	As per Experience/Step 9
Attributes	27/45/63 Points for 9 Attributes, 1 point per +1
Aptitude	6 Points to go from Mortal to Gifted
Skill	Calculate from Attributes, start at (lowest attribute)-1, min 0
Talents	5 Points at Start, +1 point per 3 attribute points
Vices	4 Vices, one aptitude per, 1 Supernal/Mortal, 2 Gifted
Equipment	As fits character background +2d10 sp
Experience	Depends on group and play style

3.1 - Advancement

Once created, a character is able to advance, to develop himself and become stronger. He does this mostly by using and prevailing with the skills he has at hands and with the trust of a sharp sword.

In Short

This partial chapter contains rules for character advancement and how to apply it.

Character Advancement

GOG^a uses a directed practice system to simulate the advancement of abilities and skills instead of levels or experience spending.

Each ability and skill have a numerical value, designated as +0 to +10. To increase this bonus/value, a number of successful rolls against specific difficulties are needed.

Number of Rolls

The number of successful rolls and the difficulty needed are given in the Advancement table below.

+x/DC	Common		Taxing		Difficult
+1	1	and	1	or	1
+2	2	and	1	or	1
+3	3	and	2	or	1
+4	4	and	2	or	1
+5	n/a	/	3	and	1
+6	n/a	/	3	and	2
+7	n/a	/	4	and	2
+8	n/a	/	4	and	3
+9	n/a	/	5	and	3
+10	n/a	/	6	and	4

The number of successful rolls describes how many rolls against a certain difficulty you need to succeed at until you may increase an attribute/skill to that stage.

Example: *Last time the priest was trying to escape from an escape dog breaking through his cover. He has since been captured but also learned a few things and has now only one more roll he needs to advance his Intuition from +2 to +3. Luckily such a possibility is provided by destiny itself and he succeeds at the roll as well. He marks it down, erases all other marks and replaces the +2 with +3. Hooray!*

This counts for both attributes and skills. You also have to note the rolls for each by themselves, as a roll for one attribute/skill cannot be suddenly changed to another.

Once the needed number of rolls has been made, the attribute/skill is immediately advanced to its new value and a new number of rolls is needed.

If a roll was made against a higher Level of Difficulty, it is counted for the LoD as per players choice.

If the roll gains a roll modifier beyond the base attribute or skill value, the LoD is modified respectively.

Example: *You remember that our priest recently increased his Intuition from +3 to +4. Armed with this greater and deeper intuitive ability, he needs to go against a sudden DC of 12! That's a challenging Level of Difficulty. However, for this situation, not only has he gotten 2 friends willing to help him, but he also gets a +2 RM from his greatly advanced talent. He thus gets +8 instead. However, this also diminishes the current Level of Difficulty to Common instead. He wouldn't be able to make*

the roll count anyway, but if he could have, he wouldn't even be able to make it count.

Each attribute or skill can only be increased once per module/milestone, though you may decrease or increase this to fit the advancement speed to your groups' playstyle.

Only one roll may be counted per scene for a given attribute/skill. If a fight breaks out, it counts as part of the larger scene.

Skill Cap

Skills, whether general skills or as combat skills, are capped at certain values, depending on whether or not they are used untrained or not.

You cannot collect successful rolls for a skill/combat style that has reached his current cap value. To further increase the cap, increase the connected attributes.

Advancement Talents

Advancing a given value does confer some benefits on a player character.

Whenever a character has advanced his attributes twice (2x), and only attributes, he gains one talent point.

Talent points can be used to either advance a talent or gain a new talent. Talent points are expanded in chapter 4.

Advancing Aptitude

A player character, once he has set a specific aptitude, may never advance or increase that aptitude. Aptitudes are natural born talents and inborn ability

checks, which we can embrace but they are also our true limitations.

No player character can ever have supernal aptitude. It is used for beings far beyond the humanoid spectrum presented.

Beyond +10?

You'll note that +10 is treated as the maximum that attributes and skills can add to a roll. That is done so on purpose. Characters reaching such a high mark are already beyond most normal challenges of the game and as such present their very own obstacles.

Summary

Advancing Attribute/Skill	Via collecting common, taxing or difficult rolls Max 1 roll per scene, combat counts within
How fast?	scene, each skill/attribute can only increase once per module/milestone
Skill Cap	Depends on derived highest attribute
Advancing Talents	For every 2 points of attribute increase, gain 1 talent point
Advancing Aptitude?	No.

4 – Talent, Style & Vice

Talents are what set your character apart from the common folk, by giving you not only greater skill but also special abilities, while combat style explains how your character prefers to fight, and everyone has some vices under which they suffer.

In Short

This chapter lists available talents in-depth in alphabetic order under each respective category, lists the available combat styles and the attributes they derive from, and explains vices and how to use them.

4.1 - Talents

Talents represent special knowledge or abilities gained or advanced by spending talent points on them.

Talents are divided into five categories, **Heritage, General, Combat, Skill** and **Occult**.

All talents are written similar. They are divided into category, name, description, requirements, a mechanical effect gained and a descriptor about what can be advanced.

Name

Flavour Text

Minimum Requirement for Talent

Effect Effect

Advance Value?

All talents are gained with base effect and can be differentiated into talents that grow passively actively, by spending talent points to advance the talent.

Each talent can only be advanced a maximum number of three (3) times and only if it has “advanceable components”, that is, if it is made up of things that can be advanced.

Talent advances can either be by advancing **value, dice, size, or category**.

Advancing Value

Some talents include roll modifiers and thus clear numbers. These are annotated as +X RM or -X RM.

Advancing a positive roll modifier increases it's value by one. Advancing a negative roll modifier decreases it's value by one. A negative roll modifier cannot be decreased to less than 0.

Example: *Wily has just activated the talent “I’ve seen Death” for his character Jerome. He now wants to advance the talents value. He chooses one of the two bold values in the talent, here the +1 Resolve Defense Roll Modifier, increases that by one, so that it becomes a +2 RM, and pays a talent point. He has now advanced this talent once out of three possible times.*

Be aware that, when advancing a value, you always advance one value, even if there are several others in the same talent. You can only choose one per advance.

Advancing Dice

Some talents include a dice size, like a six-sided die or d6. When advancing a dice, you can either increase the size along the following chart:

**d3 > d6 > d8 > d10 > 2d6
> 2d8 > 2d10**

or decrease its current die size by one, adding a +1 to its end. This decrease cannot go below a d3 and the increase not above 2d10.

Example: *Sophia wants Lady Foxnot to really be able to pack a punch when hitting a target and chooses “Dirty Fighting” as her talent. As it stands the talent currently allows her to roll a d3 to determine the amount of damage done, but she can advance the talent once to increase the die size to d6. Continuing on with her second advance she might increase the dice she can roll to d8, or even d10 with a third advance.*

A talent can both be advanced to increase the die size and decrease it afterwards, resulting in (original die)+1. Each further time a talent is advanced by decreasing the die size after being decreased once, the bonus increases by 2.

Example: *Sophia might also decide to go into the other direction and decrease the dice size first or later on. Each decrease of the dice size adds a bonus to the die result. So with the “Dirty Fighting” talent she might go to d6 with the first advance, then d3+1 with the second and finally d3+3 with the third, or even d6+1. In theory, she could also decrease the dice size when still at d3+3, but as there is no lower dice size, the bonus would increase to d3+5 instead.*

Advancing Size

Some talents include a value or size of some sort, like x meters or even range categories as direct measurements.

Talents that use size measurements increase by 2 per advance, so 2m > 4m > 8m > 16m..., or 5% > 10% > 20% etc⁴ Such talents can also be decreased in advancing them.

⁴ %-Chances can be rolled by using 2d10 as a d100. Treating one die as the ten digit, and the other as the one digit allows you to roll %-chances as per their value.

Example: *Ann found replacing her followers really expensive after every mission, so she goes for the “Uncountable Numbers” talent, that decreases the cost of new retainers/followers by 5%. As this is a size, she may advance the talent, thus doubling the percentage from 5% to 10%. On a second advance this might become 20% and finally on a third advance even a whooping 40%. Now that’s some cheap workers.*

Talents that use range categories advance per category, so range 1 > range 2 > range 3 and so on.

Example: *Wily, always wanting to walk around throwing bombs gods-know-where, decides to get the “Pitcher” talent to increase his range of throwing. The Pitcher talent increases the range category of throwing weapons by 0, so he has to advance the talent to really take advantage of it. Advancing it even once already increases the range by 1, meaning most throwing weapons might even be thrown accurately at range 1 or normal at range 2.*

Advancing Category

Some talents include special categories that can be advanced. These are annotated specially and their advance is explained specifically under the advance row of the corresponding talent.

Example: *Some talents, like “Trusted Weapon” include a category advance. This means that they can be advanced specifically to the things included in that category. For this talent that means that the chosen trusted weapon may gain the ability to ignore Armor up to Light, Medium or even Heavy armour, responding to one, two or three advances on the talent itself.*

Stacking Bonuses

Unless specifically noted, talent effects are always cumulative, so that similar bonuses are allowed to stack.

Activation & Advancing

To **activate** or **advance** a talent, satisfy its requirements and pay 1 talent point.

Heritage

Heritage talents are background talents, which allow players to enrich their characters backgrounds and represent special pasts or experiences

Heritage Talents that don't require a specific species can **only** be chosen at character generation, not afterwards.

Best of Both Worlds

You have the best of both worlds, no matter which worlds that might be

Species Half-Breed

Effect You may activate up to **1** talent requiring either of one of the two species that make up your own half-breed.

Advance Value

Bond of Fire and Steel

Your people were always mastersmiths and you grew up with some of these talents influencing your works and abilities

Species Svart

Effect Whenever you want to craft something by use of a smithy, you get **+1 RM** to all rolls relating to it and can reduce its price by **5%**.

Advance Value, Size

Bound to the Seasons

You are a member of the ethereal race, the long-lived and lost people of the otherworld

Species Aen Sidhe

Effect Your people were always affected by the season. During Spring, you gain **+1 RM** to Insight, during Summer **+1 RM** to Leadership, during Autumn **+1 RM** to Lore, during Winter **+1 RM** to Deception.

Advance Value

Cordian Pride

You come from the old cordian core lands, where Cordis itself is said to have been laid to rest and pride yourself on this connection of history

Effect As you yourself are connected to Great Cordis, people tend to listen when you speak, giving you **+1 RM** to Influence rolls and your pride tends to make you less inclined to listen, giving **+1 RM** to Resolve against social rolls of others

Advance Value

Cymric

Born on the far isle of Cymris, in one of the petty kingdoms that inhabit the island on the shores of the Makria Thalassa has left its mark upon you

Effect You feel at home amidst the green and hilly

lands. You gain **+1 RM** to all rolls to find food and water and survive in a green, hilly or forested environment, and can increase your speed in a forest by **2m** per turn

Advance Value, Size

Embracing Your Other Side

You are the child of two worlds

Species Half-Breed

Effect Your embrace of a side of your heritage has led members of that origin to welcome you more warmly, giving you **+1 RM** to reaction rolls when encountering them.

Advance Value

Emotionally Distant

You are a member of the ethereal race, the long-lived and lost people of the otherworld

Species Aen Sidhe

Effect Your people live long, and treat the death of another not with the same grievance that others do, making you appear as cold and distant. All negative effects resulting from the death of a Non-Aen Sidhe are lowered by **1** for you you get **+1 RM** to all rolls to withstand emotional pleas/attempts to sway you.

Advance Value

Exiled

You've been on the run for a very long time, ever since they threw you out, wherever that might have been, whatever crimes you committed

Effect Your past has made you more aware of things around you, giving you **+1 RM** to all perception rolls on sight and made you wary of trusting strangers. You always have a **5%**-chance to infer if someone is lying to you.

Advance Value, Size

Fervor

Few races can bring themselves, and with it, others into such fervor, whip out the great will into open rebellion, as humans do, so bound to their hearts, yet so ruled by their stubborn heads

Species Human

Effect When attempting to influence a group of humans, gain **+1 RM** to Influence rolls to convince them or whip them into a frenzy

Advance Value

Guild-Born

Your early years were spent learning and living under the disciplined hand of the merchants of Maras, living in one of their Kontors.

Effect You've learned numbers, calculations and all manners of bookkeeping, when to help carry or how to order those lesser around, giving you **+1 RM** to all Leadership rolls for people paid by your purse and **+1 RM** to all rolls about topics of

relevance to a merchant

Advance Value

Gurus' Foresight

You are a member of the monkey people and like their smaller white-hide chimpanzees have learned the rare ability to predict the unpredictable

Species Bandar Log

Effect You are one of the few able to glimpse pieces of the future, often only a second at most. You gain **+1 RM** to all physical defense rolls as long as this ability is active. Using it gives you the bonus for **d2** rounds. As it is exhausting to stare into the face of the unknown, it can only be activated **once** per day.

Advance Value, Dice

I've Seen Death

Your death was gruesome and your experience with whatever followed has hardened your mind against further cruelties

Species Revenant

Effect You gain **+1 RM** to all Resolve defense rolls and **+1 RM** to rolls on the At Deaths Door table when rolling for the first in Combat. This bonus is halved outside of combat, rounded down.

Advance Value

Oversized Monkey Paws

Just as your people are, you yourself are especially gifted at climbing

Species Bandar Log

Effect You may gain either **+1 RM** to climb rolls or negate disadvantage for the same

Advance Value

Of Faithful Flock

Your parents embraced the new believe and entered you and yours into the Suprematii from the earliest possible age

Effect When confronted by non-believers, you may add **+1 RM**, **once** per scene, to a roll, or increase the result by **d2**, so long you confront the non-believer with righteous fury and passion

Advance Value, Dice

Magi

You've finished your early education as an absolver of the School of Magi in distant Yvyz and are an ordained priest of Atarism

Not Species Bandar Log

Effect You gain **+1 RM** to all reaction rolls and **+1 RM** to all Influence rolls with followers of Atarism and reduce all fire damage received by **0**

Advance Value

Noble Past

Your family was once of worth and rank, possibly even noble, but has since fallen on hard times and lost everything except the name and all that confers towards those who remember

Effect When in the presence of aristocrats, on feasts or at a ball, you gain **+1 RM** to all Charisma rolls, provided the other knows of you past.

Advance Value

Past Mired in Shadows

Your past is a mystery, perhaps even to you, but you use this to great effect with those who are stumped by it

No other Heritage Talent

Effect You may add **+1 RM** to all Charisma rolls when meeting someone for the first time and **+1 RM** to all Deception rolls when speaking about your own past, whatever claim you make

Advance Value

Smell of Undeath

Your Undeath has changed the way, many, especially ethereal beings react to your presence, at times even drawing them closer to you

Species Revenant

Effect Your experience during your time beyond has led to a change of behaviour of beings from there. You get **+1 RM** to Reaction rolls of occult beings.

Advance Value

Stone Mentality

Your bond with the mountain has given you some of its resilience

Species Svart

Effect Gain a **5%** chance to ignore all effects of mind-control and illusions.

Advance Size

Uncountable Numbers

There has seldom be more truth spoken, than when humans are compared to cockroaches and how they can soon after being introduced be found anywhere in a given space

Species Human

Effect Replacing a human follower, no matter the occupation, costs you **5%** less.

Advance Size

Wildechilde

You've been born of the wildemen, the barbarians of the southern coast on the Mare Frig and have learned much in that time

Effect You can smell the sea from far away and feel at home on icy waves. You gain **+1 RM** to all rolls to resist ice and cold and can increase your speed in snow and on frozen ground by **2m** per turn

Advance Value, Size

General

General talents are open to everyone and represent common abilities or those that did not fit into any other category.

Academic

You have an academic education, whether by trade or hobby

LOG +3

Effect Choose an academic discipline, you gain +1 RM when rolling Logic or Lore for it. You may choose a different discipline each time you advance this talent. (Possible choices are: Alchemy, Ancient Literature, Arithmetics, Arts, Astronomy, Canon Law, History, Medicine, Occultism, Philosophy, Physics, Rhetoric, Theology)

Advance Value

Animal Companion

You have won a friend for life, an animal willing to accompany you in your travels, and fight, live and die with and for you

CHA +3

Effect You have gained the service of a +0-animal companion with morale **10**. The companion is created by the GM and can be what is commonly considered a domesticated animal. If sent away, he needs to seek another, at which point it will become feral and hostile to the player. Seeking a new companion takes **3** week.

Advance Value

Biologist

Studying plants and the environment has given you a knack for all manners of the green, be it more or less dangerous in their substance

Lore and PER +3

Effect Your knowledge of herbs and wild plants gives you the ability to identify any poison with a Knowledge roll and a +1 RM.

Advance Value

Born Leader

You have a natural talent in leading others

Leadership +5

Effect You gain a group of **d6** retainers, people willing to follow your ideals and support your actions. They are skilled specialists and/or warriors of zeroth level with morale **10** and require player support and payment to keep

serving

Advance Dice

Brute Strength

Others would describe you as ripped, but maybe you are just a phenomenally strong exemplar of your people

Effect You get +2 RM to all Strength rolls for pushing, pulling, lifting or holding something down

Advance Value

Cats Eye

You have found that, even in deepest darkness, you are still somehow able to see more than others

PER +3

Effect You can see somewhat well even in dim and darker nights, giving you something close to Lowlight-vision, and extending the range of your vision by **5 meters**.

Advance Size

Fool's Luck

You have a certain ability to get out of trouble, despite the circumstances

Effect You gain **1** luck point. You may use that luck point whenever you wish to add **d3** to a dice roll you just made, whether combat or skill-related. You regain these points at certain milestones, like the end of the current adventure.

Advance Value, Dice

Hardened

You have learned to cope with stress and exhaustion

Effect You gain +1 RM to all rolls to cope with stress, exhaustion and similar obstacles.

Advance Value

Healers Skill

Where your soft fingers help against wounds and ailments, the pain lessens

Effect Attempting to heal or help others by dressing their wounds or healing them increases the amounts of Health Level boxes healed by **1**. Equipment used that increases the number of boxes healed increases them by an additional **d3** points.

Advance Size

Lightning Reflexes

Your reaction time is incredibly fast, allowing you to act that much sooner

Effect You gain +1 to Initiative.

Advance Value

Linguist

Your knowledge of languages allows you to communicate with a wide range of creatures

Effect You gain knowledge of 1 other language beyond your own and the general trade language known to every character.

Advance Value

Loyal Ally

A friend or follower of special talent has decided to join you, whether by free will or your own overbearing determination, in your quest

Leadership +5

Effect You gain a loyal companion, a +0-NPC that is willing to accompany you on your travels, with morale 10, that can advance up to +1 in his abilities.

Advance Value

Mechanist

The new age and return to newer wonders has allowed and given you the knowledge necessary to create purely mechanical creatures

LOG +5

Effect You have gained the knowledge to create a mechanical monstrosity, a Mechanus. It has a height and width of 0,4m, costs 1,500 silver pieces to be made and takes 1 week of time to be build. It acts like a +0- retainer of its creator and will stop functioning, if left alone for more than 24h. The appearance of the mechanus is up to its designer.

Advance Value, Size

Monstrous Companion

Your little friend is one of those wild beasts, that intimidate others simply by being near them, terrifying monstrosities, or cute friends? You decide!

Requires Animal Companion

Effect The animal companion can now be an animal of bestial or monstrous origin, like a bear, raptor, or a mantikor. The animal can reach a size of 0,5m and gains +1 RM to all its rolls

Advance Value, Size

Scholar

You've dug deep for your expertise of a certain topic or field, and, unlike an Academic, are able to use this knowledge for more practical appliance

Lore +4

Effect Choose a topic of interest (History, Heraldry, etc.). You gain +1 RM for all rolls about that topic, whether of practical or theoretical nature

Advance Value

Second Wind

You can come back from anything, even the gates of death

Effect When forced to roll on the At Deaths Door table for the first time during combat, character gains +1 RM, and regains d3 Health Level Boxes extra added if result is 13 or higher. This bonus is halved outside of combat, rounded down.

Advance Dice, Value

Tough

You are able to endure pain more easily than others

CON +4

Effect You gain +1 Health Level Box.

Advance Value

Unyielding

You are able to continue to fight despite grievous wounds and horrible pain

RES +4

Effect Whenever character would mark her final Health Level, she has a 5% chance to negate that final point of damage instead

Advance Value

Uncanny Perception

You have found to be able so as to perceive things, others would casually overlook

PER +3

Effect Your sharp eyes allow you to perceive and pick up things others might not see. You may declare to use this ability to gain +1 RM to all perception rolls for a scene, taking disadvantage for all other rolls during that time, giving you a chance to notice things others would miss.

Advance Value

Combat

Combat talents focus on special maneuvers and abilities to deal damage and fight more extravagantly.

Armour-Training

You have trained long and hard to learn how to wear armour correctly

Effect You have learned to wear **light** armour and lower armour categories without suffering disadvantage.

Advance Category (light > medium > heavy > super-heavy)

Attack from Behind

You have the uncanny ability to always hit where it hurts most

Stealth +3

Effect Attacking an enemy from behind adds **d3** to your damage.

Advance Dice

Baptism of Fire

Whether you were baptised by the Suprematii, by providence or just a thick hide, are able to shake off the effects of fire that much more easily.

CON +5

Effect Reduce fire damage dealt to you by **1**.

Advance Value

CHARGE

Others might care for tactics, you know that nothing stops the enemy in his or her tracks better than someone just charging them down

CON +3

Effect When you run at the enemy, you are able to add your speed into the first bout. This is a CON-maneuver against enemy CON. On a success, add **+1 RM** for every **3m** you run over on your way to the target, to your next combat roll against that same target

Advance Value

Chosen of Eris

You've been trained in the temples of Eris and her Wrath has become your second nature, as you fight for her glory and victory

Can't be combined with Knight

Martial/Legionnaire

Effect You've learned to channel your goddesses pain and anger into your actions, as you may, **once** per day, add **+d2 RM** to the next roll against anyone who has already hurt you at

least once during this scene.

Advance Value, Dice

Close Quarter Fighter

You have learned to better handle your weapons, allowing you a greater ease of use when maneuvering or aiming for a weak spot

PER +3, **only melee weapons**

Effect Decrease the Deadliness value of a melee weapon in your hands by **1**, to a minimum of **1**.

Advance Value

Critical Quarter Fighter

You have learned to hit your opponent where it hurts most

PER +3, **only melee weapons**

Effect Increase the damage dealt by a successful rolled set attack of your melee weapon by **1**.

Advance Value

Deadly Shot

Your shots are made with an eye for the really dangerous moments

Min. PER +3, **only ranged weapons**

Effect Increase the damage dealt by a successful rolled set attack of your ranged weapon by **1**.

Advance Value

Detect Weakness

You just know, where to hit, at which point the enemy is weakest

PER +3

Effect You can find enemy weak spots with a successful perception check with disadvantage. Attacks made by you against this weak spot add **+1 RM** to the Combat Roll.

Advance Value

Dirty Fighting

You don't fight fair. But you win. And that's all that counts.

Effect Whenever you make a damaging attack, but before armour is subtracted, you may, in lieu of all other damage values roll a **d3** to determine the amount of damage you do instead of your own damage value but have to describe what dirty trick you are using to do so.

Advance Dice

Duellist

You've been trained to fight one-to-one and excel at that

RES +3

Effect As long as you are fighting alone, on your own and without any allied help against a single target, you get +1 RM to all Combat rolls against that target.

Advance Value

Endurance

You can take hits that would tear others apart without blinking once

CON and RES +5

Effect Lower the amount of lost Health Levels from an Attack by 0.

Advance Value

Eagle Eye

Others commend you for the sharpness of your vision

PER +3

Effect Your vision is remarkably sharp and allows you to see clear up to a distance of a hundred meters, decreasing the range category of a ranged attack by 1, if it is at 4 or higher

Advance Value

Exploit Weakness

Singling out his weak point means knowing just how hard you have to hit, to make the hit really, really hurt

Detect Weakness , PER +4

Effect Your attacks against a found weak spot increase the damage dealt by 1.

Advance Value

Fistful of Rage

Your fists hunger for more and you love to have them meet another's liver or stomach, face or heart...

RES +3

Effect Your fists now deal +1 damage.

Advance Value

Go for the Eyes!

You have a certain knack for attacking certain special parts of the opponent, that others don't.

Min. PER +3

Effect Your ability to target specific body parts allows you to cripple or knock out specific enemy body parts. This is a PER maneuver.

Choose a target body part, an arm, hand, leg or foot. You get +1 RM to that maneuver and can disable the function of that body part for d2

rounds.

Advance Value, Dice

Knight Martial

The Supreme Ones blessing was given to you and after your baptism you know that you burn with righteous fury. The unbelievers shall burn!

Species Human, can't be combined with

Chosen of Eris/Legionnaire

Effect The righteous fury of the Supreme One leads you to impossible heights and adds +1 RM to all rolls against priests, cultists and zealots of other religions.

Advance Value

Legionnaire

Being trained to the highest standard as part of the elite guard of the Immortal Tyrant of Quios has strengthened your abilities to succeed where others would fail

Can't be combined with Chosen of Eris/Knight Martial

Effect You've been trained to exceed the limits of ability as part of the Legionnaires Guard. The first time you fail a roll in combat by a difference of 1, you may reroll with +1 RM. The second result stands, even if it is worse than the first.

Advance Value

Love to Kill

There's something about them, that just makes you giddy whenever you encounter them, and already you can hear the blood in your ears and the drumming beat of your heart, enthused to kill more of them...

Effect Choose a category of enemy (Aen Seidhe, Animal, Bandar, Beyonder, Elemental, Human, Animatron, Monstrosity, Plant, Revenant, Svart, Undead). You gain +0 RM to all attack rolls against that category of enemy in a fight.

Advance Value

One-Man-Army

A mob doesn't frighten you. In fact, numbers don't frighten you. Let them come. You will stand.

Effect Even when being outnumbered 2 to 1, you are able to hold your ground, as your enemies will be unable to give you disadvantage to your defense rolls.

Advance Value

Master Parry

Every attack is an opening and every opening a chance to prolong your own survival

+4 in at least one Combat Style

Effect You may always announce going into Parry Stance, which adds **+0** DRM to all defense rolls in close combat, but gives you disadvantage to all attack rolls. Opponents don't get **+RM** for attacking you multiple times while in Parry Stance.

Advance Value

Mirror Fighter

Your opponent will have to fight against his own technique when facing you, as you've learned to mirror his every move, making this a difficult battle

PER +3

Effect Your ability to mirror the enemy fighting style allows you to "foresee" his next action. This is a PER-maneuver. On a success, the GM will tell you the enemies' next move and you get **+1** RM to all defense rolls against that enemy.

Advance Value

Pitcher

Whether a bomb or a throwing dagger, things you throw find their target

STR +4

Effect When throwing an item with THR, you may increase the Range by **0** and add THR **1** to items that not usually have that keyword, decreasing their damage by **3**. An item cannot be affected by both parts of this talent.

Advance Value

Riposte

When they decide to go for the slash, you instead use that to your own advantage and soon after, someone lies on the floor with an open stomach

AGI +4

Effect You may use an enemy opening to immediately go for the jugular. This is an AGI-maneuver. Your next successful defense roll is immediately followed by an attack roll against that target, with **+1** RM to that attack roll.

Advance Value

Sentinel

You have taken it upon yourself, to stop those who would dare walk past you. No one walks past you.

CHA and CON +3

Effect You are able to bind up to **1** opponent to yourself. As long as you are standing, that opponent may not leave your side, nor ignore or choose another target but you, for fear of leaving himself open to an attack from you. You may choose which opponent/s at the start of the turn.

Advance Value

Sharpshooter

You have learned to aim for the most devastating effect

PER +3, only ranged weapons

Effect Decrease the Deadliness value of a ranged weapon in your hands by **1**, to a minimum of **1**.

Advance Value

Shield-Training

You have learned to use your shield more efficiently and can even use it as a weapon

CON +3

Effect Learning the most efficient way allows you to use even the heaviest of shields without disadvantage.

Advance

Signature Move

You've developed and perfected this one move to a level of mastery unseen by many, and will show it as your pride and joy whenever you can

RES +3

Effect Choose some sort of signature maneuver or action. Your character has trained this move to perfection and gets **+1** RM to combat rolls when you've used this maneuver in the previous combat turn. As your enemies won't be awed too often by it, you can only use it **once** per combat.

Advance Value

Trusted Weapon

A weapon you can trust can help you more than the best friend might. And you can't stab other people with friends.

Effect Choose a weapon (For this purpose, your fists count as a weapon). You gain **+1** RM and **IA** - on all Combat rolls with it.

Advance Value, Category (IA - > IA L > IA M > IA H)

Two-Handed Two-Weapon Fighting

You have learned to fight with a weapon in each hand and excel at delivering a rain of steel.

STR +6, Two-Weapon Fighting

Effect You've trained to fight with a two-handed weapon in each hand, each deals **3** damage less, and lowers your initiative by **1**.

Advance Value

Two Weapon Block

Others concentrate on attacking, you have mastered the art of building a steel whirlwind, to push aside all who would try to hurt you

AGI +3

Effect When wielding two weapons at the same time, you may block using them, even if you haven't got *Weapon Block*. Each weapon used to block suffers a durability hit.

Advance Value

Two Weapon Defense

Your ability to wield two weapons at once has, more often than not, helped you divert and deflect hits others would have had to endure

Two-Weapon Fighting, AGI +5

Effect When wielding two weapons, you receive **+1** RM to defense rolls against physical attacks.

Advance Value

Two Weapon Fighting

You have learned to fight with a weapon in each hand and excel at delivering a rain of steel.

AGI +3

Effect When fighting with two one-handed weapons, your initiative increases by **1** and you gain **+1** RM to defense rolls. You still have to decide with which weapon to attack during a turn

Advance Value

Warlord

You have an air of violence and combat about you and men are ready to die at your command
Leadership +3

Effect Once per day, you may make a War Shout, which adds a **+1** RM to all combat rolls and allows a re-roll with disadvantage for all failed morale checks your retainer make for the next **d2** rounds.

Advance Value, Dice

Weapon Block

You've internalized the training for defensive maneuvers, allowing you to put much greater duress onto your weapon to defend yourself from harm

STR +3

Effect Choose a specific weapon. You have learned to use Block with that type of weapon and can now always apply this defense just as if you used a shield to block, giving it **2** durability hits. You may always choose to retrain the chosen weapon category by investing **7** day of training and the use of a training montage.

Advance Value

Whats Yours is Mine

Whoever said that fighting means only the winner profits obviously never met you

AGI +3

Effect You have a knack for taking from enemies that which they least suspect, even when fighting them. This is an AGI-maneuver. On a success with disadvantage, you are able to acquire an item chosen at random from them or a specific item of your choice with a **10%**-chance.

Advance Value, Size

Whirlwind

You are fury incarnate and your attacks are a wild thunderstorm, clashing down on them again and again

CON +3

Effect You are able to move across the battlefield like a storm. You may move before and after every attack you make up to **1m**.

Advance Value

Wrath

You are led by your constantly boiling hatred and anger, and in desperate times can call upon that anger to BRING ON THE WRATH

RES +3

Effect You can go into Wrath Mode. During Wrath Mode you get **+1** RM to Strength rolls, **5** temporary Health Level Boxes, and can't act stealthily or do anything requiring precise control. Wrath Mode lasts up to **d3** rounds and afterwards you suffer from exhaustion, giving you disadvantage for the same time.

Advance Value, Dice

Skills

Skill talents describe abilities of general deception, social quality and special powers, as these talents fit stealthy characters.

Alchemist

The knowledge to combine the right ingredients gives you the ability to create previously unknown elixirs and contraptions

Alchemy +2

Effect You have learned to create an alchemical brew, an elixir or poison, of which you may choose **1** from the list of elixirs and poisons from the equipment list. It costs you **5%** less than the listed price in silver pieces and **7** days time to brew one. When it is consumed or applied, you make a Knowledge roll to determine whether it is functional or not.

Advance Value, Size

Alchemical Expertise

Your time with the strangest of chemical combinations has led you towards a much greater experience with them, allowing you to penetrate their secrets to previously unknown depths

Alchemist, Alchemy +5

Effect You may increase the potency of **1** known formula to its heightened effect. Furthermore, your experience with alchemica increases the elixirs/poisons effect and duration by **d2** rounds.

Advance Value, Dice

Bloodhound

Others would call you a dog, but that doesn't even come close to your ability to track your prey

PER +3

Effect You gain **+1** RM to all rolls for following a track, regardless of the circumstances

Advance Value

Bomb Maker

You have embraced the new age of explosive weaponry and wish to share this with everyone by making all of it explode. Violently, if possible.

Lore +3

Effect You have learned to mix different powders and materials which revealed **1** blueprint to you, allowing you to create a type of grenade. This requires both a unit of gunpowder and about **1** hour and **5** silver piece

per grenade you wish to build. Each of these selfmade grenades increases their EX range by **1m**. For each grenade a separate Knowledge roll is required. The roll is only made once a grenade is thrown to determine whether it is functional at all or not.

Advance Value, Size

Craftsmen

You have learned some sort of craft and are quite proficient

Effect Choose a profession. You add **+1** RM to all rolls for that profession.

Advance Value

Dead Lead

Somehow what you say can reach even those ears long since dead, deaf, lost or rotten.

Leadership and RES +5

Effect You may attempt to order a group of up to **2** undead to follow your order with a DC **12** Leadership roll. On a success, they follow your next order until someone else takes control. On a failure, they focus you as their next target.

You may only use this ability **once** per combat.

Advance Value, Size

Dead Mans Luck

Some call it luck, others know it is but borrowed time, and death tends to collect rather early, than late

Effect Whenever you fail a dice roll against some sort of non-combat damaging-event, you may immediately, **once**, reroll with disadvantage. If you decide to go for this reroll, you have to accept the final result, even if it's worse than the last.

Advance Value

Demagogue

Your personality is charming, powerful and dominating in all the right aspects, which gathers others in the storm of your actions

CHA +4

Effect When influencing a group, gain **+1** RM to Influence and Charisma rolls to convince them if your point, regardless of its validity

Advance Value

Healers Touch

You have the incredible ability to lessen pain simply by touching others

Effect Once per day you can heal someone, your can touch, for **d3** Health Level Boxes via touching them. This exhausts you, giving you

disadvantage on your next action.

Advance Dice

Inspirational

Some words have the power to do more than just wound. They can heal, inspire, and lead men to do wrongs of even greater magnitude
INF +4

Effect You can do an Inspiring Speech 1/day, allowing you to heal every ally in **5m** for **1** Health Level Box

Advance Value, Size, Dice

Locksmith

Your fingers were born to get you in there, wherever there is

AGI +3 or Stealth +4

Effect You get +1 RM to Lockpick attempts and can attempt to lockpick something, even, when you have no tools available to do so.

Advance Value

Occult Dabbling

You have, from time to time, sought out knowledge of the arcane and subliminal and made it your own. You will never be what others consider a sorcerer, but you have gained some precious knacks along the way

Doesn't have an Initial talent, may not combine with Initial talent, Lore +4

Effect Choose **1** non-initial-occult talent. You gain the ability to use it as if possessing that same talent without any advances. Using this talent requires a taxing Lore roll with disadvantage and deals you **2** damage.

Advance Value, Size

Powder Maker

You have embraced the new age of gunpowder and revel in it's marvels

Lore +3

Effect You have learned how to create gunpowder and can usually recreate the mixture if given enough time. You need one hour and materials equal to **20 silver pieces** to create about **100 gram** or one unit of gunpowder. Such special gunpowder suffices for **d3** ammo with it and guns using it decrease their Deadliness by **0**, and increase the damage dealt by **0**. Increasing the ammo die increases the base silver price as per normal equipment rules.

Advance Value, Size, Dice

Shadowstep

You've learned to use the shadows as one would

use a mantle, to cover yourself in darkness, be enveloped by it, walking in it without distance.

Stealth +4

Effect You've become able to step between shadows without crossing the space between, so long the distance between them is no more than **2m** and you succeed on a **DC 12** Stealth Check

Advance Value

Stranger Faces

You've learned to change your own outward appearance in style and manners, so not even close friends would recognize you.

Deception +5

Effect By Self-Conditioning you are able to completely change the way you act and feel for others, so that for an outward observer, you become a completely different person, giving you +1 RM to all Deception rolls. As changing mannerisms so completely is very exhausting, you can only use it **once** per day.

Advance Value, Size

Street Rat

You were born in the dirt and grew up on the street and cracks of society

INT +3

Effect You learned to disappear in urban areas, giving you +1 RM to Stealth rolls and allowing you to always attempt to find an alley or doorway to hide into on a successful **DC 12** Lore roll.

Advance Value

Thieves Nose

You have an uncanny ability to find items of value, no matter how good their hiding spot

INT +3

Effect You can practically smell valuables. On a successful difficult Perception roll with disadvantage the GM has to inform you if any valuables are within **5m** radius of your character. If the roll succeeds with a set, you are also able to determine the general direction and distance towards them according to range categories.

Advance Size

Trap Sense

You have some sort of sixth sense in finding and working with traps

PER +4

Effect You gain +1 RM to all Perception rolls to detect a trap in your immediate vicinity and +1 RM when attempting to disarm them.

Advance Value

Occult

Occult talents allow the manipulation of the physical world by powers beyond our own understanding.

All occult talents effects last only either until the end of the next round (in combat) or up to 4 hours (out of combat), unless otherwise noted. Currently active occult talents peter out at the end of the second round if combat started during it.

Every occultist can try to counter an opponent's occult talent. For this, he declares to do so, forfeits his next action and makes an opposed roll against the occultist casting. On a success, the opponents' occult talent fails, otherwise it works as normal.

All armour influences occult abilities and adds the armour value as a negative RM to occult talent rolls.

Finally, using occult talents puts great mental strain on the user and he suffers 1 damage regardless of success or failure, if an attempt is made.

Pact-Bound (Initial)

You had neither the innate ability nor the learnedness to gain what you wished for. Yet you wished so very much...and something listened.

RES +1, doesn't have another Initial talent

Effect You now possess the ability to call upon your pact and activate occult talents. Resolve is your occult power attribute, which you roll, whenever you attempt to use occult talents. You can now activate other occult talents. You can advance your non-initial occult talents up to **0** times. Your special ability is that you can hold back the effect of all your occult talents for up to **1** rounds after using them, after which they gain an increased effect by **1**.

Advance Value

Power of Blood (Initial)

The power was always within you, sleeping, waiting, dreaming, until it finally broke free and asserted itself into your life. Violently.

CON +1, doesn't have another Initial talent

Effect You now possess the ability to call upon your pact and activate occult talents. Constitution is your occult power attribute, which you roll, whenever you attempt to use occult talents. You can now activate other occult talents. You can advance your non-initial occult talents up to **0** times. Your special effect is that you can pay with your own life force to increase your ability effect, which allows you to pay **3** Health **once** during the use of the ability, for which they gain an increased effect by **1**.

Advance Value, Size

Ritualism (Initial)

You have learned to harness the power by devising complex rituals and signs, lowering the danger but increasing the work and time required

LOG +1, doesn't have another Initial talent

G° You now possess the ability to call upon your pact and activate occult talents. Logic is your occult power attribute, which you roll, whenever you attempt to use occult talents. You can now activate other occult talents. You can advance your non-initial occult talents up to **0** times. Your special effect is that every use of occult talents lowers your initiative by **d6** and may lower the amount of damage taken from using occult abilities by **0**.

Advance Value, Dice

Animate the Unliving

By your will, that which is not alive, shall be so, and your otherworldly ally sends an aspect of himself into the object, which becomes bound to your command.

Requires Pact-Bound

Effect You may animate an object of up to 30cm³ size for up to 1 minute. The animated object will follow your orders, and acts as if a +1 opponent and may choose traits as fit the object.

Advance Value

Blood and Life

Your blood gives you the ability to heal others, though the act of healing itself might require you to spill your own.

Requires Power of Blood

Effect You spill your own blood to heal someone. Per 3 points of damage you deal to yourself, you can heal d2 points of damage. The targets skin must come into contact with your blood.

Advance Value, Dice

Blood Golem

Your experience in creating golems and a bit of experimentation leads you towards using your own power source to create a terrifying monstrosity

Requires Power of Blood, Golem

Effect You tapped into your own blood and as such can create a golem out of your own blood wherever you want within 50 rounds of uninterrupted casting as a +3-creature after which it jumps to life for d2 day/s, but it costs you dearly. After summoning your blood golem, you suffer d10 damage. The golem can, at any time, be drained by you, by which it suffers d6 damage, healing you for the same amount. Due to it's freakish nature, it will always have to take the *Aura of Fear* trait, but may otherwise choose traits from the Trait list corresponding to its ability value.

Advance Value, Dice

Ceremony of Moros

Forbidden even by the standards of Gehennan occultism, is this infamous ritual used to send illness and disease one of the better known fragments from Old Cordis.

Requires Ritualism

Effect You can curse a person, of whom you possess an item of personal use, that is no further away than 100 km from your position, to be infected by a disease you either suffer from

yourself or is carried by a still living being that is part of the ritual. Each use of the ritual carries the risk of the caster being infected as well with a 40%-chance.

Advance Value, Size

Coaxing the Soul

Blood calls to Blood, and so you do to the souls of those that bind to the body, the spirit as they bind to their flesh. And in doing so, enrich yourself with their life force.

Requires Power of Blood

Effect You've learned to consume the souls of the slain by coaxing them out with your blood, which gives you 1 temporary additional health box for a duration of 1 hour per soul consumed. However, some souls fight back and there is a 40% chance that the soul might instead deal 2 damage to you.

Advance Value, Size

Curse of Weakness

You have learned to drain others of their strength, of their power, of peace and prosperity, of fortune and endurance. For a while.

Requires (Initial) talent

Effect You can weaken up to 1 opponent by cursing him aloud. You and all allies get +1 RM to all defense rolls against him until the end of combat.

Advance Value

Distorted Realities

Your powers have begun to change the outward appearance of the world around you, making you feel more at home, but disturbing others

Requires (Initial) talent

Effect Whenever you use an occult talent successfully, the area around your character in range 0 changes to a distorted version depending on your initial talent and gives you +d2 RM on your next action. You can only gain this RM to an action **once** per 8 rounds. It's a/n dead, barren wasteland (Ritualism)/ Screaming Hellscape (Power of Blood)/ all engulfing black mouth (Pact-Bound).

Advance Value, Dice, Size

Dreadful Avatar

Your powers have offered you a chance to impress upon those who thought to hurt and deny you, and you will teach them the fear in their heart

Requires (Initial) talent , Occult Attribute +3

Effect You summon an apparition from the

Void in a form corresponding to your initial talent for **d2** rounds. Anyone attacking you directly is forced to witness this Dreadful Avatar and makes a Resolve (Player)/ Morale (NSC) Check to not flee immediately with disadvantage instead of continuing to attack you. It is a Dreadful Golem (Ritualism)/ Terrifying Demon (Power of Blood)/ impossible creature from the Void (Pact-Bound).
Advance Value, Dice

Elemental Blast

To shape elemental powers and form them into something equal to a weapon, a terrible talent for destruction

Requires (Initial) talent

Effect Choose an element (fire, air, earth, water). You can make ranged attacks with an elemental blast. It deals **d3** damage with **Range 1** with a Deadliness of **3**. The elemental force works equally for all Initials.

Advance Dice, Size

Elemental Wall

To shape elemental powers and form them into something equal to a weapon, a terrible talent for destruction

Requires (Initial) talent , Elemental Blast

Effect Choose an element (fire, air, earth, water). You can create a wall made out of the element chosen, with a wide of **1m**, height of **3m** and length of **4m**. It deals **d3** damage with a Deadliness of **3** and remains for up to **2** rounds. The elemental force works equally for all Initials.

Advance Dice, Size

Elemental Breath

To shape elemental powers and form them into something equal to a weapon, a terrible talent for destruction

Requires (Initial) talent , Elemental Blast

Effect Choose an element (fire, air, earth, water). You can breathe out the element chosen, with a wide of **1m**, and length of **4m**. It deals **d3** damage and has a Deadliness of **3**. The elemental force works equally for all Initials.

Advance Dice, Size

Elemental Ball

To shape elemental powers and form them into something equal to a weapon, a terrible talent for destruction

Requires (Initial) talent , Elemental Blast

Effect Choose an element (fire, air, earth, water).

Mastery of the element chosen has led you to create a concentrated elemental ball, which explodes upon impact. It has **Range 2** and deals **d6** damage upon explosion to all targets in **Range 1** with a Deadliness of **3**. The elemental force works equally for all Initials.

Advance Value, Dice, Size

Force Blast

You learned to channel your occult talent into a destructive beam of force

Requires (Initial) talent

Effect You can make ranged attacks with a Force Blast, an occult beam. It deals **d3** damage with **Range 1** and a Deadliness of **3**. It is a Stroke of Lightning (Ritualism)/ Stream of Boiling Blood (Power of Blood)/ Acidic Ray (Pact-Bound).

Advance Value, Dice, Size

Golem

You can infuse a creature with life, for a short amount of time, that is required to follow your every whim and command

Requires (Initial) talent

Effect You have learned to create a clay golem, a simple occult homunculi of sorts. It is a **+1**-creature that requires about **10 silver** pieces of material and **1 hour** of work, after which it jumps to life for **1 day/s**. Due to its clumsiness, it will always roll with disadvantage. It may choose traits from the Trait list corresponding to its ability value

Advance Value, Size

Golem Mastery

Your experience in creating golems has enabled you to further develop your creatures, allowing them much greater ability

Requires (Initial) talent , Golem, Blood Golem or Iron Golem

Effect You have learned to imbue your golem with greater mental flexibility and as such can give him **1** talent from the Combat Talent section. The talents given are used without any advance. Your golems also no longer require any materials, though the Blood Golem still requires Blood but you may now halve the amount rolled, and always gains the the "Mindless"-trait for free.

Advance Value, Dice

Illusion

To create the reflections of light, the refractions of a shattered mind, to cast false images for all

to see

Requires (Initial) talent, Deception +4

Effect You can, just by the snip of your hand, conjure illusions with a size of up to **0,4m³**, that require a successful Insight roll with disadvantage to be recognized as such. They can only hold their form for **d6 rounds** before resolving into smoke

Advance Value, Size, Dice, Category (rounds > minutes > hours > days)

Illusionary Warriors

You have become able to create almost lifelike illusionary beings, able to fight even master swordsman

Requires Illusion, Deception +5

Effect You can create up to **d3** illusionary beings under your command. They fight as if +1-creatures and dissolve into mist if “killed”. They can only hold their form for **d6 rounds** before resolving into smoke. They cannot deal a killing blow

Advance Value, Dice, Category (rounds > minutes > hours > days)

Invisibility

It's quite easy. All you have to do is just not be there.

Requires (Initial) talent

Effect You become quasi-invisible, forcing everyone who tries to perceive you to make a **common** Perception roll with disadvantage. Anyone failing this roll cannot see you, while everyone else will notice at least some sort of outline moving about. Fighting while invisible gives you advantage to all attack/defense rolls, so long as the enemy relies on their eyes to perceive you. You can be heard as normal. The invisibility lasts for **d2 rounds**.

Advance Dice, Category (rounds > minutes > hours > days)/(common > taxing > difficult > backbreaking)

Metal Golem

Your experience in creating golems and a bit of experimentation leads you towards using more and more expensive materials, having finally been able to create this great metal horror

Requires (Initial) talent , doesn't have Power of Blood, Golem

Effect You tapped into the powers of metal and can now shape a golem out of iron, bronze, steel and copper wherever you want after **2d10** rounds of uninterrupted casting as a +2-creature after which it jumps to life for **d2** day/s, costing you **150 silver** pieces for the material. Due to its

nature, it always has to take the “Natural Armor”-trait, but may otherwise choose traits from the Trait list corresponding to its ability value.

Advance Value, Dice

Molding

Your otherworldly ally gives you the ability to empower items with your own power to strengthen or weaken them.

Requires Pact-Bound

Effect Changing the overall bonding of items, you've learned to strengthen or weaken them. You may restore the durability of an item for up to **d2** points, or further weaken it by decreasing the durability for up to **d3** points. To do so, you need to be able to touch the items you change.

Advance Dice

Occult Summon

Your otherworldly ally has taught you how to call upon the powers of netherworld and its denizens

Requires Pact-Bound

Effect. You have learned to summon a +**d3** occult being. The summoned creature needs to be controlled by a difficult Resolve roll or it attacks the summoner after the action, and serves the summoner for **d3** turns, before suddenly disappearing in a cloud of sulphur. The summoner may shape the being he summons by forcing it to have up to **1** trait/s of his choosing., otherwise they are chosen at random.

Advance Value, Dice

Sinorotaxid

For the truly gifted, the ability to travel to the Void exists, but the dangers inherent to it remain

Requires (Initial) talent , Occult Attribute +7

Effect You are able to rip a hole into reality for up to 4 rounds that can transport up to **one** person to a target destination of your choice by travelling through the void. However, each trip has a **40%**-chance to attract a +7-Being from the Beyond that acts hostile to the people using the void as a sort of highway for travel.

Advance Value, Dice, Size

Returning the Soul

Delving deeper into the secrets of life and death, you've become able to fully return a soul back to life

Requires (Initial) talent , Occult Attribute +7

Effect You can attempt to revive a dead person, however only at the highest cost. You require a blood red ruby with a value of at least **5,000** silver mark. The ruby is pulverised during the casting, but the soul returns to inhabit the body and brings it back to life, but drawing the soul back costs you **2d6** years of life. The reawakened person returns to life with all wounds closed. This requires a mostly intact body, as a skeleton body won't do. The soul must be willing to return.

Advance Size, Dice

Strengthen

Once you've begun to fill your essence into items, you learned how to truly empower them, adding to their effect and quality.

Requires Pact-Bound, Molding

Effect You can now empower items you've molded before. You may, for up to **d3** rounds, add up to or increase up to **1** keyword of the item by **1**. (For the purpose of this talent, Damage is counted as a keyword)

Advance Value, Dice

Soul Anchor

You have learned how to transfix and rebind the soul into a body, so long it hasn't already left the body, though not always in a sane way

Requires (Initial) talent , Occult Attribute +4

Effect You can anchor a soul inside a dying body, binding it on a successful roll, at the cost of their true life. You require a fully black onyx with a value of at least **2,000** silver mark. The onyx is pulverised during the casting, but the soul continues to inhabit the body, but it is brought to unlife instead. The person cast upon becomes a revenant and loses all talents pertaining to their old species, as well as **2d6** experience points.

Advance Size, Dice

Spell Binding

Others might try themselves at exhausting themselves, you learned to save your energy through binding spells into magical signs and bindings

Requires Ritualism

Effect You can store up to **1** occult talent effect into a binding tattoo on your body. To create such a binding you need the corresponding talent at hand to either cast it yourself or have it cast upon the bindings. Each created binding lasts for **d2** days until running out of energy, or until used, whichever comes first. You may activate up to **2** bindings as a single action. You

may also imbue your bindings onto other surfaces than your body. Such bindings hold for up to **1 week/s**. You can create specific conditions, when such a binding is to activate.

Advance Value, Size (Week > Month > Year > Decade), Dice

Sybilline Waters

By clearing the water of the bowl and chanting the correct verse, you are able to spy upon enemies, and divine the future to a point

Requires (Initial) talent , Occult Attribute +1

Effect You've learned to use a still and clear water surface to take a look into the murky waters of future and present. Whenever using this talent, determine whether you wish to spy on someone or wish to divine the future. Spying on another is a DC **12** roll and requires you to at least know or have met the person once in your life, while divining the future is a DC **20** roll with no further requirements, but the same scene can not be seen twice. The vision is always presented in the waters and without any sound or way to interfere. On a failure, the vision is clouded and the target instead gets a vision of you, or the future changes in mysterious ways.

Advance Value, Dice

Taking Life

You have found that the blood of others can heal you and empower you

Requires Power of Blood

Effect You can now drain blood from another afar by attacking them at Range 1 with your occult power attribute dealing **2** damage. If your attack is successful, you regain **d3** health boxes. If you kill a living being by draining their blood, you may increase the amount of health boxes healed by **4**.

Advance Value, Dice

Warding Ritual

You have learned to create a circle of warding to protect you and eventually also others with your powers

Requires Ritualism

Effect You can create a warding circle of size up to **2m** radius. This warding circle adds **+1** RM to all defense rolls made by people within it against all outside influences. It has the duration of **3** rounds.

Advance Value, Size

4.2 - Vices

Everyone has a dark side. Even the greatest of us have hidden depths, things we keep from others to assure that the darkness doesn't get out.

In Short

This chapter lists the quirks, all player characters have, as well as how and when to use them.

Mechanics

Vices are quirks characters have, something representing the primal and deeper darkness within them. Showcasing, that we are not men, but mere beasts in hiding.

Each Character has 4 possible Vices,

Disrepute Fear Greed Pride

All Vices are used the same mechanical way, though they represent very different things. Vices, like attributes, can be rolled for when they are called upon.

When being called upon to roll for a vice, you roll according to their chosen aptitude against a difficulty as per the incident calling upon the vice. Vices are not a "ROLL ROLL ROLL" mechanic. You should only roll when it can enhance the situation.

A success avoids the vice in question, while a failure means you fall prey to its negative consequences.

At character creation, all vices are given an aptitude as if attributes. The aptitude in question explains how strong that vice is in a given character.

A lesser aptitude means a stronger vice and vice versa. Once chosen, vices do not grow, but can be called into play.

Disrepute

"Where they don't discriminate between fame and infamy, the latter presents itself as plainly more achievable." – Lionel Shriver

Disrepute represents scandal, society in uproar, a reputation in tatters and the belief in true villainy and ruthlessness.

Fear

"I must not fear. Fear is the mind-killer. Fear is the little-death that brings total obliteration." – Frank Herbert, Dune

Fear represents a multitude of possible things everyone can be afraid of, be it the unknown or the reaction to the bloodbath around you.

Greed

"He who is not contented with what he has, would not be contented with what he would like to have." - Socrates

Greed represents the desire to possess, be it a materialistic desire to own and gain more and more wealth, or the avarice to keep all the worlds knowledge.

Pride

"Pride goeth before destruction, and an haughty spirit before a fall" – Proverbs 16:18

Pride, the, often inflated, belief in a persons self-worth, is a tragedy in itself. To boast of prowess, or believe yourself more beautiful, or just greater than your peers. The great and small alike fall prey to its claws.

How to roll Vices

Whenever a situation calls into question a vice and requires a roll, the difficulty to roll against it depends on the situation at hand. The following overview tries to offer examples of situations and their respective difficulties.

Easy

Fear – See a door opening by possibly ghostly influence

Disrepute - Convincing others of your ability to deliver

Pride - Another boasting of his actions

Greed – Get to know someone very gullible

Common

Fear – Learning of possible consequences of your actions

Disrepute - Passing a guard checkpoint

Pride - Claiming something is impossible

Greed – Being left alone in a room with a bowl of coins

Taxing

Fear - Gaining insight into the true nature of the world

Disrepute - Being recognized for past misdeeds

Pride - Being challenged

Greed - Witness the uncovering of a great treasure

Difficult

Fear - Be in an unwinnable, and possibly deadly, situation

Disrepute - Mingling at a nobles party

Pride - You “should” have succeeded when others failed

Greed - Be the first to find a thing of great value

Backbreaking

Fear - A terrifying monster from beyond the void

Disrepute –Convincing royal personage of your innocence

Pride –Risk exposure of dark secrets or being otherwise humiliated

Greed - Have the opportunity to enrich yourself without anyone else knowing

Unmanageable

Fear - See a friend die on the field of battle

Disrepute – Being judged without recourse in front of those you value most

Pride – Being humiliated before all your peers and those you respect

Greed – Find something that would absolve all your worries about money forever

4.3 – Combat Style

However one fights, it is with style, whether learned on the streets, on the sailing boats of the west or among the fine and noble teachers of the Realm.

In Short

This chapter lists and explains Combat Styles as a mechanic similar to skills, but used for combat only.

Mechanics

Combat Styles are specialised skills used exclusively for fighting. Every character starts with the Unarmed Combat Style, but may, in Character Creation, or at a later point in the game, acquire other styles and learn to be a true master at fighting in a particular style and possibly gain bonuses for it.

Each combat style works as if using a trained skill, by referencing two attributes which form both cap as well as aptitude to roll. Also, each style has a bonus for reaching master level in that particular style (at +6)

Attacking without a Combat Style still allows you to strike, but is always done with Disadvantage and at +0, as you are simply not trained or practiced for that kind of combat.

No character can have more than 2 different combat styles trained at any time, excluding unarmed, which can be unlearned and learned at will. Whenever a Combat Style is first

learned after Character Creation⁵, it starts at Untrained level (+0).

All Combat Styles are built like the template below

Name of Combat Style

Flavour Text describing a bit

Attributes used as basis for style

Weapons using this style

Master Level Effect in Detail

List

Bandari Green

Fighting like the apemen of the northern jungles, you spring from corner to corner

AGI+STR

Club, Cutlass, Improvised, Spear, Unarmed

Master? All weapons of this style gain your halved STR (round down) as bonus damage

Central Style

Born out of regimental combat, you learned to fight with Polearm and Gun

LOG+RES

Arquebus, Bill, Caliver, Halberd, Pike, Spear, Zweihander

Master? Gains advantage for combat rolls when fighting in formation (Minimum 3 people)

Dominator

Your magnetic charisma has made you able to dominate a lesser mind and use the one dominated to attack for you instead

CHA+INF

Unarmed (Dominated)

Master? The Dominated gains Deadliness 3, IS and Range 2

Eastern Style

Your style is as deep as the Endless Blue, and you draw your enemy in, only waiting for the moment to hit and hurt him

AGI+PER

Broad Sword, Cutlass, Dagger, Pike, Rapier

Master? May follow up successful attack with additional, attack with disadvantage. If attack fails, attack series stops. Glancing Blows are not a failure.

Kordraxi Pirate

You've learned to fight like a true Kordraxi pirate, the scum of the sea, the dark flags of the Mare Monachikos

AGI+RES

Axe, Cutlass, Dagger, Pistol

Master? Defeating an opponent and immediately

⁵ At character creation, it starts at a value of (lowest attribute -1)

looting him heals 3 health boxes, provided you looted items of at least 50 silver Mark of value

Marksman

You always had an eye for hitting even far-away targets

PER+STR

Crossbow, Longbow

Master? You always fire your weapon with advantage, even above range, negating disadvantage there instead.

Noble Duellist

You are a duellist, an elite fighter of speed and pinpoint accuracy

CHA+RES

Broad Sword, Cutlass, Dagger, Pistol, Rapier

Master? When fighting alone, against a single enemy, you gain advantage to all rolls.

Northern Style

You are clad in armour and your mighty weapon. Let the world tremble before your iron fists.

CON+STR

Bill, Crossbow, Lance, Pike, Zweihander

Master? Increase protection of worn armour by 2

Possessor

Focusing your occult talents onto projection allows you to create a weapon of force, and attacking your enemies with it

INT+RES

Unarmed (Mental Attack)

Master? Your Possessor gains Range 1, IA L and Deadline 2

Rage of Eris

The fury of a goddess is swelling and sleeping within you

AGI+RES

Axe, Broad Sword, Club, Cutlass, Improvised, Spear

Master? You gain +1 RM to all combat rolls per damaging hit suffered during combat for the duration of the fight

Raspori Streltsy

With the trusty axenmusket at your side you stand against the Black Horde and zerkonite swamp raiders

CON+INT

Axe, Axenmusket, Broad Sword, Musket

Master? While fighting in evergreen woods, you get +1 RM to all rolls

Sharpshooter

You've embraced the modern age and the technology that came with it

INT+PER

Arquebus, Caliver, Musket, Pistol

Master? May ignore all man-made armour

Sidhe Autumn

You move with the grace of the Aen Sidhe and your cuts are deep and hurting

AGI+CHA

Broad Sword, Cutlass, Longbow, Quarterstaff, Spear

Master? May reroll failed Dodge once per combat

Siege Meister

There is no weapon that you cannot command, as long as it can bring down the walls of a city

LOG+PER

Canons (6p, 12p, 24p)

Master? May reroll a failed hit once per combat

Southern Style

You fight like the wildemen of the Frig Mare, with bestial fury, with great weapons and power

PER+STR

Axe, Club, Halberd, Longbow, Zweihander

Master? Double all Wrath bonuses

Street Fighter

You've learned your lessons in the school of hard knocks

AGI+INT

Club, Dagger, Improvised, Pistol

Master? Rolling a set always counts as a glancing blow, but you also take 1 damage for it.

Supreme Fury

The Supreme Ones blessing is upon you, and you will bear it forward!

RES+STR

Arquebus, Broad Sword, Halberd, Lance, Spear, Zweihander

Master? May declare a single opponent *Anathema*, gaining advantage for all actions against them

Svartish Hammer

From the Depths and with the Hardness of gehennan metal comes the Hammer down

LOG+STR

Arquebus, Caliver, Club, Halberd, Musket, Quarterstaff, Spear

Master? Always deals additional durability hit

The Shield

Nothing goes beyond where you say it does

CON+RES

Axe, Broad Sword, Club, Cutlass, Dagger, Rapier

Master? You gain your Shields Bonus Armour

Value as a +RM to Defense Rolls

Unarmed

Hitting something, whether with your fists, feet or head, hurts like hell

CON+STR

Unarmed (Hands, Feet, Your Body)

Master? Increase Base Unarmed Damage by 1 for every point in this style above Master Level

5 - Combat

In the harsh lands, chaos and death reigns supreme. Player will need to fight to survive.

In Short

This chapter explains how combat and fighting works.

Combat Round & Turn

Assuming, that intentions to hurt one another have been clear, all participants enter a turn-based system to resolve the situation.

In **GOG**, combat is resolved with astep-by-step resolution:

Initiative
Action
Morale
Repeat

The moment when a character acts, is the action phase. A number of action phases, equal to the number of combatants fighting, must be resolved, to complete one round of combat. As previously established, each round has a length of 6 seconds.

Initiative

In the Initiative phase we ascertain, whether a player character acts before or after their opponents. Initiative in GOG is not rolled, but determined by their Initiative value.

Example: *Our hardy group of adventurers has since managed to encounter a group of guards. Anns' character Valoria has an initiative of 3, Wily's Jerome 1 and Sophias Lady*

Fortnox 5. The guards come up with an initiative of 2, meaning that Lady Fortnox acts first, followed by Valoria, the guards and ending on Jerome.

To do this we create an "action order", a list of phases for each participant in combat for when that character may act. For this purpose, opponents are usually grouped together for easier handling.

Characters act during their respective result phase. If two characters are at the same initiative count, they have to determine who acts first by comparing first their AGI, then INT and finally RES. If all 3 values are exactly the same, roll 2d6 and highest goes first, otherwise the one with the first higher value acts before the other.

Action

As soon as a characters initiative result is reached, their action phase begins. That means that they can now declare an action to make, of which they have only one (1).

One can attack, move, use a talent, go for a maneuver or any other equally valid action.

Alternatively, you may use a combined action, for example draw and shoot a pistol. You may only combine actions that go logically together, or are dramatically appropriate. This excludes running around and loading a cannon etc.

They then roll the attribute or skill corresponding to the action they want to do and, if necessary, compare the result to the opponent's result.

Morale

Before finishing a combat round, a morale check might be in order. Player characters are excluded from this.

A morale check is necessary, when one of the following events has happened during the current combat round:

- Leader of the opposition is killed
- Strongest/Most powerful opponent killed
- At least half of opponents are killed
- Opponents are greatly (at least 1 to 3) outnumbered

A morale check is a 2d6 roll against the morale value of an NPC character or group. To succeed, the NPC or group testing their morale needs to roll above their morale score. If rolling equal to or below their morale score, they will attempt to flee at their earliest convenience.

Repeat

Once the previous phases of combat finished, the current combat round ends and the next one begins with the action phase.

This continues, until combat ends by the death, flight or surrender of one side or the other. Of course, you might have a stand-off or some sort of diplomatic conclusion.

Combat Details

In the following partial chapter, details of combat are explained.

End of Combat

Whenever the player characters survive combat to the end, every surviving character immediately regains 2 Health Level Boxes to represent their will to survive.

Attacking

GoGs world is full of violence and sooner or later you will have to defend yourself by hurting someone or –thing else. To do this, you make an attack roll.

Attack Rolls

Player character making an attack are using an active roll.

Therefore you roll the aptitude for the combat style used, add the Combat Style Value and determine whether you hit against the comparative Defense Roll of an opponent.

To hit you have to roll equal to or higher than the value compared to. When rolling equal to, you deal only base damage, otherwise you may add secondary effects.

Attack Sequence

Any attack, whether melee or ranged, is treated the same way. In the following two examples, we have included both the short and long version of how an attack/maneuver is made.

Short

- 1 – Attacker rolls Combat Style(Attack)/Maneuver(Attribute)
- 2 – Defender rolls Defense or declares Block
- 3 – If successful hit, calculate damage/process maneuver effect
- 4 – Subtract defender armour, remaining damage is dealt to defender

Complete

- 1 – Attacker chooses Attack/Maneuver (Weapon?)
- 1a – Attack modifiers are determined (Dis-/Advantage? RM?)
- 2 – Attacker rolls Attribute (Maneuver) or Attack roll(Combat Style)
- 3 – Defender rolls Defense roll
- 4 – If Attacker roll is (Defense Roll)<, it fails, otherwise continue
- 5 – Calculate damage dealt (Base Damage? Deadliness? Set?)
- 6 – Subtract defender armour value from damage
- 7 – If remaining damage 0≤, attack ends, no damage dealt
- 8 – Subtract remaining damage from defender health levels

Attack Modifiers

When an attack is declared, we check for possible roll modifier and whether, if a ranged weapon, the attack is within weapon range, below or outside of it.

Whether he gets a roll modifier or Dis-/Advantage depends heavily on the circumstances.

Range

All ranged weapons have a range from 1 to 4 (or higher).

Number	1	2	3	4
Category	Close	Near	Medium	Far
Range	0-3m	4-24m	24-49m	50+m

If the attacking character uses a weapon above his range, he gets **disadvantage**, otherwise he rolls as normal.

If the attack is a ranged attack stretching beyond the visible distance or 2 range categories higher than the weapons range, the attacker additionally lowers the dice size used by one step. If the dice size would be lowered from Mortal, the attack automatically fails.

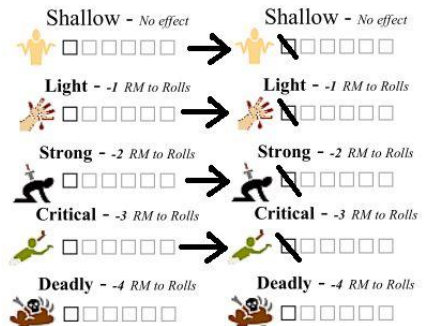
Damage

A successful hit, if not absorbed by armour, deals damage.

Damage is marked on the Health Level Tracks, of which each character has 5, each with up to 6 boxes.

Every point of damage forces a tick on one box of those Health Levels, going from the top left box to the most-right row available to the player character due to his CON attribute.

Example: *Lady Fortnox is hit by a crossbow bolt. Despite her best efforts, she is dealt 4 damage after all. Lady Fortnox has only a Constitution of +1, which forces her to use the single first row of her Health Tracks. She marks the first box on Shallow, and, as she has no other row available, has to go to the next lower column, and so on. Only the Deadly box she doesn't has to mark, as that would mean 5 damage. It still isn't looking good, as the next hit will put her down...*



Defense

Defense has a special role in GoG, as a character will and often has to defend against incoming threats.

You defend in GoG via Defense Rolls.

Defense Rolls

Whenever a character, whether player or non-player, is being attacked, he may make a Defense Roll.

Defense Rolls are made by declaring how the character in question is defending, as in which attribute he wishes to use to defend himself. In this regard, Defense Rolls are comparative rolls.

There are three ways to defend when making a Defense Roll.

- Dodge (Agility)
- Endure (Constitution)
- Parry (Intuition)

Example: *Valoria, fighting for her life against a pair of grave robbers, is getting shot at by a crossbow-wielding rogue from afar. The rogues' attack result is 10. Valoria wants to dodge the bolt and rolls for her agility with +2, getting a 9 on 2d6. That's final result of 11. She is able to overcome the rogues attack value, which means his attack failed.*

Rolling equal to the Attackers Result with your Defense Roll doesn't succeed in stopping the attack, but reduces the damage received as no Deadliness rating will be applied. In GOG this is called a *Glancing Blow*.

Not every method to defend is available for every kind of attack, you can't parry a musket ball⁶, but there will always be at least one possible attribute you may roll.

Defense Modifiers

Each time a character defends after the first time during a combat round, the attacker may add +1 RM to his roll.

Example: *Having just defended herself against the crossbow bolt from the side, Valoria still stands in close combat to yet another grave robber who now starts to corner her. He has an attack result of 7, but Valoria has to defend for the second time this turn, which means that his attack result increases to 8, and should yet another attack be upon Valoria, that attack might get +2, making it even more dangerous. Things are looking grim for her.*

A defender might also get Ad-/Disadvantage, depending on the circumstances.

Blocking

Using a shield, or a fitting weapon with the *Defensive Training* talent or dual-wielding weapons with the *Two-Weapon Defense* talent, allows a player instead of rolling his defense, **to declare that he is blocking** the attack.

Blocking an attack **negates all damage dealt**, but the item blocked suffers a durability hit.

Example: *Valoria is about to get hit by the third attack this round, meaning her defense is as good as shattered. The opponent, wielding a dangerous two-handed warhammer swings, has an Attack result of 10, but gets +2, going to 12 instead. She decides to declare a block instead of rolling for her defense. Her shield arm goes up,*

⁶ Unless you have the talent required

bringing her small wooden shield between her and the attacker. Her shield suffers a durability hit, bringing it down to 1, but negates all damage dealt. Another one of these hits and that shield is toast.

Each weapon and armor has a base durability value between 1 and 6. Every such durability hit decreases that value by one. Should the durability of an item go to 0 or lower, it shatters.

Example: *Valorias shield has gone with her for quite some time, having been repaired again and again, but it seems that time has taken its toll, as she prepares to block another hit with it. Already decimated by acid breath and a warhammer, a mighty bandar mercenary smashes his waraxe into her shield. This durability hit sends her shields durability from 1 to 0. With a loud crash the shield shatters into pieces.*

You cannot defend against every attack with every item. Breath- and Blast-type attacks, for example, can only be blocked by a large enough shield, and some weapons can deal durability as well as normal damage.

Armor

When character takes a hit, the highest amount of armour value is deducted from the damage point total while the armor's durability might weaken.

Example: *Jerome, mighty Paladin of the Martial Order of the Supreme One, is hit by the claws of a mighty beast, dealing 10 points of damage to him. Lucky for him, his trusted Tower*

Shield and heavy plate armour negate 6 points of that, leaving both with a huge dent, suffering a durability hit, and 4 points of damage he still has to suffer.

Each time the armour has to lower an amount of damage equal to or higher than his full armour value, it suffers a **durability hit**. Like items blocked with, should the armours durability go to 0 or lower, the armour shatters.

A character can not gain a benefit from more than one armour value, unless that armour value is additional, not a single value.

Single value armour is represented by things like gambesons, plate armour etc. and denoted by using a single, nominal armour value. Additional armour value is represented by things like shields and denoted with a plus-symbol in front of the armour value.

A character can only ever gain one bonus armour value, even when she wears multiple items giving her such.

Deadline

All weapons carry a Deadline rating. It determines how deadly, as in how easy it is, to hurt someone with it, especially for someone with a bit of experience with it.

Whenever an Attack/Defense roll is made, and the difference between the target value and the roll result is at least equal to the Deadline rating of the weapon used, add +1 to the amount of damage dealt before subtracting armour for every full amount equal to that rating.

Example: *Valoria goes on the offense. Wielding her broadsword, she goes for the deep cut. Attacking the grave robber in front of her, she rolls an 11, with her Combat Style that adds up to a 14, a hit! Since the grave robbers defense result is only a meagre 8, which means she has overcome it by 6. Her broadsword has a Deadliness rating of 4, meaning for every full 4 points she deals an additional point of damage. Therefore she deals the weapon damage plus one point, a terrible hit.*

The maximum amount of bonus damage an attack can deal via deadliness is **three** (3).

Maneuvers

Every character can attempt maneuvers.

They are actions that allow the characters to do things like charge the enemy, disarm him, use a feint or knock him down.

Using a maneuver requires an attribute roll corresponding to the maneuver used, made against the maneuver defense roll of the opponent.

When trying to do a maneuver that would require a talent, that maneuver can still be attempted, but must be done with disadvantage instead.

The effect of a maneuver should be determined by player-GM cooperation or as per talent description and can range from silencing someone, kneecapping them or just disarming another.

Example: *Jerome knows that he doesn't want to kill his enemy and just wants to bring them down. He attempts to knock his opponent down using brute strength Jerome rolls and gets a 10 against a maneuver defense result of 5. A resounding success. Jerome easily breaks his opponents feeble balance and throws him to the ground.*

Movement

A character can, unless otherwise crippled, move about 30 meter in a single combat round. This is not a leisurely walk, this is running in a short, adrenalin-fueled bout.

6 – Advanced Rules

This chapter and everything in it deals with advanced rules and is split into two parts. Advanced base rules and advanced optional rules.

In Short

This chapter contains advanced rules about advanced aspects of the game world and as well as covering some additional optional rules that can be entered into a game of GoG.

6.1 Advanced Basics

Advanced Basics contain rules like those for illnesses encountered on Gehenna and other such ilk. Rules that are not important enough for their own chapter, but should be kept in mind.

Illness

Illnesses are one of the most frequent killers encounterable and can be blamed for many a heroic death come too early. Gehenna too knows many of these illnesses that plague the people, but for the sake of brevity, we shall only illuminate those extraordinary ones that the common adventurer would encounter and have to fear.

Mechanics

All illnesses work mechanically identically. They follow the same schematic as presented in the Example Table below, pre-faced by a short fluff explanation.

Infection Vector
What to Roll against the Infection
Effect of the Disease
Intervalls of the Effect Repeating
How to Heal It

The Red Death

The Red Death is the single most lethal illness Gehenna has ever known in its existence. Wherever it appears, panic and riots follow as those yet uninfected barricade their property while those infected try for every possible and impossible way to heal themselves of this deadly disease.

The Red Death appears as a collection of red spots, small fleshy bubbles on the skin that begin to boil and finally explode, spraying blood and mucus on every reachable surface, infecting others.

Infected Spit/Blood, Infected Rat bite
Roll vs 20 with CON and Disadvantage
Lose d6 attribute points, as per infecteds choice
Effect repeats once/day
2 successful consecutive backbreaking CON rolls against illness

Sky-Touched

Those who are sky-touched are said to have kept their heads too often above their station and are punished by the gods with it. If that were true, then this would be a cruel punishment indeed.

Those sky-touched have a need to sneeze, an unbearably strong desire to do so, and when they do, lightning strikes outward from their body, often times hitting those near them, but much more often, finding no other target, searing and striking their own, already weakened body.

Being hit by infected sneeze/monstrosity, Gods' Humor
Roll vs 15 with CON and Disadvantage
All in Range 1 incl. Infected gets d3 lightning damage
Effect repeats once/hour or if Infected has to sneeze
2 succesful consecutive difficult CON rolls against illness

Blue Eyes

More prevalent along the eastern coast of the Endless Blue, this disease appears in the eyes of those infected, mixing a deep blue into it until at last they are blinded by this blue, unable to see anything else, only to wait until their eyes begin to water and finally bleed out from within their skull.

As those blue-eyed often are of a melancholic nature, it is said to be the illness of poets and philosophers, but many a sailor and craftsmen has been struck by this disease, driving them to suicide.

Random, occurs only if prolonged exposure to Endless Blue (4+ Months)
Roll vs 13 with PER and Disadvantage
-1 PER, character slowly goes blind
Effect repeats once/day
2 successful consecutive difficult CON rolls against illness

Wilde Anger

Those who survive a wildemen reaving tour along the coast and streams up the lands, can tell that many of their own suffer from this disease and always threaten those surviving the attack with it as well.

Those wounded by wildemen are said to be always infected, though the disease might not always break through, but their attitude and will to hurt and kill for the taste of blood, and inability to recognize friend or foe make it a terrifying prospect.

Blood/Spit of Infected, Poisoned Wildemen Weapons
Roll vs 15 with RES
Character enters WRATH Mode for (10-CON) turns, but is unable to see anything but enemies
Effect repeats whenever character enters dangerous situation
2 successful consecutive difficult CON rolls against illness

Languages of Gehenna

Gehenna has a long and storied past and much more even, than is known, has been lost to disaster.

Every character is presumed to be able to speak the general trading language, a strange mixture of mercantile meanings mired in human words, Bandar grunts, svartish numbers and sidhe forms. It forms the minimum base level of communication.

Beyond the trade language each region has both its general language as well as several dialects found there. A character is presumed to be able to read any language he can speak.

Language	Script	Location
Atelein	Cordite Script	Atelei, Dynast
Bando	Hand Signs	Bandar Jungles
Borgish	Cordite Script	Borges
Yorazi	Yorazi Runes	Rasporn, Pagomas
Cordite	Cordite Script	Cordis
Frigit	Frigite Runes	Frigum, Pagomas
Gendark	Logographic Script	Gendarka, Balaim
Yzyllyn	Alphasyllabary Scritp	Yvyz
Monaikol	Logographic Script	Jipang, Quios, Kordrax
Nabat	No known script, all knowledge transmitted orally	Amaranthine Nabas
Cymric	Cordite Script	Cymris
Silence of Meaning	No known script	Beyond
Sveddish	Cuneiform script, no separate name	Svartish Ghetos
Trade Language	None, entirely symbol-based	General
Wildersprack Z (Clack Noises)	No known script	Wildelände
	None known	Void

Coinage

Over time, a plethora of different coins have been minted, but only a few even survive the trip outside of the city mint. Those that do are counted as the so called *Great Coins* or *Grosze Muenzen*

The general rule of thumb is as follows: One (1) gold **thaler** is worth a thousand (1000) silver **mark**, which itself can be broken down with one silver mark becoming two hundred and eighty-eight (288) iron **groschen**.

In spite of this, different regions still use different coinage, which is often exchanged at less worthy rates. The following table serves to offer a way to compare and understand the coinage used.

Coin	Thaler	Mark
Thaler	1	1000
Mark	0,001	1
Groschen	0,000...	0,0034
Cass'U (Jipang)	0,09	90
Cenarii (Old Cordis)	0,0001	0,1
Daric (Yvyz)	0,05	50
Diran (Balaïm)	0,5	500
Draken (Quios)	0,2	200
Ducato (Cordis)	0,25	4
Florin (Atelei)	0,1	100
Gulden (Atelei)	0,01	10
Kreuzer (Borgese)	0,000...	0,15
Marat (Frigum)	5	5.000
Penny (Cymris)	0,002	2
Real (Gatylia)	15	15.000
Sixpence (Cymris)	0,012	12

Income & Earnings

The world of Gehenna is a wild and dark one, but the people in it still breathe, and work, and live, to survive, and thus have to earn their survival, even in the face of such a dark world at large.

The following table presents the presumed common earning of general occupations and class status. All earnings are written as silver mark per year.

Occupation	Earning
Richter	No steady income, depends on assignment
Farmer	7.000
Scribe	7.200
Craftsmen	7.500
City Guardsmen	7.800
Mercenary	Ca. 8.000, depends on assignment
Artisan	8.500
Priest	9.000
Local Merchant	10-12.000
Guild Artisan	15.000
Graf	25-40.000
Marasi Merchant	30-55.000
Prinz/Voivode	40-80.000
Electates	120.000
Duke	200.000
King	225.000
Kaiser	400.000

To note, this presumes the amount of money one earns over the course of an entire year. Most of it is used up by the cost of living associated with the respective occupation/class and as such it is unlikely that one has more than 1/36th available at anytime.

6.2 – Advanced Optionals

These advanced rules are always optional and can be classified as a strong or weak choice. Strong choices influence the game you wish to play by a mile and then some, dramatically changing the balance and style of game you play, while weak choices are used more as an enhancement, something that allows for fine-tuning or deeper customization.

Degrees of Success/Failure

Degrees of Success/Failure are based upon the idea that instead of using the idea of Success and Failure, the game instead revolves around degrees of success or failure.

Whenever a character would make a roll as normal, depending on the result and DC in question, he can instead achieve a degree of either.

There are 2 levels for both sides,as per the lower table.

Degree	Positive	Negative
Up to 2 points	Task succeeds better than expected	Task succeeds but with a slipup
Up to 5 points	Task succeeds par excellence	Task fails as normal
Up to 8 points	Task succeeds with additional advantage	Task fails and bad slipup
Beyond 8 points	Task succeeds on world-class style	Task fails, something bad happens and additionally something unrelated gets messed up as well

About Degrees

Degrees are most often used to expand the base game, as one can easily convert entire game systems based on this concept so long as the number of degrees is equally usable, though they

usually serve to better differentiate between results.

Adding Degrees of Success/Failure is a weak choice.

Character Points

Character Points are an optional meta-game-resource and allow players to “bend the rules” in their favour, usually to twist a situation or dice roll in such a way, as to assure a positive outcome or to survive a greater calamity.

Mechanic

Every player character starts with 2 Character Points and can use them to:

- Create a fact in the game world, if the GM agrees⁷
- Call upon his deeper strength and willpower to overcome adversity, healing 2d6 damage
- Take a second action during combat
- Act first, before everyone else, during combat

Spending Character Points

To spend a Character Point, the player declares that he wishes to do so at any fitting moment during the game and lowers his current point total by one or the amount of points he wishes or needs to expend.

The number of points one has to spend can vary depending on the effect the player wishes for, as per GM Fiat.

⁷ Like arriving in a new town and spending a point to declare “There is a branch of my secret society in this town.”

Regaining Character Points

Character Points are regained by **Refreshment**, a moment happening during a level-up, or at the start of a new module, whichever comes first. During Refreshment, a player regains Character Points, up to his current Character Points Maximum. A Character cannot have Character Points beyond that value.

Another method to gain Character Points is by creating or having what is known as “awesome moments”, often times happening by accident or due to insane daring-do by a player. At such times, a Character Point is regained by the character, provided he has spent at least one since the last time he had gained one.

About Character Points

Character Points and their like, whether you call them Fate, Destiny, Edge or Bennies, can be found in a plethora of modern games and serve to empower the player side of the game and add their voice more fully into the game world and the plot, if they so choose.

Adding Character Points is a **strong** choice

Horror

Horror as a rpg genre usually relies on the continuing alienation of the player from his very own character and despite numerous attempts at imitation, the most sound mechanical implementation has been either been found in Chaosiums Cthulhu games and Atlas’ Unknown Armies, though both follow very different principles.

When going for horror, I advise using only one of these two systems.

Using Mental Stability

Chaosiums Cthulhu series uses the central “Mental Stability” stat that usually goes down, and that’s about it, but that really serves to represent the way that constant horrors lead to a dangerous downward spiral.

Each character gains a Stability Rating equal to [10+Starting Resolve]. Every time something horrible represents itself, a character rolls his fear-vice on a corresponding difficulty, and lowers his Stability by one on a failure or does nothing on a success.

Should the stability of a character reach 5, the character goes insane, leaving play for an extended period of at least 4 weeks until regaining a stable mental state

When the stability value reaches 0, the character becomes irrevocably mad, fleeing into the darkness of the night and adding himself to the hordes of mordbrenners, leaving play.

A character can be healed of this, but it takes a quiet convalescence and some time off, with about 1 month per point, though a helpful monk or wise men might be able to speed the process up.

Using Madness Meter

Atlas’ Unknown Armies uses “Madness Meters”, of which there exist 5, on which you can either harden or break down upon and which slowly, but surely, show how a character is destroyed by the world around him, as he continues to accrue

problems with his declining mental health.

To represent this, each character gains five Madness Meter, each representing a personality aspect of the character and their reaction to the surrounding context, those are **Violence**, representing the reaction to death and wounds, **Occult**, for reactions in regards to supernatural matters, **Weakness**, representing powerlessness in the face of the overwhelming and that which we cannot control, **Isolation**, representing the distance between the outer and inner world, and finally **Self**, for questions about identity and the Id.

Each of those meters has two lines, one for **Failure** and one for **Hardening**. The line for failure goes 1-5, the one for Hardening goes 1-10.

Each time the character faces something correlating to one of the five aspects with a strength higher than his current hardening value, he has to roll against a corresponding difficulty for the issue, with hardening acting as a positive roll modifier for the meter.

When the roll succeeds, the character gains another point of hardening, up to a maximum of ten.

When the roll fails, the character checks a point of Failure instead, and by choice of the player, becomes panicked, paralyzed or aggressive. Becoming panicked means escaping the situation by taking all measures available into account, while paralyzed means that the character

goes into a quasi-catatonic state of shock and simply shuts down. Becoming aggressive means attacking and trying to destroy the object of the roll with all means possible.

When reaching a sum of 35 points of hardening, the character has become a sociopath, halves all positive roll modifiers he receives and receives no more roll modifiers to social rolls. After reaching 50 points of hardening, he is little more than a machine in human skin and should be put down.

When reaching a fifth point of failure, the character receives a mental deficiency instead (Phobia, Flashbacks, Blackout, etc.) to cope with the problem. A character cannot receive a mental deficiency from the same meter twice.

To heal the mental wounds requires long hours of meditation, quiet, and often hours with mental health specialists. At the very least it requires a backbreaking comparative influence roll against the targets resolve.

A character starts with 3 points of failure and 1 point of hardening in the meters of her choice.

The UA-mechanics also replace the normal vice system.

About Horror

Horror mechanics change the complete base game as they divert the feeling the characters get from Action and Adventure towards a more cautious play.

Adding Horror mechanics is a **strong** choice

7 – Encounters and Retainers

Encounter

Noun, An interactive scene between two or more different sides of people with varying degrees of bloodlust.

Encounters are often touted as the building blocks of the rp gaming module and usually come in one of three variants. Unplanned, planned and random encounters.

Unplanned encounters are those that happen because your player decided to do something, whether is is something incredibly clever or stupid. They require no reaction rolls, because the situation itself tells us how the opposing side will react.

Planned encounters are encounters the GM has pre-planned. They might not work out exactly the same way as envisioned, but usually come out as part of a greater story development or during the course of the events as planned out beforehand. They don't require a reaction roll either, as they have been pre-planned and the GM usually already determined the reactions.

Random encounters are a middle ground of the two, an event that has been neither completely planned nor unplanned, for it happens because of a random roll, but that roll has been decided to possibly happen. Random encounters are one of the more fun parts of adventuring because it can lead to suprising events and developments neither players and

certainly not the GM envisioned. Random encounters always require a reaction roll.

Random Encounter

Random encounters in GOG function by rolling a number of dice depending on the enviroment the group is travelling in. Furthermore, based on the enviroment, the kind of encounter can change dramatically.

To determine, whether a random encounter happens, roll a number of d6, as per the table. A result of 6 always results in a random encounter. Multiple results of 6 do not strengthen or increase the encounter.

Terrain	d6's	Terrain	d6's
Aquatic	2	Forest	3
Hills	3	Urban	3
Plains	4	Jungle	4
Steppe	3	Mountains	2
Desert	1	Tundra	2
Arctic	1	Underground	2

Reaction Rolls

Assuming that a random encounter happens, a reaction roll is necessary. A reaction roll is a 2d10 roll according to the table below.

Roll Result	Reaction
2-4	Hostile
5-7	Aggressive & Opportunistic
8-12	Cautious & Evasive
13-15	Indifferent
16-19	Warm & Friendly
20	Trusting to a Fault

Retainers

No one can do anything by himself. And neither can an adventurer take all knowledge into himself and become completely self-sufficient. We need other people, whether to help our mental sanity or because of their specialised knowledge.

These are retainers.

A character can directly interact and command a number of retainers up to (+Charisma). Every retainer above that number gives disadvantage to Charisma rolls, because the character has overextended himself and cannot divide his attention among more and more people.

To command more people, you will need to delegate, and each of your retainer can in turn command or retain people up to (+Charisma). In this, the character might grow to slowly create an army, organization or entire kingdom.

Retainers must be paid wage. How much is subject to negotiation, but the table below should help in that regard.

Type of Work	Common Pay/week in silver
Unskilled/ No Combat	1
Skilled/ Combat possible	25
Master/ Combat guaranteed	100+

Provided you have found people of the quality and talent that you need, next you need to hire them. This requires a hiring roll.

Hiring Rolls

When attempting to hire retainers, a separate hiring roll, equal to a reaction roll, is made for them, which

determines their reaction to any kind of working offer. The roll might be modified by talents or special player abilities or actions.

Roll Result	Accepts?	Pay	Morale
1-7	No	-	-
8-10	Yes	200%	14
11-14	Yes	150%	12
15-18	Yes	125%	10
19+	Yes	100%	8

If accepted, the base wage is changed by the percentage listed. At this point the player can accept or shake his head and leave.

Morale

Morale in the sense of the word does not mean the health points a character has, but rather the willingness to stay in action for the character.

Morale is checked in combat, and if needed, made by rolling a 2d6. If the result is above the morale value of the character, he succeeds at the roll, otherwise he will try to flee the situation.

Employers History

Whenever the players hire someone, that someone will inevitably talk to another NPC about how he is treated. This can quickly spread word of mouth about the player characters, in both a good and bad sense.

A good treatment will make future employees more open to job opportunities or working for less pay initially, while harsh mistreatment and cruelty will lead to penalties on hiring rolls and people turning away from the cruel bastards. If they dare.

8 - Equipment

In Short

This chapter contains lists and description of weapons, armours and common items that can be used during gameplay.

Keywords

Keywords are special features that equipment can have.

2H	2-handed – Requires 2 hands to use
AT X	Armour Training – Requires Talent to use without Disadvantage
BL	Block – Can be used to block without talent
DEF X	Defensive – Gives +X RM to defense rolls
DL	Delayed – Effect happens at end of current round
DUR	Durability – Always deals durability hit when damaging
EX	Explosive – Deals its damage to all those within Range 1
HO	Horse – Can be used one-handed on Horseback
IA X	Ignore Armour – Ignores armour including category (<i>Light/ Medium/ Heavy/ Superheavy</i>)
IS	Ignores Shields – Cannot use/block with shields against
R X	Range – Has range category of X
REL	Reload – Needs an action to reload before another attack
STE A/D	Stealth – Gives either (d)is- or (a)dvantage to Stealth Rolls
STR X	Requires Strength – Needs at least strength attribute +X to use
THR	Throwable – Can be used as throwing weapon with range 1
UB	Unblockable – Cannot be blocked

Weapons

In **GOG** all weapons, whether melee or ranged, work the same way, with a name, a damage value and Deadliness Rating, a number of keywords and durability value.

Weapons List

Name	DMG/Deadl	Keyw	DUR
Axe	3/5	R 1, THR	4
Axenmusket	5/5	2H, DUR, IA L, R 1, REL, STR 4+	3
Bill	4/8	2H, L, STR +2	4
Broad sword	4/3		5
Cannon, 06 pound	7/2	DUR, IA M, IS, R 3, REL, UB	3
Cannon, 12 pound	10/2	DUR, IA H, IS, R 4, REL, UB	3
Cannon, 24 pound	15/2	DUR, IA S, IS, R 4, REL, UB	3
Club	3/5		2
Crossbow	3/4	2H, DUR, IA M, R 2, REL	4
Cutlass	3/3		4
Dagger	2/1	R 1, THR	5
Dominated (Person)	2/4	2H, R 1, BL	2
Flintlock Musket	7/2	2H, DUR, IA M, R 2, REL, UB	3
Flintlock Pistol	5/2	DUR, IA L, R 1, REL	3
Halberd	5/2	2H, DUR, R 0, STR +3, THR	4
Improvised	1/5		1
Lance	5/2	2H, IA M, HO, STR 14	3
Longbow	3/3	2H, CRIT 1, IA L, R 4, STR +5	4
Matchlock Arquebus	5/5	2H, DUR, IA L, R 1, REL	3
Matchlock Caliver	4/5	2H, IA L, R 1, REL	2
Matchlock Musket	6/5	2H, DUR, IA M, R 2, REL, UB	2
Pike	3/4	2H, R 1, STR +3	4
Possessor	2/4	2H, DEF 1, THR	3
Quarterstaff	3/5	2H, BL, DEF 2	4
Rapier	3/3	BL, DEF 2	3
Snaplock, Musket	6/3	2H, DUR, IA M, R 2, REL, UB	3
Snaplock, Pistol	4/3	IA L, R 1, REL	3
Spear	3/3	2H, R 1, THR	4
Unarmed	1/6		-
Wheellock Pistol	4/4	IA L, R 1, REL	3
Zweihander	5	2H, BL, DUR, IA L, STR +4	4

Ranged weapons require ammunition. Ammunition is treated the same way as rations and equally important pieces of equipment by using a dice value.

Gunpowder created by player abilities uses it's own ammo die and entry.

Number	1	2	3	4
Category	Close	Near	Medium	Far
Range	0-3m	4-24m	24-49m	50+m

Armour

Armour saves lives. And one day, it could save the life of your character, if you let it.

All armour influences occult abilities and adds the armour value as a **negative RM** to all occult talent rolls.

Category	Value	Keyw	DUR
None	0	STE a	-
Light	1	AT 0	4
Medium	2	AT 1, STE d, STR +2	4
Heavy	4	AT 2, STE d, STR +4	5
Superheavy	8	AT 3, STE d, STR +6	5
Shield, Small	+1		3
Shield, Large	+2	STE d, STR +2	4
Shield, Tower-	+3	STE d, STR +5	5

Light includes everything from simple leather or hide armour to thick linen shirts.

Medium includes both the classic chainmail, scalemail, ringmail and the cuirass.

Heavy includes the partial plate and the banded armour.

Superheavy is reserved for full plate/full-body armour.

Shield bonuses are special in that they can only be ignored by the **IS** keyword, not the **IA X** keyword.

Elixirs

Each Elixir has a name and both a normal and heightened effect. Unless stated, they last d6+2 rounds.

Elixir	Normal	Heightened
Of Confusion	Imbiber becomes confused and mad with hallucinations	Become immune to Mind Control and Illusion/Invisibility
Of Fire	Gives Imbiber +d3 RM for d6 rounds	+d10 RM for 2 rounds instead, Imbiber loses ½ Max Health Level afterwards
Of Healing	Heals 1d6 damage	Heals 2d6 instead
Of Iron	Imbibers weight increases by d6 pounds, all poisons are flushed out within d6 hours	All poison effects are ended, imbiber is immune to poison for d6 hours
Of Peace	Imbiber cannot enter Wrath for d6 hours, is lethargic and nearly comatose	Forces immediate backbreaking CON roll, otherwise heart stops
Of Rage	Enter Wrath Mode, even without talent	As Normal, but treat Wrath as advanced thrice
Of Sleep	Falls into deep, comatose sleep of d20 hours	Sleep extends into d20 days
Of Speed	+4 to Initiative	Gains one additional action in each combat round
Of Strike	If used upon weapon, weapon gives +1 RM to combat rolls	Weapon gives advantage while using instead
Of Vision	Imbiber is haunted by visions of past, present and future	Roll 2d6, if 9+ after imbining, gain free reroll for all rolls for the day, otherwise d6 damage

Grenades

Each Grenade has a type, a damage value, the attached keywords and a short effect description.

Type	DMG/Deadl	Keyw	Effect
Caltrop-Filled	5/5	EX, THR	Rains small spiky metal
Cordian Fire	8/1	EX, IA L, IS, THR	Sprays liquid fire on those in range
Dust-Bomb	-/-	EX, THR, UB	Creates thick dustcloud
Frigmendo	1/3	EX, IA S, THR, UB	Terrible Freezing slows all in range
Slow-Burner	10/2	DL, DUR, EX, THR	big ball of gunpowder with long fuse
Thunderclap	8/4	EX, UB, THR	Deafening Thunderclap

Blackstahl

Ever since its introduction in 933 T, the svartish method of creating blackstahl, incredibly durable steel, was held secret and only those initiated know of the methods of its creation.

Since then, even nowadays, the only place that Blackstahl reliably is produced is in the Great Forge of Buergen, one of the Kontorstadte of the League of Maras, close to the centre of the Mare Frig.

The unique properties of blackstahl, colouring the blade in a deep, dark black mark them and armour made of it clearly.

Creating a weapon or armour made out of Blackstahl is a costly and long-winded endeavour, and only items made completely of metal can even be crafted with it.

Blackstahl increases the price of a weapon times 50 (Base price \times 50), the damage or armour value by 2 and all item keywords are increased by 1.

Blackstahl	Price \times 50	Dur = 7
	Keywords +1	Damage/Armour +2

Weissstahl

Despite all attempts of proof to the contrary, there exists a rumour, that another sort of steel exists, one even more coveted than even the rare Blackstahl.

The name given to this elusive material is Weissstahl, as blades and armour made out of it are said to be of pure white, gleaming in the sun like a mirror.

Numerous wondrous properties are said to apply to it, from being able to inflame a blade or cutting through everything like it was but a leaf, while Weissstahl armour would protect its wearer from ever being grazed, even diverting cannon balls from their path.

Weissstahl is not available on any open market and even its existence is highly disputed.

As such, no value or even effect of using it for weapons or armour can be given here, but the GM may, at any point in time, enter such enigmatic materials into his campaign.

Poison

Each poison available has a name and both a normal and heightened effect. Unless stated, they last d2+2 rounds if ingested, or for d3 hits if applied onto a weapon.

Poison	Normal	Heightened
Confusing	Confuses Target, losing d6 LOG and INT	Target loses 2d6 instead, if 12 is rolled, target becomes mindless, drooling idiot instead
Frightening	Target must make Morale Check with disadvantage or flee	Target must flee from source of poison
Obfuscating	Target loses d6 PER	Target loses 3d6, discard lowest, instead
Paralysing	Target loses d6 CON	Target loses 3d6, discard lowest, points of CON. May lead to sudden heart failure (5%)
Sleeping	Target falls into deep slumber if fails	Target falls into deep coma
Slowing	Target halves all agility roll results	Target always acts last, always fails agility checks, acts as if slowed by factor of x0.1
Stunning	All physical actions are done with disadvantage due to paralysis	Target becomes completely stunned and unable to act in any capacity, but remains awake
Wounding	Target loses d6 Health Level Boxes	Target loses 3d6, discard lowest, instead

Ecstatica

Ecstatica, or drugs, are the things one might enjoy once s/he has access to the finer things in life.

Ecstatica	Effect
Belladonna	Anesthetic in small amounts, highly poisonous
Opium	Eaten, inhaled in burning or smoked, allows for ecstatic high
Hemlock	In miniscule doses used as a drug, anything larger than a drop in a spoon is deadly
Cannabis	Commonly smoked, induces relaxed and euphoric state in user
Mandrake	Consumption leads to hyperactivity and induced hallucinative state

Equipment Special Rules

Ammo, rations, and other such non-single-items follow special rules, and are bought in dice size.

Whenever you buy such an item, you buy a dice size, starting with d3 > 6 > 2d6 > 3d6 > 4d6 > 5d6. First time, you buy the item with size d3, and then upwards from that one to every bigger die size.

Whenever you use those item, roll the dice size. If the result is equal to a result as shown in the below table, the dice size shrinks by one. Should the dice size shrink below d3, the item is used up.

Shrinks On	Shrinks To	Dice Size
1-2	Used up	d3
1-2	d3	d6
2-4	d6	2d6
3-6	2d6	3d6
4-8	3d6	4d6
5-10	4d6	5d6

Buying a greater die size increases the price by the item price per item size category.

General Equipment

The following is a general list of things, commonly or uncommonly available at a market. Equipment marked with an **r** in brackets is *rare* and requires a d10 roll of 8+ to be available.

Item	Cost (in silver)
Axe	10
Axenmusket	400(r)
Backpack (20 kg)	20
Bandages, linen (3m)	0,5
Bandages, silk (3m)	10
Banded Armor	900
Bedroll	2
Belladonna, per use	85(r)
Belt, leather	5
Bill	40
Blanket, woollen	0,5
Block and Tackle	50
Book (100 pg), empty	320
Boots	10
Caltrop-Filled	120(r)
Caltrops	10
Candle	0,1
Cannabis, per use	45(r)
Cannon, 06 pound	4.000(r)
Cannon, 12 pound	40.000(r)
Cannon, 24 pound	70.000(r)
Cart, Horse	150
Chain (3m)	300
Chainmail	750
Chalk, per piece	0,1
Chest, empty	20
Cloak, linen	0,3
Club	0,2
Confusing Poison	200(r)
Cordian Fire	350(r)
Crossbow	150
Crowbar	20
Cuirass	375
Dagger	20
Dice, pair of	5
Dominated	As Retainer
Doublet, linen	30
Dust-Bomb	200(r)
Elixir of Confusion	120
Elixir of Fire	80
Elixir of Healing	200(r)
Elixir of Iron	150(r)
Elixir of Peace	125(r)
Elixir of Rage	150(r)
Elixir of Sleep	100(r)
Elixir of Speed	400(r)
Elixir of Strike	70

Elixir of Vision	15
Firewood (daily)	0,1
Fish hook	1
Fishing Net	1
Flail	30
Flint and Steel	10
Flintlock Musket	1.600(r)
Flintlock Pistol	1.000(r)
Frightening Poison	100(r)
Frigmendo	450(r)
Gloves, linen	30
Gloves, woollen	0,5
Grappling hook	10
Halberd	60
Hammer (tool)	5
Hemlock, per use	40(r)
Hide Armour	35
Holy Symbol, silver	250
Holy Symbol, wooden	6
Horse, Rouncey	250
Horse, War	2000+(r)
Javelin	5
Ladder (3m)	5
Lance	90
Lantern	70
Leather Armour	50
Lock	200+
Longbow	600
Mace	70
Manacles	150
Mandrake, per use	90(r)
Matchlock Arquebus	50
Matchlock Caliver	30
Matchlock Musket	200
Mirror, Great	450
Mirror, Small	200
Mule	180
Musical Instrument	50+
Needle & Thread	0,3
Obfuscating Poison	25(r)
Opium, per use	35(r)
Ox	150
Paralysing Poison	100(r)
Parchment (per sheet)	2
Pike	30
Plate Armour	4000(r)
Pole (3m)	2
Polearm	60
Pony	120
Possessor ⁸	100(r)
Pot, iron	5

⁸ The cost represents the money needed for things that help regain concentration and focus, not for the possessor by itself.

Pouch, belt	2
Pouch+Bullets	15
Pouch+Stones	1
Quarterstaff	0,1
Quill	1
Quiver+Arrows	25
Quiver+Bolts	30
Rapier	150
Ration, standard (per day)	20
Ration, trail (per day)	60
Ringmail	300(r)
Robe, linen	30
Robe, silk	600+
Rope, hemp (15m)	10
Rope, silk (15m)	100
Sack, large (10 kg)	1,5
Sack, small (5 kg)	0,9
Saddle & Stirrups	100
Sap	0,1
Satchel	10
Scalemail/Lamellar	450
Scrollcase, bone	40
Scrollcase, leather	10
Shield, Large	120
Shield, Small	100
Shield, Tower-	150(r)
Shoes, common	5
Shoes, noble	300+
Shovel	20
Sleeping Poison	80(r)
Sling	5
Slow-Burner	75(r)
Slowing Poison	125(r)
Snaplock, Musket	850
Snaplock, Pistol	450
Soap (per lb)	5
Spear	10
Stunning Poison	150(r)
Sword, Broad	150
Tent (2 persons)	100
Thick Linen	15
Thieves Tools	300
Thunderclap	150
Torch	0,1
Tunic, banqueting	100+
Tunic, woollen	0,5
Vellum (per sheet)	3
Wagon, large	2500
Wagon, small	1000
Waterskin (3 pints)	10
Wheellock Pistol	350
Whetstone	0,2
Whip	50
Wine, pint	5
Wounding Poison	75(r)
Zweihander	300

9 – The Enemy

No game would be complete without an opponent for the players to face, be it the villain himself or his minions. And that is what this chapter is about, the opponent, the enemy, the one the players are beating up in each combat round.

In Short

This chapter explains the mechanics of creating an opponent and using it by explaining the different types of opponents.

The Statblock

To explain how opponents in **GOG** work, we take a look at the base statistics of an opponent.

Base Statistics
5 HL
Initiative 1
ATT/DEF +1/+1
Rolls 2d6
1 DMG/ 4 Dead
Morale 8
Traits - X

Health Levels (HL) – Amount of Health Level Boxes the opponent has
Initiative – The point at which the opponent may act

Attack/Defense (ATT/DEF) – Bonus to be added to corresponding combat rolls

Rolls 2d? – Determines dice size opponent rolls

Damage/Deadliness (DMG/Dead) – How much damage a glancing blow deals as well as Deadliness of his weapon

Morale – Difficulty the opponent rolls against to not flee

Traits X – List and number of traits opponent may have, shouldn't exceed either ATT/DEF-RM for balance

All opponents can be stattd using this basic stat block. By adding to it with the traits you can find on the right, you can easily reskin, change or build enemies of all colours.

Building the Enemy

Opponents in **GOG** are built with a very simple mechanic. Every opponent starts with the same base statblock, which is then modified according to the traits chosen.

Using this basic statblock as presented above, we next add traits, though an opponent should not have more traits than his roll modifiers from Attack or Defense, whichever is highest of the two. Each trait adds active or passive abilities which improve the opponent we are building.

In the same vein, all opponents can be built. Using this quick and easy system, you can even try randomizing some encounters by simply rolling for their traits instead of selecting them.

Free-Forming Opponents

Instead of building according to the presented system, you can always just “wing it”, building according to a gut feeling of challenge. That's fine too.

Traits

Traits are smaller special abilities that opponents have. They can be specifically chosen for an enemy you create or randomly determined.

Soft	Can never deal killing blow
Stealthy	Advantage to Stealth Rolls
Supernal	Rolls 2d10 instead of 2d6
Tough	+5 Health Level Boxes/1 Health Level Row

Talent	Effect
+Move	Gains alternate movement mode (Underground/Fly/Swim)
Accurate	Gains +2 RM to Attack rolls, not used for Deadliness
Add. Attack	May attack additional time in combat
Aura of Fear	Enemies in R1 roll with disadvantage
Breath	R1 3m cone breath attack that deals d6 damage
Cloud	Carries deadly R1 poison cloud, deals d3 damage every turn to all in range that breathe it
Damaging	Increase Damage dealt by 2
Deadly	Decrease Deadliness value by 2
Dorn	First damage received is redirected to closest melee opponent instead, or attacker if attacker is attacking in melee
Durability	Always deals a durability hit with damage
Elemental	Adds elemental effect to Attack or Defense
Elite	+4 to Attack/Defense
Ethereal	Halves all non-occult damage received
Exploding	Explodes in Death, Range 1, d6 Damage
Fanatic	-3 to Morale Value
Fast	+2 Initiative
Fearful	+3 to Morale Value
Gifted	Rolls 2d8 instead of 2d6
Hard	Increase Defense Value by 2
Horrrifying	Enemy Morale rolls are made with Disadvantage
Leech	Heals 1d6 damage per damaging hit
Mindless	Ignores Morale Rolls
Natural Armour	+2 Armour
Occult	Gains an occult talent
Poisonous	Damaging hits deliver poison, dealing d6 attribute damage
Regeneration	Heal 1d6 damage at end of combat round
Reinforce	Can call d3 allies into combat
Revenant	Immune to Poison/Mind Control/Fear/Charm

9.1 – Bestiary of Gehenna

No game would be complete without an opponent for the players to face, be it the villain himself or his minions. And that is what this chapter is about, the opponent, the enemy, the one the players are beating up in each combat round.

In Short

This chapter contains a list of pre-built opponents ready for use and fitted into the world of Gehenna.

The Bestiary

All opponents presented here are built using the rules from Chapter 9, offering a description and a stat overview.

Damned Souls

The Souls of the Damned, ghostly apparitions haunting places of gruesome battle, sites of massacres and equally horrific areas, hoping to find a warm body for another second at the sensation of life.

Damned Souls
5 HL
Initiative 1
ATT/DEF +1/+1
Rolls 2d6
1 DMG/ 4 Dead
Morale 8
Ethereal

Animal, Small

Animals exist in all shapes and forms, and this entry attempts to encompass all those of a shoulder or general size of up to 1 meter. Be aware that smaller animals should be typed together into groups if the single animal would be too small. Generally this category includes everything from ravens, sheep, wolfs

Small Animals
5 HL
Initiative 1
ATT/DEF +0/+0
Rolls 2d6
1 DMG/ 4 Dead
Morale 11
Fearful

other such animals, up to smaller livestock animals.

Animal, Big

Big animals contains a wide range, from the elks of the wildelände, to the great wooly mammoths, bears of the borgeese woods to the ateleian lion. As such, it is comprised of everything with a size greater than 1 meter.

Big Animals
10 HL
Initiative 3
ATT/DEF +3/+1
Rolls 2d6
3 DMG/ 4 Dead
Morale 8
Damaging, Fast, Tough

Bandit

The common bandit, whether threatening travellers on the wayside in Borges or riding as the vanguard of cordian looters, as part of gatylian mordbrenners or frigate .mercenaries, remains the same. A bastard by nature.

Bandit
5 HL
Initiative 3
ATT/DEF +3/+2
Rolls 2d6
1 DMG/ 4 Dead
Morale 11
Fast, Fearful, Stealthy

City Guard

Sworn to protect their settlement, these wardens of peace are usually armoured with at least a breast plate and some sort of halberd while wearing a tabard with the city colours, extinguishing any hope of solving problems the easy way.

City Guard
10 HL
Initiative 1
ATT/DEF +1/+3(5)
Rolls 2d6
3 DMG/ 4 Dead
Morale 8
Damaging, Hard, Tough

Lone Richter

An often romanticised person, the lone richter is a member of the Guild of Richters and acts as judge, jury and executioner by imperial decree, often times boasting both immense fighting prowess as well as the ability to discover the truth, making them one of the less ideal prospects for bandits in the first place.

Lone Richter
15 HL
Initiative 3
2 Armour
ATT/DEF +4/+5
Rolls 2d6
3 DMG/ 4 Dead
Morale 8
Damaging, Fast, Natural Armour, Tough II

Pirate/Slaver

Whether it's the kordraxite pirate or the ylish slaver, either can be summed up as the scum of their respective sea and one the first to change sides for any clinging coin.

Pirate/Slaver
5 HL
Initiative 5
ATT/DEF +4/+2
Rolls 2d6
1 DMG/ 4 Dead
Morale 8
Fast II, Soft, Stealthy

Wildemen Berserker

Wildemen that have eaten of the shamans broth often report a state of heightened ecstasy, where pain leaves the body and one is able to fight as ten men instead of one, making the berserkers, as these mad warriors are called, a dangerous prospect for any fighter.

Berserker
10 HL
Initiative 1
ATT/DEF +5/+1
Rolls 2d8
3 DMG/ 4 Dead
Aura of Fear, Damaging, Gifted, Mindless, Tough

Cultist

Coming in all kinds of colours or differences, most cultists are usually equal in their desire not to fight or more exact, to die, and will try to flee at the first opportunity they get.

Cultist
5 HL
Initiative 1
ATT/DEF +1/+3
Rolls 2d6
1 DMG/ 4 Dead
Morale 11
Fearful, Reinforce

Ordo Peucinia Turm/Knight Martial

Tutored from an early age to fight as an elite member of a warriors rank, both those that have become Tuerme or Knights Martial boast and often times can also prove their respective style and if lead by equally great men, often stand triumphant were lesser would have fallen.

Turm/Knight
5 HL
Initiative 1
2 Armour
ATT/DEF +6(10)/+4(8)
Rolls 2d8
3 DMG/ 4 Dead
Morale 5
Damaging, Elite, Fanatic, Gifted, Natural Armour, Tough

Revenant

The wild revenant is a reborn member of the quasi-undead, that has lost both will to live and the mind to find that conclusion by himself, and as such has become feral, attacking any living thing in his sight, acting more akin to animals than whatever they previously were.

Revenant
5 HL
Initiative 1
ATT/DEF +4/+3
Rolls 2d6
3 DMG/ 4 Dead
Morale 8
Aura of Fear, Damaging, Horrifying, Revenant,

Svartish Krieger

Despite being predominantly occupied by their dedication to their craftsmanship, even the svarts have recognized the need

Svart Krieger
5 HL
Initiative 1
ATT/DEF +0(4)/+2(6)
Rolls 2d6
1 DMG/ 4 Dead
Morale 8
Elite, Stealthy

for protection, and while little can be done from their ghettos, Those Who Think have created a secret company of svartish warriors, the Krieger, svarts trained in modern weaponry, acting only under the protection of the night sky instead of lonesome armor.

Aen Seidhe, Aen Bith

As the most impulsive of the Aen Seidhe, some would say choleric, anything can set off an Aen Bith, even telling him to stop being choleric, and few live to tell the tale of such encounters.

Aen Bith Seidhe
10 HL
Initiative 5
ATT/DEF +5/+5
Rolls 2d8
3 DMG/ 4 Dead
Morale 8
Damaging, Fast II, Gifted, Tough

Bandar Mercenary

There are few things more dreadful than seeing 160+ kilogram of muscle and fur running at you with full speed and able to either bite your head off or simply twist your arms out their sockets, but then again, there do exist Bandar riding Kiori, their great reptiles.

Bandar Merc
15 HL
Initiative 1
ATT/DEF +5/+3
Rolls 2d6
5 DMG/ 4 Dead
Morale 8
Add.Attack, Damaging II, Tough II

Beyonder

Beyonders, unlike monstrosities, are creatures born of the Void, summoned into the world of Gehenna by an occultist and though they usually conform to the form the occultist presses upon them at the summoning, there are a few tell-tale signs.

Beyonder
10 HL
Initiative 1
ATT/DEF +4/+3
Rolls 2d8
1 DMG/ 4 Dead
Morale 8
Aura of Fear, Gifted, Occult, Tough

Monstrosity

Monstrosities, beasts borne out of the dark of the ground, let loose upon the world from the underworld when Eris Wrath shook the world, can come in all sizes, from small to great, and vary and differ greatly between themselves, as one can look like a cow with an additional pair of arms, while another is a mutated sack of flesh that swallows everything in its path.

Monstrosity
15 HL
Initiative 1
ATT/DEF +5/+2
Rolls 2d10
1 DMG/ 4 Dead
Morale 8
Supernal, Horrifying, Mindless, Tough II

Mechanist Animatron

Built by an inventor or mechanist, the animatrons created are puzzling displays of nature, some would even say heresy, and are usually created in the form of a known being or animal, in all shapes and forms, some as small as a house cat, others as big as a bear, and for purposes of serving as well as guarding vaults.

Animatron
5 HL
Initiative 1
2 Armour
ATT/DEF +1(3)/+3
Rolls 2d6
1 DMG/ 4 Dead
Accurate, Natural Armour, Mindless

Black Horde Horseman

Known as the *Terror of the West*, the riders of the Black Horde have done much to impress the notion upon Gehenna that to encounter one of their kind is to face death itself. Accomplished both on and off their horses and willing to burn down anything in their path for their conquests, the Black Horde Horsemen remain a danger for all in their way.

Black Horde Rider
10 HL
Initiative 3
ATT/DEF +3(5)/+3
Rolls 2d6
1 DMG/ 4 Dead
Morale 8
Accurate, Fast, Tough

Legionnaire, Quionite

Trained to the highest standard and absolutely loyal to the Immortal Tyrant has made the legionary guard of Quios a terrifying force to fight, as they fight in complete silence, and are allowed full rights within the territory, and there are not few travellers who lost their bowels for perceived slights against a legionnaire.

Legionnaire
10 HL
Initiative 1
ATT/DEF +3(7)/+3(7)
Rolls 2d6
1 DMG/ 4 Dead
Morale 5
Elite, Fanatic, Tough

Peasant

The common peasant as can be encountered on the fields of Gehenna, from the borgese bauer, the frigate bonde, the cordian contadino, the cymric farmer, to the ateleian fermier.

Peasant
5 HL
Initiative 1
ATT/DEF +0/+0
Rolls 2d6
1 DMG/ 4 Dead
Morale 11
Fearful

10 – The Setting of Gehenna

Welcome to the World of Gehenna, where city-states and petty kingdoms fight for power and glory among the ruins of a past long since forgotten or twisted.

You will learn about the world you are about to enter, from the great north and its vibrant jungles of the Bandar, great apes and furious beasts like their native Kiori to the frozen coast of the Mare Frig and its masters, the League of Maras. About the wild lands of the petty kingdoms and the Great Blue that ends the world, the Black Gloom of Maledictas and the final days of Cordis.

But beware. Gehenna is a dangerous land. Where uncultivated barbarism lies close to the height of civilized subtlety, and may at times be hard to differentiate.

In short

This chapter provides an overview of the setting that GOG is built upon, by explaining the general layout of the world, nations, religions and history, in focusing on a specific part of it.

A Lesson in History

I shall start this overview of our history as Iskender before him, and Malchoros afterwards, and Johan von Vijay have so precisely said:

***“History is not what we remember.
It is what we leave behind.”***

I am Richard von Klage, esteemed historian and personal scribe of Heinrich IV the Illustrious of the House of Ahnspor, of Cordian descent, Duke of Lange and Langental, Master of the Knights Martial of the First Order of the Supreme and Member of the Council of Intermediaries.

The Mire of History

And finally, before we shall engage this dark past, let us remember that the history of Gehenna is the history of men. Lesser creatures might believe the Aen Sidhe true masters of the world, or hope for the volk of the Svart to take their “rightful” place, or even, as laughable as it may seem, for the wild Bandar to arise united, ready to slaughter the world. They are wrong. It was, as ever, only man, who formed the great realms. Only man, who toiled, bled and bore arms for millennia and ever again.

We begin, at the moment it all began. Something or someone made Gehenna. And from Gehenna sprang forth the land, the people and finally, the world as whole. We may not know what times are lost in this swamp of details, but we need not concern ourselves with such finer points, when not even history remembers it, as even the ruins of old are but a negligent thing to ignore, rather than write about.

Not even about the earliest years of “known” history, when Cordis was but a small settlement and even such great personage as the renowned historian Iskender was a babe fresh born, when the Aen Sidhe claimed to rule more than just the Amaranthine Nabas and long before the dark volk

was leaving the blackness of the ground, much is reliable.

Of that, which we know, we know only, that history began with the first of cities. The one jewel, that would become the greatest and vilest, of all in the long forgotten days, before the first Reich claimed dominance.

In those days man was as uncivilized as he is today, but far less subtle about it. Those were days, where small villages would war on one another and such would be the greatest of conflicts, until the red death or any other calamity claimed them, with rich pickings for war, pestilence and all of the other harbingers of finality.

But among them one settlement rose to the forefront. Cordis. Proclaimed the jewel of the Green Bay, and found on the northern border, barely one single patch of civility in the proximity of Bandar transgression.

From City to Empire

Cordis rose from simplest of occasions. What began as a simple fishing village on the great stream of the Borus, hidden by the cliffs and hills of the wild lands, soon began to encompass a greater commune that arose from those humble beginnings, until it stretched all along the cliffs and deep along the border of the great northern jungle.

But this small settlement would never have risen above its own station, were it not for tragedy that befell it soon after. Like man is wont to do, the people of Cordis were ever enterprising and in their search for

new lands went out in all directions. But surrounded by other villages of hatred or out of fear, the drive to expand was hampered. Only to the North there was wild land truly untamed, not yet teeming with man and his own.

It was here, so Iskender writes in his “Anodos Tou Megaleiou”, that the disaster began. In their drive to expand, the people of young Cordis began a great project, to slash and burn the great green, the jungles of the north, and build up on its ashes. Such aggression could not go without the Bandar rising up, and true as it ever was, the great black and silver beasts arose from the depth of their Tartarus.

Iskender writes of the great beasts, that they came upon the cordian settlers in a single night and with power so known of them even today, they fell upon the innocent and the daring as the fell beasts that they are, preying on all they could find, killing hundreds, and, so he writes, primarily men. Such a massacre it was, that the wailing of the women of Cordis was said to have reached the heavens itself, where fiery Eris was to have heard their screams and sent down a leader. This was mighty Elaina.

An exemplar among them, Elaina gathered the womenfolk of Cordis and trained them in the art of fighting, and sent out messengers to the other villages, so that they might learn of Cordis’ fate. Touched by this, the other villages each send one hundred of their strongest and most capable females to be trained by Elaina and

enact vengeance on the furried beasts of the jungle.

Thus bolstered, Elaina led the womenfolk, and finally all the people of Cordis to strike at the jungle, and in daring the Bandar to come again, began to systematically burn the jungle again, again and again. Led by the will of fiery Eris, no other would have dared such action, and it bore fruit a thousandfold.

Iskender writes, that the Bandar, so enraged by what they saw, came together to repel her aggression and tried to strike her down. For one hundred nights they attacked, thousands and thousands of beasts, riding on the Kiori as they are known to do. But it was without hope. With nary 500 warriors, one would not believe such an assault withstood. But Elaina led them and the fury of the goddess is a terrible thing to behold, even to the mighty man-apes. And when Elaina finally had felled their mighty war leader, the greatest of the Bandar, a huge silverback of unspeakable gore and brutality, the Bandar fled into the deepest recesses of their jungles, cowed by the power of men.

With this demonstration it was, that Cordis defeated the North, and as the victorious women returned to Cordis and went out into the world, as Elaina set foot on the place of what would later be the center of the great forum of Cordis, the other villages submitted and thus, true Cordis was born and we began counting time, with the Year 1 of Cordis Reign (1 CR).

From this humble beginning, so states Iskender, Elaina was crowned Lady of Cordis and began her reign for the centuries, to lead the city against all it's enemies, from the first encounter with the devious Aen Sidhe, who called her the Proditor Sanguis and had tried to have her killed, only to see her make war upon them again and again, to the battles against the wildemen of the icy coast of snowy Frig.



Elaina In Thought, 223 CR

When Elaina vanished, so Iskender reports, the people were at first distraught, just as they were when Elaina revealed the presence of other gods among the great, until finally a few of them arose and created what would become the Senate of Cordis. Thus Cordis became the republic, and ruled the known world.

Broken Ground

But over the years, corruption settled in. More and more, the people of Great Cordis forgot the meaning of humility and squandered their wealth.

Senators began to squabble among themselves and build great and aggrandizing statues, not of the gods, but of them and theirs, kept favoured concubines, desecrated temples and laws, destroyed all they touched.

Malchoros writes of this era as the Point of the Golden Bull sometime during 720 CR, the age, when humans began to tolerate, even accept lesser gods into the greater temples, with one, Poloia of Hanur, even going so far to openly devote herself to foreign gods completely, murdering her own family in a claim to take their essence into herself as taught by her heathen northern gods, before being crucified by an enraged mob.

It was during this age, that such minor members of the pantheon such as Good Zat, Lord of Wine and Debauchery, The Sisters Three, Ladies of Death, Deceit and Decay, and Hleton, the Beast Mastered, were raised from lesser gods to their modern state.

This age of contempt was also one of Strife, as Deimos, Master of Terror and Lies was called upon often, and several times Great Cordis was only saved by paying the highest price from splintering into a festering mass, left to be cut out by the realms around it.

Cordis Unmade

But, as Malchoros remarks, all must find an end, and thus we come to the moment of the great quake, at the last days of 729 CR.

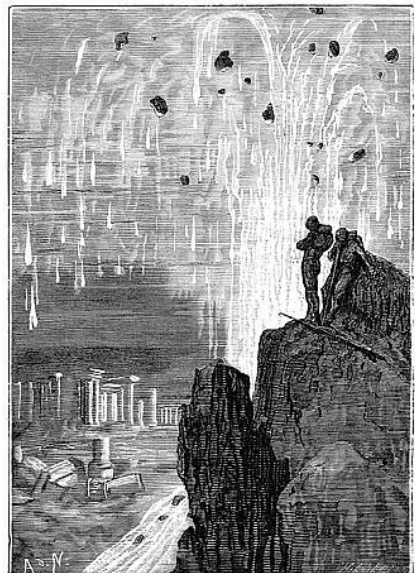
Even today the priests of Old toil and wail daily to remind their flock of the

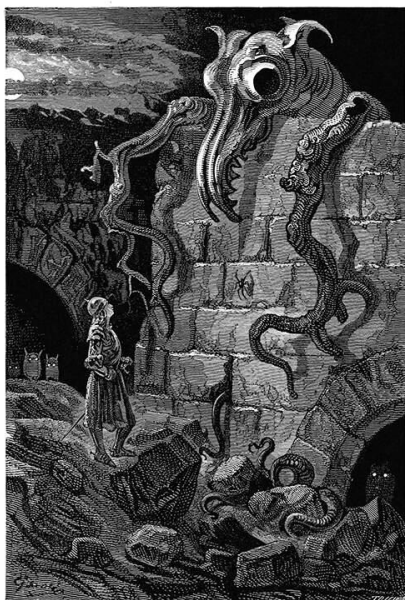
debt we incurred, when Eris send down the titanic wrath and split open ground and world.

In only a single week such devastation was wrought across the land that whole territories were flooded by the endless Blue and new ways and cliffs opened up, as fiery death came from red-hot magma boiling up and the eruption of the long since silent Krakos which shook the earth itself as Eris led the fire towards the sinful and depraved.

Thus fell Great Cordis, which was pulled into Tartarus, while it's empire of iron and blood rapidly declined, as old trade routes were torn apart and new land appeared to take the place of the old, where no man was safe, for with the goddesses wrath was set upon the world loose the great fiery Phoenix and it's children, the monstrosities.

The Fall of Cordis, 3rd Century. Years of Torpor





The Monstrosity Appears, 1st Century, Years of Torpor

Such beasts the world had not yet seen before and to this day we curse the hubris of Great Cordis, who in their demise, have cursed us all to suffer the threat of these dangerous and wild creatures, who, even Anathema to the bestial Bandar, are enemy to all other living beings.

Years of Torpor

As Great Cordis had perished, the land was remade and much knowledge was lost. The great library of Weneta, which supposedly held the key to mysteries still lost, the Sword of Kairon, the great iron testament to the League of Maras and its own fight for survival among the cold lands of the Mare Frig and its monstrosities, shattered in half, of which one part remains lost below the eternal ice and others.

Thus began the Years of Torpor as 729 CR ended, and 1 T began.

With such chaos came opportunists. Those tribes and wildemen on the edge of Great Cordis, who began to swamp the new lands like a wave of people and began to further dilute the heathen blood, to weaken it all the more.



Dread, 4th Century, Years of Torpor

But while knowledge was lost, a new presence made itself known. From the dark and red-hot that was the underground came the black volk, the Svart, to seek new lands to settle, amass their riches and peddle their trade. While their presence is tolerated, often enough a program against these base creatures was of necessity, were it not, they would have long since tried to buy or forge their way out of any problem, but I digress.

The Years of Torpor as Johan von Vijay first coined them, was both a time of stagnation and small change, as man began to acclimate to this new world, while only slowly old conflicts began to flare anew among new sides, as several times the Aen Sidhe can attest, who began to violently occupy and enslave several of the now defenceless cities, like Avilas and Nobré, who, even today, are still under military governance of the Sidhe, while on the other side of the world some territories began to anoint new gods and priests, sometimes even their priests as gods, while other times proclaiming themselves Cordis Reborn.

But slowly, as the years became decades, and then centuries, Gehenna continued to exist, to thrive, and return to what some might even call a semblance of normality, as the world, as we today know it was formed.

And thanks to Waltir vin Buerger, a Svart that applied and gained naturalisation in the City of Buerger, one of the Marasi Kontorstadte, all would change with the introduction of the Blackstahl in 933 T.

Appearance of Stahl

At the end of the Years of Torpor, the discovery of Blackstahl, attributed to Waltir vin Buerger, a svartish citizen of the Kontorstadt of Buerger, one of the smaller members of the still growing League of Maras, named after the biggest city on the Mare Frig, became the impetus for a new age.

Blackstahl united svartish forging techniques with a novel method to

create a new sort of steel previously thought impossible, with incredible durability and hardness, but at a cost of extreme prohibitiveness, not to mention guarding the secret of how it is created by the svarts themselves.

However, with this discovery a door was opened that made the League of Maras the focal point of many an innovation and invention, from the great Marasi Painters of the age like Umbricht vin Reinswind to composers like Kolma zu Avilas, an exiled citizen of the now occupied city and gifted musician who created some of the best known pieces of the time, like Kolma's Requiem and the Eris Irii.

And while this meant the end of the Years of Torpor, in a small, lonely chamber of his laboratory, a discovery was made, that would change the face of Gehenna even further, when alchemist Ticolo Furiosos' house exploded one late summer day.

The Reascension

While not completely unknown, the explosive powder the alchemist had created, and of which only smallest quantities were needed to create great and terrible thunder, smoke and fire, was mostly known from trade along the western trade routes, where, alongside the mountain range of Everwhite the way to the west and the exotic and strange lands lay, of which we know so little even today, but where the powder first found its way to the cities near the Amaranthine Nabas and to the Aen Sidhe itself, who mostly refused to use it, for it created, as they said, a great loud noise of which ears begin to bleed and smoke

enough to cloud even the sharpest of eyes, except for a few radicals among them.

His discovery of how this powder was created from regional materials, like the use of sulphur, charcoal and saltpetre, would not even have been noticeable, had he not killed himself with the explosion, which brought the eye of Joachim Goetterhart to his laboratory. The watch captain of the city of Blustock found the plans, and while not completely understanding them, he soon found himself famous for their possession.

And while he was, as Johan von Vijay writes, willing to sell them, he wasn't fast enough, as the day before he could hold an auction on which he was going to sell them to the highest bidder, unknown assassins robbed the watch captain of both life and property and the discovery found it's way onto the black markets of the lands.

Within several decades the discovery, the appearance of firearms became prevalent, and soon began to overtake both crossbow and bow, leading to a revolution on the battlefield. Just like that, a new age had begun. The first Year of the Reascension (957 RA)

In the east, near the cities along the Endless Blue, a style of combat arose, in which cities would pay mercenary units who were outfitted with these weapons to strengthen their own forces and fight mock battle of strange manoeuvres among themselves, while the core lands began to outfit entire regiments of these gunners with

polearmed soldiers to fight each other in great "formations", not unlike Cordian tactics of ancient times, and the southern cities began to train their warriors to brutal discipline, willing to run into battle with swords and axes as great as a single man and withstanding the pain of the arquebus and later musket, as the early firearms came into being.

As the first millennium neared its completion, in 999 RA, so too did many of the feuds that had, until that point, consumed the regions of what was to become the Realm, and a strange sense of peace overcame many. During such a time it were, that a secret meeting of the rulers of borgese lands happened, in the city of Kaynbuehl. There, under Lehos mantle, sworn to secrecy, they plotted an undertaking, so vast and grand, that it could only succeed on the greatest scale, or otherwise doom them all.



How the Light returned, 1004 RA, Theoderique du Lauges

Heralds were send to all corners of Gehenna, to each and every city, to be invited to a Great Conference of the Lands. Many followed the call, though some, like Ylien, ignored it, and do so even to this day. Those however, who did, came together in the great chambers of the Sybilline Oracle and from there began, what we now know to be the first steps towards a unified Gehenna.

In a historical time and over the span of two months, the situation was close to spill into blood at any moment, as factions clashed inside the great halls, and it was only due to the interference of the oracles that no further blood was spilled than was already there.

Sacred Córdian Realm

In this atmosphere, a momentous accord was made, sealed and lettered, recreating the great federation of cities that once made up Great Cordis, without making a tyrants pledge out of it, by creating what we know today as the Sacred Córdian Realm with the City of Kaynbuehl at its core, creating the Reichskammer as an institution that would work as the bureaucracy of the realm itself, affirming itself and made up of representatives of the member cities, like the senate of old, but giving every single city a voice, no matter how small, so long as it was not subject to another and was of certain size.

And as commemoration of this moment, those overcome with joy at this occasion called for the re-institution of the Kaiser. The representatives chose the man that brought them all together in the first place, and thus, now styled Theobald I,

called the Wise, former Ruler of Kaynbuehl, now Kaiser of the Sacred Córdian Realm, truly began a new, difficult era for Gehenna.

But nothing can last forever, and for every good, there must be an equal bad. For Theobald I ruled for a measly nine years, until 1008 RA, when he drowned during a crossing of the Inner Sea, and his great-cousin Reinholt von Fluß was chosen to succeed him by the Reichskammer.



Reinholt the Drunkard, 1151 RA

Soon after Kaiser Reinholt earned himself the nickname of the Drunkard, as there was seldom a moment when a bottle wasn't at his side. Remarkably he still held onto the imperial throne for forty-eight years, when in 1056 RA, he finally chose to leave life as he had lived it, dead in a cheap brothel bed on the wayside.

Him followed Theobald II, called the Fat, for he was known to have appetites of all sorts, but most of all for eating, and after becoming so big that they had to construct a special wagon for him to continue his administration of the lands, he was taken by a failure of the stomach, when his burst open on the inside after a particularly excessive meal in 1069 RA.

After Theobald II came Heinrich I von Lauges, called the Good, who instituted the southern expansion and granted land to settlers left and right, but also lifted the tax burdens on the peasantry. Much wailing was done, when he passed on in 1104 RA.

Him followed Otto von Wallingen, styled Ottomar I, who became known as the Pious, as he built and extended many temples of the Realm, though he also upped and furthered taxation for all and had to, several times, beat back peasant revolts for it.

It was the at the height of the biggest of those, in 1159 RA, after Ulrich Brickmann had risen with the Brickmannian Tax Revolt of 1158 RA in the Lands of Atelei and Borges, that the Kaiser lost his life while out on a morning walk, and being ambushed by the revolters. To this day, his head has not been found, though twice it has been claimed to have returned, once in 1210 RA in the city of Dorbrugge and in 1289 RA in Wajetaal, where a peddler claimed to have found it.

Following Ottomar I in 1159 RA was Heinrich II, styled the Poor, as he was left with an imperial administration in ruins, the peasantry in revolt and illoyal subjects in east and west. His rule extended for the longest and remains remembered as the Rule of the Missing Hand, as it was often asked of the Kaiser to intervene, though he could not and thus had to rule by words, rather than action. As such his death meant his consecration as one of the lesser cordiine patrons in 1221 RA.

After him was crowned Ottomar II in 1222 RA, grandson of the former Kaiser Ottomar I, and he was called the Bald, for his hair is said to have fallen out at the news of his election as Kaiser, and forever more it was thus told as fact. His reign is ill-remembered, despite him warring upon the west several times, with three separate wars against the Aen Seidhe alone, as well as expeditions as far as the Zerkonite swamps, as little remains of it nowadays.

As his death in 1251 RA left a great hole, it was to be filled by Ludovico von Gennona, who styled himself Theobald III instead, called the Illustrious, and he initiated a series of laws that soon brought all the Realm under his sway as he returned the land to the rule of Just and righteous Sovereignty. It was his death in 1298 RA that left a deep mark upon the people.

Following up was Heiner von Maras, styled Heinrich III, called the Greedy, for he continued his economic policies that he had once put to good use in growing the great Marasi Kontorstadt onto the Realm itself and it is said that the coffers of the realm were bursting of gold, but bloody gold, intermixed with the sweat of those who suffered for it.

His sudden death after a prolonged illness in 1320 RA left a hole in the realm that could not immediately be filled, and for the first time in three centuries, the lords, ladies and representatives of the cities could not unite behind a single candidate for the

imperial throne. This time, we now call the Kaiserlose Zeit.

Marek

Into the Kaiserlose Zeit, a time of culture, blood and strange re- and discovery came one man, as the years turned to 1331 RA, who began a campaign that would change the realm and usher in what many great philosophers had already begun to call the return of Eris Reborn, in the person of Graf Marek von Dorbrugge.

Marek von Dorbrugge, a brutal and stubborn man who saw both his wife and seven children succumb to the Red Death, began a brutal reign of terror in the county of Dorbrugge, which led to him at first occupying, then directly drafting from the populace of the occupied neighbouring settlements with the promise of not withholding food or medicine from people serving in his army, and a sudden and swift conquer of borgese lands of what soon became known as the entrance of a man with ambition equal to Elaina herself.

But while many a doomsayer warned of the hubris this might carry, Marek forced the Sybilline Oracle of Kaynbuehl to acknowledge him as the true Heir of Elaina and thus champion of Eris Reborn even to the people. While some screamed and thought to fight against this oppression of the Sybillines, even more cheered at his coronation, as the signal for stability and a central order was long sought after by many, and few wanted to return to the Kaiserlose Zeit, even at the cost of a pretender taking the throne.

That was, until the Suprematii appeared.

The Suprematii

As the new Kaiser Marekoi I, Champion of Eris and Crowned of Cordian Hand, ended his third campaign in 1353 RA, unrest was what followed in it's wake. The forced crowning of a Kaiser without vote or election by the Reichskammer had led to great tensions among the neighbouring territories and many feared this new Leader of Man to guide his new domain against many of the smaller settlements, of which Great Cordis counted almost a thousand at its height.

Into this came religious tensions, as the appearance of what many called a modern and new faith, subverting the old religions, played into. The Suprematii, as the Followers of the Supreme One were known, who had seen his Appearance and heard his message in the eastern realm, were soon swelling to substantial numbers, which led to prosecution by the old and heathen faiths, which feared for their ill-gotten gains in the light of this true testament of faith.

Into this atmosphere of fear, suspicion and chaos entered the Dame Brunhilde. The first of the Supreme Ones disciples, gifted in diplomacy and rhetoric, understood it perfectly, to explain to many a doubting soul the one and only true message of the faithful, and was often able to clear the name of members of the faith against allegations of corruption by priests of the obsolete and forgotten

beliefs, often converting the masses at the same time.

As the situation stood poised to end only on the peace a bullet and sword could bring, a meeting of the great powers of the lands that now made up all of former Great Cordis, old and new, was established in the City of Dorbrugge, now renamed Maledictas in honor of the Kaisers dead wife early in 1355 RA.

Over two months, the situation was boiling, ready to spill into skirmishes at any moment, when the different factions clashed inside the great palace of the extended city, which by now had grown to a size to rival Cordis itself before its demise, close to a million people living there, not counting the masses of those, living within their own ghettos, like the Svart or exiled Aen Sidhe.

In this moloch of a town, so it was hoped, would another momentous accord be made, one that would re-affirm the Kaiser and make him chosen not only by Eris, but of the people, and their representatives as well.

An accord was made, but it was under duress, forced by the secret guard of the Kaiser at the tip of a sword, signed at the stroke of midnight, with many of the signees force out into the halls of the palace in their bedding clothes.

This compact was sealed by all parties attending and would be the crowning achievement of the now truly crowned by cordian hand Kaiser Marekoi I, at the onset of summer of 1355 RA.

It would also be his downfall.

War of Exhaustion

As would only later be clear, after the Dame Brunhilde could escape, the Kaiser was a madman, a dabbler of powers occult and much more revolting than even most of his closest allies knew, sacrificing people daily to his fiendish supporters, who empowered him. After fending off several of his assassins, Dame Brunhilde escaped Maledictas with a feint, declaring that she would need to explain the compact to the Suprematii directly.

Two legions of Bandar Mercenaries wound up dead on her way to the Eastern Cities and many more of our loyal brothers in faith gave their lives to protect her from the heinous attempts to kill the Supreme Ones most faithful servant, but all was made well, when she finally arrived in Walzen, Fortress City on the edge of the Endless Blue and home to the great citadel build to honor the Supreme One.

There she remained in seclusion for two years, in communion with the Supreme One, while the faithful prayed. And while they prayed, the Kaiser began his fourth, wicked campaign, inviting forces from the Beyond and nary a month would go by without another city suddenly closed off by his armies under threat of quarantine. A true act of evil, as we now know, for the people of these cities would be sacrificed to appease whatever dark things the Kaiser had to thank for his ascension.

All the while, an envoy, one after another would come to Walzen and spies fought with poisoned blades among the streets and alleyways of Atelei to cloud the faithful and lead them away from the Golden Path, during which even our esteemed patrons father, Duke Heinrich III von Ahnspar, would one day give his life for our cause due to an assassins blade. Thankfully the assassin was slain by his son, the current duke, before the assailant could escape.

But as time went on, the situation became more and more critical. Entire cities were now converting to the newly named Church of the Supreme One and often bloody paths lay behind them, as many an idol was destroyed over the dead body of their servants. Some cities even began fighting among themselves, as the Reichskammer, this great body of “equality and representation” would prove nothing more than a naive daydream, as brother fought against brother on the field of battle.

Two long years went by, when finally Dame Brunhilde emerged from her chamber during Spring of 1357 RA, proclaiming that the Supreme One had given her a way to defeat the Kaiser and drive out the heathen faiths once and for all. As the call went throughout the Sacred Cordian Realm, the faithful armed themselves, and once again the land was thrown into chaos, as a war loomed on the horizon, that would go on for many years.



The Fiend Prepares a Sacrifice, 1378 RA

It would take an additional five years of fighting, before outsiders dared to enter the conflict.

In 1362 RA, five years of war had come and gone, when at last the Aen Sidhe decided to intervene, not on behalf of either side, but rather out of opportunistic glee, first attacking those cities closest to their own borders and then, after a while, creating bands of mordbrenner, madmen armed with incendiaries to bring strife to the lands itself, while some of the Kontorstade of the League of Maras hired Bandar Mercenaries to support either side of the conflict, whichever served them best at the moment. Adding to this were several of the greater territories, petty kingdoms which had sprung up during the campaign of the fiendish Kaiser and which now believed themselves champion of either cause, so long as it served to increase their own domain.

The resulting conflict brought back all the calamities of the eras. Famine, as entire armies fed themselves on the fields of the peasants, pestilence, with the Red Death prevalent everywhere,

among the dead as well as the living, exacting his toll on both sides, and darker apparitions, like the abominable Revenants, the dead walking among us, without reason or understanding, most likely brought about by the powers of the Kaiser and his allies of the beyond.

The end of this, what we now call the War of Exhaustion, came to be only two years ago, in 1391 RA. The victory of the Suprematii could never be denied. Our faith empowered and helped us to overcome the fanatic and corrupt soldiers of the Kaiser, when Dame Brunhilde led the great army onto Maledictas itself.

For weeks, the fighting devastated the once great metropolis and spilled out into every street and alley, where even the citizenry would take up arms, such that we were forced to employ the Fire of Righteousness against them, as the Church had done previously only three times in living memory, against those cities steeped most deeply in sin.

But as the fall of the Great Palace itself seemed all but assured, a great black gloom came over the city. The entire metropolis enveloped within. Hundreds of thousands of citizen and soldiers of either armies suddenly vanished in the stroke of a clock as the gloom descended. Those left on both sides, suddenly bereft of their armies and greatest leaders, retreated from their current posts to lick their wounds.

The sudden silence continues still, an uneasy peace has descended on the realm. But for how long, remains to be seen.

The Now

It is the summer of the year 1393 since the Fall of Cordis, in the Age of Reascension.



Maledictas Under The Gloom, 1392 RA

*To this day, no one knows **what** happened at Maledictas, but we all know that the city is cursed. The loss of Dame Brunhilde is felt deeply, but with the current leadership of the church in the hands of the faithful and the Council of Intermediaries, among them Duke Heinrich IV von Ahnsdor and Graf Johann II von Weidbrun, called the Inventive, we are safe for the moment.*

With the current situation unresolved, soldiers still continue to roam the land, often times creating mercenary bands, or worse, falling into banditry to survive. Some have even taken to becoming treasure hunters in the ruins

of dead cities like Maidborg, one of the three cities devastated by the Fire of Righteousness. Those of greater madness have even plunged themselves to go into the black gloom of Maledictas, but so far, only the mad have returned.



Sack of Maidborg, 1388 RA

But even beyond that, the land itself is dead. Great stretches of soil had to endure thousands of soldiers on them, something not even the best farmland can endure, especially not for years at a time. Entire harvests lost, because of a siege or the need to feed their own troops. The abominable “revenants” roam the land, preying on both living and dead. And from outside the realm, the continued danger of another

intervention from those states and petty kingdoms still looms.

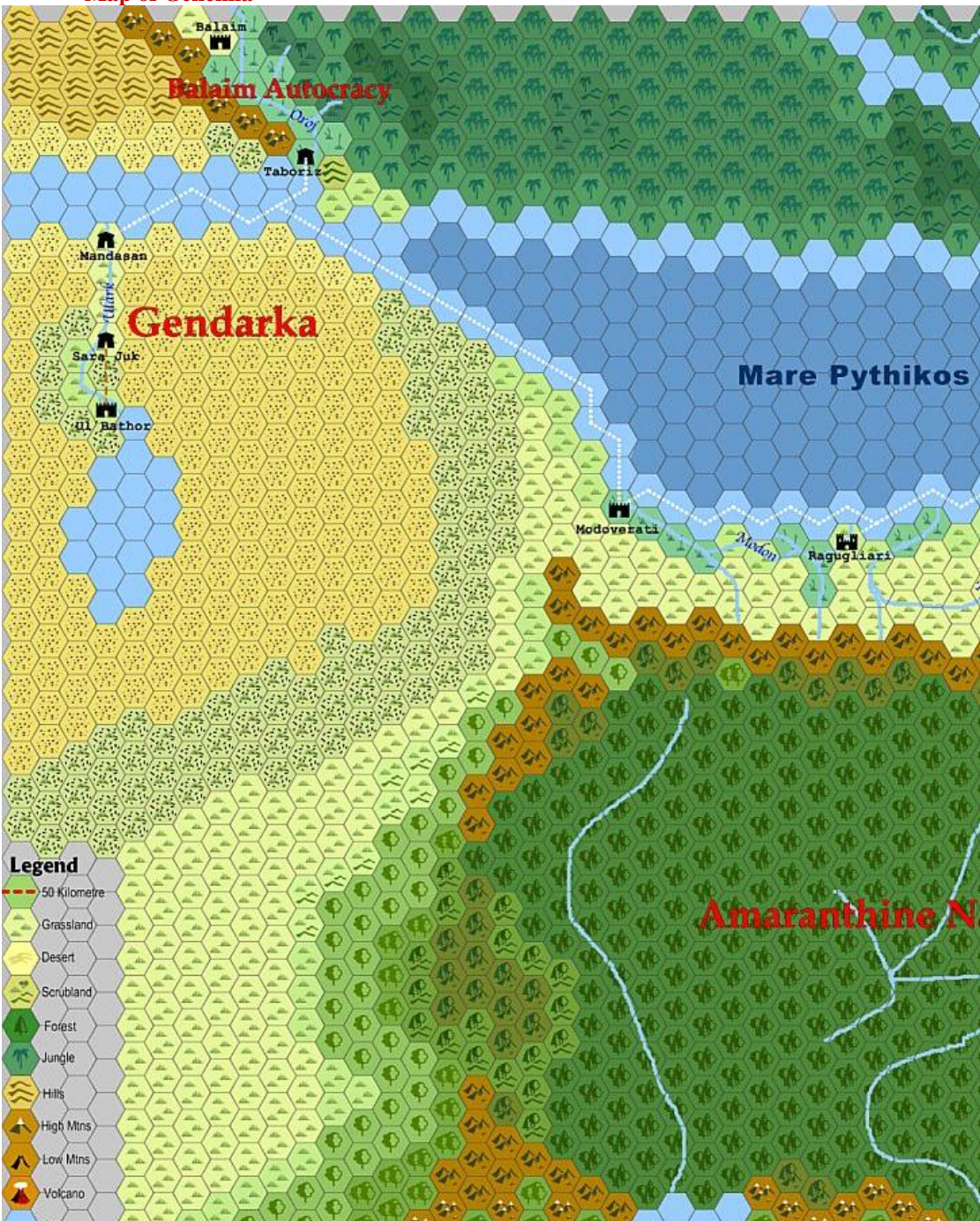
Continuing the list is the sudden rise of cults during those last two years, some of which even proclaim radical and dangerous new ideas, among them the ascension of Marekoi to Godhood, or the coming of the Final Days, chief among them the Eye and Star, who seem magnetic in their charisma and ability to command the masses, be it as demagogues from the frontline or with their slimy influence from behind the scenes.

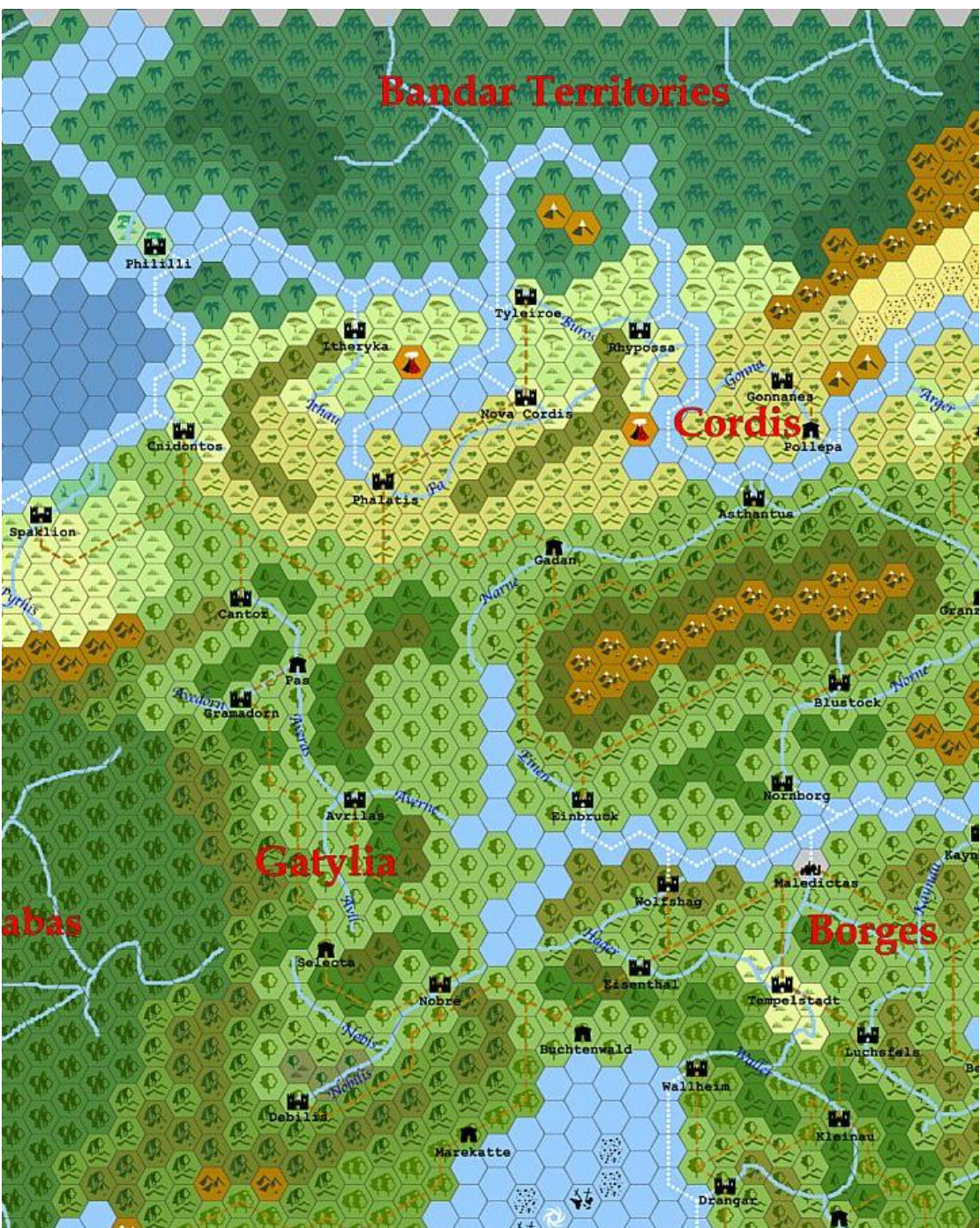


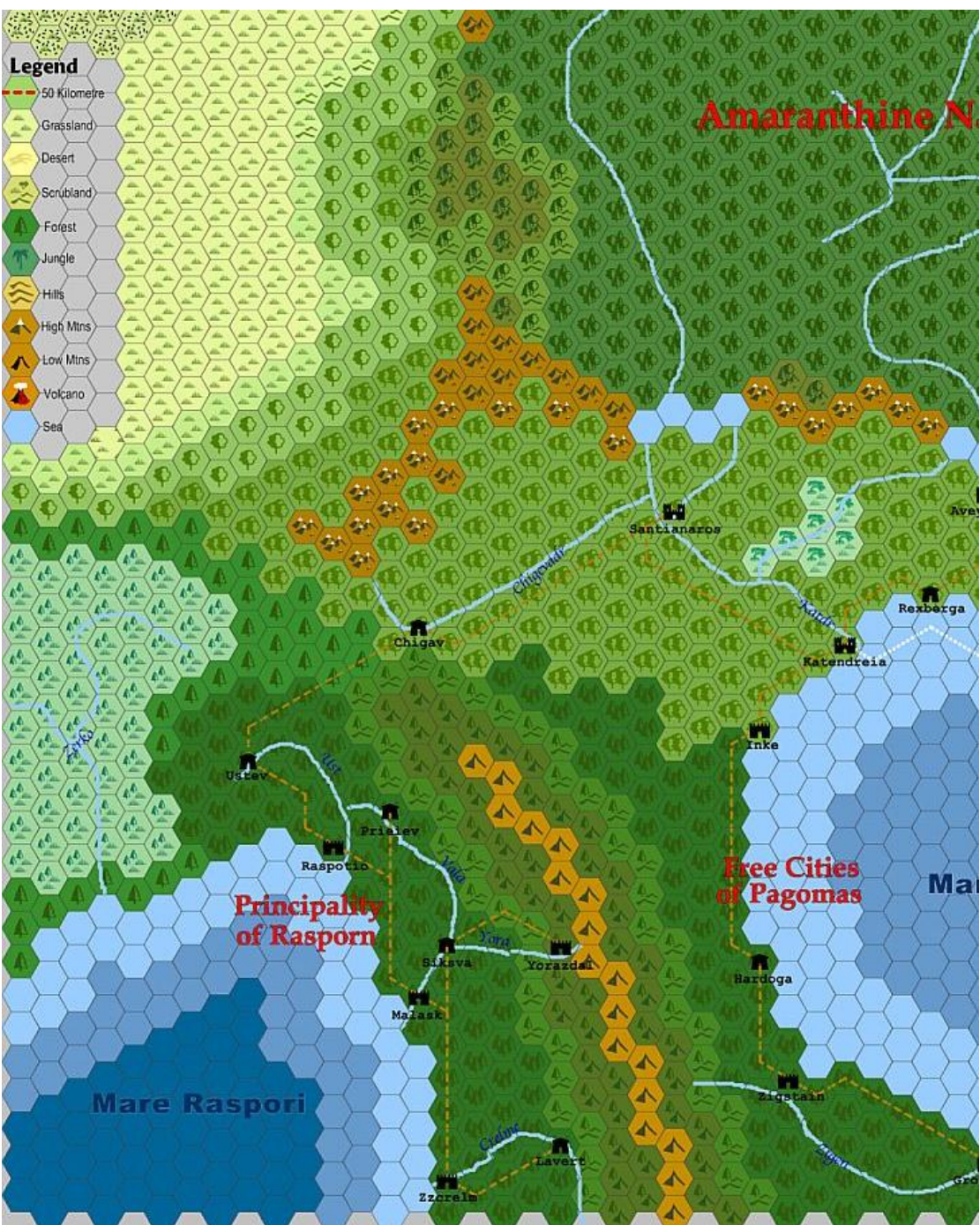
The Price of Heresy, Suprematii Art, 1393 RA

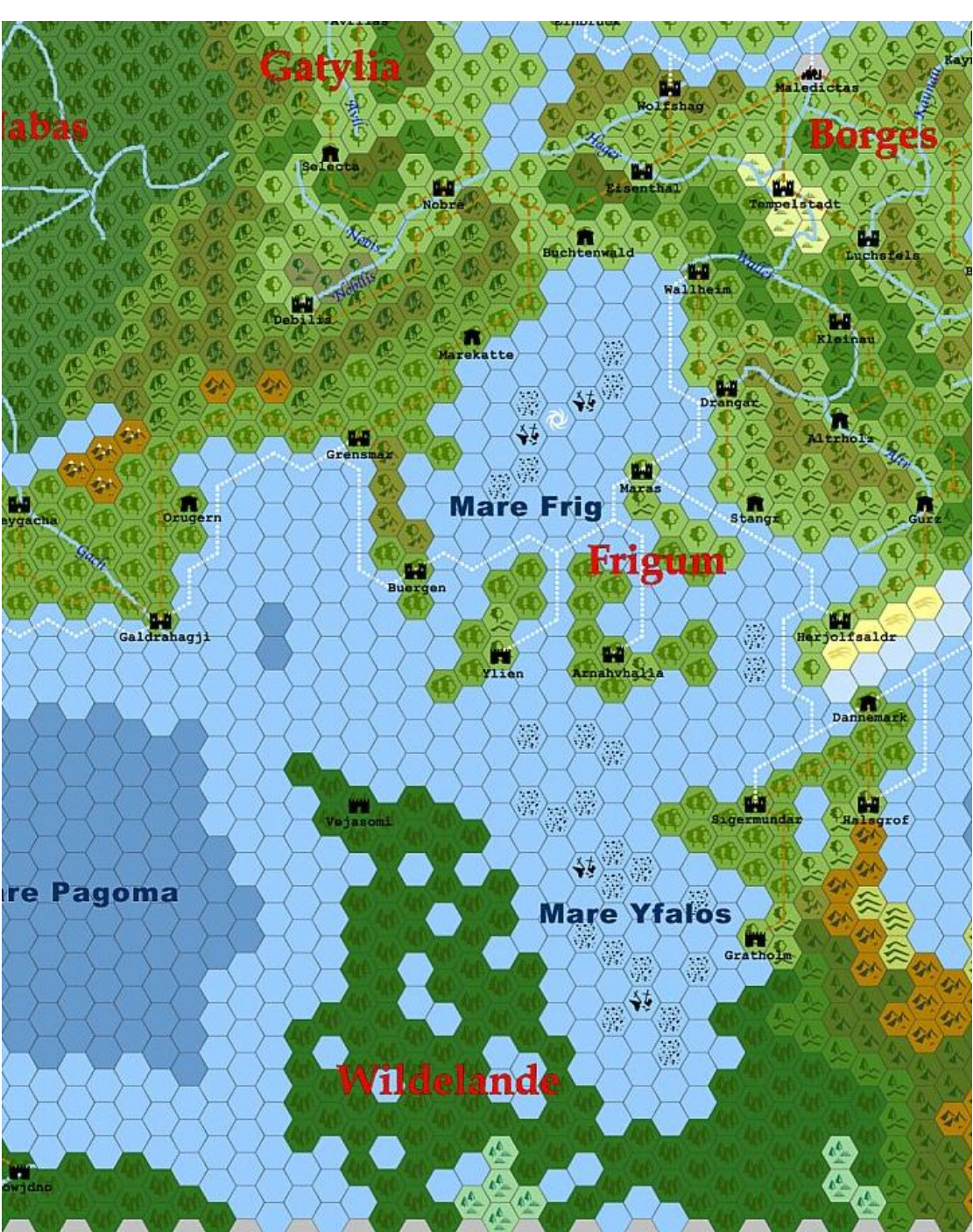
These are dark days, and only those willing to dirty their hands in the name of justice will prevail...

Map of Gehenna











Origin

Among the people of Gehenna, there are several species that can be found. Of course, all of them carry within numerous cultures and possible deviations from the norm, but this should serve as a general overview, rather than a specific look.

Aen Sidhe

The Aen Sidhe, a species of humanoid looking beings with a faintly human, rather long-drawn appearance and pointy ears and very unhealthy blue-greyish shade of the skin, remain a presence in the Amaranthine Nabas, the Dying Woods.

Aen Sidhe aren't born. They appear, one day, by will of nature itself, to which they often share a special connection. As the general condition of their species, so too does the Amaranthine change, and for over one hundred years, the woods now have been in a state of constant autumn.

The Sidhe have been here since long before the humans arrived on the scene, but whether they will remain long after is doubtful. If anything can be said of them, it is, that they are among the fairest folk one can find on Gehenna. But this beauty is in sharp contrast to their ways, which tell us of a deadly and intrigant people, who are just as willing to enslave your people to sell to the western kingdoms, as they are of breaking their leaven bread among them.

Tales and myths spread by those that wandered into Sidhe lands know to tell us of the White Court, and a leader

of unimaginable beauty and grace, who rules his people from a palace of Gold and Crystal, on a throne of jewelled thorns. Of course such stories are often even more nonsensical, but to this day, no human has ever made contact with anything resembling a true ruling body of the fair folk.

Bandar

The ape people of the northern jungles are a wild and mostly uncivilized species, who have only recently learned how to use metals and in many parts remain a tribal and patriarchal animal society that only on the surface can even be said to imitate the civilized people.

Each Bandar Tribe has a size of between 2 to 40 and is led by an Alpha Male, usually the strongest member of the tribe. Bandar Society works mostly on group behaviour and young males are often pushed away from a group to create their own group or go and find something to convince a female to create such a group with them.

Over the centuries, the Bandar could not survive without taking on some form of civilized behaviour and especially those in the border lands or close to human cities adopt more human behaviour, having learned to truly forge and adapt to the situation. Many a noble prides themselves on a Bandar Bodyguard. Who wouldn't, when your bodyguard can rip out a mans' arms with a strong pull?

Something which stands out is, that among all the beings on Gehenna, the Bandar are, if undisturbed, one of the most peaceful, as they chew but leaves

of trees and live their lives mostly undisturbed in their wild jungles. Numerous clashes between man and ape have led to many an abandoned settlement on the outset of the northern jungles but even nowadays a daring adventurer might share a small band of mercenaries around himself to find one of their mythical cities, as the Bandar are said to hide among their thick green.

Half-Breeds

A strange point of contention, Half-Breeds between the species are not only possible, but have infrequently popped up, usually after small conflicts and wars, but just as well after calamities and other, stranger events.

Most who are openly known to be a Half-Breed are shunned by the general populace, as they are sad reminders of evil done to them or to others in the past. Sometimes, especially in the times after a calamity has struck, the Red Death has come and reaped its victims or any of the others sadnesses, a pogrom against them and others of their kind is made, in the hope of appeasing whatever bloodthirsty belief that the people hope to satisfy.

Among those existing, there are several. Half-Breeds between Humans and Aen Seidhe have come to be called **Laib** and often only possess rudimentary features of the Aen Sidhe, like their pointed ears or some sort of otherworldly but somehow lesser, unappealing sort of beauty, and are said to have gained some of their longevity, though there is none known who would point to such a fact.

Half-Breeds among Humans and the Svart are small gruntly little creatures, most commonly found where the biggest ghettos of the black volk exist and a bit more tolerance is found for them, though such kindness cannot be spoken of for their offspring. These little beings, called **Dwerg** by the common people only share among the worst traits of either side of their respective

Of those born of a union of Bandar and Humans, only a smallest number exists, as human women cannot bear, due to their frailty, to bring out a Bandar child and even then, such children are quickly mercy-killed to spare them the reaction.

Humans

Humans are like blowflies. Even though they die to just about anything you throw at them, they still continue to populate just about any ecological niche you put them into.

The sad thing is, that though they adapt, they do so with their continued tool use. They aren't as strong as a Bandar, nor as graceful as an Aen Sidhe, and surely not even close in craftsmanship to a Svart, or as tough as a Revenant. But there are many of them. And still they continue to thrive, even under the worst of circumstances.

Revenants

Having first appeared during the War of Exhaustion, these are human bodies that were somehow revived, with a soul still bound to a decaying body.

Characterized by ashen skin and the ever-present smell of decaying flesh,

they have been titled as both *Abominations of Tartarus* by believers of Cordiism and *Servants of the Enemy* by the Suprematist. Few are willing to get into business with what amounts to a living corpse, but even so, there are always some enterprising or unscrupulous souls willing to get the kind of people they need.

Svart

The dark volk, the little people, average height of at most 1m, are humanoid beings that lived under the mountains of what is now known as the Sacred Cordian Realm and where pushed up by the Fall of Great Cordis, as their Cave Cities were destroyed when the world changed its face.

Usually organized into clans led by a Thing or an elected king, Svart live to work or do something with their hands. Their continued reliance on Arete, a concept of Excellence in any kind forces them and their culture to perfection, no matter what they do. Gifted craftsmen, they are able to create as no other species can.

The Powers That Be

The following is a short description of the city-states and proclaimed sovereignties of Gehenna, each fighting the other tooth and nail for any scrap of power and prestige.

Amaranthine Nabas

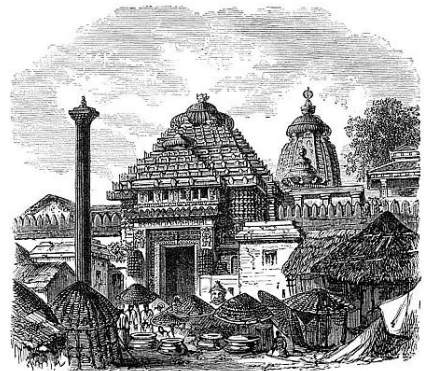


The great forest remains the core territory of the Aen Sidhe, the fair folk, and despite being in a constant state of

autumn for now close to over a hundred years, is as alive and dangerous as it ever was.

Ever since first occupying the cities closest to the Dying Woods, a true regime of terror has been instituted and man and others alike fear for the return of the terrible riders of the Sidhe, warriors clad in leather made from human skin and sending their poisoned arrows or the diseased towards cities under siege.

While not as against the idea of firearms as they were during their introduction, the Aen Sidhe have been slow in adapting this weapon and many still seem to believe it to be but a passing fad, something that will go away, if they only wait long enough for it.



Palace of the Balaim God-King

Balaim, Autocracy of

Ruled by the God-King, the city of Balaim, heart of the Balaim Autocracy, remains a hotbed of in-fighting, as the different factions of the Autocracy remain in a semi-



constant civil war, even if the Balamites would rather describe this as “Status Quo”.

The fact that they even agreed on a common King remains a testament to Gerjais II ability to unite the divided populace from their differences but doesn’t alleviate the problems the Autocracy has.

Set at the Oroí river wetlands and surviving due to the swelling of the river every year and the cultivated farmland this leaves, made the Autocracy both a unique point of entry into the Northwest, but also the trading hub for the Silken Roads of the West for those that come along the shores of the Mare Pythikos.

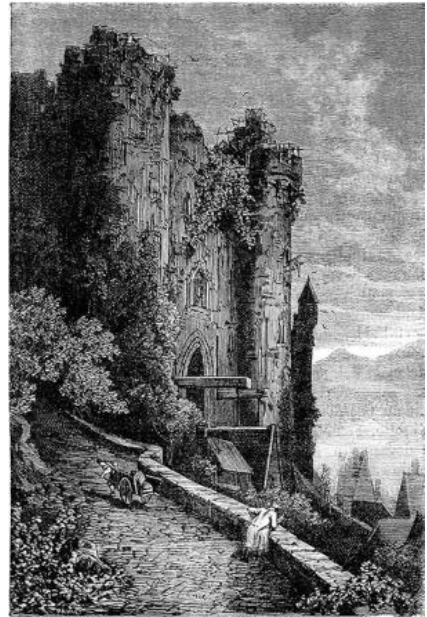
Over the years, the Autocracy has on-and off quarrelled with Gendarka, but no real conflict has erupted, as the Balamites are a handful enough for their own people, so that a real war would only unite that which works better divided. Still, among the threats the Autocracy has to defend from, are also recurring bandari raids, though the introduction of early firearms has begun to nip the issue in recent years.

Bandar Tribes

The Bandar live, as ever, both deeply within and without their jungles and those met at the Kontors of the Maras often and quickly sell themselves to the highest bidders in a frantic attempt to get into a group or find something worthwhile to do while looking for females or how to prove themselves.

As a group of people, the Bandar are far from united and no true effort has

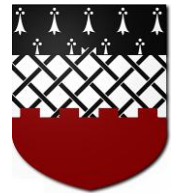
ever been seen from them to commence in the settling and nationbuilding humans are known for, but that does not stop most people to suspect the secret Kingdom of the Apes to exist somewhere in the deepest reaches of the jungle.



Wolfshager Alte Feste

Bergewald, Margraviate of (SCR)

The northern counterpart to the Margraviate of Eisern, the Margraviate of Bergewald, is ruled by the Margrave Theobald IX, of the Haus of Kutteglueck, and remains both a steadfast fortress on the mounds of the Hager river, as well as a haven for refugees from other cities.



After the declaration of the Wolfshager Freiheit in 1369 RA, a

constant stream of those who were hunted followed, refugees from all over the Realm, of all beliefs and status, came, and filled the city, with many falling back onto the Hager Land, the meagre slums on the mountaineous side of the city.

The inspiration for this decree, for which the Margrave was cursed by both sides in the Reichskammer, came from the Margraves only son, Ingmar von Kutteglueck, who at the time resided in the Wolfshager Kolleg as part of his studies, and has since given rise to a prosperous, if somewhat torn cultural scene.

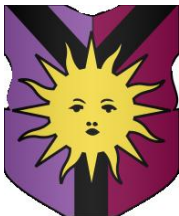


Seat of the Church of the Supreme at the centre of the Fortress-City Walzen

Church of the Supreme, The (SCR)

The divine Church of the Supreme One and his Return to the Faithful remains in tight control of the eastern realm and has build up their territories in many regards to be exemplars of their own ideology.

Though the church is supposed to be led by one of the disciples of the



Supreme One, with the disappearance of Dame Brunhilde the last of those has left gehennan soil to take place at the masters side and

therefor the faithful have to rely on the Council of Intermediaries, a group of rulers, dukes and counts who were previously only the executing arm of the church structure and had to take general control of the church.

Based in the Fortress City of Walzen, the church uses the more militarily inclined members to swell the numbers of their orders of knights, as they have come to be called, while many others are send out to convert and proselytize those yet on the fence.

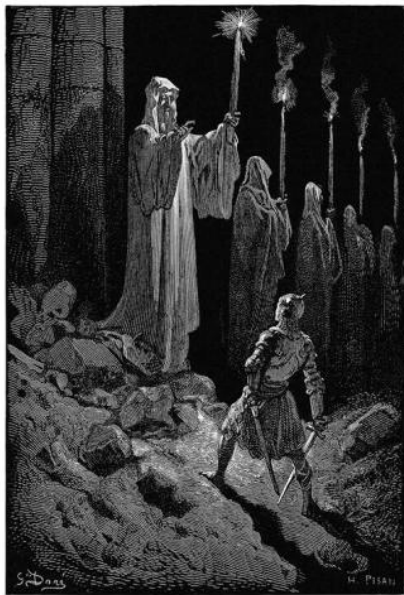
Eye and Star, Cult of the

The Eye and Star has first been revealed to exist during the Siege of Maidborg and some claim them to be the true reason the church went through with the massacre that later became known as the Sack of Maidborg.

The Eye and Star as a group are a cult, at best of times, and at worst only but a loosely aligned number of people who believe in using occult rituals to further their plans, of which none are known to the public. Even their membership numbers remain in the dark and accusing a public figure of being a member has become a dark stain in the witchhunt for power and madness which can whip people as easily into frenzy as the first signs of the Red Death can.

According to common folklore, the Eye and Star wish to unlock the Gates of Gehenna, the mystical place where the sum of all knowledge is buried and which the gods are said to have sealed at the dawn of time itself, but how

much of that is true, or if even any of it is, remains clouded in shadows.



Myrddin revealed to a Green Knight, Artists Representation, 1370 RA

Cymris, Kingdom of

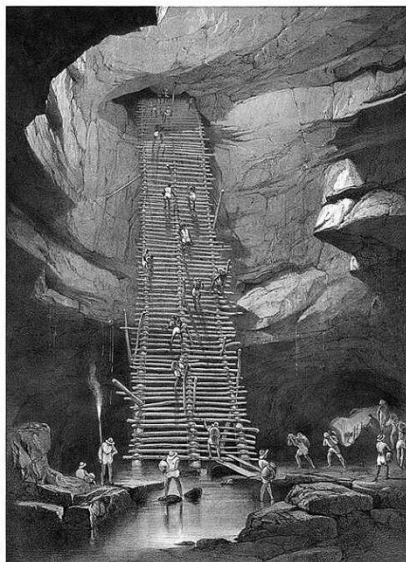
From the isle of Cymris the High-King Benedig looks and commands the forces of the petty kings of Cymric origin.

Supported by the cymric druid circles, nature-bound wise men, he commands the mighty cymric fleet and the Green Knights, elite riders of highest order and discipline.

As Cymris was first colonised by cordian settlers many centuries ago, so it has developed a tradition of exclusion and isolation that has only in recent years begun to break with the rise of High-King Benedig who looks



outward the isle and claims the Kolpos Cymria for his own, which has put the kingdom in direct opposition to many of its ateleian neighbouring cities who would rather face monstrosities than pay tolls on the wares that ship alongside the Kolpos.



The Eiserne Mines

Eisern, Margraviate of (SCR)

“The song of iron, sung by blades, from Nobis to Meza, goes Cling Clang Aargh.”

Eisenthal remains a vital industry for the Sacred Cordian Realms and has at one time or another supplied half the realm with the weapons used, as such that the sound of weapons with the particular brand of iron ore gained from the Eiserne mines were



said to have echoed from Nobis to Meza.

As a Margraviate, the realm is ruled from Eisenthal by the Margrave Siegmund I von Breitseit, the Margrave of Eisern, and he has continued to rule the Margraviate for these past thirty years, which makes him one of the oldest rulers in the SCR. The title of margraviate stems from the role of the city as a border state or “March of Eisern” at the time of cordian settlement, when the lands were far wilder and less civilized than they are nowadays.

Gatylia, Voivodeship of (SCR)

Despite being surrounded by Aen Seidhe in either direction, the city of Debilis has continued its proud resistance. This has shown itself especially spectacularly in the rise of the Voivode Jadwigo.



The Voivode, claiming the title from the ancient cordian title of the Voi Vorum, war-leader of a cordian – raiding band, a man of the people and risen from among them, is a terrifyingly big man of great appetite and greater girth, with a deep, dark beard and a booming voice that would scare children into the dark forest to escape it.

As the leader of what has come to be called the “Dunkelgangen”, a series of nightly raids, the Voivode has not only proven his ability to lead men into combat, but also his own prowess in stealing, looting, and burning those

that would harken him and his people into what scholars describe as a “territorial cage”.

This does remember many of the heritage of the Debilians, who came as the Debilian Horde to cordian lands in the fifth century of the Years of Torpor, and have since woken up to that ambition and drive. All that remains, is whether the Amaranthine Nabas will react to it.

Gendarka

“As the Ulark flows from the Unclear Sea to the Mare Pythikos, so does the wanderer on his journey move from the small to the great. The world has opened up, and with it, the future.”

From the great city of Ul'Bathor, the gendarkans praise and honor the great black obelisk at the northern end of the Unclear sea, of which is said, that it goes even deeper than been witnessed and as such may be much bigger than thought. Despite this, the inscriptions and symbols on the obelisk remain, after deliberation, the object of worship and discussion among the gendarkans, who still, every year, send out travellers along the Zar'Vas, and look for the pieces of the whole, that remain missing, in the hopes of completing the teachings of the Abba Ne'Tsa.

Born out of disgruntled elements of the Black Horde that wandered along the White Desert, encountering the Abba Ne'Tsa for the first time was akin to an epiphany for them, and after settling close to the black Obelisk left afterwards, at the site that would later on become Ul'Bathor, set out to

understand, and transcribe the message of the Obelisk. Thus Zar'Vas was born.

The Council of Elders that leads Gendarka has repeatedly told ambassadors sent to them that they have no place for any riches, presents or inventions, for all the riches they need is present in Ul'Bathor. Furthermore any attempts to ascertain whether they have any political designs upon the world are undermined by the fact that the Gendarkans don't hide their actions and instead invite even foreigners to share with them traditions and time, as anything is a piece of the Path, and for the Gendarkans, we are all searchers.

Hersteinen, County of (SCR)

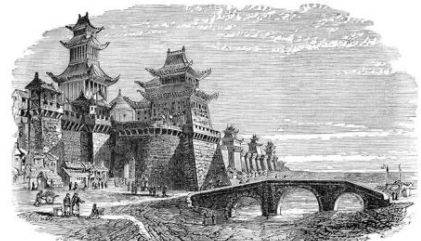


The young county of Hersteinen, ruled by Graf Reik V of the House of Gryfe, is a young city that has only grown up to its proportions in the past century and is one of those representing both opportunity and rivalry to the League of Maras.

As the city itself has denied an offer to join the League, the League has since tried several methods to cut off or in other ways denounce or hurt the County, few of which have shown to have had any effect at all, for which both the heritage and the loyalty of the populace to its ruling family can be counted upon.

As the county is very young, there aren't many that really act with or against it and it was one of those

places that was spared the greater devastation of the War of Exhaustion, as the fighting never edged too close to the city itself.



City Gate of Jipang, Seat of the Ji'An Republic

Ji'An, Republic of

Situated close to the western steppes and far way from any civilized circumstance,



has the city of Jipang remained the frontier of the north at the Mare Monachikos and despite all attempts to institute tyrants regime or offers of support from foreign nobles, the city has remained fiercely republican, going so far as to quarter the last pretender to shock others away from trying it for themselves.

The republic claims ownership of all lands north and west of its position and has several times boasted of the hundred thousands of citizens living just beyond the steppes that seem endless over there, but few travellers have ever returned to speak of such wonders. Despite this, the republic has remained a steadfast focal point of attention at its shores, as it remains rival to the Quion Tyranny, with whom the republic warred several times in the past and a staunch advocate of its belief-philosophy of

Lianism, taught in its schools as both a way to live and to worship.



The Red Light District *Langer Lauf* of Langental

Lange, Dukedom of (SCR)



Ruled by the illustrious Duke Heinrich IV of the House of Ahnspor, ever since his father was assassinated by imperial agents in

1357 RA, the dukedom and Langental at its heart have risen in importance, which began when the previous Duke converted to the Suprematii faith and continued with the steady support of his son on the Council of Intermediaries.

But despite growing gains both on the council and in the issue of war, as the Suprematii troops made steady gains under the dukes leadership, the War of Exhaustion never did hit the dukedom as it did other regions of the realm until the Waller Blitz of 1387, when a raiding party under the command of Duke Minrab IX von Saalbrog personally entered the city in secret and laid explosives which devastated entire districts and claimed many an innocents life.

Despite returning from the current battlefield as fast as possible with a detachment of soldiers, the Waller

force was long gone by the time they arrived. Among the common people, the story holds sway, that among the dead was the dukes young wife, the Duchess Marianne, as her remains could not be recovered from the destroyed districts, which fell to fire and smoke after the first explosions, and that for this reason alone the Duke has since changed to the gloomy, dreadful person with a penchant for the obscene and debauched.



The Waller Blitz of 1387 RA

Whatever the reason, returning to find Langental in flames changed the Duke, and in the years since rebuilding, he has more and more slipped back into the shadows and let his councillors run events while throwing himself into ball after ball, each more depraved than the previous.



Maersk, Freehold

"To everyone as they need. From everyone as they can spare."

As a relatively young settlement that has only in recent years swelled in size, the freehold has put the diversity of its populace to great use, as its motto requires a willingness to sacrifice for a greater good that is seldomly found outside its walls, but then again, being made up of runaway slaves and serfs has made those living at the freehold painfully aware of what one may and does need to survive, both in action and inaction.

As it is placed uniquely on the shores of the Mare Aqueor, the great cliffs are harsh to any arriving trader but the often times unique goods the freehold offers from its friendly relations to the wildemen have made it a popular hub of smaller and more risk-inclined traders.

Maledictas

The great city of Maledictas with a population of close to one million people, some forcefully relocated, others having come of their own, free will, remains a great mystery.

Built upon the city of Dorbrugge, a rather small, if pleasant city, it grew in



size and form in the span of but a few years after the first campaign of the Kaiser started and has been enveloped in

the black gloom ever since the War of Exhaustion stopped in 1391 RA.

Maledictas Today

The once proud city remains enveloped in the Black Gloom, which some even claim, grows with time. Even though so many disappeared with it, many remain, who wish to plunder the riches. Those who do come, usually land in one of the camps outside the Gloom, one of several, that exist around the area the Gloom envelops.

These mercenary camps are both waystation and end of the line for many a daring youth and always a ready supply of cutthroats can be found, willing to do just about anything, for a price. A small price, at that.

Even worse, of course, is what those, who leave the gloom, are willing to tell. They talk of moving walls, of a changing city, of the dead walking the street, whether in pieces or as a whole, and a constant feeling of something, that is in the city, that slowly, but surely changes. But for good or evil, no one can say.



Residence of the Marasi Handelsherr at Maras

Maras, The League of (SCR)

The great trading cities of the south, sitting close to the icy waters of the Mare Frig, or the Cold Sea, as common folk call it, still remain in control of just about any trade route along the sea and land they border and are said to be the only thing preventing the barbarians of the Wildelände to overrun the civilized lands of the SCR.

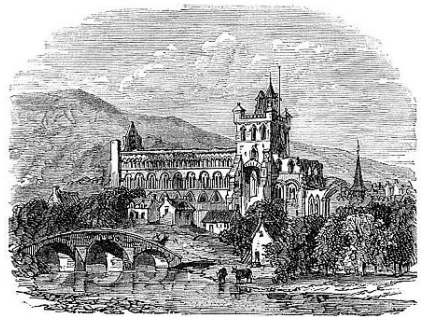


Born out of a secret trade meeting among the richest and greatest of traders of their cities, the soon-to-be league

couped the elected leaders of their respective cities and took complete control in what history has come to call “The Money-Bleed”, as no blood, only coins were spilled.

Be it, as it may, the League thus born would soon send out merchants and traders to all corners of the world and nowadays no true city can boast of their wealth without at least one of the Marasi Kontors.

The league itself is a very loose federation of trading houses, who come together once every three years to elect one among them to become Handelsherr, a spokesperson for league interests outside of its member cities, but in the end each Kontorstadt remains a separate legal power.



Great Priory of the Ordo Peucinia, Galdrahagji

Ordo Peucinia (SCR)

Instituted during the Years of Torpor after what is claimed to have been a sign of Eris herself, the Ordo Peucinia, was founded by Theoderich zu Tempelstadt in 778 T with a number of nobles at his side.

The young Theoderich, a knight errant and adventurer of small means, and no noble by any stretch of



the name, was able to convince enough of those rich yet modest sons of good breeding to his cause, that soon they opened what would become the first Priory, the Hourse of the “*Order for the Enforcement of the Will of Eris and her Wrath at our Behest*” or Ordo Peucinia as to the honourable name Theoderich zu Tempelstadt took after the foundation.

Since its inception, the order has risen from those meagre beginnings to a true fighting force, first during several battles with wildemen in pagoman lands, and later on against the Amaranthine Nabas, followed by their

fight against the Black Horde of the West which led to what has been called the “Wave of Wrath”, a military campaign of religious motivation which in turn freed Katendreia and Aveygacha from the Horde Occupation, though they gave that over to the Ordo Peucinia in return.

Since then, the order has settled in Galdrahagji with its main branch and rules and orders its territory, all the while plans for further conquest are surely to exist, as the attack on Inke has shown, which was made under the pretense that the Black Horde still ruled the Free City, only to be rebuked by the overwhelming and astonishing display of fervor by a populace brought against the order.

By organisation, the order is ruled from its branches, the priories, of which a single Hofritter, the highest single rank a member can reach, rules akin to a count or governor over the territory. Each Hofritter in turn commands a hundred Tuerme, all men of noble birth, induced into and trained by the order from an early age, who in turn command the lesser forces of the order. As such, the Ordo Peucinia is an attractive proposition for many families, especially for those of noble birth, but without the income to support it.

Each Hofritter in turn elects a herald, who has to be a Turm, who reports back to the Ordensmeister, who leads and sets the policies of the order from the Main Branch, despite not ruling a city himself.

As it stands, the order continues its role as defender of the Old Faith in and outside of the Sacred Cordian Realm, but it is for good reason that many fear ulterior motives behind their actions.



Free City Inke From The South, 1217 RA

Pagomas, Free Cities of

Set along the coast of the Mare Pagoma, the free cities of the south unite in the guild council, where each of their city-state has a single voice, almost as if to mock the greater Sacred Cordian Realm and its Reichskammer.

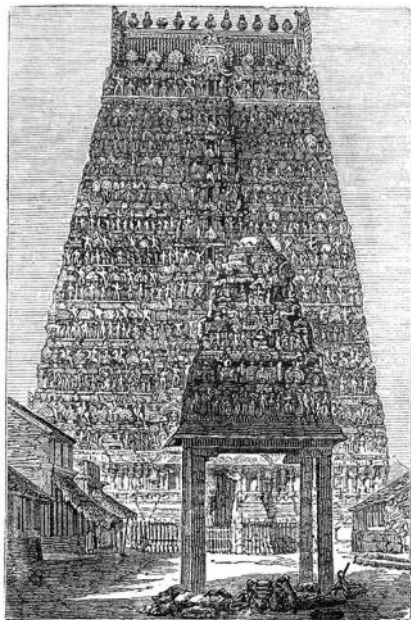


On its own, the free cities have defended against several incursions from the north, against the Ordo Peucinia, the Black Horde of the West and several smaller encounters with marasi trade wars have made them both wary of outside interference and fiercely independent.

Despite these experiences however, the free cities remain a heaven for those fleeing from all directions, and few have the stomach or purse to follow a criminal that fled to such great extent that he would wander

towards the southern edge of the world instead of seeking justice.

This also in turn does somewhat show the differences in the free cities, as one gets closer to the south, the more sparsely populated and less animated the people become, and close to cold border, in the city of Growdjno, the light itself vanishes for nigh-on half a year at times, as such that one couldn't tell whether it be night or day, so that no sane soul would keep themselves in that place.



Tower of Sacrifices, Quios

Quion, Tyranny

Set on the Quionian peninsula on the grassy hills of the Tyrants Bay, the Tyranny survives mainly by force of

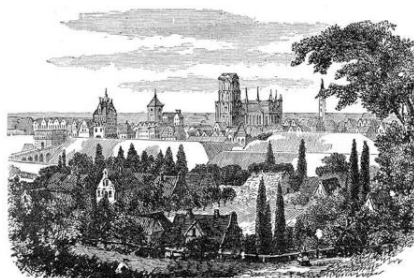


arms, as friend to the pirate commune of Kordrax and

under the control of its dreaded Legionnairy Guard, an elite force of warriors known to recklessly slaughter anyone for even the tiniest offense.

As the city is ruled by the Immortal Tyrant, who claims a new mind and body when the old has faded, it has kept one of the most consistent sovereigns of Gehenna, who has now, as for the past centuries, attempted to extend his grasp outwards in all directions.

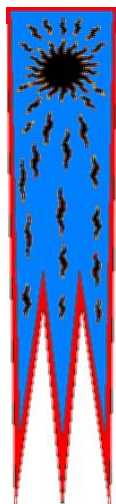
Despite extensive trading with the entire coast of the Mare Monachikos, the Tyranny has remained one of the lesser trading nations of the sea and many claim this to stem not from their customs but the fact, that cults are openly allowed to worship and are even followed, while other beliefs fight for the scraps at the bloody gate, the cities temple district.



City of Rasptio from a Hill, 1393 RA

Rasporn, Principality of

Set on the western side of the Yorazi mountains has given the principality a peaceful space to expand and contend itself with all that is terrifying, from the monstrosities of the permafrost south of Zzcrelm, or the swampen raids from Zerkonite bandits, not to speak less of the Black Horde that at one time stood before the gates of the



princely palace itself and was only saved by a timely inference by the gods themselves.

Still, the quasi-feudal state of Prince Ilvaldr IV of the House of Rasporn remains in control of the serfs and the greatest power of the Mare Raspori, insofar as one can call those willing to brave an icy, storm-filled coast brave, if not foolhardy.

Supported by an aristocratic class of soldiers called the Streltsy, that rely itself on their Axenmusket, a sturdy musket that has an axehead attached for close combat purposes.

Richters Guild (SCR)

Borne out of the Years of Torpor, from the unique circumstances following the great quake, when lawlessness and war where the status quo, these were men and women that took it upon themselves to don arms and fight back against the darkness, becoming the lone light in the long nights.

For centuries lone richters, individuals proclaimed judge, jury and executioner, wandered the lands between the great cities, fought back



against the tide of monstrosities and defended innocent and guilty for a few coins extra in a purse all-too-

often empty, until the profession was finally recognized by Kaiser Theoderich I, called “the Wise”, and permanently institutionalized into what we know today as the Guild of Richters.

And today, just as they have in centuries past, the richters continue to roam the countryside, scouring for monstrosities, whether in or out of a humans form and continue to judge in the imperial name that they now carry.

Each richter is a lone traveller, usually selected for their prowess in both combat and the ability to read others, but they sometimes attract a group of able individuals and while many a richter is more often despised and feared than welcomed in a village, for their tendency to lay bare even the smallest infraction, the deepest secret, they continue to be a necessity of life outside the walls of cities.

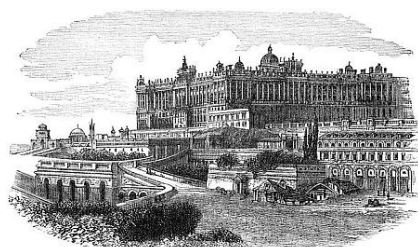
Despite the guilds modern position on non-interference in the higher politics for all its members, the guild was forced to govern the city of Tempelstadt after the death of High Temple Overseer Immanuel Haendl, which has led to protests from both followers of Cordiism as well as the suprematii Council of Intermediaries, but the decision stands and can only be overturned by imperial decree, and with the fall of Maledictas three years ago, no one knows when, or even if that may happen, before the situation escalates further.

Sacred Cordian Realm

The Sacred Cordian Realm or SCR is, as it was during its inception in 120 SC, an anomaly, a weak overhead-structure created by threat of force and diplomacy on a stage that was supposed to unite the disparate remains of what was once known as Great Cordis.

It did so to much upheaval and applause, but at the same time, to this day, remains a most strange concept, as no one dares to proclaim themselves Kaiser with the legacy of the Fiend behind them, while others use the opportunity to prey on weaker neighbours and those neighbours hope to appeal to the Reichskammer in what can only be described as a destitute attempt at bureaucracy.

Still, each and every day messengers come and go to the diplomats and message posts, bearing the seal of the realm and even as overburdened as it is, it's still a first step towards a true unification of the disparate territories that once made up the world.



The Große Reichskammer at Kaynbuehl from the Outside

The Große Reichskammer

First instituted by Kaiser Theobald I the Wise in 999 RA, the große Reichskammer is, for all intents and purposes, **the** Reichskammer.

Created out of the three pillars of the realm (Nobles, Craftsmen, Priests), it consists of the fifty-five (55) delegates or seats for each of the great cities of the realm and determines, debates and decides internal and external decisions, puts forth the foreign policy of the realm as a whole and debates politics that threaten the SCR as a construct.

Despite this, some forces have a greater concentration of voices than one would assume, with an evershrinking number of independent cities to their number, which has resulted in the creation of the **Kleine Reichskammer**.

The current number of votes is divided as follows:

Votes	Control
25	Independent
9	Council of Intermediaries
5	Ordo Peucinia
3	League of Maras
2	Amaranthine Nabas
1	Margraviate of Bergewald
1	Metropolis of Cordis
1	Dukedom of Lange
1	County of Hersteinen
1	Margraviate of Eisern
1	Kingdom of Zapadni
1	Voivodeship of Gatyliia
1	Principality of Velikily
1	Dukedom of Wallingen
1	County of Storingen
1	Empty Seat (Maledictas)



Golden Hall of Isenhuut

The Kleine Reichskammer

Placed on the opposite side of the sea, the kleine Reichskammer, as it has come to be called, consists of seats for each of the remaining sovereign and independent cities of the Sacred Cordian Realm and coordinates actions and policies for them in relation to the encroaching forces of autocratic, feudal, priestly and mercantile rule.



Yvyz from a Distance, 1100 RA

Sacred Yvyz



As the centre of Atarism, the belief in the holy flame, the desert city, that sits on the river banks of the Gasch river, prospered not only from the trade with the cities of the south and west, but also by sending its caravans out into all directions, some of which have even braved the long desert to reach distant Gonnanes and as such

influenced even the cordian landscape today.

With entrance for non-believer restricted to the foreign quarter, and even worse, even access to travel along the Gasch upwards, few reports exist of the lands that Yvyz gates.

The city is also unique in that it houses not only the great atarist temple fire, but also the school of magi, a priest school that teaches not only religion, but what a cordian would denounce as occult dabbling and dark sorcery, which has given the city sinister disposition. Inside Yvyz itself, the Magi are untouchable, all-powerful and feared and honoured all the same.

Second Dynast Kingdom

"There has always been a Dynast Kingdom, and there will always be a Dynast Kingdom. So it was willed. So it shall be."

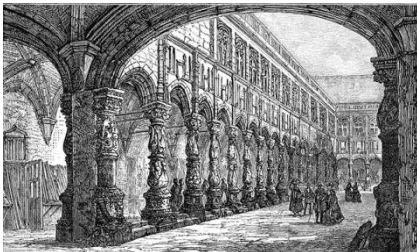
Situated in the Marshes of the western peninsula and ruling from



the swamp city of Tadyffa, does the kingdom claim rule over the whole western peninsula as a successor state to the first Dynast Kingdom that fell when the Great Quake came more than a thousand years ago, and while few would recognize such far-fetched claims, it has succeeded in regaining control of coastal Olefiron recently after fierce military action, though the city now chafes under the Dynasts fists.

The current king, or Dynast, as they call it, the boy-king Bel-Sarra-Uzur I, only crowned in the past year after the sudden and tragic accidental death of his older brother Putur-Sim, who fell to his death from the palace balcony in a drunken stupor, controls all aspects of life in his kingdom, and has recently sent his most trusted Advisor, the Kings' Second, his half-brother Irib-Ben-Datsu, to further develop Olefiron and return trade to the city as it once had on the Akti Ble.

Despite their best efforts however, Dynast traders are seldomly good received on ateleian shores and their disputes have only increased as the Suprematii now require religious observance from all who wish to peddle their wares to their cities, which has further incensed the boy-king, as he is a convert of the jipangi school of Lianism and has since decreed it the official state belief, replacing the previously dominant Ancestor Worship of the commoners.



Justizpalast des Loewen of Dambaum

Storingen, County of (SCR)

Under the guidance of the young Count Johann II of the House of



Weidbrun, the small county of Dambaum has remained the most steadfast of the cities among its enemies in the Realm, as it is surrounded by Kaynbuehl to the north and Berwangstedt to the south and neither would allow for the city to prosper, were it not for the brothers in faith from Nieurodee and Langental who to this day supply the city by the Small Sea.

Count Johann II himself, only a mere 24 years old, a strapping lad of courage and energy, remains well beloved by his countrymen and while some may bemourn the loss of his father Giesbert V, Johann has done much to rebuild the bridges his budding reign endangered.

Ruling from the city of Dambaum has made the County richer than one would suppose for its position and situation, especially in light of its position, but the Lions City, named for its heraldry as worn by both city and the House of Weidbrun, continues to be a fountain of experimentalist mechanisms and the great city clock in the central square with its miniature Mechano-Mannen recounting the current hour are a tourist attraction by itself, for which the Count has since the Guilds inception in 1359 RA paid even out of his own coffers to reassure both the guild and himself of amiable terms.



Old Cordian Ruins of Cantor

Velikily, Principality of (SCR)



Infamous for its ruler, the Freiprinz Curteanos IV of the House of Veke, also called “The Cruel” for his treatment of both his enemies and his friends, has the principality, though never officially raised to that position, remained in the hands of his family.

Little is known of the reasons that the Freiprinz abandoned his previous residence, a manor closer to the fount of the Avedorn, but whatever the reasons were, his newly styled Prinzenpalast, a regal palace in the style of Old Cordis, built over six years on the backs of the local populace, as well as his building project to re-arrange and –build the old cordian ruins back to life, have created immediate and palpable tensions in the city.

Despite there having been three peasant revolts so far, each of them ended in a bloody execution of the ringleaders, the spark that once created the problems seems to burn yet, and few wonder why someone as apt as the Freiprinz at creating these problems would do so at his own home, instead of the courts of his enemies, but those on the other hand seem content to see him at work there instead on their gates.



The Neuer Herzogenpalast of Wallheim

Wallingen, Dukedom of (SCR)

From Wallheim, situated at the Waller river, where the banks clash with the shores of the Mare Frig, the Dukedom is ruled by Duke Minrab IX of the House of Saalbrog, from which he commanded both the war effort as the premier leader on the side of Cordiism during the War of Exhaustion.



The Dukedom itself, while not a particularly old one, only elevated in the reign of Kaiser Theobald III, during the last century, remains a prestigious price for anyone to behold, especially after the recent finish on the Neuer Herzogenpalast, painted in all

blue as a personal retreat for the Duke on the highest point of the City.

The Dukedom and its ruler are infamous, in a fashion. Duke Minrab IX, still unmarried after fourteen years of rule, and thus without heir, so that the ducal crown might fall onto the lesser line of Saalbrogs, dominantly his distant cousin Baerhold von Saalzweige, has withstood all offers of marriage from the highest and lowest nobility, and up to a point has reputé as a dastardly sire of a legion of bastard sons. As the saying goes, *If one might throw a stone in Wallheim, anywhere in the city, you might hit one of his illegitimate children.*

The second pertains to the events surrounding the Waller Blitz of 1387. After Duke Minrab took command of the Army of the Faith at Tempelstadt, a battle was joined near Luchsfels, with the Kaynau river as its backdrop. But where the Suprematii forces thought to smash through the lines and capture the ducal forces and thus bring home a price, they were outmaneuvered and betrayed, as the Duke never entered the battle, instead having taken a ship to distant Langental days before hand, with his part being played by his close friend Leopold Tietz, who for his part paid with his life at the hands of the Suprematii Cavalieri.

At the same time the Duke and a detachment of elite soldiers sneaked into Langental and placed explosives at strategic positions. In effect, the day was won, and the Suprematii were forced once again back to their positions behind the Kaynau on the

northern front, but the price was dear, even for the Duke, who continues to mourn his friend, for whom a marble statue was erected in Wallheim.

Zapadni, Kingdom of (SCR)

From the city of Einbruck, the Kingdom of Zapadni is ruled by the Royal House of Orac, currently King Karel II of his line, second son of former King Kolejahn III, who rules by the grace of the Gods and the support of the nobility of his lands.



But the Kingdom is in a precarious situation, as there is little room to expand. Beyond the Gatyer Sea lie the cities conquered by the Amaranthine Nabas and few have as of yet been able to withstand the pressure of the Aen Seidhe, though even fewer have tried to, while to the north both the mountains and the cordian lands of Asthantus sit, long since ready for a war that might never come, and to the east the Nornenburg all attempts to expand the state quells, and finally, the south itself in the hands of the Margraviate of Bergewald stands, and there little hope remains to take them on.

As such, the pressure on King Karel II increases, though only few dare to bring up the idea of retirement to the king, that dares to bring moneylenders into the city, opened a university in his name and begun monumental projects of architecture in the name of modernising and traditions that “hold the kingdom back”.

Cities of Gehenna

There exist many settlements in the Realm and outside of it, but only a few of them are of true importance.

The following is a short overview of each region of the **SCR** and the neighbouring independent states and their specialties. The overview is further split into the great cities and great towns (who at most have up to a thousand citizens, at most.)

City Name

One Sentence Description

Ruled by WHOM, HOW CHOSEN?

Ruled for WHOM?

Faith (Which faith dominates the city)

Part of (County/Dukedom/State/etc.)

Size numbers the estimated population (1-10 = 1k/6k/21k/48k/90k/150k/232k/337k/469k/630k)

Wealth (1-10, per point stands for an amount equal to 250 thaler you can reasonably invest in a single day there)

Specialty (Wide range, from special armory, manufactories, or other such things)

Short Overview

Settlement Name

Part of (County/Dukedom/State/etc.)

Ateleian Lands

Auriluçon

Situated at the southern edge of Gehenna, close to Cymric lands, the city has long attempted to dominate the Kolpos Cymria, while also being heavily influenced by the Kingdom of Cymris in turn, which has lead to a great cultural flux in and outside the city

Ruled by Prinz-Electat, chosen by deliberations of the Council of Intermediaries from among the ecclesiastical princes, Electates, of the Suprematii

Ruled for Council of Intermediaries

Faith: Suprematii, Cymric Druidism

Part of County of Aurüçon

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Temple District (Suprematii), Trading District (Cymric), Foreign Quarter (Cymric), Religious Quarter (Druidic Circles)

The Meza river allows quick travel towards Touraux.

Bazann

Part of County of Nieurodque

Erishavre

"Bury me on the hills of Erishavre" is a famous song of travellers all over Atelei, for you'd seldomly find a more beautiful place on Gehenna, carved out of its great rockside and cliffs, has this remade port become an important trading hub on the atelean side of the inner sea and nowadays houses what has become the Suprematii naval forces, the Golden Fleet
Ruled by Prinz-Electat, chosen by deliberations of the Council of Intermediaries from among the ecclesiastical princes, Electates, of the Suprematii

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Oesthaffen

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Trading District (Borgese), Temple District (Suprematii), Military District (Golden Fleet Docks), Military Outpost (Suprematii Naval Forces), Natural Defenses (Cliffs of Erishavre), Slums (Cote du Pauvre)

The Wajet river allows quick travel towards Wajenaas or Wajetaal.

Gijmegen

Part of County of Abheairtaighenn

Gmunben

Despite having been ravaged by the Red Death several times in recent years, people flock to the city and with good reason. The famous white sand beach and cordian air are a popular tourist spot and many a sailor would wish for nothing more than to own a spot of land along these shores

Ruled by Prinz-Electat, chosen by deliberations of the Council of Intermediaries from among the ecclesiastical princes, Electates, of the Suprematii

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Gmunbenhirt

Size 4 (48.000)

Wealth 3 (750)

Specialty Trading District (Borgese), Temple District (Suprematii), Aniquity District (Cordite Shore), Tourist Attraction (White Sand Beaches)

Heirich

Part of County of Chancy

Helzand

Situated on the smaller coastal shore of the Akti Ble, has Helzand developed towards an almost idyllic image of peace and prosperity under suprematii leadership with luxurious avenues and plazas after cordite example, all leading towards the central Helzander Supreme Cathedral of “Leur Seigneur”

Ruled by Vogt, chosen from the bureaucratic staff of Walzen by the Council of Intermediaries and the Electates advisory board

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Heleland

Size 4 (48.000)

Wealth 3 (750)

Specialty Temple District (Cathedral “Leur Seigneur”), Trading District (Cymric, Ateleian)

Invern

Part of County of Abheairtaighenn

Laagewarden

The great trading city of the Mare Monachikos remains a center of economic activity for traders from all over the west, from Quios to Tadyffa, and coupled with its great wharfs has become a center of explorative activity among sailors of the Endless Blue.

Ruled by Vogt, chosen from the bureaucratic staff of Walzen by the Council of Intermediaries and the Electates advisory board

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Laager

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Trading District (Quion, Dynast, Ji`An, Cymric, Cordite), Manufactory District (High Sea Docks), Slums (Laagerhohl)

Langental

Centre of the greatest artists of the age and home to some of the most debauched festivals imaginable, has the city long since become a centre of suprematii ecclesiastical de- and cadence

Ruled by the Großvogt, chosen by ducal decree from among his most trusted advisors.

Ruled for Duke Heinrich IV von Ahnspor

Faith: Suprematii

Part of Dukedom of Lange

Size: 6 (150.000)

Wealth 5 (1.250)

Specialty Temple District (Suprematii), Artist Colony (Kunststrasse), Tradition (Art Patronage), Red Light District (Langer Lauf), Slums (Kurzeweh)

Lauges

The endpoint of the silken road has made the city prosperous in its own right, even after being slowly perched in by Helzand and Auriluçon and allowed it to create a flourishing if somewhat small-scaled ecclesiastical version of walzen on the mezan river mound

Ruled by Vogt, chosen from the bureaucratic staff of Walzen by the Council of Intermediaries and the Electates advisory board

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Chancy

Size 4 (48.000)

Wealth 4 (1000)

Specialty Fortress (Walzen-Style “Fort du Lauges”), Trading District (Borgese, Silken Road)

Maidborg

Famed for its great walls and noble citizenry, has the city fallen deep since being burned by the suprematii Fires of Righteousness and is now a hollow husk of its former glory, with even the survivors only clinging to scraps of what was once a formidable city on the lower Eder

Ruled by Reichsvogt, chosen by majority vote of the Reichskammer from among previous reichskammer delegates for a duration of one year

Ruled for Große Reichskammer

Faith: Suprematii

Part of County of Maiden

Size 5 (Before the War)/ 2 (Now)

Wealth 1 (250)

Specialty Fortress (Maidenburg, devastated), Heritage (Post-War Fatalism), Crisis (94% of population burned alive), Trading District (Borgese, Ateleian, all abandoned), *The Eder river allows quick travel towards Edebrugge, or Seeymog in the other direction, while taking the Meza river arm allows quick travel to Heirich and Mesalim*

Mesalim

Part of County of Chancy

Nieurodee

Built on the backs of its guilds and influenced by both Borgese and ateleian influences, Nieurodee has become refuge for those not accepted elsewhere and many an artist found their peace on the quiet banks of the Bazré

Ruled by Prinz-Electat, chosen by deliberations of the Council of Intermediaries from among the ecclesiastical princes, Electates, of the Suprematii

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Nieurodque

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Temple District (Suprematii), Artist Colony (Bazré Ufer)

Oestdrenn

Part of County of Walze

Seeymog

Part of County of Maiden

Touraux

Part of County of Auriçon

Wajenaas

Part of County of Wajeland

Wajetaal

One of those few cities without an older cordian settlement below it, was Wajetaal borne out of its naturally defensible position and the fleeing radical scientists from the eastern lands that led to the foundation of the Wajer Kolleg.

Ruled by Vogt, chosen from the bureaucratic staff of Walzen by the Council of Intermediaries and the Electates advisory board

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Wajeland

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Citadel (Wajer Feste), University (Wajer Kolleg), Trading District (Ateleian), Leihhaus (Zollner), Slums (Wajeweint)

The Wajet river allows quick travel towards Wajenaas or Erishavre

Walzen

Centre of Suprematii belief and power has the Fortress-City of Walzen withstood all attempts to siege it and allowed its unique belief to spread throughout Gehenna, housing the Surpeme Council and the oldest of the firearm manufactories.

Ruled by Fuerst-Electat, leader of the Council of Intermediaries and highest of the Electates,

chosen by unanimous vote among the councils

Ruled for Council of Intermediaries

Faith: Suprematii

Part of County of Walze

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Citadel (Walzener Fortress), Armory (Magasin d'Armes), Temple District (Suprematii), Manufactory District (Firearm), Administrative District (Council of Intermediaries)

Borgese Lands

Altholz

Part of County of Kleinauen

Berwangstedt

Previously a favourite city of all four emperors, in part due to its preserved Altstadt, was put under repeated siege during war of exhaustion and has only slowly begun to return to its place of glory, as shown on its great Berwanger Plaza

Ruled by Losunger, chosen by great lottery once every year from all free citizens without position or rank.

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Berwangen

Size 7 (232.000)

Wealth 6 (1.500)

Specialty Slums (Kleinberwang), Historical District (Altstadt, cordian style), Administrative District (Altkaiserpalast, in disuse since 1320 RA), Stock Exchange (Berwanger Boerse), Trading District (Berwanger Plaza), Ghetto (Svart)

The Kaynau river allows quick travel to Luchsfels, the Bazré river allows quick travel towards Bazann and the Eder river allows quick river towards Edebrugge

Blustock

Home to the Great Mines of Bernoul and the great metal manufactories of the realm, prosperous in times of war and peace, now under the control of the Reichskammer, as no individual leader would dare control them

Ruled by Reichsvogt, chosen by majority vote of the Reichskammer from former reichskammer delegates for a duration of one year

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Blaustokken

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Mining Complex (Great Mines of Bernoul), Manufactory District (Armor), Ghetto (Svart)

Blustock allows quick travel via the Norne River to Nornborg or Grantwarde

Buchtenwald

Part of County of Wallheim, Dukedom of Wallingen

Dambaum

Renowned for its mechanical marvels, one of the first to convert after the Suprematii appeared, remains the Lions City as its heraldry attests
Ruled by the Stadtrat, elected every two years from the wealthiest citizens and confirmed by the Count.

Ruled for Count Johann II von Dambaum

Faith: Suprematii

Part of County of Storingen

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Guild Quarter (Mechanists), Administrative District (Counts Residence), Bureaucratic District (Justizpalast des Loewen)

Edebrugge

Part of County of Berwangen

Einbruck

As the western-most settlement of the borgese lands, the beautiful and ancient architecture remains a centre point of this great city situated at the Einer river.

Ruled by King Karel II Orac, hereditary monarch of his line by the grace of the gods and the nobility of Zapadni.

Ruled for King Karel II Orac

Faith: Cordiism

Part of Kingdom of Zapadni

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Administrative District (Royal Residence), University (Karel-Universitas), Slums (Hradzecs), Leihhaus (Zollner)

Eisenthal

Partially divided in two districts due to its heritage as two distinct settlements, Isern and Thale, Eisenthal has emerged as one of the premier centres of manufactories and the production of great quality iron due to its numerous iron mines.

Ruled by Burggraf, the castellan as chosen by

the margrave from his closest advisors

Ruled for Margrave Siegmund I von Breitseit

Faith: Cordiism

Part of Margraviate of Eisern

Size 4 (48.000)

Wealth 3 (750)

Specialty Mining Complex (Iron), Manufactory (Weapons), Ghetto (Svart)

The Hager river allows quick travel towards either Wolfshag or Tempelstadt

Granzwarde

Part of County of Blaustokken

Isenhuut

One of the oldest settlement of Borges, seat of the Golden Hall and great guilds of the northern realm, houses the Kleine Reichskammer

Ruled by Stadtrat, chosen by the cities eldest from those citizen that distinguished themselves with their service to the city

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Isermaud

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Administrative District (Kleine Reichskammer), Guild Quarter (All guilds except Richter), Slums (Huutheim), Leihhaus (Zollner), Ghetto (Svart)

Kaynbuehl

After the fall of Maledictas, the city at the Kaynsund has become the new centre of realm bureaucracy and since houses the Große Reichskammer and the Sibylline temple
Ruled by Erwahler, chosen by the sibyllines from visions and portents of the future
Ruled for Große Reichskammer

Faith: Cordiism

Part of Kaynau

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Diplomatic District (Große Reichskammer), Administrative District (Zentrale Reichsverwaltung) Temple District (Sibylline Oracle)

The Kaynau allows quick travel towards Luchsfels.

Kleinau

What begun as a small traders village on the banks of the Waller has since developed to a rich trading city in its own right with imposing buildings and a great river trade district,

together with a unique artificial harbour planned by ateleian engineers to further enhance the cities trading ability
Ruled by Altere Herren, a council of the ten oldest male citizens

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Kleinauen

Size 3 (21.000)

Wealth 4 (1.000)

Specialty Trading District (River, Waller Zirkel), River Harbour (Artificial, Ateleian High Seas Style)

The Waller river allows quick travel to Wallheim or Tempelstadt, while the Altr river in the other direction allows quick travel to Drangar or Altrholz

Luchsfels

Set on the Kalkberg and looking down upon the Kaynau, is greeted by the monopoly of its great salt mines and the veritable supply of lynx, given it the eponymous name and a steady supply of fur

Ruled by Schultheiss, chosen by the Reichskammer from among distinguished members of the bureaucratic staff.

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Witeberge

Size 4 (48.000)

Wealth 3 (750)

Specialty Mining Complex (Salt), Hunting Grounds (Lynx/Fur), Guild Quarter (Hunting), Ghetto (Svart)

The Kaynau river allows quick travel to either Kaynbuehl or Berwangstedt

Letztje

Part of County of Isermaud

Maledictas

Former capital of the realm, fallen under the gloom and devastated by war, a terrifying ruin.

Ruled by Unknown

Faith: Unknown

Part of County of Flutereich

Size: 10 (Before the Gloom)/ ? (Now)

Wealth: 10 (Before the Gloom)/ ? (Now)

Specialty The Gloom

What once was a glistening city on the northern edge of the great borgian sea, has since transformed to a wasteland of dead soil and banditry. And with The Gloom ever-expanding, no one knows how long, or even if we will remain safe.

Nornborg

Dominated by the great Nornenburg, the ancient castle and military academy of imperial might, the city remains one of the foremost centers of martial education and prowess

Ruled by Marschallenrat, made up by previous academy directors and retired military leaders of realm cities.

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Nornyi

Size 4 (48.000)

Wealth 3 (750)

Specialty Citadel (Nornenburg), Military Academy (Nornborger Schule)

The Norne river allows quick travel to Blustock

Tempelstadt

Set at the point where the rivers Hager, Waller and Kaynau meet, it has become the dwelling place of gods, with every belief, from smallest to greatest being allowed worship

Ruled by Großrichter Artur Schreckensbrauch, chosen by great conclave of richters once every ten years by popular vote

Ruled for Große Reichskammer

Faith: Cordiism/Suprematii/Zar´Vas

Part of County of Nordwallern

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Temple District (All Faiths), Guild Quarter (Richter)

The Hager river allows quick travel to Eisenthal or via the Waller river towards Wallheim or Kleinau

Wallheim

Originating out of a lone legions fortress at the border, the wall and armory have since remained and been extended, as has building a modern-style ducal palais in the centre of the city

Ruled by Landhofmeister, chosen personally by the duke, answers only to him.

Ruled for Duke Minrab IX von Saalbrog

Faith: Cordiism

Part of County of Wallheim, Dukedom of Wallingen

Size 3 (21.000)

Wealth 2 (500)

Specialty Citadel (Legionswall), Armory (Waller Zeughaus), Ducal Palace (Neuer Herzogspalast), Ghetto (Svart)

The Waller river allows quick travel towards either Tempelstadt or Kleinau

Wolfshag

Looking onto the great sea from the coastal side of the Hager Berge, divided by the Hager river, remains a Borgese centre of arts and techne due to the Wolfshager Freiheit

Ruled by Stadthofmeister, chosen by the cities guild leaders and confirmed by the margrave
Ruled for Margrave Theobald IX Kutteglueck

Faith: Cordiism, Suprematii, Zar`Vas, Atarism, Anryism

Part of Margraviate of Bergewald

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Slums (Hager Land, mountainous part of the city), Manufactory District, College (Of Techne and Invention), Ghetto (Svart), Cultural District (Rising Art Scene)

The Hager River allows quick travel to Eisenthal

Cordian Lands

Argerikon

Claiming status as the oldest surviving settlement since ancient times, has been the centre of several attempts of would-be royalty advancing their own causes, until it fell to Bandar tribes a century ago, only to be freed by phalatine mercenaries in 1190, remains a shell of its former glory, a ruined city, settled in ruins of its past and greatness

Ruled by Stadtmeister Giorgio di Citta Grande, a hereditary position, always given to the firstborn son.

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Argon

Size 3 (21.000)

Wealth 2 (500)

Specialty Antiquity District (Whole City), Heritage (Conquered by Bandar), Temple District (Unique northern style buildings due to Bandar and traveller-influences)

Asthantus

Also known as the bleak city from the white, look of the city due to its limestone quarries, it remains home to one of the great mechanical manufactories of the continent and home to the Zollner family on the cliffs of the sea

Ruled by Altere Herren, a council of the ten oldest male citizens

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Azthan

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Quarry (Limestone), Manufactory District (Mechanists), Leihhaus (Zollner, Central Branch)

The Narne river allows quick travel towards Gadan, while the Norne river allows quick travel to Granzwarde

Cnidontos

Borne out of differing mercenary camps slowly growing together from constant meetings, has given the city both identity and a reputation for debauchery and ruthlessness, especially in light of their defense during the war of exhaustion, when the canidonto regimete was the lone survivor of several battles, true to their motto "Steel Remains"

Ruled by Oberst-Hauptmann, leader of the city guard and rotating between the founding families of the city

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Canis Minor

Size 4 (48.000)

Wealth 3 (750)

Specialty Mercenary Camp (All factions and kind imaginable), Armory (Oploteros)

Gadan

Part of County of Azthan

Gonnannes

Nestled deep into Gonna valley, has become a trading hub for nomadic tribes from the deserts of Yvyz and smaller Bandar tribes not allwed into the buros cities, thriving on a culture of piracy and aggressive expansion

Ruled by Merchant Oligarchs, with each of the six seats being bought in a public auction by those willing to pay the most to the city treasury to finance it for the coming two years, as the auction is held once every two years

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Gonaec

Size 4 (48.000)

Wealth 3 (750)

Specialty Merchant District (Great Families), Trading District (Bandar Camps), Nomad District (Yvyz Tribes), Harbor (River-borne)
The Gonna river allows quick travel towards Pollepa

Itheryka

City of bridges, built upon a lagoon just outside

of land, a great defensive position and superior trading position, but the wild waters of the northern sea have several times already make them very reliant on sea power, as they like to feud with the other cordite cities

Ruled by Merchant Oligarchs, with each of the six seats represent the richest families, each representant chosen by the famiglia in question
Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Ithis

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Trading District (Merchant Houses), Armory (Maritime Arsenal), Manufactory District (Great Galley Wharfs), Military Academy (Accademia della Marina Militare)

Keiaseu

Part of County of Solonika

Nova Cordis

Claims to have been built upon the ruins of sacred Cordis herself, though the claim remains shaky at best, given rise to a tyranny of quickly changing priest-despots that rule from the great temple of Yerv'Edhaz, built on the back of slave labour from all corners of cordite lands

Ruled by Council of Beliefs, each member chosen from the highest ranks of the great old faiths of the realm to represent their respective congregation

Ruled for Priest-Despot Martino di Salano í Cordia

Faith: Cordiism

Part of Metropolis of Cordis

Size 7 (232.000)

Wealth 6 (1.500)

Specialty Antiquity Site (Old Cordis), Sibylline Temple (Former, closed now), Temple District (Main temple of Yerv'Edhaz), Slums (Veteri Cordis)

The Pa river allows quick travel towards Phalatis

Phalatis

Melting Pot for all sorts from Gatylians, cordites, Bandar to even Aen Seidhe exiled from their Bith, centered around the two phalatine institutions of the central Ratshaus, a puny castle, and the red light district, that claims to be open to anyone so long as their silver is true

Ruled by Schultheiss, chosen by the Reichskammer from among distinguished members of the bureaucratic staff.

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Canis Maior

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Castle ("Ratshaus"), Red Light District (Phalantino), Leihaus (Zollner)

The Pa river allows quick travel towards Nova Cordis

Phililli

Built atop of ancient cordian ruins, the settlement enjoyed a rise in colonists once the still existing cordian underground cistern network was discovered

Ruled by Burgermeister, chosen by popular vote after intensive two-month campaigns for duration of three years

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Constantia

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Historical District (Entire city consists of cordian ruins), Water Filtration Network (Ancient Underground Cistern), Trading District (Bandar Camp)

Pollepa

Part of County of Gonaec

Rhypossa

Rebuilt upon the ruins of Ancient Cordis' greatest rival city, has continued sacred tradition of hating their close neighbour of Tyleiroe with a passion and reconstructed the old temples of possan bull worship

Ruled by three Tribunes, each chosen annually by the public senate of 400 randomly determined citizens, acting as non-hereditary rulers, keeping each other in check, who may not be chosen twice in a row

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Possany

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Religious District (Bullshead Temple), Trading District (Bandar Camp), Mercenary Camp (Axestoplanis)

The Buros river allows quick travel towards Tyleiroe, though no boatsmen will take you there.

Solopolis

Almost forgotten on the northern coast, the city

has become known as the slavers retreat, due to its ruthless nature when its white flags come upon the shores, as its poised at the edge of the SCR to often be left to its own devices instead of being punished

Ruled by Altere Herren, a council of the ten oldest male citizens

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Solonika

Size 4 (48.000)

Wealth 3 (750)

Specialty Trading District (Slavers Retreat)

The Solon river allows quick travel towards Letztje

Tyleiroe

One of the youngest reclaimed northern cities, has come into attention recently as one of the most aggressively growing settlements close to the Bandar territories, while renewing old resentments against rhypossan traders

Ruled by Burgermeister, chosen by popular vote after intensive two-month campaigns for duration of three years

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Tyris

Size 4 (48.000)

Wealth 3 (750)

Specialty Mercenary Camp (Eleutheri), Armory (Arsenale Tyrisio), Trading District (Bandar Camp)

The Buros river allows quick travel towards Rhypossa, though no boatsmen will take you there.

Free Cities of Pagomas

Inke

As the northernmost of the free guild cities on the coast of the Mare Pagoma, Inke has developed a tumultuous relationship with the Sacred Cordian Realm and its defenders, especially in light of their recent victory against the Ordo Peucinia who proclaimed the black horde not yet vanquished and sought the free city to be soon under their control as well, only to shell uselessly against the might of the guild-backed citizens army of fervor

Ruled by Guild Council, chosen for a duration of seven years by members of a cities guild to represent each and every of its members

Ruled for Free Cities of Pagomas

Faith Anryist, Cordiism

Part of Free Cities of Pagomas

Size 4 (48.000)

Wealth 3 (750)

Specialty Guild Quarter (Merchants, Craftsmen, Mercenary) Trading Quarters (Borgese, Frigumite), Armory (Citizens Arsenal), Military District (Training Grounds), Heritage (Homestead Fervor– Will defend home territory even in face of overwhelming odds)

Growdjno

Set close to the southern permafrost at the banks of the Zigen river, Growdjno remains a haven for outcasts and lost souls with its open mission and welcoming demeanor, allowing anyone, even those most hostile, entry to the city, and for good reason, as the city still doesn't seem to grow, all the while remaining strangely quiet even in the south, as no monstrosity has ever dared attack the city or its palisades

Ruled by Guild Council, chosen for a duration of seven years by members of a cities guild to represent each and every of its members

Ruled for Free Cities of Pagomas

Faith Cordiism, Wildemen Shamanism

Part of Free Cities of Pagomas

Size 2 (6.000)

Wealth 2 (500)

Specialty Fortification (Palisades), Military District (Temple Guard) Temple District (Southern Shrine), Guild Quarter (Hunter, Woodcutters, Priests) Trading Quarters (Borgese, Frigumite), Tradition (Cannibalism, Sacrifice to the South)

The Zigen river allows quick travel towards Zigstain, provided you can find someone willing to travel upstream

Hardoga

Part of Free Cities of Pagomas

Zigstain

Set in the Bay of Stainas, Zigstain has become one of the better known places for hardy knowledge, as the remote location and endless supply of wood and the nearby mountains enable alchemists and other, more dangerous occupations free workings and the quiet necessary

Ruled by Guild Council, chosen for a duration of seven years by members of a cities guild to represent each and every of its members

Ruled for Free Cities of Pagomas

Faith Cordiism

Part of Free Cities of Pagomas

Size 3 (21.000)

Wealth 3 (750)

Specialty Guild Quarter (Alchemists, Arms, Foreign) Trading Quarters (Borgese, Frigumite), Heritage (Secluded Quiet – One doesn't ask questions one doesn't want answered.)

The Zigen river allows quick travel towards Growdino, though no boat will take you directly into, only along towards the city itself

Frigumite Lands

Arnahvhabla

As the connection from Maras towards the Mare Aqueor, the city has grown well beyond the size of other such frontier settlements and now contains some of the finest of frigmeni sailanship one might encounter

Ruled by Duca Mercantile, the cities richest trader chosen by the mercantile citizenry once every two years

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Arnstokke

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Marasi Kontor, Trading District (Marasi, Wildemen), Military Academy (Militarhafen Arna), Heritage (Wildemen Settlement), Slums (Sloetje)

Buergen

Buergen has been widely known as the birthplace of the alchemist Ticolo Furioso and is often credited as the home of the Re-ascension, and up to-date a greater percentage of inventions and alchemical discoveries have been made here than everywhere else, which speaks both to the inventiveness of its citizens and why occasionally whole districts have to be rebuilt from fire or alchemical explosions.

Ruled by Duca Mercantile, the cities richest trader chosen by the mercantile citizenry once every two years

Ruled for League of Maras

Faith: Cordiism

Part of County of Kaldbergen

Size 7 (232.000)

Wealth 7 (1.750)

Specialty Marasi Kontor, Trading District (Borgese, Wildemen, Pagoman), Guild Hall (Alchemy, Techne), Slums (Hugeln), Ghetto (Svart)

Dannemark

Part of County of Halsenberge

Drangar

The former southernmost town of old Cordis has since both grown in size and lessened in importance, as most of its trade has since begun to flow towards the Marasi Kontore instead

Ruled by Altere Herren, a council of the ten oldest male citizens

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Sudwaller

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Administrative District (Altherrenschloss), Marasi Kontor, Leihaus (Zollner, Garstig), Ghetto (Svart)

The Waller river allows quick travel to Kleinau, while the Altr river arm allows quick travel to Altrholz

Galdrahagji

Originally a poor fishermens harbour, the city rose to prominence during the last century when the Ordo Peucinia settled its Main Priory, soon after which the first Marasi Kontor followed and trade began to flourish, which further picked up once the city became the nowadays famous gateway to the west, towards Pagoman and Raspornian lands and beyond

Ruled by Hofritter, chosen among brothers martial of the Order by decision of

Ordensmeister

Ruled for Ordo Peucinia

Faith: Cordiism

Part of County of Garlanz

Size 3 (21.000)

Wealth 2 (500)

Specialty Marasi Kontor, Trading District (Borgese), Military District (Priory of the Ordo Peucinia, Main Branch)

The Gach river allows quick travel towards Aveygacha.

Grensmar

Originating out of a border fortress of cordian descent and after a prolonged period as a noble republic, Grensmar has re-emerged as one of the premier cities on the Mare Frig where trade and civil rights reign before all others after the Bronze Compact was set at the foot of the cities great Palatial Gate, a giant stone gate facing towards the sea

Ruled by Altere Herren, a council of the ten oldest male citizens

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Kazowicz

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Marasi Kontor, Trading District, Tourist Attraction (Palatial Gate), Tradition (Bronze Compact – No man, who set foot in this town, may ever be persecuted for deeds done outside of it), Leihaus (Garstig), Ghetto (Svart)

Gurz

Part of County of Hersteinen

Halsgrof

Set to lonely existence on the eastern shore towards the Mare Aqueor has Halsgrof since begun to grow as if to remind people that they are there and there to stay, for its harsh and hardy surroundings betray the friendly and helpful people that have somehow succeeded in living in peaceful communality with many of their surrounding wildemen warbands and have since established a rustic if small living on the eastern shores of the south.

Ruled by Altere Herren, a council of elders consisting of the ten oldest male citizens

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Halsenberge

Size 4 (48.000)

Wealth 3 (750)

Specialty Trading Distric (Wildemen, Cymric), Tradition (Peaceful Coexistence with Southern Wildemen), Temple District (Wildemen Shaman Huts)

Herjolsaldr

Settled out of a small trading outpost of borgese exiles, the city has only in the last century gained its own stadtrecht, but is already a prospering town of the shores of the eastern Mare Frig and can easily compete with some of the bigger Kontorstadte

Ruled by Kommuneherr, chosen by the cities guild leaders and confirmed by the graf

Ruled for Graf Reik V Gryfe

Faith: Cordiism

Part of County of Hersteinen

Size 4 (48.000)

Wealth 3 (750)

Specialty Marasi Kontor, Trading District (Borgese), Administrative District (Grafenresidenz), Heritage (Hardy Settlers) Kopenhagen

Katendreia

Set at the mouth of the Katdr has made

Katendrei both rich as it allows access over land towards southern Pagomas, but also made the city tributary to the black horde before it was freed by the warriors of the Ordo Peucinia in the past century and has sincen given over all matters of warfare into the orders hands, while keeping mercantile concerns to themselves, which has since led to the almost bloodless Muenzputsch where the local priory took over the administration completely from the Marasi Kontor after a short struggle

Ruled by Hofritter, chosen among brothers martial of the Order by decision of Ordensmeister

Ruled for Ordo Peucinia

Faith: Cordiism

Part of County of Katenowze

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Marasi Kontor, Military District (Priory of the Ordo Peucinia), Slums (Ubogy) *The Katdr river allows quick travel towards Santianaros and, if taken into the Chigevadr, also towards Chigav.*

Maras

Great Maras, birthplace of the Trading League of Maras and home to the forst Kontor ever built, is a magnificent seat of neo-cordian architecture and the greatest marketplace of Gehenna, where all goods from all over the continent and seas flow into, not the least for the great schlund dividing the Mare Frig in half and for whose navigation marasi navigators are paid in gold to navigate entire shipping lines along and around

Ruled by Duca Mercantile, the cities richest trader chosen by the mercantile citizenry once every two years

Ruled for League of Maras

Faith: Cordiism

Part of County of Frig

Size 7 (232.000)

Wealth 10 (2.500)

Specialty Stock Exchange (Frige Boerse), Marasi Kontor (Central Branch), Leihaus (Garstig, Central Branch), Maritime District (Great Frigum Wharfs), Modern Architecture (Neo-Cordian Style), Slums (Winzigen), Relic (Broken Sword of Kairon – Lower half of the great iron sword monument, testament to the survival of the city in an age past)

Marekatte

Part of County of Kazowiczze

Orugren

Part of County of Garlanz

Rexberga

Part of County of Katenowze

Sigermundar

The Official and Free Marasi City of

Sigermundar is the biggest city on the southern frontier, rich by trade with both the realm and the differing wildemen tribes but also poised for conquest inwards, as constant attacks by warbands hardened the city and raised its walls ever higher, which makes it no wonder that sigermundar ships are among the most heavily armed on the southern seas.

Ruled by Maraten, a council of Grand Burghers, the ten most prestigious merchants of the city

Ruled for League of Maras

Faith: Cordiism

Part of County of Yfalonien

Size 7 (232.000)

Wealth 6 (1.500)

Specialty Marasi Kontor, Fortification (Southern Walls), Military District (Kriegshafen), Trading District (Borgese, Wildemen), Manufactory District (Naval Armament), Slums (Darligen)

Stangr

Part of County of Sudwaller

Gatlyian Lands

Aveygacha

Also called the Red Stone Town due to its prevailing red brick architecture, has the city only recently found back to its own midst after the Ordo Peucinia pushed out the black horde of the west

Ruled by Hofritter, chosen among brothers martial of the Order by decision of

Ordensmeister

Ruled for Ordo Peucinia

Faith: Cordiism

Part of County of Gachien

Size 3 (21.000)

Wealth 2 (500)

Specialty Trading District (Aen Seidhe), Nomad District (Black Horde Stragglers), Military District (Priory of the Ordo Peucinia)
The Gach river allows quick travel towards Galdraghagi.

Avrilas

A proud and great city on the banks of the Averas, has the city since fallen under the occupation of the Aen Seidhe, and few news

ever come outside, as all entrance to and from the city is prohibited

Ruled by Firbás, chosen by the Aen Bith by draw of lottery from among the remaining populace

Ruled for Amaranthine Nabas

Faith: Tethism

Part of County of Gatys

Size 5 (Before Occupation)/ 3 (Now)

Wealth 1 (250)

Specialty Administrative District (Gatilian Bureaucratic Centre), University (Bibliotheca Avernus), Occupying Force (Aen Seidhe)

The Avera river allows quick travel towards Pas.

Cantor

Originally a smaller settlement, having been chosen by the infamous Freiprinz Curteanos as the new site for his residential palais, its nickname "Micul Cordi", with entire buildings being copied in style and look from cordian lands, has given rise to a city of stark differences and the continued oppression of even the lowliest serf continues

Ruled by Hofmeister, a chosen councillor from among the Freiprinz' advisors by his decree

Ruled for Freiprinz Curteanos IV Veke

Faith: Tethism

Part of Principality of Velikily

Size 4 (48.000)

Wealth 3 (750)

Specialty Antiquity District (Micul Cordi), Administrative District (Prinzenpalast), Armory (Spliliaplo)

The Avera river allows quick travel towards Pas.

Debilis

Last of the free cities of the east in the past, having come under dynastic rule with the rise of the Voivode Jadwigo, has given the city a much needed push to survive despite being surrounded by Aen Seidhe territory and given its fierce populace a terrifying reputation for their nightly raids

Ruled by Voivode Jadwigo, hereditary war-leader of the debilitan horde

Ruled for Voivode Jadwigo of Gatylia

Faith: Tethism

Part of Voivodeship of Gatylia

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Military District (Horde Stables)

The Nobilis river allows quick travel towards Nobré.

Gramadorn

Set alongside the Avedorn banks, developed out of the Avern walls, a cordian prestige project to build a perfect keep-out towards the Nabas, with the project long since abandoned by its investors, the city has remained, and thrived, despite all attempts against it, with a moderate citizens militia being created out of those forced to migrate to the city

Ruled by Grabenherr, primogenitive hereditary leader of the construction project around the Avern walls

Ruled for Große Reichskammer

Faith: Tethism

Part of County of Gramen

Size 3 (21.000)

Wealth 2 (500)

Specialty Fortifications (Avern Walls), Diplomatic District (Amaranthine Nabas), Heritage (Citizens Militia)
The Avedorn river allows quick travel towards Pas.

Nobré

Originally constructed as an artificial city to house the former Duke of Gatylias future residence, all fell apart at the Aen Seidhe occupation, as the beautiful and mathematically sound city was overrun in a matter of hours
Ruled by Fírbás, chosen by the Aen Bith by draw of lottery from among the remaining populace

Ruled for Amaranthine Nabas

Faith: Tethism

Part of County of Nobrés

Size 6 (Before Occupation)/ 4 (Now)

Wealth 2 (500)

Specialty Administrative District (Ducal Palace, now abandoned), Occupying Force (Aen Seidhe), Modern Architecture (City designed by engineers and mathematicians)
The Nobilis river allows quick travel towards Debilis.

Pas

Part of County of Gramen

Ragugliari

One of the smaller cities along the coast of the Mare Pythikos, borne out of a swamp monastery and the desire to create a place along the silken roads where one could rest in peace, this retreat has created a city where western and eastern culture collides, as the influence from Gendarka and beyond becomes stronger along the routes
Ruled by Wahlherr, chosen by popular majority

vote from the populace and confirmed by the two great families of the city.

Ruled for Große Reichskammer

Faith: Tethism, Zar'Vas

Part of County of Gennus Maior

Size 3 (21.000)

Wealth 3 (750)

Specialty Trading District (Silken Roads), Red Light District (Swamp Monastery)

The Modon river allows quick travel towards Modoverati. Attempts have been made to lengthen and redirect the Pythis towards the city, but so far, all projects in that direction have been sabotaged.

Sanitanaros

Defended by the civil and military authority of the local nobles, Sanitanaros has successfully withstood the black horde and since emerged as the great fortress city of the west, placed on the western-most edge of the Realm.

Ruled by Noble Council, each of the twelve seats given to a member of the great families of the city, chosen by their respective families

Ruled for Große Reichskammer

Faith: Cordiism

Part of County of Snkov

Size 4 (48.000)

Wealth 3 (750)

Specialty Citadel (Five-Ringed City Wall), Trading District (Western Merchants), Military Outpost (Ordo Peucinia)

The Katdr river allows quick travel towards Katendreia, while the Chigevadir allows quick travel to Chigav.

Selecta

Part of County of Gatys

Spaklion

Set on the routes of the silken roads to the west has made the city both prosperous and a common target for banditry which has forced a culture of paranoia upon its populace and many a spaklian trader doesn't even leave the city anymore without a detachment of canidonto mercenaries at his side

Ruled by Wahlherr, chosen by popular majority vote from the populace and confirmed by the four great families of the city.

Ruled for Große Reichskammer

Faith: Tethism

Part of County of Canis Minor

Size 3 (21.000)

Wealth 3 (750)

Specialty Trading District (Silken Road),

Mercenary Camp (Canidonto)

The Pythis river allows quick travel towards Ragugliari, but does not connect to the city itself, despite attempts to lengthen the river.

Gendarka

Mandasani

Part of Gendarka

Sara Juk

Part of Gendarka

Ul'Bathor

Built around the almost ten meter high black obelisk at the foot of the Unclear Sea has taught Gendarkans much about Zar'Vas and the city remains the focal point of both belief, debate and scholarly expansion, and many dread the day when the Gendarkans will move upon the world

Ruled by Council of (twenty) Elders, chosen for life as per instructions of the great Obelisk

Inscriptions that are debated for several months after the death of an elder

Ruled for Gendarka

Faith Zar'Vas

Part of Gendarka

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Temple District (Great Monolith of Gendarka), Trading District (Balaime, Cordian, Eastern Caravans), Military District (Wardens of the Path), Administrative District (House of Old), Religious University (Houses of Dispute)

The Ulark river allows quick travel towards Sara Juk and Mandasan

Independents

Antrechtien

Independent ateleian/cymric Community

Balaime

Set between the distant Orofmar mountains and the great Orof river has placed the city in a precarious balance but the more than prosperous wetlands that come and go with the floods have given the autocracy the staying power it needs between inter-factional fighting and the warring with Gendarka every few years

Ruled by Autokrat, selected by the former autocrat per decree or by the power of ones sword and the ability to bend the knee of the three factions of the city, the guard, merchants and priests.

Ruled for Autokrat Gerjais II of Balaime

Faith God-King Gerjais II (Cult of Personality)

Part of Balaime Autocracy

Size 4 (48.000)

Wealth 3 (750)

Specialty Merchant District (Gendarkan, Cordian), Administrative District (Palace of the Autocrat), Temple District (Shrine to the God-King), Military District (City Guard), Trade Route (Silken Roads, goes north from Balaime)
The Orof river allows quick access to Taboriz.

Chigav

Independent raspori/frigumite Community

Gratholm

An anachronism in the modern age, is the primarily wooden city of Gratholm a former outpost of pagoman free traders that settled on these distant shores many centuries back and started mixing with the local wildemen tribes until a martial tradition arose, by which the city still stands even today

Ruled by Furst, chosen by trial by combat at the death of the current Furst in a martial tourney held by the guild leaders

Ruled for Furst Tohmjor I

Faith Wildemen Shamanism

Part of Furstentadt Gratholm

Size 3 (21.000)

Wealth 2 (500)

Specialty Fortification (Great Palisades), Guild Hall (Blacksmiths), Manufactory District (Tools), Mining Complex (Iron), Trading District (Frigumite, Wildemen)

Ji'An

From the shores of the Mare Monachikos and the far way steppes of the north-east claims the republic hundreds of thousands of citizen and arms but has yet to proof either, instead trying to convince travellers and merchants of its philosophy and sending out missionaries in droves all around the Mare Monachikos instead

Ruled by Zhouguo, chosen by majority vote in the republican senate of one hundred for duration of ten years, while senators are chosen from each of the cities district by popular vote by the residents of a district

Ruled for Ji'An Republic

Faith Lianism

Part of Ji'An Republic

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Military District (City Guard), Temple District (Academy of Lian), Administrative District (Hall of the Republic),

Trading District (Ateleian, Yvyz, Quion, Dynast), University (Schools of Philosophy)

Kordrax

The lone city on the hills surrounding Mount Monarch, the dangerous central volcano in the center of the Mare Monachikos, home to some of the most dangerous fugitives and criminals of Gehenna, remains now as ever, a free and piratical port from which the dangerous reefs are weathered by their experienced navigators to steal, roam and plunder the sea and increase their wealth, borne out of raiding and slave trading with less reputable smugglers
Ruled by/for No One

Faith Father Monarch, Master of the Mountain
Part of Pirate Heaven Kordrax
Size 2 (6.000)
Wealth 4 (1.000)

Specialty Trade District (Quion, Ji'An, Dynast, Borgese, Ateleian) Merchant Quarter (Slave Market), Tradition (Reef-Navigation, Slavery, Piracy)

Luxern

Independent ateleian/cymric Community

Maersk

Originally begun as an outpost of runaway serfs and slaves, the Freehold has since its inception in 1112 RA gathered impressive numbers both in populace and personality, as its people have begun trading with the regional tribes and adopted their position to their advantage, creating an impregnable position for any assailant

Ruled by Direct Voting, every decision is put to a vote where all current citizens of the freehold are allowed to vote

Ruled for Themselves

Faith Cordiism
Part of Freehold Maersk
Size 3 (21.000)
Wealth 2 (500)

Specialty Citadel (Mountain Fort), Trading District (Frigimute, Wildemen), Tradition (Democracy, Personal Freedom) Natural Defenses (Great Cliffs of Maersk, Mountaneous Region)

Modoverati

After an uprising of slaves and many weeks of slaughter, when peace finally calmed upon the city on the Mare Pythikos, those former slaves most knowledgeable in Statecraft and Rhetorics

proposed as experiment, a place, where no one would ever be slave, where no one would be under the rule of anyone else, where rule was a construct deconstructed instead of used
Ruled by/for No One, the entire city is an experiment in quasi-anarchistic self-rule

Faith Zar'Vas, Cordiism

Part of Modoverati
Size 2 (6.000)
Wealth 2 (500)

Specialty Antiquity Site (Ancient balaimite style, unknown architecture) Trading District (Balaim, Cordite, Gendarkan), Heritage (Former Slaves, Rebellion in Blood)

Quios

Ruled by what is proclaimed an immortal tyrant since time immemorial that changes bodies every twenty or so years, has the city of Quios remained a mystery, as the tyrant not only allows the worship of all kinds of strange beliefs but openly courts the Cult of Eye and Star in its midst, while restricting all other faiths to the Bloody Gate

Ruled by Immortal Tyrant, chosen by the previous Tyrant at the beginning of his reign, to take over his soul, spirit and self at the time of this bodies death, as enforced by the tyrants legionnaire guard

Ruled for Immortal Tyrant

Faith Eye and Star, Atarism, Suprematist
Part of Quion Tyranny
Size 5 (90.000)
Wealth 3 (750)

Specialty Military District (Legionnaire Guard), Trading District (Yvyz, Ji'An, Dynast, Ateleian), Administrative District (Tyrants Palace), Occult District (Tower of Sacrifices), Temple District (The Bloody Gate, small district in which any belief may be worshipped, but space is restricted, so every belief fights to the blood, literally, for it), University (Academy of Elites)

Taboriz

Part of Balaim Autocracy

Vejasomi

While many claim disbelief at its existence, the city of Vejasomi is indeed a conglomerate of wildemen tribes having come together for mutual protection and civilization and has proven enduring despite all naysayings to the contrary, offering a unique kind of wood for shipbuilding and attracting many an adventurer for the tales and rumours of hidden treasure somewhere in the lands beyond

Ruled by Shamans Council, one shaman is chosen from each of the eleven tribes that make up the city, that inhabits the position for life
Ruled for Vejasomi

Faith Wildemen Shamanism
Part of Free City of Vejasomi
Size 2 (6.000)
Wealth 1 (250)

Specialty Unique Ressource (Vejasomer Wood), Trading District (Pagoman, Frigumite), Temple District (Shamans Hut), Tradition (Coastal Raiding, Shamanism)

Ylien

The independent city of Ylien was one the only Marasi Kontorstadt to deny the offer to become a member of the Sacred Cordian Realm and has since upheld its freedom despite several "pirate" attacks supported by "illegitimate" forces to end its independence with great force, as it remains the hub of slave trade between the Mare Frig and Yfalos

Ruled by Herrenrat, seven men chosen from the cities most prestigious members by honorary nomination from the rest for a duration of five years

Ruled for Free City of Ylien

Faith Cordiism
Part of Free City of Ylien
Size 4 (48.000)
Wealth 5 (1.250)

Specialty Trading District (Frigumite, Borgese, Pagoman), Merchant District (Slave Traders), Fortification (Ylian Seawall), Military District (Ylian Sea Raiders), Tradition (Slavery, Independence)

Yvyz

Reachable only either via one of the nomad caravans from Gonnannes or upriver travel along the wild Gasch, has made Yvyz, the Sandy Jewel of the northern deserts a hard-to-reach place, despite its access further onto the continent behind it via the river, which is closely guarded by the city guard, and many a wonder
Ruled by Council of Magi, chosen by their predecessors at the behest of the college of magi from among absolvents of the local school for duration of five years, with a one-term limit
Ruled for Yvyz

Faith Atarism, the Holy Flame
Part of Sacred Yvyz
Size 4 (48.000)
Wealth 4 (1.000)

Specialty Temple District (Great Atar – Central Temple of the Holy Flame), Merchant District

(Ji'An, Ateleian, Quion, Cordian), Military District (Flame Guard), Foreign District (Contains Merchant District), University (School of Magi), Tradition (Holy River – Non-believers are forbidden from travelling upwards the Gasch river; Purity – Non-believers may only enter the cities foreign quarter)

Kingdom of Cymris

Buriff

Far away from the other side of the isle has made the city enjoy a degree of freedom seldomly seen in monarchical systems and allowed it to prosper all the bit more away from prying, royal eyes, though none can say for how long this situation will last, as more and more voices grow that claim the city for independence instead of bending the knee to a king
Ruled by Sheriff, chosen by royal decree as per the advise of the local druidic circle

Ruled for Kingdom of Cymris

Faith Cymric Druidism
Part of Kingdom of Cymris
Size 5 (90.000)
Wealth 5 (1.250)

Specialty Trading District (Ateleian), Heritage (Unruly Subjects), Military Quarter (Free Bands of Misfits)

Travelling on the Hiksa river allows one to quick travel to Cardinia

Burughe

Quick to point out that, technically, they don't really belong to the kingdom of Cymris as they live on the other side of the mountains, burughe citizens nonetheless pay homage to cymric kings, even if from time to time only to better kick them in the shins

Ruled by High Druid, chosen by the congregation of all druids once for life
Ruled for Kingdom of Cymris

Faith Cymric Druidism
Part of Kingdom of Cymris
Size 5 (90.000)
Wealth 4 (1.000)

Specialty Mining Complex (Iron, Coal), Heritage (Unruly Subjects), Tradition (Rebellion)

Losum

Set towards the south of Cymris has the city remained a royal guarantee of force and loyal to even the most despicable of kings in the past, as the great castle of Notlosung proved again and again, as the elite firces of cymric kings

remains in possession of the city, that might resemble more of an armed camp than a true city in civil times

Ruled by Sheriff, chosen by royal decree as per the advise of the local druidic circle
Ruled for Kingdom of Cymris

Faith Cymric Druidism

Part of Kingdom of Cymris

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Citadel (Castle Notlosung), Fortification (Cymric Double Wall), Military District (Green Knights, elite royalist force of armoured riders able to smash even the most unruly of mobs and disciplined soldiers to pieces), Trading Quarter (Cymric), Temple District (Druidic Circles, outside the walls), Slums (Pennypincher Quarter)

Travelling on the Hiksa river allows one to quick travel to Cardinia

Cardinia

Capital city of Cymris, dominating the surrounding Kolpo Cymria and keeping contacts on the high seas as far to the north as Dynast and to the east towards the Mare Frig have made Cardinia a prosperous, if, at times, volatile city, as recent revolts against foreigners due to a new royal tax have shown, when the King had to flee the city to survive the city burning

Ruled by Sheriff, chosen by royal decree as per the advise of the local druidic circle

Ruled for Kingdom of Cymris

Faith Cymric Druidism

Part of Kingdom of Cymris

Size 7 (232.000)

Wealth 6 (1.500)

Specialty Foreign Quarter (Outside Merchants) Trading District (Ateleian, Dynast, Frigumite), Administrative District (Royal Palace), Bureaucratic District (Sheriffs Hall), Temple District (Druidic Circles), Manufactory District (Shipbuilding), Military District (Royal Guard), Tradition (Naval Superiority), Naval Arsenal (Cymric Arsenal), Military School (Royal Cadet School), Tradition (Mercantilist Policies), Slums (West End), Heritage (Climate of Fear and Fire)

Travelling on the Hiksa river allows one to quick travel to either Losum or Buriff

Principality of Rasporn

Malask

Set at the mound of the Yora river along the

evergreen woods of Rasporn has given Malask both a natural beauty few cities ever matched, and also a rustic style of living, as its citizens continue to do so as they have for hundreds of years, despite the world changing around them, rather concentrating on making their lives bearable

Ruled by Royal Prefect, chosen from royal advisors by princely decree

Ruled for Prince Ilvaldr IV Rasporn

Faith Anryism

Part of Principality of Rasporn

Size 3 (21.000)

Wealth 2 (500)

Specialty Heritage (Hardy Ice Sea Navigators), Military District (Streltsy Guard Post), Temple District (Anryist Tower), Manufactory District (Wood Economy)

Travel along the Yora river allows quick access to Siksva

Prieiev

Part of Principality of Rasporn

Raspotio

Capital city of the principality and seat of the royal palace, has established itself as the seat of southern civilization and was mostly kept safe from the devastations of the great quake that destroyed Old Cordis, but only barely able to keep the black horde from advancing with a saving victory at the Princely Palace when the black sun threw the horde into disarray

Ruled by Royal Prefect, chosen from royal advisors by princely decree

Ruled for Prince Ilvaldr IV Rasporn

Faith Anryism

Part of Principality of Rasporn

Size 5 (90.000)

Wealth 4 (1.000)

Specialty Military District (Streltsy Guard Post), Temple District (Anryist Tower), Military School (Streltsy Training Academy), Administrative District (Princely Palace), Tradition (Rasporni Streltsy, Serfdom, Mistrusting Foreigners), Growing Pains (Superstitions – Serfs believe it a bad omen, that the rasporni coat of arms changed to a black sun)

Travel on the the Ust river allows quick access to Ustev, or, if going along the Vala arm, towards either Prieiev or Siksva

Siksva

Part of Principality of Rasporn

Ustev

Part of Principality of Rasporn

Yorazdal

Set deep in the mountains has given Yorazdal a deep insight into the goings of the world and its impossibly large iron and silver deposits remain the economic drive of the entire principality, which also explains the need for a full stretsly detachment being stationed at the city at all times, especially around the royal mint

Ruled by Royal Prefect, chosen from royal advisors by princely decree

Ruled for Prince Ilvaldr IV Rasporn

Faith Anryism

Part of Principality of Rasporn

Size 3 (21.000)

Wealth 5 (1.250)

Specialty Temple District (Anryist Tower), Mining Complex (Iron, Silver), Military District (Streltsy Guard Outpost, Standing Company), Economic District (Royal Mint)

Travelling along the Yora river allows quick access towards Sikva

Zzcrelm

Located at the edge of the Principality and close to the permafrost ground of the south, Zzcrelm, city with an impossible name, has continued to weather everything from monstrosities to the icy cold and continues its trade as the exploratory harbour for the foolhardy and adventurous, as there remains no place in Gehenna you could further get away from everywhere else

Ruled by Royal Prefect, chosen from royal advisors by princely decree

Ruled for Prince Ilvaldr IV Rasporn

Faith Anryism

Part of Principality of Rasporn

Size 2 (6.000)

Wealth 1 (250)

Specialty Temple District (Anryist Tower), Military District (Streltsy Guard Post), Red Light District (Riverside “Taverns”), Trading District (Rasporni, Eastern Freetraders), Heritage (Slayers of Monstrosities)

Travelling along the Crelme river allows quick access to the settlement Lavert

Second Dynast Kingdom

Olefiron

Trading port and royal summer residence has the city recently let grow in importance, but the decadence presented by the Kings' Second remains a thorn in the eyes of the aristocracy

Ruled by Kings' Second, the personal favourite and close advisor of the current Dynast King
Ruled for Second Kingdom of Dynast

Faith Lianism

Part of Second Dynast Kingdom

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Trading District (Ateleian, Ji'An, Quion, Cymric), Military District (Naval Guard), Administrative District (Southern Residence), Slums (Salan)

Traveling along the Fonta river allows quick access to Tadyffa

Tadyffa

Despite growing inside marshen lands the re-established second Capital of the kingdom remains a focal point of western attention, as the boy-king has recently decreet the adoption of Lianism as the kingdoms new and only religion, which has the populace concerned about future actions

Ruled by royal Councillor, chosen by decree of the king for as long as the whims of the king allow

Ruled for Second Kingdom of Dynast

Faith Lianism

Part of Second Dynast Kingdom

Size 6 (150.000)

Wealth 5 (1.250)

Specialty Administrative District (Royal Residence), Temple District (Lianist School), Military District (Royal Guard), Heritage (Successor of First Dynast Kingdom), Slums (Gariba)

Traveling along the Fonta river allows quick access to Olefiron

List of Settlements

Name	Size	Wealth	Control	SCR
Antrechten	1	1	None	YES
Argerikon	3	2	SCR	YES
Arnahvhalia	6	5	SCR	YES
Asthantus	5	4	SCR	YES
Aurilucon	5	4	Council of Intermediaries	YES
Aveygacha	3	2	Ordo Peucinia	YES
Avrilas	3	1	Amarant. Nabas	YES
Balaim	4	3	Balaim Autocracy	NO
Berwangstedt	7	6	SCR	YES
Blustock	5	4	SCR	YES
Buchtenwald	1	1	Dukedom of Wallingen	YES
Buergen	7	7	League of Maras	YES
Buriff	5	5	Kingdom of Cymris	NO

Burughe	5	4	Kingdom of Cymris	NO
Cantor	4	3	Principality of Velikily	YES
Cardinia	7	6	Cymris	NO
Chigaev	1	1	None	NO
Cnidontos	4	3	SCR	YES
Dambaum	5	4	County of Storingen	YES
Dannemark	1	1	SCR	YES
Debilis	5	4	Voivodeship of Gatyliya	YES
Drangar	5	4	SCR	YES
Edebrugge	1	1	SCR	YES
Einbruck	6	5	Kingdom of Zapadni	YES
Eisenthal	4	3	Margraviate of Eisern	YES
Erishavre	6	5	Council of Intermediaries	YES
Gadan	1	1	SCR	YES
Galdrahagji	3	2	Ordo Peucinia	YES
Gijmegen	1	1	SCR	YES
Gmunben	4	3	Council of Intermediaries	YES
Gonnanes	4	3	SCR	YES
Gramadorn	3	2	SCR	YES
Granzwarde	1	1	SCR	YES
Gratholm	3	2	Furstenstadt Gratholm	NO
Grensmar	5	4	SCR	YES
Growjdno	2	2	Free Cities of Pagomas	NO
Gurz	1	1	County of Hersteinen	YES
Halsgrof	4	3	SCR	YES
Hardoga	1	1	Free Cities of Pagomas	NO
Heirich	1	1	Council of Intermediaries	YES
Helzand	4	3	Council of Intermediaries	YES
Herjolsaldr	4	3	County of Hersteinen	YES
Inke	4	3	Free Cities of Pagomas	NO
Inwern	1	1	SCR	YES
Isenhut	6	5	SCR	YES
Itheryka	5	4	SCR	YES
Jipang	6	5	Ji'An Republic	NO
Katendreia	6	5	Ordo Peucinia	YES
Kaynbuehl	5	4	SCR	YES
Keiasau	1	1	SCR	YES
Kleinau	3	4	SCR	YES
Kordrax	2	4	None	NO
Laagewarden	6	5	Council of Intermediaries	YES
Langental	6	5	Dukedom of Lange	YES
Lauges	4	4	Council of Intermediaries	YES
Lavert	1	1	Principality of Rasporn	NO
Letztje	1	1	SCR	YES
Losum	6	5	Kingdom of Cymris	NO
Luchsfels	4	3	SCR	YES
Luxern	1	1	None	YES

Maersk	3	2	Freehold Maersk	NO
Maidborg	2	1	SCR	YES
Malask	3	2	Rasporn	NO
Maledictas	?	?	Unknown	YES
Mandasani	1	1	Gendarka	NO
Maras	7	10	League of Maras	YES
Marckatte	1	1	SCR	YES
Mesalim	1	1	Council of Intermediaries	YES
Modoverati	2	2	None	NO
Nieurodee	5	4	Council of Intermediaries	YES
Nobré	4	2	Amarant. Nabas	YES
Nornborg	4	3	SCR	YES
Nova Cordis	7	6	Metropolis of Cordis	YES
Oestdrenn	1	1	Council of Intermediaries	YES
Olefiron	6	5	2nd Dynast Kingdom	NO
Orugern	1	1	Ordo Peucinia	YES
Pas	1	1	SCR	YES
Phalatis	5	4	SCR	YES
Phililli	5	4	SCR	YES
Pollepa	1	1	SCR	YES
Prieiev	1	1	Principality of Rasporn	NO
Quios	5	3	Quion Tyranny	NO
Ragugliari	3	3	SCR	YES
Raspotio	5	4	Principality of Rasporn	NO
Rexberga	1	1	Ordo Peucinia	YES
Rhypossa	5	4	SCR	YES
Santianaros	4	3	SCR	YES
Sara Juk	1	1	Gendarka	NO
Seeymog	1	1	SCR	YES
Selecta	1	1	Amarant. Nabas	YES
Sigermundar	7	6	League of Maras	YES
Siksva	1	1	Principality of Rasporn	NO
Solonopolis	4	3	SCR	
Spaklion	3	3	SCR	YES
Stangr	1	1	SCR	YES
Taboriz	1	1	Balaim Autocracy	NO
Tadyffa	6	5	2nd Dynast Kingdom	NO
Tempelstadt	5	4	SCR	YES
Touraux	1	1	Council of Intermediaries	YES
Tyleiroe	4	3	SCR	YES
Ul'Bathor	5	4	Gendarka	NO
Ustev	1	1	Principality of Rasporn	NO
Vejasomi	2	1	Free City of Vejasomi	NO
Wajenaas	1	1	Council of Intermediaries	YES
Wajetaal	6	5	Council of Intermediaries	YES
Wallheim	3	2	Dukedom of Wallingen	YES
Walzen	5	4	Council of	YES

Intermediaries				
Wolfshag	6	5	Margraviate of Bergewald	YES
Ylien	4	5	Free City of Ylien	NO
Yorazdal	3	5	Principality of Rasporn	NO
Yvyz	4	4	Sacred Yvyz	
Zigstain	3	3	Free Cities of Pagomas	NO
Zzcrelm	2	1	Principality of Rasporn	NO

Cultures

Among the different people of Gehenna, a great many different cultures have arisen, and one could as well go from city to city and proclaim them all unique, or the same as everywhere else.

Among Humans

Over the years, a number of cultures have prevailed among the human territories, many of which have led directly into their formation as petty kingdoms and dukedoms.

To the south are the **Frigmeni**, who make up the population of the League of Maras, men and women born in the coldest climate of Gehenna, who are able to survive in freezing weather just as well as they do on the stormy sea. Known by their greater common height, blonde hair and extremely light complexion, these are the hardy settlers of one of the most deadly territories of our world. Added to that is their common courtesy to all travellers and their great sense of hospitality, which saved many a lost soul on the dark winter days that lasts for more than half a year down there.

Even deeper to the south then come the **Wildemen**, the people of the Wildelande around the Mare Yfalos, that live in the deepest forests, among, and at times even with monstrosities, or fight against them in the fur of their slain enemies, riding both great furred roaring beasts with elken horns or one of the great furred Loxogants that are at home in the deepest forests of the Wildelande, all the while listening to the strange musings of their tribalistic

shamans, smoking dangerous and unknown herbs from all around them and define themselves by an almost whiten complexion that one might think them colourless ghosts instead of people, were it not for their fiery red hair.

In the southwest live the **Yorazi**, along the great mountains that divide Gehenna along the Mare Raspori and Pagoma. Along the Mare Pagoma live those Yorazi that once founded the free cities of the south where Wildemen and Yorazi settlers intermixed, where you might mistake a Yorazi for a Wildemen before he might attack you all the same. Along the Mare Raspori live the Yorazi that found access towards the zerkon swamps and encountered the western hordes, intermixing and mingling with their ilk, until few were able to divide a western Yorazi and a Zerkonite with their shaggy, dark-blue hair and earthen-gray skin.

The Eastern Realm with the Endless Blue, the great and terrible ocean, are the domain of the **Atelei**, a good-natured people who show themselves as devout and good Suprematii ever since the faith came to the region, and many an Ateleian prides himself on the hard farmwork he does and his contribution to the cause at a whole. With a pleasant, if rocky land and the boundless sea on their border the eastern realm has had to weather many a stormy relationship with neighbouring territories and any ateleian will be ready to burn his crop if it means denying a raider his share. This has also impacted ateleian art which celebrates the transient nature

of life and where artists can gain patrons and lose them in the span of a single month as one finds another artists even better in his style, while the upper classes frolic in ephemeral parties and decadent intrigues against one another to escape their own worries with fanciful masks and strange games.

To the north-east then we have the **Monachikens**, the people living all around the upper bays and show themselves to be of darker, or deeper complexion than those of the southern lands, more accustomed to a great influx of constant sun and shine, who live at the edge of civilized Gehenna, those who survive in the states of Quion, Ji'An or one of the far eastern Dynast Kingdoms.

To the north are the **Cordites**, those who claim direct descentance from the lost city of Cordis. Living in the humid environment of the great Borus and its dozen smaller arms, the Cordites are known for their dark skin and sense of pride and ambition. This is not surprising, considering that they live among the ruins of the greatest empire man has ever known. The old curse about *Cordite Pig-Headedness* is well known among the realm and tradition is valued greatly among them, for that is how things have been done and should be done till the end of days. Even nowadays every Cordite city proclaiming themselves to be true heirs of Cordis assembles all its citizens once a month to council their Syndikos, the chosen city-representative.

To the north-east then lie the lands of Balaim and Gendarka, where the **Pythikans**, those living on or near the shore of the Mare Pythikos live, the people of the deserts and swamps, the Gendarkans who worship the sacred ways of self-perfection as proscribed on their mythical black monolith at the center of the great eastern desert, and Balaim, where the God-King rules over the marshes along the Oroí river, where civil war is the status quo and each day can be an exercise in finding out which faction you support or fight for today.

In the sacred cordian heartlands live the **Borgensen**, the kind-hearted people of the core lands who had to endure the greatest hardship during the War of Exhaustion. Where once the farmland of the Realm could be found, nowadays only death covers the place, with unusable soil for many a mile around. Though one of the most industrialised areas of the Realm with their great iron halls and with the greatest number of Svart Ghettos among their cities, the common Borger is a stocky fellow with some brownish-blackish hair and a dirty, dusky skin and shifty eyes. As the old faith remains strong in the region, so does conflict loom up every now and then.

There are of course countless smaller and lesser cultural groups, often only of regional importance, but their sheer number within the Sacred Cordian Realm and the fact that their influence rarely outstretches beyond their city makes it rather impossible to truly count them among the great cultures.

Among Aen Sidhe

Of what little we know of the Aen Sidhe, we know that they divide themselves among three different courts, which are again subdivided into four different expressions depending on the current season.

Each winter they meet in the Halls of the Nidavellir, a mythical place where the Amaranthine Court, the leading congregation of Sidhe lives and which no non-Aen Sidhe has ever visited.

Of the three courts we know that they are divided into the **Aen Fintan**, **Aen Bith** and **Aen Ladra**, who represent different parts of their mythology and their restoration from Ancient Kessair.

The **Aen Fintan** represent the Ambition and Sovereignty of the Aen Sidhe, they are the diplomats and thinkers, who advise calm and thinking among their people.

The **Aen Bith** are the Wild ones, fiery and full of temper, wild and unbound, children of life and action, prone to impulsive deeds and include most of those willing to fight and die for their people.

The **Aen Ladra** are the spiritual leaders of the Sidhe and proclaim the knowledge of their forefathers after traditions and communion with nature and the stars. They craft the weapons the Aen Bith wear to kill and write the contracts the Aen Fintan carry to their enemies.

Among Svart

The Svart have changed greatly since arriving on Gehennas upper land. As

their elders are still wont to do, they proclaim that this is their dark age and all was well when they still knew where the roof was above them, instead of an unruly sky of now.

Still, some traditions survive even great upheavals, and for the Svart those are the clans. Each svart is part of a clan, and each clan is divided into the castes of **Those who Rule**, **Those who Think** and **Those who Work**, while all following their belief in the concept of Arete. This also means that no Svart should ever change his station, as he is born to do, as his ancestors did, for that is his best place in life.

Interestingly, unlike general human societies, the Svart do not discriminate against someone based on their gender, which might be telling, considering most cannot tell a male and female svart apart.

Those who Rule are the highborn clan chiefs, the leaders of their community and also those, who talk and mediate for trouble with outsider communities.

Those who Think are the great engineers and smiths of the Svart, the Masters of techniques still hidden from the common eye, who, as rumours persist, are able to let their own lives blood flow into their great work to create true craftsmanship. They sometimes travel outside their clan to fulfil missions of great importance, though they usually do so under the cover of another work, or as part of their great age travel, to find traces of *Helvelid* somewhere in the world.

Those who Work are simultaneously the most populous and most powerless of castes among the clan, which can often confuse outsiders. They are forbidden contact with outsiders and punished harshly if they break that taboo, and represent the common worker, s/he who does all the work.

Among Bandar

If we can even call what the Bandar are doing a culture, then it is a culture born of their own past, where only the strongest have a right to live and all others are thrown out, only to return if proven stronger.

As such, and since true civilization has only come among the Bandar in recent years, it remains to be seen if they will continue to imitate those around them in a bizarre attempt to fit in, or create something just as strange as they are.

Religion

Religion is and always will be a great point of contention in Gehenna, as it is an integral part of the daily life of all involved. No day goes by where not someone prays to one or several gods or whatever stranger things they might believe in.

Aen Sidhe Beliefs

It can be difficult to explain, but the Aen Sidhe do not believe in the same vein as the other species do. After all, they know of their place, of their connection to nature and where they come from.

But if one were to ask an Aen Sidhe, provided he is not Bith and tries to kill you for the impertinence, he might tell

you of the seasons and their grip upon the fair folk, of how each season is somehow personified in each Aen Sidhe and how they can feel the pain of every place they visit, even in the deepest of winter.



Anryist Temple near Raspotio

Anryism

To live, means to live in harmony. And that harmony is with sky, the sun, the open world. So we believed. But as the sky darkened, and the sun blotted out, as the Dark Light rose and the Black Horde knocked on our gates, we found salvation.

To live, is to live in fear. Fear of death. Fear of decay. Fear of the Other. To live, is to survive. Survive and Thrive. For in those moments, when the sky seems endless, it gives you but a taste of that which will betray you. The Dark Light has shown us the way. And the Black Sun is its symbol.

Look to the sky when the light is gone and you will know what lurks beyond the sky. Know our enemy. And in this, you step through the veil, and will know the true face of Gehenna.

Anryi – Book of Worship

1st Print, Rasporini Edition

Anryism, a relatively new faith, compared to Cordiism at least, has

been borne out of Ejeiism, the belief in the eternal sky, and the events surrounding the Black Horde Raid on Raspotio in 1381 RA. Proclaimed by the Prince as the new truth and decreed for all faiths, a book of prayers and worship has since been given out, that explains and instructs in this new way of life, that edges closer to destructive cult behaviour than traditional religions.

Adopting this faith has led to some upheaval in raspori society, but as serfdom remains enforced by its nobles, so does the acceptance of the serfs for all things new.



The Bringers of Flame Debate Their Deed, 7th Century, Years of Torpor

Atarism

There exists but one good. It is the greatest, universal and transcendent in form of Ur Annuna. There exists but one evil. It is the widest, vilest and most despicable in the form of Kige Geshuar. These forces are in conflict. Now. Yesteryear. Tomorrow. They are, and forever will be, for it is in their

nature. They are creation, and the end. They are Light, and Dark.

To counter the Dark is to require the Light. And as Dawn follows Night, so to does the Light banish the Dark. Thus is borne Ur Annunas Gift. The Holy Flame. Everburning. It banishes the Dark.

But beware. To get too close to Good, is to be as the moth is to the flame. We strive to be in their kind, but we are fallible. They are not.

Excerpts of words of the Prophet

1rd Edition, Scrolls stored in Yvyz

Borne far to the north of Gehenna, has **Atarism** come to the south in the form of the Atarists and their belief in the Holy Flame, which is symbolised in the Eternal Fire that burns at the place where the first prophet of Ur Annuna, Atar'Ushu appeared.

Atarist priests, called Magi, are taught in special schools, not unlike those missionaries of Lianist belief, and teach and are taught that one has to be and want to be good for Ur Annuna ever to be victorious.

As such, their priests can be found at places few would ever think of looking for one as such, in brothels, mercenary camps, in gambling dens and on pirate ships. To do good, you have to live. To live, you need to do good. Such is life.

Atarist shrines and temples are easily identifiable by their height, as they are usually the highest places once can find in any given location that has extensive atarist beliefs. Atarists call them Towers of Quiet and they are, at

all hours, lit with torches and open for everyone so long as the visitor is solemn in his request to enter.

Bandar and Religion

The ape-men don't have the same relation as we do to religion. For them, all that counts is to follow the direction the tribal leader gives. If a Bandar Silverback commands his tribe to follow a belief, they will, unless that Silverback is challenged.

For this, the Bandar have been willing shock troops for both sides used during the War of Exhaustion, because nothing is scarier than one giant gorilla running at full-speed at you with about 100 of his best friends in full armour and armed to the teeth, including the fearsome teeth.



Cordian funeral procession in a temple of the Ladies Three

Cordiism

Born out of the myriad of beliefs of old Cordis and the separate city states,

the disparate belief structure of the old Faith is but a patchwork of connections that has been build up over the ages.

At the dawn of time, there was Mannus, the Father of all. He made the gods and gave them order, and each of them, a piece of himself, to rule what he had created. But in doing so, he gave them freedom, and his children, Tethys, Hemis, Rhea and Yperon fell upon their father and tore him apart. Thus was born Treachery.

And as Mannus lay dying, out of his stricken body his Wrath alone was made manifest and bore Eris, the Red Lady. Immediately she began war upon the other four and for a millennium their battle raged on and devastated the young creation.



The Fall of Yperon, 2nd Century, Years of Torpor

The first to fall was Yperon, and where he lay dying, the trees sprouted. Where his blood flew, the rivers flooded the land. Where his tears met the ground, the soil became fertile, and where his hand drew into the ground, it became rich with minerals.

The second to fall was Hemis, who believed that a second treachery would secure her victory and lied to her remaining brother and sister about a plot to betray Eris as they had

betrayed Mannus, but Eris saw through the Treachery of which she herself was born and threw Hemis high upon the sky and skewered her with her spear. And her body became the night sky, for every light is a point where eris golden spear had hit Hemis, and her blood became the rain, to fall upon the fertile soil, as her tears became its sorrow and filled the sea, so great was it that it almost drowned creation and created the Endless Blue as her dying breath came over Gehenna and froze the world.

Left alone, Tethys and Rhea fell upon each other to present the other to Eris in the hope of gaining her forgiveness, but when they fought, Rhea secretly took of Tethys but a single piece and grew from it within herself the seed to one day return, as Tethys overwhelmed her. The Betrayer brought his slain sister before Wrath personified and Eris saw what he had done. He was kinslayer. And yet.

So she sealed Rhea below even Tartarus and made a prison upon her, where her soul was bound for all eternity. Tethys she took for husband, but forbade him ever to come upon the land ever again, for he had to watch the Underworld, to see that all was right with the dead.

Herself pregnant with her husbands seed, Eris bore three Daughters, sisters to each other, whom she gave to Death, Deceit and Decay, and they were Thanatis, Apate and Fithora. And each of her daughters gave themselves to Tethys, who became father to the young gods, of whom each daughter bore Zat, of whom is said that as he

came into his life, his first view was of wine and he demanded everforth it should spring from his mothers teat, Agathis, who gave of her nobility to the gods and became seated upon the world, and Leho, but he was as his mother was, a creature of deceit, as he was not born of a union with Tethys, as claimed.

In secret, as she lay ever-dying in her prison, Rhea bore a son, made inside her from the stolen seed of Tethys, and she named him Deimos, for he was all her terror personified, and upon him she gave her will and power, so that he might one day free her.

This Deimos, who was not imprisoned as his mother was, fled to Gehenna, where he found peace among the early men, and it is here, where, among them, Apate found him and took him in Tethys place. And out of that union was Leho, who was son of Apate and Deimos, of Rhea and Tethys, who were of Mannus as was Eris. And They took their place among the gods.

One day Tethys called upon Eris, and she, who believed him treacherous and was full of Wrath, for he had begat children of gods, slew him once and again until her wrath was sated, after which he revealed the Beast which had come upon Gehenna and which was stealing the souls of man.

And Eris descended upon the Beast with greater Fury still, and the ground shook with terrible fire as she thrust her spear into the Beast, until finally it fell. Where the beast fell, she came and drove into the beast, until finally it was unable to act against her, and

thus she ascended the Beast to her side, where it became Hleton, the Beast Mastered, whom she took as lover.

Dimiourga Eris

14th Edition, Nornborg Edition

Gehenna, especially in the wider Old Faith, knows a multitude of gods for every occasion, from lowly household gods to those worshipped on a daily basis across the entirety of Gehenna, but few would ever dare claim even one of them to be unimportant. However, a number of gods have become generally accepted in the wider Realm and outside of it as so-called Higher Gods, who together make up the Mannusan Pantheon of Gods.



Portrait of Eris as the Muse, 1012 RA

Eris, *the Red Lady, Lady of Wrath, War, and Bloodshed, Mistress of Fire*

and leader of the Gods, Mother of Creation, Daughter of Mannus and central deity of the Sacred Cordian Realm

Hleton, *the Beast Mastered, lord over the animals, husbands, hearth, home, the woods and the hunt, devourer of souls and the last judge before the gates of Elysium, who sits at Eris side as her lover but never her equal*

Leho, *son of Fthora and Deimos, lord of the riches, law, the night, mineral wealth and metalworking, who steals the day and flees the dawn, patron of those who work unseen and those under greatest scrutiny*

Agathis, *daughter of Apate and Tethys, lady of reason, skill, peace, craftsmanship, growth and childbirth, who sits upon the world and hunts for her brother Leho, in eternal plight, for without their fight there would be no sun in the sky, and no day would follow night, and thus they are eternal*

Zat, *son of Thanatis and Tethys, lord of wine, fruitfulness, parties, madness, wisdom, vegetation and ecstasy, who drinks to forget but never forgets to drink*

Deimos, *child of Rhea and Tethys, lord of betrayal, trust, love, marriage, innocence and guilt, who for eternity is forced to wander Gehenna in search of that which will return his essence to the higher sphere, from which the gods continue their rule*

Tethys, *wounded forever, protector of the wounded, of kings and empires, of communication, language and the underworld, who remains wounded and ever bleeds where Eris pierced his flesh*

Yerv Edhaz, *born of the waves, lord of trade, storms, sea, rivers, floods, droughts and quakes, who rides atop*

dark clouds and drives a chariot on the deep sea, thus shaking the ground
Rhea, imprisoned below, lady of the Tartarus, lightning, poison and young girls, protector of the imprisoned, who dwells in the deep below Tartarus itself where she remains, always watching the world for her son Leho, whispering poison into his ear
Thanatis, Apate and Fthora, daughters of Eris and Tethys, The Ladies Three, ruling over death and chastity, deceit and retribution, decay and time, who quarrel and make peace with one another as each new day rises and withers

Cordiism is practiced on a daily basis in hundreds of villages, cities and settlements all over Gehenna and it remains the most widely known of the belief systems presented, if only for its ability to integrate other belief structures into its own.

Cordiist temples are typically chosen according to the deity worshipped and are led by a head priest and several lower ranked priests who are more often than not apprentices for priesthood, as each temple by itself trains its priests.

Cordiist Heresies

Throughout the history of Gehenna, there have been several documented heresies. The following have proven the greatest staying power as time went on.

Tethism – One of the oldest, if not the oldest heresy in the history of Cordiism, has this cult exchanged the positions of Tethys and Eris and believes him to be the true Lord of the

Mannusans, of whom Eris is said to have tried and failed to depose him after which she had to use deceit instead. Tethism is still practiced today, especially in the western lands, and though several attempts have been made to reconcile the different positions, neither has been willing to budge.

Zatonian – The youngest known cult, first appeared shortly before the War of Exhaustion, in 1348 RA, has its followers belief that the only way to reach enlightenment and therefore the divine is within the realm of excess, whether carnal or ecstatic makes no difference. As such, the Zatonians are known for their Revelries, great feasts of highest debauchery and perversion and it is not without reason that one might end up dead on such a feast, be it from the consuming of the ecstatic or other such things. The cult is most widely spread among the upper ranks of society, though it has been known to be welcoming of all classes of people. Unlike other cults, it is less persecuted than one would imagine.

Mannusean – Born out of theological differences during the early Years of Torpor, Mannuseans believe Mannus as the Father of All to sit at the Throne instead of his daughter Eris, which has led to several pogroms in those cities that embraced this belief. Mannuseanism was later on declared heresy by a congregation of the faith and persecuted relentlessly, though it is said to still crop up from time to time due to the excellent rhetorics its demagogues are said have possessed.



Cymric Druid Circle

Druidism

Among the most mysterious of beliefs on Gehenna are the Druids of Cymris. As wise men bound to nature and the world beyond, they worship ancient and primal forces to which they sacrifice animals and, according to the claims of one Mikkell Ayder, an ateleian poet that lived during the second century of the Years of Torpor, also that of humans, whom they believe to return in the next life, so as to assuage believers and sacrificed.

At the same time, they remain one of the more secretive belief structures of Gehenna, as only those initiated into their mysteries may ever practice them, and even then never in the open.

Druids are known as healers, judges for small or unadministered communities on the isle of Cyris and oversee holy rituals on their sites of belief, more often great stone monoliths and constructs, the further south you go, the more these ritual sites become burial mounds instead of open areas.

For a belief structure, there is little common structure between the differing circles, though it can be assumed that at least three levels of status exists, from the lowest, the druid apprentice, to the initiate, who has become a full druid, to the Great Druid, who advises the High King.

At the time, only one Great Druid is known to exist, by the name of

Myrddin, and no one can say whether that is his title as Great Druid of Cymris or a name.

Druid shrines and temple take the form of stone circles and monoliths built in circles around a specific place, often somewhere close to nature, and way from the bustle of daily life.

Eye and Star, Cult of

What little is known of the Eye and Star is, that they believe that their gods are hidden away, somewhere out there, beyond the light of the night sky, behind the great door from the dawn of creation.

And those doors are the Gates of Gehenna, which is why the Cult is searching for them feverishly, for only in freeing the true rulers of existence, those who lost the battle of creation against what the Cult believes the usurper gods, will man and by extension all of Gehenna, finally arise.

Lianism

There are three things in life, that are required.

First, is Position. It is not the person, but the place that is important.

Second, is Precision. Care not for the unruly tongue, only for that which is to be said to be most precise.

Third, Approach. Nothing may approach that which gives it an advantage over that which does not. These are the instruments of just rule.

Thoughts on Life – Lian Aolan

7th Print, Jipang Copy

The practice of Lianism is as much a thought experiment, life philosophy as well as belief system. Conferring, or claiming to confer the ability to create a well ordered state and thus life, has made Lianism popular for the eastern states and stands in stark contrast to many of the other belief systems of Gehenna.

Lianism is taught in schools and applicable regardless of the reigning belief of a place, where it slowly encroaches until it has filled up both spaces and the old belief is no more. Thus it continues its march from place to place, or so the Church of the Supreme argues.

What can be said about Lianism is that it has helped order states that were deeply divided over personal allegiance and loyalties in previous centuries, but whether the philosophy will be able to endure remains to be seen.

Shamanism

Beyond that which we can see, lies another world, a world of spirits, of a world of shadows and strange lights, of colours beyond our understanding. It is the spirit world that we see, and from which all good and all bad flow into the world.

The predominant belief among the wildemen of the south, reliant on spirit diviners and shamans, claims there to exist a secondary plane of existence, where ancestors, the dead, good and bad spirits dwell, and come to haunt or guide us.

But as we are unable to perceive these spirits, we can only witness that which happens by their influence. To communicate or even withstand these influences requires a mediator, a role which the shamans of their society take upon themselves.



The Supreme One Reveals, 1366 RA

Suprematii

On a day of clear sky, a man was sentenced to die by being exectured on the shores of the Cliffs of Atelei Magnus. This man had one day appeared, without a trace of where he had come from, and without saying a single word to anyone, that he was bound, gagged, and taken to their dungeons, where he would not say anything, even under greatest pain we can imagine.

And out of fear, the local ruler had him sentenced to die by beheading him and giving his head to the Endless Blue and the deadly waters below Atelei Magnus, as the waves grew

higher and higher. A great crowd had gathered to see the stranger die, the merchants peddling their dubious wares, the thieves to steal and many a man, woman and child to watch. But as the executioner stepped forward, and the stranger, who was, even after all that was done to him, still hooded, so that none may know his face, as is tradition among the Atelei, looking at him, stopped in his track, and threw himself in that instant down the cliff.

As the hooded stranger arose, the guardsman convened and a scream from the audience came loud shouting for someone to be executed, but with a simple gesture the stranger was bound no more as chains of iron fell from him, and as he took off his hood for but a moment, the guardsmen screamed in terror and anguish before his glare and died instantly on that same spot as they stood.

As the audience screamed and ran, only a select few stayed behind, awed by the stranger, and as the great light of the sun bathed him in her warm rays, he revealed himself to them and taught them of the Supreme One's teachings, so that they might become his disciples and bring his teachings among the faithless, for he foresaw a great darkness before the land.

And the disciples of the Supreme One, as they now knew, the Dame Brunhilde, Heinrich the Just, Johan the Righteous, St. Michael the Converted and Anna of Grace, wandered about the land and told people of the miracle of the Supreme Ones coming.

And while they spread the good word, the Supreme One wrote down, for all to know, the truth of the world. About the betrayal of the beings proclaiming to be gods, and how they had tried to hide this truth from the people, how they had chained him in the dark places of Gehenna and how his titanic struggle had shaken the earth until he could finally break free.

As his work was finished, he laid down the book and gave it to all his followers, only to disappear again. And to this day, his followers pray for his return.

Book of the Supreme

3rd Edition, Walzen Print

Suprematii worship has come with a new kind of temple. Suprematii build churches, temples of "supreme elevation", as they are called, and worship is made in great congregations on the same day so that all may partake in the experience.

The belief divides itself into several ranks, at the top of which stands the Council of Intermediaries, filled with the high and mighty, dukes and electat who were chosen as Prince or Fuerst of a city. Below them come the Electates, regional supervisors chosen by the council to oversee worship and collectors of that which is owned to the church. After them come the priests of the faith, those who administer the flocks.

Not unlike the cordiist Ordo Peucinia, the Suprematii have instituted a martial order of warriors, the Knights Martial of the Supreme, but as they are a very new institution, they remain as of yet untested.

Unlike Cordiism, the Suprematii have not yet known any heresies, though whether this is by design or a superior ability of suppression is not known.

Svart Beliefs

According to the Svart, all began with two brothers. Bouri and Snorri.

Bouri was a builder, a creator and day in, day out he would forge at his smith, creatures, worlds, the lands, everything, while his brother Snorri would toss in the ore he found, for Snorri was a digger, the one who drove through the ground to find all the rare ore they would then use to create. But Snorri itself could not create, for he was rubbish with a hammer.

But instead of understanding that sometimes our place in life is exactly where we are and be content with that, in his heart grew malice and jealousy towards his brothers' talents. Thus with each year and a day from the last one he would begin to provide his brother with less and less pure ore, and yet Bouri would strive to create even greater works than his last, until finally, after 77 years and 77 days he had crafted mighty *Helvelid*, the great hammer fit for the gods.

And as he had forged so mighty a thing from the basest of materials, from the worst of ore his brother had found, he had to lie down and sleep. But in this sleep, his brother found the jealousy in his heart had grown to unimaginable heights and he stole *Helvelid* for himself. As his hands however touched the mighty hammer, he transformed into the first Vættir, a

svartish wight, a creature of greed and destruction and fled with *Helvelid* in hand.

As his brother ran away, so Bouri awoke and he knew what Snorri had done, for the fire of the forge had died down and he was alone in the darkness, his greatest creation stolen by he whom he loved like kin. And thus he vowed to destroy his brother, for only in Snorris death could his brother find the solace and freedom from jealousy. His warmth of heart lit the forge anew and Bouri began to swing his crafting hammer, and he forged and forged until finally, he had made the first Svart, and with his hand gave them life and purpose.

Thus each svart knows the story of the two brothers and their place in life, and legend has it that the cataclysm was but the first in a line of titanic battles between the brothers under the ground and that on any day, if you put your ear to the soil, you can, if you listen really closely, hear Bouri hammering away, still at his forge.

Zar'Vas

The gendarkan beliefs stem from the appearance of what they call the *Abba Ne Tsa*. As is written on the great monoliths of Ul'Bathor, centre of Gendarka, the *Abba Ne Tsa* spread his teachings in secret and throughout this world, for those who follow to find, on obsidian plates and tablets.

It is written, that each and every beings place is found within these secrets, so that enlightenment might follow for those who search willingly.

However, each of those teachings is hidden by a host of spirits, the Dybuk, malicious and evil beings that came up from Sheol, the dark place below, and thus every searcher, those who leave the sacred places and lands of the Gendarkans, are always threatened by them.

The Gendarkans call this process of life-long search **Zar`Vas**, or Path Above and it has characterized all efforts and contacts with the outside world.

Unlike many of the other beliefs, Zar`Vas requires no special temples or buildings, and more often than not, a simple place that is constantly in view is in truth a Zar`Vas shrine or place of pilgrimage.

The Occult

The occult has a place on Gehenna, but whether it is one of glory or nefariousness remains in the eyes of its beholder.

What is clear is that most religions at least watch those who practice the occult, some, like the Suprematii and the Aen Sidhe even hunt for those practicing it, as they believe it destroys the sanctity of the world, as if the occultist were to break some unwritten law of nature.

Most occultists practice one of the three ways, whether by choice or being forced to do so, and few are willing to share their secrets, as each of them might believe in the power it brings you.

Pact-Binding

Those who make the pact receive power, the ability to mold occult forces and sometimes even create beings out of thin air.

The great question, each and every occultist asks themselves is, whom they are making the pact with. Is it some horror from beyond, or a messenger of the gods, a monstrosity or some benevolent entity?

No two occultists will answer this question the same way and it seems, that for everyone something fitting to his or her perspective answers their call, but often, there is a price they pay, often unknowingly.

Of the three great disciplines of the occult, being Pact-Bound will still get you flayed by the Suprematii, but at least your soul will be saved.

Ritualism

Those occultists who remain bound on using rituals and complicated gestures to empower the arcane and mysterious arts are the most accepted, if still suspect, of the occult paths.

As the most clear and understood way to call on the powers beyond, it allows one to create mystical circles to ward evil or good and neither is inherently destructive to the people, unlike the other paths might be, but you can be assured, even so, that openly proclaiming your practice will still get you a quick way to a watch station, or a bloody confession, if we talk about the Suprematii.

Ritualism is unique in that it is the only pathway, for which there exist small colleges in some of the greater cities, the greatest of which of course fell with the coming of the Black Gloom, as it was situated in Maledictas at the time of the War of Exhaustion.

Power of Blood

Those who draw upon the power of their own blood to create and empower occult forces are among the most feared and hunted, so dark is their spirit, that among the Suprematii a place, where a known Blood Occultist worked, would receive the Fire of Righteousness and to go to such a place is Anathema to them.

Having no need to make a pact and thus being able to empower oneself by own and arcane means and without the problems of lesser means like needing to paint a ritual circle or use complicated hand gestures, this type of occultist remains the strangest and most feared of all.

The Gates

What are the gates? Where can one find them? Are they real or metaphorical? Do they truly contain the sum of all knowledge or is it just the feverish dreams of madmen?

First mentioned in a quasi-occult book called *Revelations of the Soul* by someone called Robert Kaéyk in 788 T, have the Gates of Gehenna remained a mystery that fascinates all parts of society and interests just about anyone who knows about the occult.

Entire libraries have been written on the subject, of course, most of those are lost to the flames of...lesser minds, but those that remain speak of a portal that allows anyone who finds their way there, to learn all that is to learn, about everything, to see and understand where ones path will lead and reach enlightenment.

It should come as no surprise, that the late Kaiser Marekoi I found the Gates to be of great interest to himself and financed three expeditions across the known world in search of hints of it, which has lead to a plethora of treasure hunters, who, even nowadays, are willing to kill to find some hint of its existence.

But whether it really contains what many people, or something more sinister, like the Eye and Star claim, or even exists at all...

Glossary

Akti Ble – The blue coast of the west

Altere Herren – Older Men

Altkaiserpalast – Old Imperial Residence, fallen into disuse in Berwangstedt

Axenmusket – A combined musket and two-handed axe of raspori making

Bluudgelt – Pagoman word for Money Bleed

Cavalieri – Member of the Suprematii Knights Martial, Knight Title equal to a Hofritter or count in rank

Dame – Lady

Dunkelgangen – Debilisan Horde, infamous for their night raids, led by Voivode Jadwigo

Dynast – Both kingly title of the east and kingdom

Electates – Regional Overseers of the

Suprematii faith, equal in rank to a count if invested as Prince-Electat, or duke, if Fuerst-Electat

Freiprinz – Free Prince, equal in rank to a count, instead of duke, as title is self-styled

Graf – Count

Großrichter – Grand Judge, leads the Guild of Richters, chosen by the great conclave every ten years, also rules Tempelstadt as of 1393 RA, equal in rank to a count

Handelsherr – Trade Master, elected representative of the League of Maras as a whole

Hofritter – Leader of a Priory of the Ordo Peucinia, equal in rank to a count

Kaiser – The Emperor

Kaiserthron – The imperial throne

Kaiserlose Zeit – Years without an Emperor, describes the time after the sudden death of Heinrich III and the takeover by Marekoi I

Kolpos Cymria – Cymric Channel

Kontor – A trading hall or house, usually build by one of the great merchant families of Maras

Kontorstadt – Trade City, a city build around a trading post or hall

Kriegshafen – War Harbor/Docks

Kunststrasse – Artists Street

Langer Lauf – The Long Run, Red Light District Street of Langental

Lehos Mantle - Night

Leihaus – Moneylender, divided in the Realm by two great families, the Garstig of the south and Zollner of the North

Maledictas – Formerly Dorbrugge, now The Cursed City

Mare Aqueor – The Distant Sea

Mare Frig – The Cold Sea

Mare Monachikos – The Lone Sea

Mare Pagoma – The Pagoman Sea

Mare Raspori – The Raspornian Sea
Mechano-Mannen – Animatrons, part of the great Rathaus Clock of Dambaum, proclaim the time at every every noon, a tourist attraction

Money Bleed – Bloodless takeover of a city from previous owners by a marasi kontor, known as the *Bludgelt* in Pagoma

Mordbrenner – Madmen who gleefully burn and kill

Neuer Herzogenpalast – New Ducal Palace, built in modern style in Wallheim

Ordensmeister – Grandmaster of the Ordo Peucinia, equal in rank to a duke

Priory – A branch office of the Ordo Peucinia, usually fortified

Reichskammer, Große – Grand Imperial Chamber, federal senate of the SCR, contains 55 seats, with one for every recognized member of the Realm

Reichskammer, Kleine – Small Imperial Chamber, created after the Große Reichskammer, contains only those city-states still independent in the SCR

Richter – Travelling Judge, member of the Guild of Richters, treated as Judge, Jury and Executioner by imperial authority outside the cities of the realm

Silken Road – Trade route to and from the east, carries famous silk caravans

Schultheiss – Head of a municipality or executive official of a city

Streletsy – Elite noble Infantry of the Principality of Rasporn, famous for their axenmusket

Turn – One of one hundred knights below a Hofritter, member of the Ordo Peucinia, plural Tuerme

Von – Name Suffix, means “of”,

mostly used by those of noble blood

Voivode – Modern styled title equal to Count, from cordian Voi Vorum, meaning the war leader of a raiding band

Wave of Wrath – Religiously motivated war of cordiisi followers, called Crusade by the Suprematii

Zentrale Reichsverwaltung – Central Realm Administration/Bureacracy

Zu – Name Suffix, also means “of”, but of lesser quality, mostly used by those of non-aristocratic heritage

12 – Collected Tables

In Short

This chapter collects the different tables from all over the rules for easy reference.

DC/+x	+0	+1	+2	+3	+4	+5
<i>Easy</i>	3	3	4	5	6	6
<i>Common</i>	5	5	6	7	8	8
<i>Taxing</i>	7	7	8	9	10	10
<i>Difficult</i>	9	9	10	11	12	12
<i>Backbreaking</i>	11	11	12	13	14	14
<i>Unmanageable</i>	13	13	14	15	16	16

DC/+x	+6	+7	+8	+9	+10
<i>Easy</i>	7	8	9	9	10
<i>Common</i>	9	10	11	11	12
<i>Taxing</i>	11	12	13	13	14
<i>Difficult</i>	13	14	15	15	16
<i>Backbreaking</i>	15	16	17	17	18
<i>Unmanageable</i>	17	18	19	19	20

Score	Level
+0	Undeveloped
+1	Weak
+2	Common
+3	Trained
+4	Veteran
+5	Expert
+6	Master
+7	Grandmaster
+8	Heroic
+9	Epic
+10	Legendary

Aptitude	Dice Size
Mortal	2d6
Gifted	2d8
Supernal	2d10

Agility
Charisma
Constitution
Influence
Intuition
Logic
Perception
Resolve
Strength

Roll	Outcome	At Deaths Door	Effect
0-5	Death		You are dead
6	Cruel Bargain	Death offers you a bargain. Accept and you live to fulfil the bargain or earn death's ire. Refuse and enter his realm permanently	
7-8	Crippled	Deep scars and wounds damage your body. Roll d6 (STR,AGI,CON,PER,CHA,INF), lower resulting attribute by 1, and treat as KO	
9-10	Rattled	The close death experiences leaves you rattled, apply Disadvantage for the next 48 hours, and treat as KO	
11-12	KO	You've been brought down, but no permanent damage has been made	
13+	Shaken	You've just been shaken up and aren't really down. Uncheck the final health level and carry on.	

CON + LOG	+INT	STR + RES	+AGI
Etiquette		Insight	
CHA + INF	+PER	INT + PER	+LOG
Leadership		Lore	
RES + CHA	+INF	LOG + PER	+CHA
Mechanics		Stealth	
AGI+PER	+STR	AGI + CON	+RES
Trade			
INF+INT	+CON		

Starting Character	27 Points	Max +5
Proficient Character	45 Points	Max +7
Expert Character	63 Points	Max +9

Species	Common Start Age	Common Max Age
Human	18-30 (16+2d6)	Start Age +2d20
Svart	30-50 (29+d20)	Start Age + 2d20
Aen Seidhe	20-60 (18+2d20)	50 + 2d20 years
Revenant	As previous Race	Current Age +2d6 years
Bandar Log	7-12 (6+d6)	Start Age +2d20

Points	As per Experience/Step 9
Attributes	18/36/54 Points for 9 Attributes, 1 point per +1
Aptitude	6 Points to go from Mortal to Gifted
Skill	Calculate from Attributes, start at -1 lower attribute
Talents	5 Points at Start, +1 point per 3 attribute points
Vices	4 Vices, one aptitude per, 1 Supernal/Mortal, 2 Gifted
Equipment	As fits character background +2d10 sp
Experience	Depends on group and play style

+x/DC	Common	Taxing	Difficult
+1	1 and	1 or	1
+2	2 and	1 or	1
+3	3 and	2 or	1
+4	4 and	2 or	1
+5	n/a	/ 3 and	1
+6	n/a	/ 3 and	2
+7	n/a	/ 4 and	2
+8	n/a	/ 4 and	3
+9	n/a	/ 5 and	3
+10	n/a	/ 6 and	4

Advancing Attribute/Skill	Via collecting common, taxing or difficult rolls
How fast?	Max 1 roll per scene, combat counts within scene, each skill/attribute can only increase once per module/milestone
Skill Cap	Depends on derived highest attribute
Advancing Talents	For every 2 points of attribute increase, gain 1 talent point
Advancing Aptitude?	No.

Number	1	2	3	4
Category	Close	Near	Medium	Far
Range	0-3m	4-24m	24-49m	50+m

Alchemy	Untrained	Deception	Untrained
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Infection Vector

What to Roll against the Infection
Effect of the Disease
Intervalls of the Effect Repeating
How to Heal It

Language	Script	Location
Ateleid	Cordite Script	Blue Coast
Bandar-o	Hand Signs	Bandar Jungles
Borgensish	Cordite Script	Core Lands
Cordian	Cordite Script	Cordis
Frigit	Frigite Runes	Mare Frig
Gendarian	Logographic Script	Western Trade Routes
Nabat	No known script, all knowledge transmitted orally	Amaranthine Nabas
Silence of Meaning	No known script	Beyond
Sveddish	Cuneiform script, no separate name	Svartish Ghetos
Trade Language	None, entirely symbol-based	General
Wildersprack	No known script	Wildemen
Z (Collection of different ClickClick-Noises)	None comprehensible known	Void

Terrain	d6's	Terrain	d6's
Aquatic	2	Forest	3
Hills	3	Urban	3
Plains	4	Jungle	4
Steppe	3	Mountains	2
Desert	1	Tundra	2
Arctic	1	Underground	2

Roll Result	Accepts?	Pay	Morale
1-7	No	-	-
8-10	Yes	200%	14
11-14	Yes	150%	12
15-18	Yes	125%	10
19+	Yes	100%	8

2H	2-handed – Requires 2 hands to use
AT X	Armour Training – Requires Talent to use without Disadvantage
BL	Block – Can be used to block without talent
DEF X	Defensive – Gives +X RM to defense rolls
DL	Delayed – Effect happens at end of current round
DUR	Durability – Always deals durability hit when damaging
EX	Explosive – Deals its damage to all those within Range 1
HO	Horse – Can be used one-handed on Horseback
IA X	Ignore Armour – Ignores armour including category (Light/ Medium/ Heavy/ Superheavy)
IS	Ignores Shields – Cannot use/block with shields against
R X	Range – Has range category of X
REL	Reload – Needs an action to reload before another attack
STE A/D	Stealth – Gives either (d)is- or (a)dvantage to Stealth Rolls
STR X	Requires Strength – Needs at least strength attribute +X to use
THR	Throwable – Can be used as throwing weapon with range 1

UB	Unblockable – Cannot be blocked
----	---------------------------------

Base Statistics			
5 HL			
Initiative 1	Shrinks On	Shrinks To	Dice Size
ATT/DEF +1/+1	1-2	Used up	d3
Rolls 2d6	1-2	d3	d6
1 DMG/ 4 Dead	2-4	d6	2d6
Morale 8	3-6	2d6	3d6
Traits - X	4-8	3d6	4d6
	5-10	4d6	5d6

Talent	Effect
+Move	Gains alternate movement mode (Underground/Fly/Swim)
Accurate	Gains +2 RM to Attack rolls, not used for Deadliness
Add. Attack	May attack additional time in combat
Aura of Fear	Enemies in R1 roll with disadvantage
Breath	R1 3m cone breath attack that deals d6 damage
Cloud	Carries deadly R1 poison cloud, deals d3 damage every turn to all in range that breathe it
Damaging	Increase Damage dealt by 2
Durability	Always deals a durability hit with damage
Elemental	Adds elemental effect to Attack or Defense
Elite	+4 to Attack/Defense
Ethereal	Halves all non-occult damage received
Exploding	Explodes in Death, Range 1, d6 Damage
Fanatic	+3 to Morale
Fast	+2 Initiative
Fearful	-3 to Morale
Gifted	Rolls 2d8 instead of 2d6
Hard	Increase Defense Value by 2
Horriying	Enemy Morale rolls are made with Disadvantage
Leech	Heals 1d6 damage per damaging hit
Mindless	Ignores Morale Rolls
Natural Armour	+2 Armour
Occult	Gains an occult talent
Poisonous	Damaging hits deliver poison, dealing d6 attribute damage
Regeneration	Heal 1d6 damage at end of combat round
Reinforce	Can call d3 allies into combat
Revenant	Immune to Poison/Mind Control/Fear/Charm
Soft	Can never deal killing blow
Stealthy	Advantage to Stealth Rolls
Supernal	Rolls 2d10 instead of 2d6
Tough	+5 Health Level Boxes/1 Health Level Row

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