

SHADOWED EARTH

CRYPTOZOOLOGY #01



CHAOS REALM

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CRYPTOZOLOGY #01: CHAOS REALM

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INTRODUCTION: CRYPTOZOOLOGY

The *Cryptozoology* is a culmination of facts, theories, and speculations as researched and documented by the Inquisition. Each publication contains a collection of adversaries for use within *Savage Worlds* across all **Shadowed Earth** settings. However, not all adversaries will be available depending on the era of the adventure or campaign. Notes are provided in each entry should a particular adversary have gone extinct or traveled to Earth at a different date.

We at the Inquisition like to think we know as much as humanly possible about the supernatural world that surrounds us every day. Unfortunately, that's not only a daunting task, it's almost impossible. We discover new chaotic beings often, new otherworldly beings summoned to Earth, and the remnants of non-human societies. It is with great displeasure that I concede to the overwhelming magnitude of the supernatural world and must admit that even the Inquisition remains partially naïve.

As grand inquisitors, we cannot afford to allow our lord inquisitors to remain in the dark while performing missions in the field. They must have access to all the knowledge we have accumulated and access to a library that continually grows. Within this library lie Earth's greatest secrets about history that have been buried from mankind, only to be seen by the eyes of those who need to know. Within those secrets are a series of journals, scrolls, research diaries, notations, and any other documents we can gather under the heading "Cryptozoology."

These "Cryptozoology" documents record every supernatural horror, otherworldly being, and heretic that the Inquisition has encountered, and lived to tell about, or has discovered through historical research. Although no one Inquisitional headquarters holds a copy of every document, we copy as much as we can so that all inquisitors can access this information while preparing for their mission. After all, it is knowledge of that which moves throughout Earth's shadows that allows the Inquisition to remain strong, vigilant, and alive.

CLASSIFICATIONS

Classifying every species to fit within a set number of parameters may be next to impossible, as well as particularly offensive to some particularly vile beings. However, certain attributes common to the average member of a species does require note, hence the use of classifications to designate highlights and genetic matters of importance. The following classifications are used throughout the *Cryptozoology* series and define the following common characteristics.

Alien: This species originates from a mortal realm other than Earth. They either traveled to Earth across a cosmic bridge or were summoned to Earth through a ritual portal.

Animal: Unlike most entries in *Cryptozoology*, this one is used to classify animals based on the common definition (does not move in an upright position, sub-intelligence, feral nature) but with enough exceptional properties and frequency to warrant an entry in this guide.

Aquatic: Any species with this keyword originates from a water-based environment. They may be able to exist outside the water for short periods of time, but they must soon return to their aquatic environment.

Bestial: Any species with the ability to shapeshift into an animal-human hybrid is considered to be bestial. They may have multiple forms they can assume, but at least one of those is an animalistic humanoid.

Demonic: This species hails from or is tethered to the chaos realm.

Divine: This species hails from or is tethered to the cosmic realm.

Draconic: Any large species with reptilian or serpentine characteristics is considered to be draconic.

Drifter: Typically reserved for species either not bound to any homeland, or an adopted homeland, or prone to wandering of their own free will. Drifters are typically encountered alone or only in small groups.

Ethereal: This species hails from or is tethered to the spiritual realm and is immaterial when seen by those with clairvoyance in the mortal realm.

Fairy: This species is native to a fay mortal realm. Fay mortal realms are similar to Earth with indigenous species similar to humans. Many of them worship the same pantheons as humans, but their nomadic tendencies often bring them across the cosmic bridges to distant mortal realms.

Heretic: Humans that adhere to the ideals of heresy are labeled as heretics. This classification is limited to humans as non-humans carry other classifications. Heretics are those who follow the occult rather than the laws and religious commandments of mankind.

Humanoid: This species exhibits physical qualities akin to a human. The use of this term only applies if the species doesn't have bestial shapeshifting abilities.

Necrotic: This species is associated with necrotic energy, being undead or reanimated after death.

Nomadic: Some species regularly change homelands, predetermined or randomly, due to depletion of resources, proximity to hostile species, or lack of space.

Psionic: This species has psionic potential and can perform non-physical tasks using psionic abilities.

Vampiric: This species thrives by consuming the blood of other species.

Witch: Humans capable of wielding magical energy are classified as witches, regardless of what their magical powers are.

Cryptozoology #01 presents a collection of adversaries that hail from or are tethered to the chaos realm. They can exist or be encountered anywhere on Earth and they are not bound to any one era within Earth's history.



AERIKA (EYE-REE-KAH)

DEMONIC

Aerika originally entered Earth through a weak spot in the fabric in Greece. However, they are capable of entering Earth wherever the fabric is thin, especially when it's being manipulated by an ethermancer. Thankfully, ethermancers can detect the chaotic signature of an aerika and can hopefully prevent it from entering Earth while manipulating the fabric.

Aerika are particularly difficult demons to deal with; not only are they demons, they're also ethereal. They don't possess a defined physical form and are more akin to a sentient cloud. However, they are perfectly capable of assuming any shape desired as well as possessing any being, including humans and humanoid beings.

Aerika are denizens of the chaos realm, but aren't particularly strong. They can be killed by mortal beings, as long as the mortal being can find it, and they do not return to the chaos realm upon dying. Instead, they vanish into nothingness, as if they are part of the surrounding shadows.

Although aerika are immaterial, they're not tethered to the spiritual realm, meaning a person with clairvoyance cannot see them. The only way to see an aerika is through supernatural means (this includes the *detect arcana* Power) or by detecting the chaotic signature they emit (typically only ethermancers can detect this signature), a by-product of passing through the fabric between the chaos and mortal realms.



AERIKA

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d4, Vigor d12

Pace: 10; **Parry:** 2; **Toughness:** 8

Skills: Notice d8

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Ethereal:** Aerika are immaterial and can only be damaged by magical attacks.
- **Fear:** Aerika are frightening to see.
- **Possession:** Aerika can use the *puppet* power at will against any living being up to Size +2. They take the form of that living being and possess its body by entering it. This requires an opposed Spirit roll each round, including the first one. All attacks injure the possessed individual along with the aerika.
- **Supernatural Vision:** Aerika ignore all lighting penalties.

Aerika have another talent that makes them quite deadly: they're capable of entering the mortal realm wherever the fabric is thin. They are not blocked like most of their kin and can instead pass through, much like a ghost passes through a wall.

Aerika are also known for spreading diseases such as plagues and malaria. They are completely immune to diseases themselves, but upon possessing a human, they acquire the disease and pass it along to their next victim upon possession.

AHIKU (AH-HEE-KOO)

DEMONIC

Unlike most demons, the ahiku does not have a definitive form. The ahiku appear like shapeless smoke with unnaturally dark patches of color; much like the night sky, but without any stars. Although they have no form, they are perfectly capable of disturbing an entire population due to their ability to move about mostly unseen and being completely immune to all non-magical attacks.

Ahiku have an insatiable appetite for human flesh and prefer to feast on children. They are said to be powerless during the day, but when night falls, they awaken and wander the landscape, looking for a new victim. Fortunately for most, the ahiku aren't particularly fast since escape is the only true defense against them. When a target is capable of fleeing from an ahiku, the demonic being simply searches for a new target.

Ahiku are denizens of the chaos realm, but aren't particularly strong. They can be killed by mortal beings, although they are impervious to physical attacks. Ridding the population of an ahiku requires magic, but luckily they can be seen by mortal eyes and escaping from them is possible.

Ahiku cannot pass through the fabric to enter the mortal realm; they must be summoned. Particularly vile humans wishing to devastate a population can summon a single ahiku, unleashing it upon the residents and causing centuries of dismay. That is, until the ahiku is sent back to the chaos realm or destroyed by magic.

Ahiku have never been encountered during the day, lending credence to them only being empowered at night. The belief is that they consume the energy of the night sky to form into a shapeless cloud of smoke; otherwise they dissipate into nothingness.

AHIKU

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d4, Vigor d8

Pace: 6; **Parry:** 2; **Toughness:** 6

Skills: Notice d6

Special Abilities

- **Darkvision:** Ahiku ignore all penalties for dark lighting, but incur a -2 penalty when in bright light or direct sunlight.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear:** Ahiku are frightening to see.
- **Formless Cloud:** Ahiku take the shape of a formless cloud, equal to a SBT. Their attacks are mental as an opposed Spirit roll. Those who fail take damage equal to the ahiku's Spirit, ignoring armor. Additionally, as a formless cloud, they cannot run and dissipate once the sun rises, only reforming once the sun sets.

The first ahiku were originally summoned by enemies of the Yoruba people. After losing many of their children at night, the residents called upon a great shaman to slay the demon. The shaman was successful and his heroic efforts became an oral tradition, passed down for generations, so that others would know how to combat the ahiku.



AL CAHLJ

DEMONIC, HUMANOID

Als were first summoned by warlocks in ancient Persia. They were unleashed in response to the warlock's village being pillaged only days before. The summoned al slaughtered many women and children before a band of warriors was able to kill it with the assistance of a necromancer. Their story has been told throughout Persian folklore.

It's a standard misconception that demons are typically male or gender-neutral, outside of a succubus; this is clearly not the case with the al. Als are vicious female-like demons that lack the sensual nature of the succubus. Their bodies, especially their heads, have feminine features and long, snake-like hair. Large tusks protrude from their mouth and their hands end in long, razor sharp talons. They are completely carnivorous, preferring to feast on women and children.

Als are ferocious denizens of the chaos realm, but are not immortal. They serve as a type of chaotic breed of beings and are quite numerous. Lacking the ability to enter the mortal realm, they must be summoned, but attempting to bind them is a fruitless effort. Als are extremely resistant to magic that attempts to control them, although they often act subservient toward their summoner (who may one day become another victim).

Als care very little for the machinations of other demonic beings or magic users on Earth. When summoned, they terrorize the closest civilization, focusing their wrath on women and children. Men slaughtered by an al are only roadblocks trying to prevent the al from reaching its real target: a wife, mother, daughter, or son. No one is quite sure why the als choose their targets this way, but an ancient belief exists that, because als cannot get pregnant, they have assumed a millennia-old vendetta against women who've given birth or are about to give birth and the offspring they've ushered into the mortal realm.

Als appear much like humans with typical humanoid features. Their skin is dark gray and their snake-like hair is green. They are often dressed in rags, possibly due to being subservient to the demon lords within the chaos realm. Ivory tusks protrude from their mouths and their hands end in the long, razor sharp talons, making them quite capable of slaughtering a human.

AL

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Skills: Climbing d6, Fighting d8, Intimidation d10, Notice d8

Special Abilities

- **Armor +2:** Thick hide
- **Bite:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Als are terrifying to see.
- **Low Light Vision:** Als ignore penalties for Dim and Dark lighting.
- **Talons:** Str+d6, AP 2
- **Weakness (Cold Iron, Palladium, Platinum):** Als take full damage from weapons made from cold iron, palladium, or platinum.



ASAKKU (ə-SAK-oo)

DEMONIC, HUMANOID

Asakkus are disease-bearing demons capable of possessing humans and causing debilitating symptoms to appear. Once their human host has become so unhealthy that he no longer has the will to fight back, the asakku kills the human and then moves on to a next host. Humans that prove particularly resilient to possession or the inflicted diseases are simply attacked and killed by the asakku without causing disease.

Asakku's are particularly difficult demons to fight as they are naturally ethereal, although they cannot pass into the spiritual realm. They remain this way when possessing humans or spreading diseases, but to attack and kill they must become substantial. The most common way of rooting out an asakku is to trick it into becoming substantial so that it can be targeted by the proper weapons.

Asakkus are horribly deformed demons, although this true form is only seen on extremely rare occasions. Instead, they prefer to roam about shrouded in cloth so that only their hands are visible. The belief is that the demon is so hideous it would scare the victim, causing an instant heart attack and death. However, the asakkus prefer to kill their victims directly or through disease and death by fright is simply unsatisfying. While this is speculative, it's the best theory scholars have to understand why the demons hide their true form.

Although more commonly known for spreading disease, some asakku are particularly formidable leaders. Preferring to stay clear of the greater demons amongst the chaos realm, asakkus are often found leading armies of lesser beings into battle, such as weather-controlling demons who are rarely summoned to the mortal realm.



Asakkus were first encountered in Mesopotamia and exist within Sumerian and Babylonian mythology. Prior to modern medicine, the diseases they're capable of inflicting can spread rapidly, affecting a large portion of the population before finally disappearing. Thus, anyone who could summon an asakku could potentially decimate an entire town with a type of ancient biological attack.

ASAKKU

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Skills: Chaos d10, Climbing d6, Fighting d10, Notice d8, Stealth d10, Taunt d8

Special Abilities

- **Claws:** Str+d8
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Disease:** Assakkus have 25 Power Points and can use the *lower trait* Power as an infliction of a disease. Duration is measured in days instead of rounds.
- **Ethereal:** Assakkus are immaterial and can only be damaged by magical attacks or becoming substantial.
- **Fear -1/-4:** Assakkus are terrifying to see. The Fear penalty increases to -4 when seen in their true form.
- **Supernatural Vision:** Assakkus ignore all lighting penalties.
- **Weakness (Cold Iron, Palladium, Platinum):** When substantial, assakkus take full damage from weapons made from cold iron, palladium, or platinum.

ASURA (ə-soo-ruh)

DEMONIC, HUMANOID

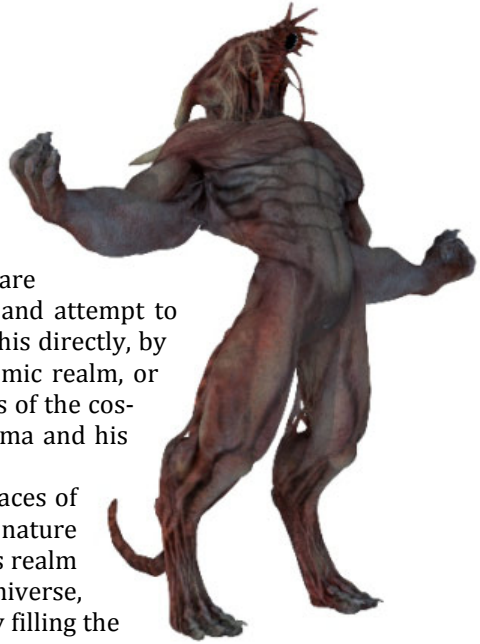
Although asuras seek to dominate the power of the cosmic realm, they are not below exploiting mankind. They are bloodthirsty creatures and demand sacrifices to avert an entire city from being obliterated by an army of demons commanded by the asura. They exploit this to instill fear in the worshipers of the cosmic realm.

Demons often have few purposes for existence. Some wish to dominate, enslave, or kill humans for sport; others seek to corrupt the spiritual realm and create new demonic denizens. Asuras are large, vicious demons that seek power and attempt to take it from the cosmic realm. They do this directly, by attacking beings from or within the cosmic realm, or indirectly, by threatening the worshipers of the cosmic realm. Their primary target is Brahma and his pantheon.

Like most demons, asuras thrive in places of chaos and discord and hate the calming nature of the cosmic realm. Being that the chaos realm is a natural balancing force across the universe, asuras seek to unbalance the universe by filling the cosmic realm with anarchy. This would disrupt the flow of power from the cosmic realm to the mortal realm, allowing the asuras to consume that cosmic energy and become rulers of the universe.

Asuras and their demon armies are in constant conflict with the forces brought to bear by the cosmic realm and their followers. Sometimes these wars occur on Earth; sometimes they occur away from the prying eyes of man within the swirling maelstrom of the chaos realm.

Asuras are massive and one of the rawest forms of demons. They are immortal, simply returning to the chaos realm if not killed by another immortal being. They are capable of changing their form to virtually anything they desire (such as giant serpents, vicious spirits, and horrific flesh eaters), and capable of calling upon a horde of minions from the chaos realm.



ASURA

Attributes: Agility d10, Smarts d8, Spirit d12+2, Strength d12+6, Vigor d12

Pace: 12; **Parry:** 8; **Toughness:** 19 (3)

Skills: Chaos d12+2, Climbing d8, Fighting d12, Intimidation d12, Notice d12, Taunt d12

Special Abilities

- **Armor +3:** Thick skin
- **Chthonic:** Asuras are immortal, god-like demons. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -3:** Asuras are horrific beings to see.
- **Hardy:** Asuras don't suffer a Wound from being Shaken twice.
- **Huge:** Attackers gain a +4 bonus for attack rolls made against an asura due to its monstrous size.
- **Level Headed:** Asuras act on the best of two cards.
- **Powers:** Asuras have 50 Power Points and, using Chaos, know the following Powers: *havoc, shape change, speak language, summon ally*
- **Size +8:** Asuras are monstrous creatures, typically standing 40ft tall.
- **Supernatural Vision:** Asuras ignore all lighting penalties.
- **Trample:** Asuras can attempt to trample their target, adding their Size to their Strength damage.
- **Weakness (Cold Iron, Palladium, Platinum):** Asuras take full damage from weapons made from cold iron, palladium, or platinum.

AUFHOCKER (OWF-HO-KER)

ANIMAL, DEMONIC

Aufhockers are one of many black-dog species that hail from the chaos realm. Each species is slightly different, but no less dangerous, than the others. Sometimes they are seen as pets in the eyes of a demon, but in the eyes of a mortal, they are truly horrific and quite deadly.

Like many of their black-dog kin, aufhockers are a large canine species with extremely dark, black coats and ominous, glowing eyes. At full size they are larger than most humans, but they have a unique ability that allows them to change their size ranging from that of a Chihuahua to larger than a Great Dane. This unique ability allows them to jump atop their victim with ease and grow rapidly to crush that victim beneath their added size and weight. Of course, they are not averse to just ripping a victim's throat out either.

Aufhockers also possess a unique shapeshifting ability. They can transform into a human form with ease, although they don't possess human intelligence or the ability to become a humanoid black-dog (like a therianthrope). Instead, they use this ability as a type of disguise to lure humans into their domain where they can then attack and kill.

Aufhockers exhibit behaviors similar to both wolves and dogs. They have been found living in packs and have also been encountered as solitary subservient underlings to a demon master. In either case, they are driven by primal instinct and a desire to satiate their thirst for human blood.

AUFHOCKER

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12, Vigor d12

Pace: 10; **Parry:** 7; **Toughness:** 11 (2)

Skills: Climbing d6, Chaos d10, Fighting d10, Notice d10, Stealth d10, Survival d10, Tracking d10

Special Abilities

- **Armor +2:** Thick hide
- **Bite:** Str+d4
- **Darkvision:** Aufhockers ignore all penalties for dark lighting, but incur a -2 penalty when in bright light or direct sunlight.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear:** Aufhockers are frightening to see. The Fear penalty increases to -4 when seen in their true form.
- **Fleet-Footed:** Aufhockers roll d10s instead of d6s when running.
- **Powers:** Aufhockers have 20 Power Points and can use the *shape change* Power using Chaos as their Arcane skill.
- **Size +1:** Aufhockers are slightly larger and bulkier than humans.
- **Weakness (Church Bells):** The sound of church bells are deafening to an aufhocker. Upon hearing one, they must succeed on a Spirit roll or flee from the sound.
- **Weakness (Cold Iron, Palladium, Platinum):** Aufhockers take full damage from weapons made from cold iron, palladium, or platinum.



Aufhockers were first encountered by the Germanic people, becoming part of their folklore. Although they are similar to other black-dog demonic animals, they have distinct abilities, such as their ability to change their appearance to resemble a human or using their size to crush their victims.

Barghests were first encountered in England, quickly becoming part of their folklore. They are the most intelligent of the black-dog species and often lead other black-dog species in group hunts. They are the largest, although not much larger than the audder at full size, and are definitely the most violent. They choose their victims and only kill those they're targeting. However, anyone that gets in the way may end up barely clinging to life.

BARGHEST (BAR-GEIST)

ANIMAL, DEMONIC

Barghests are one of many black-dog species that hail from the chaos realm. Each species is slightly different from the others, but no less dangerous. Unlike some subservient species, barghests are never found responding to a demonic master; it's more likely that a barghest will be leading a pack of demonic black-dogs.

Barghests are the largest and most aggressive of the black-dog species. Like the others, they have extremely dark, black coats with glowing eyes. They don't possess the ability to change their size and are always much larger than humans, allowing them to overpower their victims with ease. Barghests also give off an ominous glow that makes them appear ghost-like and adds to the fear they instill in their victims.

Barghests are the embodiment of the evil that lurks within the chaos realm, in canine form. They are bloodthirsty beings and portents of death. They stalk their victims, waiting for the right moment to strike. However, they rarely strike by-standers and hone in on a particular individual as their next victim. It's unknown why the barghests utilize this hunting behavior, but it's believed that targets are chosen rather than victims of happenstance.



BARGHEST

Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12, Vigor d12

Pace: 6; **Parry:** 8; **Toughness:** 11 (2)

Skills: Climbing d8, Fighting d12, Intimidation d10, Notice d10, Stealth d12, Survival d12, Tracking d12

Special Abilities

- **Armor +2:** Thick hide
- **Bite/claws:** Str+d6
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Barghests are terrifying to see.
- **Fleet-Footed:** Barghests roll d10s instead of d6s when running.
- **Size +1:** Barghests are slightly larger and bulkier than humans.
- **Supernatural Vision:** Barghests ignore all lighting penalties.
- **Weakness (Cold Iron, Palladium, Platinum):** Barghests take full damage from weapons made from cold iron, palladium, or platinum.

Barghests are believed to attack everything that comes near them; however, they only kill chosen targets. They appear to have no qualms about bringing someone to near death should they get in the way of this hunt, but those who stay clear are mostly ignored. Once that target is determined, the creature stops at nothing to hunt it down and feast on its body.

BLACK ANGEL (BLA-K AYN-JEL)

DEMONIC, HUMANOID

When an angel is expelled from the cosmic realm, or becomes disconnected from it, he becomes a fallen angel. When a fallen angel chooses to embrace the chaos realm instead of the mortal realm, he moves from being a fallen angel to a black angel. His spirit becomes tainted by the evil he's chosen and his motivations become dark and twisted.

The term black angel doesn't stem from the color of the angel, although some of them dye their wings black to match their persona, but rather the darkness they revel in and the ire they unleash upon mankind. When standing next to a fallen angel, there are no visual differences, making a black angel difficult to spot and allowing the black angel to easily hide amongst a force of fallen angels.



What is different about a black angel is that they become a denizen of the chaos realm much like when they were a denizen of the cosmic realm. They lose their divinity and replace it with pure chaos. They are essentially baptized in a maelstrom of evil and forever become enslaved to it. The power they had as a divine being is replaced by an equivalent power of chaos and they regain their immortal status (fallen angels are only near-immortal).

Black angels are often recruited to serve as generals for an army of demons. Due to their charismatic nature and the knowledge they have regarding the mortal realm, they are optimal choices and can create large demon-horde armies in an organized manner. This is in stark opposition to the demon lords whose armies are chaotic and they treat their demon soldiers like slaves.

Angels are gifted with special abilities by the pantheons they serve. Even when they are expelled or disconnected from the cosmic realm, they retain those special abilities. When a fallen angel becomes a black angel, new, chaotic abilities are created from those special abilities to coincide with the angel becoming a denizen of the chaos realm.

BLACK ANGEL

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 9

Skills: Chaos d10, Climbing d10, Fighting d10, Investigation d10, Notice d12, Persuasion d10, Streetwise d8, Taunt d10

Armor: None

Weapons: Great sword (Str+d10, Parry -1, 2 hands)

Special Abilities

- **Chthonic:** Black angels are immortal beings. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fearless:** Immune to fear and Intimidation.
- **Flight:** Black angels have a Flying Pace of 9" and Climb 5.
- **Hardy:** Black angels don't suffer a wound from being Shaken twice.
- **Powers:** Black angels have 25 Power Points and, using Chaos, know the following Powers: *confusion, farsight, fear, stun*
- **Size +1:** Black angels are 8ft tall.
- **Supernatural Vision:** Black angels ignore all lighting penalties.

CAMBION (KAM-BI-UHN)

DEMONIC, HUMANOID

Cambions are incredibly alluring beings. Combined with their naturally charismatic behavior and the ability to affect the human psyche, they are quite dangerous to be around. Through the act of manipulation, they've been known to start wars, invoke mass suicide, and force people to do the unthinkable. They take extreme pleasure in dominating humans and basking in macabre acts of terror.

Although rare, supernatural and otherworldly beings have been known to fraternize with humans in a sensual way, creating a half-folk offspring. None of these half-folk are more dangerous than the cambion; half human, half demon. They are the blasphemous offspring of an incubus or succubus that beds a human, either incapable of reproduction alone. Upon birth, the cambion baby appears human and stays that way until reaching the age of seven. Shortly after its seventh birthday, the cambion starts displaying demonic features and grows closer and closer to its chaotic roots.

Cambions are a unique species among the demonic. They retain much of their human looks with minor physical changes displaying their demonic side. Physical features such as elongated nails that end in razor-sharp points, pointed ears, fangs, and tails are common, but each cambion usually only has one or two demonic features. Their mental and emotional state, however, is a definite product of chaos as they are extremely manipulative, incredibly charismatic, experts at subterfuge, and love to toy with mankind.

Cambions are completely incapable of reproduction. Due to their mortal birth, they are near-immortal and classified the same as The Fallen. Their "souls," if that's what they can be called, are essentially expelled from the chaos realm to live eternally within a human shell. Although they're incapable of creating new cambions, they are a particular boon to the chaos realm as they can easily pass themselves off as humans and manipulate those around them. It's as if they're an agent of espionage for the chaos realm.



CAMBION

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d12

Charisma: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Skills: Chaos d10, Fighting d10, Intimidation d8, Notice d8, Persuasion d12, Shooting d8

Armor: None

Weapons: Can use all human weapons

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Demonic Features:** Every cambion has one or two demonic features that visually set them apart from humans. To hide amongst mankind, they must find a way to hide those demonic features.
- **Extremely Charismatic:** Cambions gain a +4 bonus to Charisma.
- **Fallen:** Cambions are near-immortal beings. Instead of dying, they can be resurrected within three days. On the fourth day, they turn to ash. Additionally, they are capable of killing immortal beings.
- **Level Headed:** Cambions act on the better of two cards.
- **Low Light Vision:** Cambions ignore penalties for Dim and Dark lighting.
- **Powers:** Cambions have 20 Power Points and, using Chaos, know the following Powers: *confusion, disguise, fear, mind reading, puppet*
- **Weakness (Cold Iron, Palladium, Platinum):** Cambions take full damage from weapons made from cold iron, palladium, or platinum.

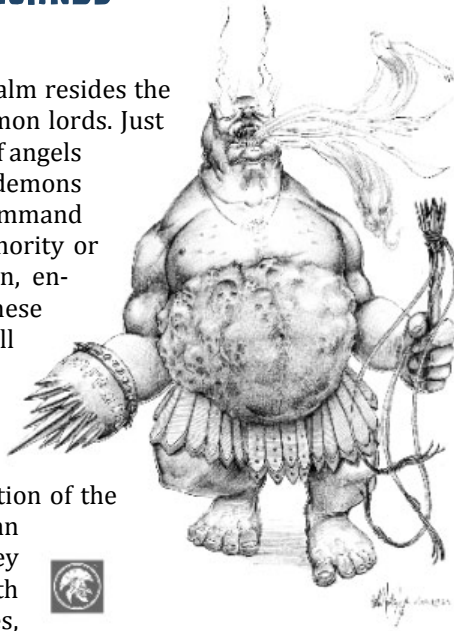
DEMON LORD (DEE-MUHN LOHRD)

DEMONIC, HUMANOID

In the deepest bowels of the chaos realm resides the most dangerous beings held within: demon lords. Just like an archangel commanding a legion of angels into battle, demon lords prod hordes of demons and demonic beings into battle. The command of these demon lords is not one of authority or diplomacy; it's one of fear, intimidation, enslavement, and the sore end of a whip. These massive beings hold domination over all of their subordinates, forcing them to do whatever their lord demands.

Demon lords are to the chaos realm what the gods and goddesses are to the cosmic realm. They are a manifestation of the realm itself and harness more power than any other denizen of the underworld. They create pantheon-like strongholds with throngs of servants, messengers, slaves, and allied beings. They are capable of bestowing their power unto others, providing the chaos energy needed to create extraordinary effects (much like the cosmic realm grants divine energy). This is the same energy that empowers a warlock, although this is usually granted through a servant or messenger rather than a demon lord itself.

Demon lords are much too powerful to deal with the meaningless machinations of humans; they have servants and messengers to do that. Instead, they thirst for power at the highest levels, looking to siphon it away from other beings to grow their strongholds. They do this by capturing an empowered being and imprisoning its essence in a horrific way. The only time they enter the mortal realm is when a war of chaos is necessary to replenish the stronghold after decades of waning power.



Demon lords have no singular shape, size, or stature. Much like gods and goddesses, they exhibit varying features from mundane humanoid features to repulsive chaotic features, the power they hold over the chaos realm is not always equal to other demon lords, and they often go by many names. The realms of the demon lords are like a dark mirror image to those of the pantheons.



DEMON LORD

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d12+6, Vigor d12

Pace: 12; **Parry:** 7; **Toughness:** 21 (5)

Skills: Chaos d12, Climbing d10, Fighting d10, Intimidation d12, Notice d8, Taunt d12

Weapons: Infernal long sword (Str+d8, Reach 1, AP 1)

Special Abilities

- **Armor +5:** Hardened skin
- **Chthonic:** Demon lords are immortal, god-like demons. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -4:** Demon lords strike terror into the hearts of everyone.
- **Hardy:** Demon lords don't suffer a Wound from being Shaken twice.
- **Huge:** Attackers gain a +4 bonus for attack rolls made against a demon lord due to its monstrous size.
- **Lords of the Underworld:** All beings with the Demon trait must follow the commands of a demon lord.
- **Low Light Vision:** Demon lords ignore penalties for Dim and Dark lighting.
- **Powers:** Demon lords have 50 Power Points and, using Chaos, know the following Powers: *confusion*, *fear*, *summon ally*
- **Size +8:** Demon lords are monstrous creatures, typically standing 40ft tall.
- **Trample:** Demon lords can attempt to trample their target, adding their Size to their Strength damage.
- **Weakness (Cold Iron, Palladium, Platinum):** Demon lords take full damage from weapons made from cold iron, palladium, or platinum.

Div (DIV)

DEMONIC, HUMANOID

While many beings within the chaos realm live to manipulate and enslave, divs are driven by the desire to feast on and eliminate mankind. They are known as one of the darkest beings in the chaos realm in every sense of the word. They harbor the most disturbing desires, yearn for the macabre, live in the darkest recesses, and exhibit black skin covered with thick black hair. In fact, most denizens of the chaos realm stay far away from div territory.

Divs are not just evil, they are highly unpredictable. One of their most bothersome characteristics is the continuous desire to do the opposite of what they are expected to do. Whereas most demons would strive to win a battle, divs may attempt to lose the first battle just so they can exact revenge on the victors. When most vile beings would seek a human's death, divs bring them close to death and then revive them so the hunt can continue. Their methods always have evil intentions and the mind games they play could drive anyone insane.

Divs actually function in a type of demonic society. They live together in clans and often ally with other clans during times of war, being able to organize themselves into a cohesive army. While few demons ever choose to live this way, div societies do, functioning like feudal societies filled with slaves, servants, and messengers. Each div has a place in that society, capable of serving a much needed function. This isn't exactly a caste society, but is akin to everyone filling a need when necessary.

Although capable of changing shape, divs typically have long teeth, blue eyes, and sharp claws. They survive by feasting on humanoids, but are not limited to humans. During the great migrations across the cosmic bridges, divs were known to attack many alien species.



Divs loathe cold conditions, preferring the dry heat of the desert to the biting chill of the tundra. Although first fully encountered in ancient Persia, their likeness appears in stories dating back thousands of years, possibly being seen as divine beings, albeit ones that demand human sacrifices to satiate their hunger.

Div

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12+5, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 16 (3)

Skills: Chaos d10, Climbing d8, Fighting d10, Intimidation d10, Notice d8

Special Abilities

- **Armor +3:** Thick fur
- **Bite:** Str+d4
- **Chthonic:** Divs are immortal, god-like demons. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Claws:** Str+d6
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -2:** Divs are terrifying beings to see.
- **Hardy:** Divs don't suffer a Wound from being Shaken twice.
- **Large:** Attackers gain a +2 bonus for attack rolls made against a div due to its monstrous size.
- **Low Light Vision:** Divs ignore penalties for Dim and Dark lighting.
- **Powers:** Divs have 15 Power Points and, using Chaos, know the following Powers: *havoc*, *healing*, *shape change*
- **Size +6:** Divs are monstrous creatures, typically standing 30ft tall.
- **Trample:** Divs can attempt to trample their target, adding their Size to their Strength damage.
- **Weakness (Cold Iron, Palladium, Platinum):** Divs take full damage from weapons made from cold iron, palladium, or platinum.

DJINNI (JEE-NEE)

DEMONIC, HUMANOID

Possibly one of the most overlooked demons are the djinn. Exhibiting freewill and independence, djinn usually prefer to live in the mortal or spiritual realms instead of the chaos realm that birthed them. Acting more like an incubus than a dreaded demon, it's not unheard of to encounter a benevolent djinni or the occasional manipulative djinni that looks like a human and has inserted himself into the corporate world. The typical djinni, however, is quite malicious and feasts off the blood of humans.

Djinn are almost treated as a type of human from the chaos realm. They build djinn communities, organize socially and politically, and exhibit a caste-like system. However, those who eschew this type of life travel to the mortal or spiritual realm as a loner and live a supernatural-infused human-like life. Although they may act like humans, djinn are distinctively different than humans in that they possess supernatural powers to alter their shape and size, can inflict horrific diseases, and can fly.

Another distinctive feature that is similar to humans but allows djinn to stand apart is their tattooed and pierced skin. All djinn tattoo their skin as a sign of tribal, clan, or familial allegiance and piercings are a secondary form of decorating the body. It is almost a right-of-passage that a djinni youth gets his first tattoo, symbolizing his place within the djinn society.

Djinn have gained a reputation for granting wishes. This simply isn't true, although there have been the occasion where a djinni has aided a human in wielding power from the chaos realm. In this sense, the djinni is acting as a familiar or a teacher, functioning in an unpredictable relationship. Although appearing friendly, if the relationship sours, the djinni would most likely lash out and punish the human for wronging them.

DJINNI

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12, Vigor d12

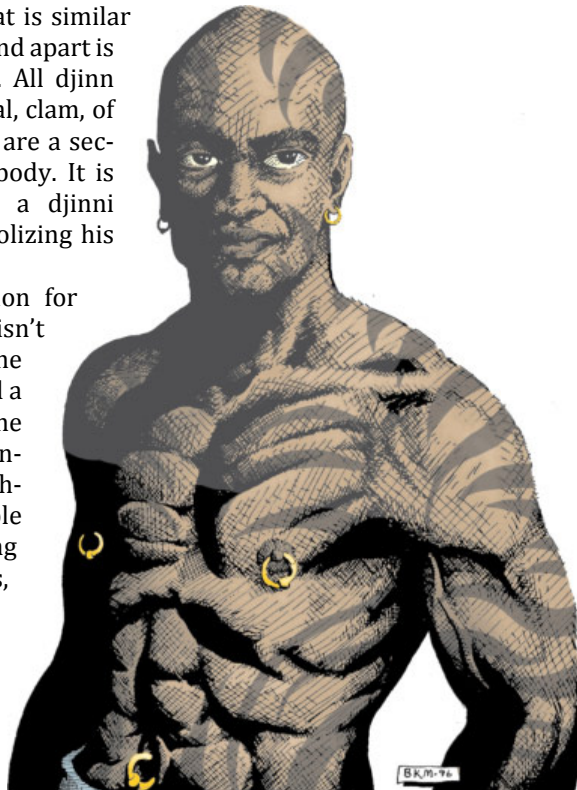
Pace: 6; **Parry:** 7; **Toughness:** 8

Skills: Chaos d10, Climbing d8, Fighting d10, Notice d8, Persuasion d10

Weapons: Shamshir (Str+d8)

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Flight:** Djinn have a Flying Pace of 10" and a climb of 8.
- **Hardy:** Djinn don't suffer a Wound from being Shaken twice.
- **Low Light Vision:** Djinn ignore penalties for Dim and Dark lighting.
- **Powers:** Djinn have 50 Power Points and, using Chaos, know the following Powers: *boost/lower trait, confusion, damage field, disguise, elemental manipulation, shape change*
- **Spirit Walk:** Djinn can enter the spiritual realm, becoming immaterial. They may not use physical attacks until reentering the mortal realm.
- **Weakness (Cold Iron, Palladium, Platinum):** Djinn take full damage from weapons made from cold iron, palladium, or platinum.



Djinn are inherently malicious and kindness is an unwanted trait. Naturally benevolent djinn are thus banished from the chaos realm and shunned from djinni society. When expelled to the mortal realm, they become near-immortal beings, losing their tethers to the chaos realm. It's not unheard of for these abandoned djinn to join the ranks of The Fallen.

Gallus played an important part in The Fall. A force of warriors led by two warlords broke into Yah-weh's pantheon, defeated the Army of Angels, and kidnapped the arch-angels. They hauled the arch-angels off to the chaos realm and imprisoned them with a ward that the archangels could not break. Only the brave warriors of the First Crusade were able to rescue the archangels and end the reign of the Armies of Chaos.

GALLU (GAL-OO)

DEMONIC, HUMANOID

The cosmic realm has angels; the chaos realm has gallus. Gallus are messengers, warriors, warlords, and escorts of the chaos realm. They serve the same purpose as angels and are equally strong, but don't have the same realm walking capabilities. Gallus are the only demons that can pass freely between the mortal and chaos realms, but they can only do it briefly for the purpose of hauling off a damned soul to the chaos realm instead of allowing it to return to the spiritual realm. For a gallu to remain in the mortal realm, it must be summoned.



Gallus serve the chaos realm with extreme fervor. They yearn for nothing more than absolute chaos and would proudly lead an army of demons against all of mankind if able to do so. Unfortunately, they are also extremely greedy and often squabble amongst their own kind when it comes to leadership roles and who among them is the strongest, most capable, most agile, etc. Although lacking the discipline of the angels, they are still fierce warriors and incredibly effective warlords (equivalent to an archangel).

Gallus are an unfortunate by-product of free-thinking within a civilization. With civilization comes those who embrace the ideals of the chaos realm and eschew the divinity and goodness of the cosmic realm. When a human embraces the chaos realm, a gallu is birthed for the sole purpose of hauling off that damned soul to the chaos realm where it can become a new demonic entity. While the cosmic

realm responds to the goodness of mankind, the chaos realm responds to its hatred and anger.



GALLU

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d12, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Skills: Chaos d8, Climbing d8, Fighting d10, Intimidation d10, Notice d10, Taunt d6, Stealth d6

Weapons: Can use all human weapons

Special Abilities

- **Armor +2:** Thick skin
- **Chthonic:** Gallus are immortal, god-like demons. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Gallus are terrifying beings to see.
- **Level Headed:** Gallus act on the best of two cards.
- **Low Light Vision:** Gallus ignore penalties for Dim and Dark lighting.
- **Powers:** Gallus have 20 Power Points and, using Chaos, know one or two Powers each (choose)
- **Shapeshift:** As an action, gallus can change into a human with a Smarts roll at (-2). Changing back into demon form requires a Smarts roll.
- **Size +1:** Gallus are about 7ft tall.
- **Weakness (Cold Iron, Palladium, Platinum):** Gallus take full damage from weapons made from cold iron, palladium, or platinum.

HOMUNCULUS (CHO-MUN-KEW-LUS)

DEMONIC, HUMANOID

Not every demon is a human-sized or larger beast looking to enslave or feast on humans. Within the depths of the chaos realm lives a breed of demon that is small in stature, but big in capability. Homunculi are fierce, diminutive creatures that excel in arcane mastery. They often find themselves in the mortal realm in one of two ways: as an arcane familiar or as a swarm of demons attacking an unsuspecting victim. The former is how they first came to Earth.

Homunculi are known for their sorcery prowess and were first called upon to aid in the creation of alchemical concoctions. Their magic is not particularly powerful, but they wield it with incredible expertise and are quite capable of teaching that ability to willing humans. When it comes to alchemy, the weaker state of arcane energy is necessary to prevent the alchemical concoctions from becoming overstimulated and exploding.

Seeing a need to properly control their alchemical designs, alchemists called upon demonic familiars to aid in the weaving of arcane energy. The familiar appeared in the form of a homunculus, which alone was no match for the much larger human. The homunculus taught the human all he could, seeing an opportunity to use humans to his own devious desires. When the human alchemist was done and finally dismissed his homunculus familiar, due to extreme old age, the creature fled and sought out someone to bend the fabric between the realms to call upon his brethren. Upon doing so, a swarm of homunculi broke through, causing havoc wherever they went.

Alone, homunculi struggle to fight back against the much larger humans; as a swarm, they are quite capable of causing destruction everywhere they go. However, they don't swarm like rats but rather attack as a confusing horde of miniature demons, jumping and leaping about as they stab at their victims with small spears or launch volleys of magical attacks.



HOMUNCULUS

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d8

Pace: 4; **Parry:** 6; **Toughness:** 4

Skills: Arcana d12, Climbing d8, Fighting d8, Notice d6, Stealth d6, Taunt d8

Weapons: Spear (Str+d4)

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fettered:** Homunculi cannot gain additional effects from using a Power by spending additional Power Points.
- **Low Light Vision:** Homunculi ignore penalties for Dim and Dark lighting.
- **Powers:** Homunculi have 35 Power Points and, using Arcana, know the following Powers: *armor, barrier, blast, bolt, boost/lower trait, burst, confusion, damage field, deflection, detect/conceal arcana, dispel, fear, light/obscure*
- **Size -2:** Homunculi are about the size of a house cat.
- **Small:** Attack rolls made against a homunculi suffer a (-2) penalty due to their diminutive size.

IFRIT (IF-REET)

DEMONIC, HUMANOID

Demons are often the embodiment of evil. Although many live in isolation or as feudal lords, some live in structured societies much like humans.

Ifrits are dangerous demons who live in a civilized, albeit a civilization of the chaos realm, society within tribes, clans, and kingdoms. They are capable of reproduction through human-like means and are even known to have what constitutes a spouse in the chaos realm. Though they may sound like humans living amongst the depths of chaos, they are in fact wicked, monstrous beings that love to toy with humanity.

Ifrits hold an incredible amount of power within the chaos realm. Lords of their own domains, their armies often clash with those of the demon lords as the two vie for domination over a chaotic species or the rights to enslave a certain population. Although not as big as the demon lords, they wield destructive powers and can bring a large number of willing soldiers to bear. The biggest difference between the ifrit warlords and the demon lords is that the ifrit's army consists of trained soldiers willing to die for their lord; demon lords command massive hordes of slaves and repugnant beings the chaos realm typically ignores, fighting out of fear.

Ifrits are large humanoid beings with chaotic features. They have the legs and horns like a goat, wings like a bat, fingers that end in sharp talons, and fire emitting from their body. They have made their presence known for millennia and even played a part in The Fall, seeing the enslavement of mankind as some type of game.



The first ifrits were encountered by Persians during the Dark Ages. As the occult's strength grew, leading up to The Fall, ifrits became a much more common sight as they commanded many forces within the Armies of Chaos and were known to willingly associate with warlocks and ethermancers.



IFRIT

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+4, Vigor d12+2

Pace: 12; **Parry:** 7; **Toughness:** 18 (3)

Skills: Chaos d10, Climbing d8, Fighting d10, Intimidation d10, Notice d10, Persuasion d8, Taunt d12

Special Abilities

- **Armor +3:** Thick skin
- **Chthonic:** Ifrits are immortal, god-like demons. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -3:** Ifrits are horrific to behold.
- **Fleet-Footed:** Ifrits roll d10s instead of d6s when running.
- **Flight:** Ifrits have a flying pace of 8" and a climb of 4.
- **Hardy:** Ifrits don't suffer a Wound from being Shaken twice.
- **Immunity (Fire):** Ifrits do not suffer any damage from attacks made with fire or heat.
- **Large:** Attackers gain a +2 bonus for attack rolls made against an ifrit due to its monstrous size.
- **Powers:** Ifrits have 30 Power Points and, using Chaos, know the following Powers: *blast, bolt, burst, elemental manipulation (fire only), havoc, smite*
- **Size +6:** Ifrits are monstrous creatures, typically standing 30ft tall.
- **Supernatural Vision:** Ifrits ignore all penalties for lighting.
- **Trample:** Ifrits can attempt to trample their target, adding their Size to their Strength damage.
- **Weakness (Cold Iron, Palladium, Platinum):** Ifrits take full damage from weapons made from cold iron, palladium, or platinum.

IMP (IM-P)

DEMONIC, HUMANOID

Not every being that dwells within the chaos realm is a horrific, malevolent creature with domination and death on its mind. Living within the shadows of their monstrous brethren are the playful imps – small demonic creatures that enjoy pulling pranks on humans and serving as spies for the chaos realm.

Rarely standing taller than 3ft, imps are small in stature, but large in capabilities. They serve many functions throughout the chaos and mortal realms, being subservient to demon and human alike. They can be found performing menial tasks for demon lords, spying on the Inquisition for the occult, attending to warlocks as a demonic familiar, or annoying the masses when a summoned to wreak havoc without causing anyone true harm.

Although they seem playful and subservient at best, imps can be a true force to be reckoned with when encountered in groups. Much like other small creatures, they are vulnerable alone but formidable when working together. While they have yet to form an army and become a dominant force in a domain of their own, they form packs like wolves and can hunt like the best of them.

With a natural ability to evade attacks by jumping about or flying, they can be quite difficult to overcome.

Luckily for all, their defensive capabilities significantly outweigh their offensive capabilities.

Imps are also extremely deceptive. One of their greatest achievements throughout history was convincing man that they were servants of the cosmic realm when they were actually servants of the chaos realm. With this deception, they could manipulate humans into doing things that were wrong, although the humans thought they were following the commands of the pantheon.

IMP

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d6, Vigor d6

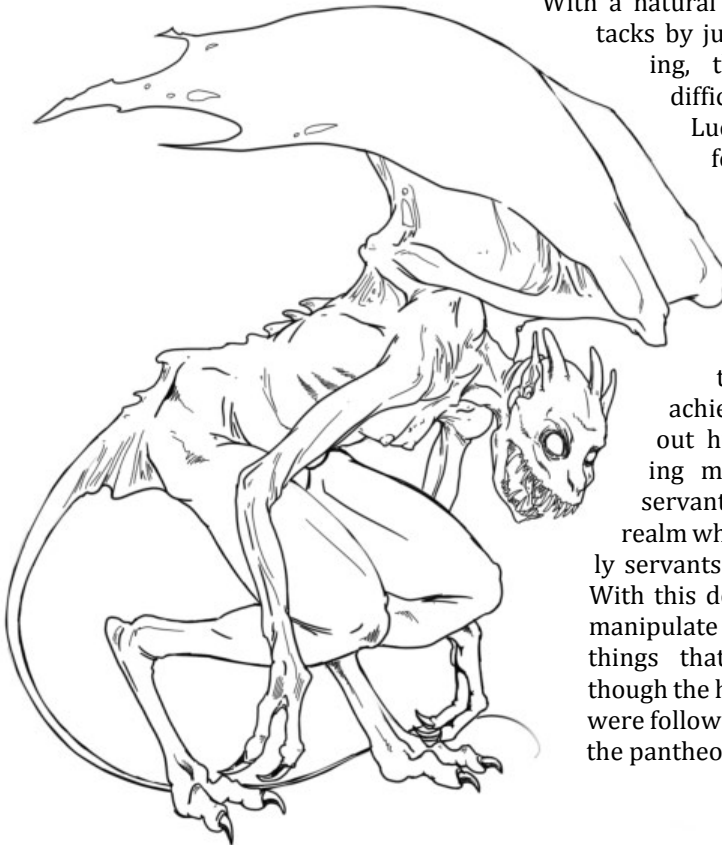
Pace: 4; **Parry:** 5; **Toughness:** 4

Skills: Climbing d6, Fighting d6, Notice d8, Taunt d10, Stealth d6

Special Abilities

- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Flight:** Imps have a Flying Pace of 6" and a climb of 4.
- **Level Headed:** Imps act on the better of two cards.
- **Size -1:** Imps are about 3ft tall.
- **Weakness (Cold Iron, Palladium, Platinum):** Imps take full damage from weapons made from cold iron, palladium, or platinum.

Very few imps actually serve the chaos realm. The majority roams about quite freely and often find their way into the mortal realm. Radical inquisitors are believed to use imps as spies and sources of information regarding the chaos realm. However, even a radical inquisitor is cautious to trust everything that an imp says.



INCUBUS

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d12, Vigor d12

Charisma: +6; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Skills: Chaos d12, Fighting d10, Notice d10, Persuasion d12, Shooting d8, Stealth d8, Taunt d10, Tracking d10

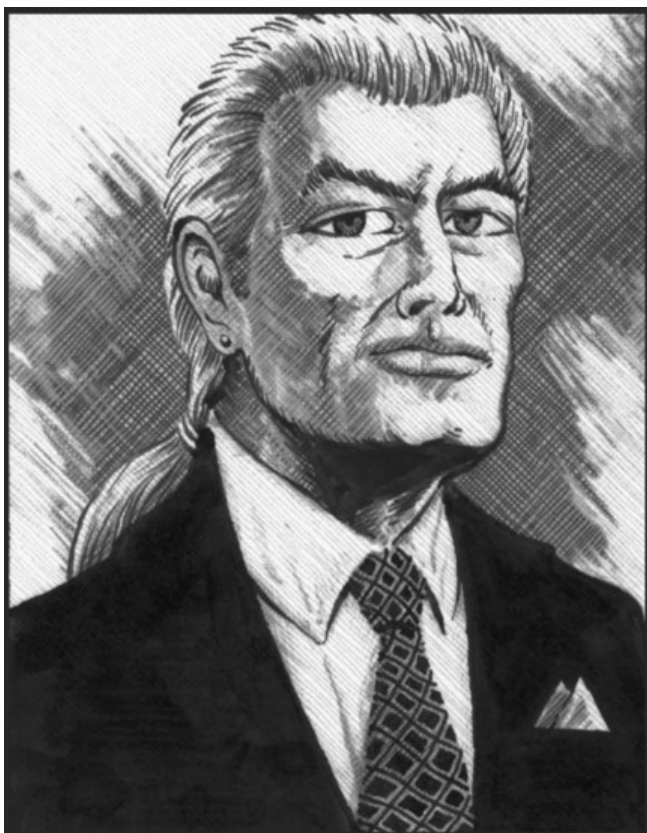
Armor: None

Weapons: Can use all human weapons

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Excessively Charismatic:** Incubi gain a +6 bonus to Charisma.
- **Fallen:** Incubi are near-immortal beings. Instead of dying, they can be resurrected within three days. On the fourth day, they turn to ash. Additionally, they are capable of killing immortal beings.
- **Low Light Vision:** Incubi ignore penalties for Dim and Dark lighting.
- **Powers:** Incubi have 30 Power Points and, using Chaos, know the following Powers: *confusion, disguise, fear, mind reading, puppet*
- **Weakness (Cold Iron, Palladium, Platinum):** Incubi take full damage from weapons made from cold iron, palladium, or platinum.

Incubi are extremely talented at acting like humans. They find ways to insert themselves into the daily lives of many humans, as if life is nothing but a game to them. Some are so good at it that they've been known to become CEOs of major corporations, leaders of impoverished nations, or warlords in dangerous territories.

**INCUBUS (IN-KEW-BUS)****DEMONIC, HUMANOID**

Two of the most dangerous demon species are the incubus and the succubus; not because of their wrath, but because they look exactly like humans. Incubi, the male counterpart to the succubi, are handsome, charismatic creatures who yearn for the wonders the mortal realm has to offer. Preferring to spend eternity in the mortal realm instead of the dark, brooding chaos realm, they use their physical and sexual qualities to entice humans into various relationships for the sole purpose of supernatural control. Although victims possess some type of free-will, they eventually succumb to the allure of the incubi and do almost anything the demon asks of them.

Incubi are incapable of reproduction without the aid of a human. But unlike their cambion offspring, they are able to maintain the façade of a human for all of eternity. Demonic features never sprout from their body, almost as if they have the ability to completely transform them-

selves into another species. However, it's unknown if an incubi's true form is something much more demonic when it returns to the chaos realm.

Incubi enjoy the machinations of humans. For millennia they have managed to walk throughout society, becoming involved in subtle ways. Early on, their involvement came in the form of satiating their sexual desires. But as time went on, they found more ways to insert themselves in human life, perfecting their human façade with every passing century. As a near-immortal being (classified the same as The Fallen), they never age and learn a lot with each passing era.

LILIN (LEE-LIN)

DEMONIC, HUMANOID

Most denizens of the chaos realm are subservient to some greater being, demon lord, or an authoritative figure within their species. Such is not the case with the lilin (male lilu, female lilith). Lilin are free, independent demons with a human-like understanding of wrong and right. Although hostile and powerful like most demons, they have full control over their actions and wander about more like a human warrior than a malevolent demon.

Lilin come in two very generic types: loners and soldiers. Those who are loners prefer an eternity of freedom and solitude while the soldiers are often found serving as fierce warriors in lilin armies, often led by another lilin. While their leaders provide commanding direction when going into a battle, they are not imbued with official authority over their independent-minded troops.

Lilin soldiers are rarely encountered outside of the chaos realm, although they were once part of the Armies of Chaos, but loners are encountered quite frequently and have been for millennia. They are also capable of hiding in the spiritual realm, allowing them to go undetected by most humans. Since they are able to easily flee if detected, and near-immortal like an incubus, they arrogantly often move about Earth which only increases the likelihood of an encounter. Lone lilin have very human-like qualities. They hunt like humans (although they're usually hunting humans), are capable of social interaction like humans, are wise like humans, can reproduce with humans (which produces a lilin offspring), look like humans, and have even been known to fraternize with humans. Because of their human-like qualities, lilin are often the preferred demon summoned by warlocks and other adherents of the occult. In fact, Pazuzu was known for summoning lilin during his reign of terror.

Two of the most well-known demons throughout history are lilin: Azazel and Lilith. However, not all lilin are evil as some take their independence to a completely new level by joining The Fallen and fighting against the most horrific denizens of the chaos realm.



LILIN

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Skills: Fighting d8, Intimidation d8, Notice d10, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8, Taunt d8, Tracking d8

Armor: None

Weapons: Can use all human weapons

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fallen:** Lilin are near-immortal beings. Instead of dying, they can be resurrected within three days. On the fourth day, they turn to ash. Additionally, they are capable of killing immortal beings.
- **Low Light Vision:** Lilin ignore penalties for Dim and Dark lighting.
- **Spirit Walk:** Lilin can enter the spiritual realm, becoming immaterial. They may not use physical attacks until reentering the mortal realm.
- **Weakness (Cold Iron, Palladium, Platinum):** Lilin take full damage from weapons made from cold iron, palladium, or platinum.

Due to their canine features, marchocias were once depicted as flying wolves. It wasn't until one was summoned and treated as a wise being that their true nature was properly documented. Although full beings of chaos, marchocias still retain some of their cosmic desires, such as bestowing wisdom upon a worthy subject.

MARCHOCIAS (MAR-KOH-SHAHS)

DEMONIC, HUMANOID

Marchocias were once majestic beings from the cosmic realm. They once served Yahweh and the Angelic Choir amongst the lording angels called dominions. They once appeared like divinely beautiful humans with majestic, feathered wings and presided over the duties of the lower angels. This was before their fall from grace.

Dominions who turn their back on the Angelic Choir and embrace the lure of the chaos realm become marchocias. They lose their beautiful human-like form and become twisted by the darkness of chaos. Their faces and legs become jackal-like, their body becomes lithe, but very strong, and a serpentine tail sprouts from their lower back. Their wings, however, do not change, retaining the same majestic look as before.

Marchocias are lured to the chaos realm out of the desire for power. While serving as an angelic lord, they are little more than a supervisor of lower angels with little authority over them. When called into action, those same lower angels are commanded by the archangels while the dominions have no place within the war. Within the chaos realm, these same lords are turned into commanders of demonic legions, capable of leading those demons into great battle. There they can earn the recognition they desire and flex the power they've always had but couldn't truly utilize.

Even with their transition from the cosmic realm to the chaos realm, marchocias retain some of their cosmic abilities. Although they've lost the ability to realm walk, they can still imbue the energy they wield into an obedient human, just as they did while part of the Angelic Choir. Of course, this is not chaos energy, instead of divine energy, given to warlocks. They also serve as teachers to the warlocks, providing great insight into the universe around them.



MARCHOCIAS

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 12 (2)

Skills: Chaos d10, Fighting d10, Notice d10, Persuasion d10

Special Abilities

- **Armor +2:** Thick skin
- **Bite:** Str+d4
- **Chthonic:** Marchocias are immortal, god-like demons. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Marchocias are horrific beings to see.
- **Fleet-Footed:** Marchocias roll d10s instead of d6s when running.
- **Flight:** Marchocias have a Flying Pace of 6" and a climb of 3.
- **Powers:** Marchocias have 25 Power Points and, using Chaos, know the following Powers: *barrier, burst, confusion, detect/conceal arcana, disguise, farsight, fear, puppet, stun*
- **Size +2:** Marchocias are 10ft tall.
- **Supernatural Vision:** Marchocias ignore all lighting penalties.
- **Weakness (Cold Iron, Palladium, Platinum):** Marchocias take full damage from weapons made from cold iron, palladium, or platinum.

MARE (M-AIR)

DEMONIC, HUMANOID

More commonly referred to as nightmares, mares are small demons capable of affecting the human psyche. The effect of their powers brings on horrible dreams while the victim is sleeping and maniacal delusions while the victim is awake. They are known as the pudgy, hairy little goblins that can drive a man insane.

Although small in stature and exhibiting a quite docile appearance, mares are quite dangerous. Alone they use their psyche-altering powers on humans. When in the company of other mares, they use their psyche-altering powers on each other, causing them to become frenzied and considerably violent.

A lone mare can prowl the streets for years causing nightmares and delusions, but a group of mares always exhibits a horde mentality and fights quite viciously, most likely due to their frenzied state. They dawn war masks and ride chaotic mounts across the battlefield, hurling whatever they can at their targets. When they draw close enough to their targets, they unleash massive waves of psyche-altering energy, bringing almost everyone to their knees. They then proceed to pounce on their mostly-subdued targets, stabbing with whatever they have in hand. Once their targets have been fully driven insane, they leave and find new targets.

The best defense against a mare is a strong resolve. Those who can resist the psyche-altering powers instill a bit of fear into the small creatures. Even in their frenzied state the mares are all too aware of their lack of fighting skills and strength, being no match for any warrior. Should they find themselves up against a formidable foe, they turn and run as quickly as they can. They may be malevolent and devious creatures, but they're not senseless and always choose to live another day.



Mares have plagued mankind for many centuries. They were encountered by many Germanic and Slavic tribes and continue to drive people insane in the modern age. Rarely summoned by the occult, it's unknown how they typically enter the mortal realm.

MARE

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d4

Pace: 4; Parry: 4; Toughness: 3

Skills: Chaos d10, Climbing d8, Fighting d4, Notice d6, Taunt d6

Special Abilities

- **Bite/Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Low Light Vision:** Mares ignore penalties for Dim and Dark lighting.
- **Powers:** Mares have 30 Power Points and, using Chaos, know the following Powers: *confusion, fear, stun*
- **Size -1:** Mares are about 3ft tall.
- **Weakness (Cold Iron, Palladium, Platinum):** Imps take full damage from weapons made from cold iron, palladium, or platinum.

The namahages have long since been depicted in Japanese folklore as demons who admonish those who laze around a campfire. There is a lot of truth in the depiction of namahages as only attacking the slow and lazy, due to their own sluggishness, and stalking humans from the safety of a thick forest at night. The conversations around a campfire can easily mask the sound of a namahage's approach.

NAMAHAGE (NAH-MAH-HAH-GAY)

DEMONIC, HUMANOID

Namahages are troublesome creatures. As brutish demons, they are quite capable of ripping a man in two and eating each half with ease. However, they are plagued with being slow, dimwitted creatures that are easily outrun and outsmarted. Due to their incredible strength and resistance to physical attacks, encounters with them are more of a cat and mouse game, luring the beast into a trap so that it can be properly purged, rather than a frontal assault.

Namahages are driven by an instinctual need to feast. They rarely form intelligent thoughts and roam about like a carrion bird looking to scavenge its next meal. They

are incapable of tactics or strategy and are quite lazy when it comes to hunting their prey. However, they also have a knack for moving about quietly and can sneak up on humans with ease. Favoring the darkness of night and the cover of the woods, they've been known to raid camps and feast on the humans within.

For most beings within the chaos realm, namahages are treated more like slaves than servants. They lack focus and the ability to truly think for themselves, requiring external manipulation to focus them on anything other than instinctual hunting. They follow orders perfectly, as long as they don't require any thought, and will do anything their masters command them to do.

When commanded by a particularly vile denizen of the chaos realm, these brutish demons make optimal, and quite dispensable, soldiers that can withstand an amazing amount of pain before falling in battle. When attacking, their violence erupts in a frenzied manner as the namahages do whatever their leader tells them to do.



NAMAHAGE

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d12, Vigor d12+2

Pace: 4; **Parry:** 7; **Toughness:** 12 (4)

Skills: Fighting d12, Intimidation d10, Notice d6, Stealth d10

Special Abilities

- **Armor +4:** Very thick skin
- **Brute:** Never considered unarmed in combat; unarmed damage is Str+d8
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Namahages are frightening to behold.
- **Hardy:** Namahages don't suffer a Wound from being Shaken twice.
- **Size +1:** Namahages are 8ft tall.
- **Weakness (Cold Iron, Palladium, Platinum):** Namahages take full damage from weapons made from cold iron, palladium, or platinum.

NUCKELAVEE (NOOK-LAH-VEE)

DEMONIC

Nuckelavees are an amalgamation of absolute horror. These vicious demons are equine in nature, but atop their back is a rider that appears to be fused with the rest of their body. The rider has no legs as its torso ends where the equine back begins, and its arms extend almost to the ground. Long, razor-sharp claws protrude from every finger and toe and the equine head has rows of vicious teeth. However, the demon has no skin and is instead a pulsating mass of muscle. Black blood flows through visible yellow veins and the rider and horse's eyes glow red with hatred.

Everything about the nuckelavees is terrifying and the demons are extremely dangerous. More than willing to track their prey across great distances, the creatures do have one major flaw: fresh water is like acid to their skin.

Nuckelavees travel through oceans and salt water seas when being summoned from the chaos realm. The salt water has no effect on their skin, nor does the air, but fresh water burns exposed muscle. It's believed that the creatures are so afraid of this effect on their skin that they refuse to follow their prey through water. They will cross bridges with no fear, but an actual lake or river presents the beasts with a dilemma. Instead of succumbing to the acidic effect of fresh water, they turn around and find new prey. However, beware narrow paths of water as the creature can jump quite far and will do so to satiate their horrific desires.



Nuckelavees are known to become enraged and go on killing rampages across large swathes of farmland. They slaughter cattle and horses during this time, although they rarely venture close to humans while in this fugue-like rampage. This doesn't appear to be done with any hunger for animal blood, but is rather the tirade of a seriously dangerous being.

NUCKELAVEE

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+2, Vigor d10

Pace: 10; **Parry:** 6; **Toughness:** 9

Skills: Fighting d8, Notice d8, Swimming d8, Tracking d10

Special Abilities

- **Bite/claws:** Str+d6
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -3:** Nuckelavees are terrifying creatures.
- **Fleet-Footed:** Nuckelavees roll d10s when running instead of d6s.
- **Hardy:** Nuckelavees don't suffer a Wound from being Shaken twice.
- **Rider:** The rider-torso on the equine back serves as a second weapon. The nuckelavee can make two attacks per round without incurring any multi-action penalties.
- **Semiaquatic:** Nuckelavees are semiaquatic and can breathe underwater. They have a small amount of webbing on their feet and the rider's hands that allows them to swim, moving at a Pace equal to their Swimming skill while underwater.
- **Size +2:** Nuckelavees are slightly smaller than a horse with a rider on its back.
- **Supernatural Vision:** Nuckelavees ignore all lighting penalties.
- **Weakness (Cold Iron, Palladium, Platinum):** Nuckelavees take full damage from weapons made from cold iron, palladium, or platinum.
- **Weakness (Fresh Water):** Nuckelavees take damage when coming into contact with fresh water. If splashed with at least 1 gallon of fresh water, they become Shaken; this can cause a Wound.

ONI

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

Pace: 7; **Parry:** 7; **Toughness:** 12 (1)

Skills: Climbing d8, Fighting d10, Intimidation d12, Knowledge (Crafting Gear) d10, Notice d10, Taunt d12, Stealth d6

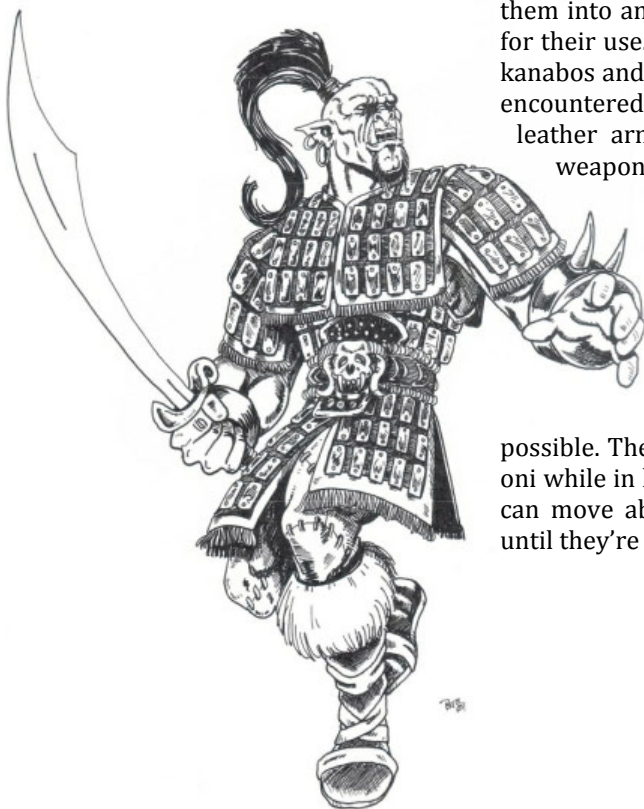
Armor: Leather (Torso, Arms, Legs +1)

Weapons: Katana (Str+d6+2, AP 2), kanabō (Str+d8+1; kanabōs are long spiked clubs)

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Onis are terrifying beings to see.
- **Hardy:** Onis don't suffer a Wound from being Shaken twice.
- **Large:** Attackers gain a +2 bonus for attack rolls made against an oni due to its monstrous size.
- **Level Headed:** Onis act on the best of two cards.
- **Shapeshift:** As an action, onis can change into a human with a Smarts roll at (-2). Changing back into demon form requires a Smarts roll.
- **Size +4:** Onis are over 12ft tall.
- **Weakness (Cold Iron, Palladium, Platinum):** Onis take full damage from weapons made from cold iron, palladium, or platinum.

Onis come in a variety of appearances while in demon form. Their skin can be red, blue, or green, some sport small horns on their head, most wear hooped earrings, some have claws, although they're rarely used in combat, and some even have a third eye. They all belong to the same species from the chaos realm and are all quite formidable in battle.

**ONI (OH-NEE)****DEMONIC, HUMANOID**

One of the most well-known beings from the chaos realm is the oni. These large demons have been a part of chaos-infested armies for many centuries, serving as a staple warrior in the Armies of Chaos of the Dark Ages. Known to stalk the land simply looking for their next kill, they are fierce warriors in the hands of the right commander.

Onis have been known for their combat prowess throughout the chaos realm for eons. As such, they became the favored creature being called forth by Amatsu Mikaboshi, flooding Japan and southeastern Asia with Onis. Before the rise of the samurai, the people of Japan experienced perilous times as the onis wreaked havoc across the land. This was only made worse by their ability to shapeshift into humans and prowl throughout towns and villages without suspicion.

The very human-like qualities of the oni only exacerbate the threat they pose. They are quite capable of scavenging human weapons and armor and crafting them into an appropriately sized replica for their use. Their favored weapons are kanabos and katanas and they are rarely encountered without pieced-together leather armor. Of course, these large weapons are only usable in demon-form as their human shape-shifted forms are rarely taller than 6ft. While attempting to assimilate themselves in human societies for devious purposes, they choose subterfuge and try to look as plain as is possible. The less one remembers of the oni while in human form, the easier they can move about civilization undetected until they're ready to strike.

RABISU (RA-BI-SU)

DEMONIC, HUMANOID, VAMPIRIC

Rabisus are devourers of humans. Known to hide amongst the shadows, they lurk about waiting to attack an unsuspecting victim, feast on his blood, and then devour his soul. With an insatiable hunger for human blood, it's quite difficult to satisfy a rabisu, preventing it from feasting again.

Rabisus are particularly odd demons. Besides their vampiric desires, they lack the charismatic ways of many demons. Considered loud-mouthed and unable to stop talking, they have an incredible desire to speak nothing but the truth, earning them many enemies throughout the chaos realm. Those who've learned to tolerate the insolence of a rabisu find they can become quite skilled warriors once they learn to control their desires. Although rare, there are powerful rabisu chaos warriors, but most of them are nothing more than stalkers of the living.

Rabisus are driven by primordial instincts. When summoned, they hunt the land, searching for as many humans as they can get their hands on. Their process of devouring a human is much the same each time. They kill by feasting on the human's blood; once the human's soul is released, the rabisu consumes that as well. When this process is done, it finishes by completely exsanguinating the body, leaving nothing more than a hollow shell.

No one truly knows what happens to the devoured soul of a human, but it's believed it travels to the chaos realm to become a new creation of the chaos realm. Maybe it becomes a new rabisu, or maybe it becomes something completely different. No one has ever tried to figure it out.

RABISU

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Fighting d8, Intimidation d8, Notice d10, Stealth d10

Special Abilities

- **Bite/claws:** Str+d6
- **Consumption:** Rabisus devour the souls of their victims. Upon becoming Incapacitated, the victim's soul is devoured and sent to the chaos realm. The body is held in a state of undeath, but may be reunited with the soul if it can be retrieved from the chaos realm.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear:** Rabisus are frightening creatures.
- **Supernatural Vision:** Rabisus ignore all lighting penalties.
- **Weakness (Cold Iron, Palladium, Platinum):** Onis take full damage from weapons made from cold iron, palladium, or platinum.
- **Weakness (Pure Sea Salt):** Pure sea salt burns the skin of rabisus. If peppered with at least 1 cup of pure sea salt, they become Shaken; this can cause a Wound.



Rabisus are a creation of pure evil, but like other vampiric beings, it has a simple weakness. Pure sea salt preserves life and is thus an opposing force to the absolute corruption of evil. This same pure sea salt burns the skin of a rabisu as the purification of the sea salt opposes the evil that corrupts the demon.

Brahma was the first deity to create a rakshasa, also giving the demonic being its name. While asleep, chaos energy seeped into Brahma's foot. As he breathed, two rakshasas were formed that started to feast on Brahma due to their incredible bloodlust. They were both banished from the cosmic realm, but were unfortunately sent to Earth where they consumed the flesh of many humans before being stopped.

RAKSHASA (RAHK-SHƏ-SAH)

DEMONIC, HUMANOID

Rakshasas are the unfortunate by-product of energy from the chaos realm that seeps into the cosmic realm. When a deity from the cosmic realm comes into contact with that chaos energy, their breath becomes tainted, spewing forth the chaos energy to expel it from the body. Once the chaos energy is fully expelled, a rakshasa is formed and must be dealt with immediately.

Most rakshasas are immediately banished from the cosmic realm and sent to the chaos realm. On rare occasion, the demon is able to alter its course, landing in the mortal realm instead. On the even rarer occasion, the rakshasa becomes subservient to the deity and actually serves the cosmic realm as a semi-divine being.

Due to the combining of chaos and cosmic energy, rakshasas are never quenched by the energy consumed by either realm. Instead, they have an incredible desire to consume energy from the mortal realm in the form of human flesh; even dead or rotten flesh. Rakshasas that wander the mortal realm can thus often be found in or near graveyards.

Rakshasas are large, malevolent demons. They were once believed to be vampiric due to their thirst of human flesh, but they do not need to consume human blood to survive. They merely desire the flesh of humans, even if the blood has been drained. It is the flesh they desire, not the blood. While their monstrous form would make it difficult to walk amongst those of the mortal realm, rakshasas also possess the ability to shapeshift into humans or birds that can pass as indigenous to the untrained eye.

RAKSHASA

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+5, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 16 (2)

Skills: Chaos d10, Climbing d6, Fighting d10, Intimidation d10, Notice d8

Special Abilities

- **Armor +2:** Thick skin
- **Bite/claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -3:** Rakshasas are horrific beings to behold.
- **Hardy:** Rakshasas don't suffer a Wound from being Shaken twice.
- **Huge:** Attackers gain a +4 bonus for attack rolls made against a rakshasa due to its monstrous size.
- **Low Light Vision:** Rakshasas ignore penalties for Dim and Dark lighting.
- **Powers:** Rakshasas have 15 Power Points and, using Chaos, know the *shape change* Power.
- **Size +8:** Rakshasas are monstrous creatures, typically standing 30ft tall.
- **Trample:** Rakshasas can attempt to trample their target, adding their Size to their Strength damage.
- **Weakness (Cold Iron, Palladium, Platinum):** Rakshasas take full damage from weapons made from cold iron, palladium, or platinum.



SE'IR (SAY-ƏR)

DEMONIC, HUMANOID

Many demons are classified as lesser beings; se'irim are one of those lesser beings. Se'irim are goat-like demons that serve as soldiers to greater demons. They are wild, almost feral, and typically stick to the wilderness when not in battle. They serve greater beings fervently and are believed to be extremely capable warriors.

Like many demons, se'irim are a product of chaos. They do not reproduce but are instead created by the very darkness that swirls about the chaos realm. They serve very few purposes outside of being capable warriors in the hands of a demonic general and are believed to have been first created for this purpose. After their numbers swelled, a sort of se'ir society developed within the armies whereas the se'irim would run off to a wilderness area as the sun sets to dance around a fire pit. These dances are quite feral in nature and appear more like a way of appeasing the dark beings they serve.

Due to the darkness and chaos that created them, se'irim have a life-stealing aura about them. The effect of this aura on humans is a weakening of the immune system, but the effect on indigenous flora and fauna is much greater. The aura is capable of stealing the life force from plants, animals, and the by-products of each. It can wither crops, strike down livestock, curdle milk, and wilt flowers.

Se'irim rarely venture out by themselves, although the extremely rare se'ir captain has been known to venture out alone. Typically, when a single se'ir is spotted, there's an army of them close by.



SE'IR

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Skills: Fighting d10, Intimidation d6, Notice d6

Weapons: Can use all human weapons

Special Abilities

- **Chaos Aura:** Se'irim give off a chaotic aura due to the darkness that spawned them. This covers a MBT centered on the se'ir. Anyone within that aura that doesn't have the Demon trait suffers a -2 die type penalty to Vigor, to a minimum of d4. Indigenous flora and fauna within that aura die or spoil within two rounds.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Se'irim are frightening to see.
- **Fleet-Footed:** Se'irim roll d10s when running instead of d6s.
- **Level Headed:** Se'irim act on the best of two cards.
- **Low Light Vision:** Se'irim ignore penalties for Dim and Dark lighting.
- **Weakness (Cold Iron, Palladium, Platinum):** Se'irim take full damage from weapons made from cold iron, palladium, or platinum.

SHED (SHAYD)

DEMONIC, HUMANOID

Shedim are a difficult demon to classify. Not because of how they look, but because of their unpredictable behavior. Shedim are the type of demons that likes to toy with mankind. Using their ability to change shape, they may appear as a god from a known pantheon, familiar foreign being, dazzling fiend, winged bull, or any number of fantastical beings. Regardless of how they appear, their true form is startling enough (a vulture-like demon without wings) and their motivations are always devilish in nature.

Encounters with a shed are rarely good ones, although the rare benevolent shedim is known to exist. Possibly the most disturbing aspect of those encounters is that they last months if not years.

When a shed attaches itself to a victim, it disturbs and haunts that victim to no end until becoming satisfied enough to move on.

Shedim are able to manipulate the minds of their victims due to their ability to control the elements and change shape. Throughout history, they would appear as gods and force their victims to pay fealty to them. A display of power over the elements (such as creating a violent storm) would be more than enough to convince a victim that this was truly a god of the pantheon. The shed would demand sacrifices in its name and in exchange it would grant a great boon to the people. These boons came at an extremely steep price as the sacrifices often included daughters, livestock, treasure, and many other items of great value to the victim.

Due to these encounters, many shedim became part of the mythology of a pantheon in the form of divine messengers unleashing the wrath of the gods, bearers of pestilence punishing the unworthy, storm demons who represent pure evil, and deities of foreigners who wish to destroy those who worship other pantheons.



Shedim always act alone and were able to terrorize humans for millennia by exploiting the beliefs of polytheistic religions. They lost some of their mind-affecting dominance with the onset of Christianity as humans no longer believed in storm-bearing gods or pestilence-bringing divine messengers and simply viewed shedim as they truly are – as demons.

SHED

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+1, Vigor d12

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Skills: Chaos d10, Fighting d8, Intimidation d10, Notice d10, Stealth d8, Taunt d10

Special Abilities

- **Armor +2:** Thick skin
- **Beak:** Str+d6
- **Chthonic:** Sheds are immortal, god-like demons. Instead of dying, they return to the chaos realm except when killed by another immortal being. If killed by another immortal being, they die and turn to ashes. Additionally, they gain a +2 bonus to Attack and Damage rolls made against beings with the Divine trait.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -2:** Sheds are terrifying to behold.
- **Hardy:** Sheds don't suffer a Wound from being Shaken twice.
- **Powers:** Sheds have 25 Power Points and, using Chaos, know the following Powers: *elemental manipulation, shape change (can change into mythological creatures)*
- **Size +1:** Sheds are 8ft tall.
- **Supernatural Vision:** Sheds ignore all lighting penalties.
- **Weakness (Cold Iron, Palladium, Platinum):** Sheds take full damage from weapons made from cold iron, palladium, or platinum.

SUCCUBUS (SU-KEW-BUS)

DEMONIC, HUMANOID

Many men have succumbed to the alluring, intense beauty of the very dangerous succubus. Succubi, the female counterpart of the incubi, are beautiful, seductive creatures who yearn for the wonders the mortal realm has to offer. Although they enjoy life within the mortal realm, they return to the chaos realm considerably more frequently than the incubi, possibly due to their lustful nature. Although the mortal realm has much to offer, it's often not enough to satiate the incubi's desires.

Like incubi, succubi are incapable of reproducing their own kind and able to maintain the façade of a human for all of eternity. Some of them prefer to keep a slight display of their demonic heritage, such as bat-like wings, but most prefer to look like humans while on Earth. It's possible the succubi's true form is human-like with a few demonic features, but no one truly knows.

Succubi don't really get involved in the political, social, and corporate desires of human. Instead, they prefer to feed off the sinful desires of humans, especially their sexual desires and the debilitating addictions. Their curiosity of human life never developed, such as it did with the incubi, but their ancient ways of seduction and lust never changed.

Most cambions are offspring of succubi that fornicate with humans. Although incubi are also capable of producing cambions, it's much more common to find a succubus seducing a human to create offspring than an incubus. As a near-immortal being (classified the same as The Fallen), they never age and always appear as a young adult woman before any signs of aging begin to show.

SUCCUBUS

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d10, Vigor d10

Charisma: +8; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Skills: Chaos d12, Fighting d8, Notice d12, Persuasion d12+2, Shooting d6, Stealth d6, Taunt d10

Armor: None

Weapons: Can use all human weapons

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fallen:** Succubi are near-immortal beings. Instead of dying, they can be resurrected within three days. On the fourth day, they turn to ash. Additionally, they are capable of killing immortal beings.
- **Low Light Vision:** Succubi ignore penalties for Dim and Dark lighting.
- **Overwhelmingly Charismatic:** Succubi gain a +8 bonus to Charisma.
- **Powers:** Succubi have 30 Power Points and, using Chaos, know the following Powers: *confusion, detect/conceal arcana, disguise, fear, mind reading, puppet, speak language, stun*
- **Weakness (Cold Iron, Palladium, Platinum):** Succubi take full damage from weapons made from cold iron, palladium, or platinum.



Succubi are extremely talented at seducing humans. They blend into human society almost flawlessly and latch onto a single human to seduce until they get bored. When they're done, the victim is irrevocably driven insane, if they're lucky, or killed if the succubus deems it necessary.

UTUKKU (YEW-TOO-KOO)

DEMONIC, HUMANOID,
VAMPIRIC

Utukku were first encountered in Mesopotamia. Some of the more dim-witted ones are easy to control by sorcerers, becoming a favored demon to summon (and a dedicated, short term servant). The more intelligent utukku became quite feared by all, forcing many humans to make sacrifices to them to appease their demonic desires.

Utukku are vicious demons that slay humans in order to deliver them as a sacrifice to the chaos realm. Most of them are subservient to some greater being, but particularly vengeful ones that function without direction are known to exist. Those who are subservient drink some of the human's blood and deliver the remaining fruits of the sacrifice to the being it serves. Those who function alone, being the demon sacrificed to, instead consume all the human's blood and organs.

Although the bodies of the utukku are quite human-like, their hands and face are hideous and completely evil. Their hands end in dagger-like appendages that can be used to rip a human's stomach open with ease and their faces don't really have a mouth but rather an open cavity where a long, lizard-like tongue often protrudes. Their appearance is often enough to kill a man from fright, leading to a quick death without the torture of being mauled by the utukku.

The place of the utukku in whatever society exists in the chaos realm is quite curious. They are a product of deities that exist in the cosmic realm, but are always sent to the chaos realm to serve the underworld. It is as if some inhumane energy



drips from a deity and enters the chaos realm to create the utukku. They are thus imbued with an amazing amount of strength and agility, making them even more dangerous. Combined with their incredible bloodlust, they are one of the most dangerous demons for any hunter or slayer to encounter.

Utukku are also capable of possessing humans. When this happens, they are able to instill a great amount of fear into the human's mind, influencing the psyche in tremendous ways. The demon cannot control the human's body, but horrific nightmares are common as the human's sanity begins to break.

UTUKKU

Attributes: Agility d12, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Pace: 12; **Parry:** 8; **Toughness:** 8

Skills: Chaos d10, Climbing d6, Fighting d12, Intimidation d10, Notice d8, Stealth d10

Special Abilities

- **Dagger-like Hands:** Str+d6
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -2:** Utukku are terrifying to behold.
- **Fleet-Footed:** Utukku roll d10s when running instead of d6s.
- **Level Headed:** Utukku act on the best of two cards.
- **Powers:** Utukku have 20 Power Points and, using Chaos, know the *fear* Power.
- **Supernatural Vision:** Utukku ignore all lighting penalties.
- **Weakness (Cold Iron, Palladium, Platinum):** Utukku take full damage from weapons made from cold iron, palladium, or platinum.

YAKSHA (YAHK-SHƏ)

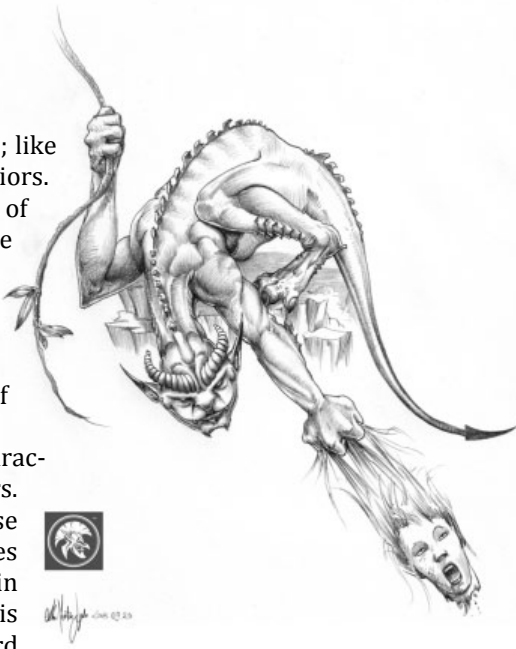
DEMONIC, HUMANOID

Yakshas are guardians of the gods; like angels, they are servants and warriors. Also like angels, they are capable of being cast out of the cosmic realm due to malevolent behavior. Unlike angels, they are not banished to the mortal realm but are instead sent to the chaos realm where they become slightly mutated versions of their former divine selves.

Divine yakshas have feline-like characteristics and stand as proud warriors. Those cast out to the chaos realm lose their divinity and their feline features elongate or mutate, but still maintain that general feline look. While in this new state, they latch onto a new lord to serve, maintaining their status as servant and warrior, albeit with much more freedom than the cosmic realm offered.

Yakshas are known to torture and devour humans. This horrific nature is why they are sent to the chaos realm instead of the mortal realm. Those who remain in the cosmic realm are able to control their desires and act in a respectable manner; those who cannot let their desires get the best of them and hunt humans to no end. All yakshas view humans as unworthy beings who should be belittled and treated as subservient instead of treated like a deserving worshiper of the pantheon.

This view of humans is especially true for yakshas who do make it to the mortal realm and find a home, typically in the mountains or thick forests. They treat these new homes like a religious shrine and guard them with an amazing passion, killing all those who violate the sanctity of that home.



Yakshas of the cosmic realm are believed to serve many different pantheons. However, they all have the same cosmic power: the ability to shape change. When cast out of the cosmic realm and banished to the chaos realm, they retain that ability. Although they share many qualities with angels, yakshas are not realm walkers and do not serve as messengers; they are warriors and servants to gods and god-like beings.

YAKSHA

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d12+2, Vigor d10

Pace: 9; **Parry:** 8; **Toughness:** 11 (2)

Skills: Chaos d8, Climbing d8, Fighting d10, Intimidation d8, Notice d8, Tracking d8

Special Abilities

- **Armor +2:** Thick skin
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fallen:** Yakshas are near-immortal beings. Instead of dying, they can be resurrected within three days. On the fourth day, they turn to ash. Additionally, they are capable of killing immortal beings.
- **Fear -1:** Yakshas are frightening to see.
- **Level Headed:** Yakshas act on the best of two cards.
- **Low Light Vision:** Yakshas ignore penalties for Dim and Dark lighting.
- **Powers:** Yakshas have 20 Power Points and, using Chaos, know the *shape change* Power.
- **Size +2:** Yakshas are 10ft tall.
- **Weakness (Cold Iron, Palladium, Platinum):** Yakshas take full damage from weapons made from cold iron, palladium, or platinum.