

LIBER IVONIS

the Paths of Darkness

CHAPTER ONE, CORRUPTION WITHIN

Gives an introduction to the dark souls that make up the unspeakable cults and Quabals of Gothic Earth. Introduces the different kinds of organisations that lurk in the shadows.

CHAPTER TWO, THE INFERNALISTS

Gives detail on those who forge pacts with fiends in exchange for Infernal powers.

CHAPTER THREE, THE QUABALS

More information on the dark Quabals of Gothic Earth.

CHAPTER FOUR, CAMPAIGN AIDS

Gives some quick-start information to speed-up gameplay by introducing Stereotypes that the DM can quickly draw upon when needed.

Foreword

Well, not many actually. I would like to credit White Wolf for their Mage: the Ascension game which helped formulate some of these ideas.

This book is quite small, but will be added to at a later date. I'll be introducing some more spells, Quabals and Infernal Orders as I develop them, but the information here should provide some food for thought.

—John Cunningham

Contributions

If this product inspires you to create your own dark Quabals and cults, please let me hear from you. I'd love to have some input and watch this thing grow from more than one mind. If you have anything of interest, mail me at marathon@gist.net.au — be sure to include your name so that I can properly credit you!

Before We Begin

This book details many new evil Quabals and orders. Some of them are aligned with the Red Death, some of them fight it, others are ignorant of it — all are unsuitable for anything besides NPCs.

Playing evil characters goes against the grain with everything that Ravenloft stands for. Gothic Horror plays against people's compassion, and in my experience, allowing someone to play a character from an evil society tends to dull, or belittle the horror. Many of the Quabalists in this book are tortured souls who have sacrificed much for vengeance, love or hatred and few can still be considered human. So let me say, with deep meaning:

This book is off-limits to players!

Right, now let's get on with the book, shall we?

CHAPTER ONE

CORRUPTION WITHIN

The Siren's Song

To some, the desire to be 'better' than the common man will drive them to extreme lengths to find ways to achieve this. This is the mind of the conqueror and the malcontent. Some feel that life owes them something — years on the street, being cast out of society for not fitting in. Some were just plain unlikely; there was something about them that people didn't like, and so the concept of friendship is an alien one. To these people, and others, with power comes the means to make them pay, and draw respect. There are many ways to stand up to the bully of society, but many poor souls unfortunately choose the wrong paths. They seek immediate power with little thought for others or even themselves — at least in the long-term.

In the years of Gothic Earth, Mysticism and Spiritualism is in the Vogue. People seek the fortune-teller to find out if they will be wealthy in the coming years. There are many who want more, however and seek ways of achieving this. Some join cults and quasi-mystical organizations, others forge pacts with dark beings and others pursue power through the studies of the ancients. The options that these dark souls take are listed below:

Cults

Many cults are founded on poor beliefs that do not hold together. Many are simply the ravings of a single, charismatic madman. These cults are very attractive to certain kind of people who may fool themselves into thinking that they are in command of ancient knowledge. Many in the groups of evil-aligned cults may be Infernalists, while other older cults may actually contain some Mystics or Adepts within their group, though this is rare. Cults are merely for the deluded.

Infernalists

Infernalists are those who make pacts with demons or devils in exchange for divine favours and powers. It begins slowly, but soon, the Infernalist fails to notice the dark decent they are making until by the end, they are so overwhelmed by their own power, that they willingly give their soul to their fiendish patron.

A large number of Infernalists are those who rebel against a controlling, commanding society. True hypocrites to the last, they fail to notice that they simply exchange one slave-driver for another. Adepts make poor servants. The desire to learn all the secrets of universe clash with the patron's beliefs. Conforming to a Demon's beliefs is like a restraining bolt on the Adept, and their powers are greatly hampered and advancement slowed because of this.

An Adept with an Infernal Patron suffers a -10% penalty reduction to all XP gained.

Quabals

There are a disproportionately large number of sinister Quabals when compared to those whose goals are more benign. Many do not seek the Quabals out, but are discovered by the Quabal contacting them. Incensed by the potential for power, and the comfort of a large group of 'friends' who share common goals, the soon-to-be Quabalist joins the Quabal and begins service as a Custos. His time as a Custos will prove to the Quabal whether or not the Custos is a worthy apprentice, and many are eliminated by evil Quabals, or spend the rest of their life as Custos, practicing their lesser-magics while serving the beck and call of the Quabal's members. Many people are not Adept or Mystic material, and remain this way.

However, should the Custos prove himself, then the Cell assigns the Custos to one of its more renowned members and her Apprenticeship begins.

Other Affiliations

There are many other options not listed here. Some seek out supernatural creature of a less infernal nature than Infernalist's Patrons. These creatures may be Undead, Lycanthropes, The Bygones (dwarves, sidhe, dragons) and many of these can grant great powers or prestige to them if they can convince them. Many Werewolf tribes feel some affinity for hunters and woodsmen, and are more likely to be in the company of them — maybe even infecting him with lycanthropy so that he may become a full member of the 'tribe'. Vampires wrap themselves in the shroud of mortality, and grant great rewards to those who would serve them. Many serve them in the hopes that they may one day become like them.

Liches are usually Quabal leaders. These ancient Sorcerers are shrouded under layers of illusion and secrecy, and many will never discover their nature, so Lich patrons are non-existent.

CHAPTER TWO

THE INFERNALISTS

For some, the power of dark enlightenment and knowledge of spells that would make many quake with fear is never enough. A few dark souls contact beings from the netherworlds and forge dark pacts in exchange for personal powers.

The pact usually starts with an *enticement* — the fiend will usually begin by only luring a power-hungry soul into performing a very minor service, like the desecration of a grave. The fiend will grant a single, minor gift, but the rush of power and the lure of even greater, more powerful gifts often causes the soon-to-be Infernalist to pursue more acts in the fiend's name. Though the fiend will rarely demand the soul as payment in the earlier stages, the Infernalist will never notice until he is pledging his soul for eternity in exchange for the most eldritch powers.

Infernalists have a second XP category: Infernal Points, or IP. They do not receive Infernal Points in the same way as Experience Points, but receive points based on services rendered to their Netherworld Patron.

Infernal Level	IP Needed
1	0
2	15
3	30
4	60
5	130
6	275
7	550
8	1,100
9	2,250
10	4,500
11	6,750
12	9,000
13	11,250
14	13,500
15	15,750

The Infernalist must perform services that the fiend finds acceptable. The exact nature of these services will depend entirely on the fiend involved. Requests for IP must be made to the fiend before they are granted.

Minor Service (2d6 Infernal Points) Petty acts of cruelty, manipulation or desire are rewarded by few points. It may also involve bringing a minor creature onto Gothic Earth, including Imps or Quasits.

Average favour (2d10 Infernal Points) Average favours may involve human sacrifice to their patron. It may also involve the summoning of a more higher-status creature like an Abishai.

Important (2d20 Infernal Points) This includes the formation of a coven of Infernalists, or the construction of a Temple or organisation in the fiend's name. A summoning of a more powerful creature like a Succubus or Amnizu may be grounds to call upon more favours.

Important and Dangerous (2d100 Infernal Points) These may involve hunting and slaying enemies of the fiend. Quabal leaders or PCs are often the targets. The summoning of the greatest of fiends are also desirable. These include Balors or Pit Fiends. Of course, they must be released too.

Give soul freely (1,000) Quite obviously, this is the ultimate sacrifice. The Infernalist must pledge his soul to the being he serves.

Infernalists follow a power progression table separate to any others they may use. The numbers below represent the number of powers the infernalist receives. The infernalist does not usually choose the powers.

All infernalists, whatever the level, has what is known as a Witch's Nipple somewhere on their body.

This small area is where the demon pours his energies into the servitor. This area is completely numb, and even pressing a pin into it will cause no pain.

Level	1	2	3	4	5	6	7	8	9	10
1	1	-	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	2	2	-	-	-	-	-	-	-	-
4	3	2	1	-	-	-	-	-	-	-
5	3	3	2	1	-	-	-	-	-	-
6	3	3	2	2	-	-	-	-	-	-
7	4	3	3	2	1	-	-	-	-	-
8	4	4	3	3	2	1	-	-	-	-
9	4	4	3	3	2	2	-	-	-	-
10	4	4	4	3	3	2	1	-	-	-
11	5	4	4	4	3	3	2	1	-	-
12	5	5	4	4	3	3	2	2	-	-
13	5	5	4	4	4	3	3	2	1	-
14	5	5	5	4	4	4	3	3	2	1
15	5	5	5	5	4	4	3	3	2	2

1st-Level Powers

Aquatic Nature

This power causes the Infernalist to take on a slightly aquatic appearance. He can now swim as fast as he can run and maintains full movement underwater. The Infernalist may breathe water as a series of gills develop gills, making him amphibious.

Bat Ears

This power causes the Infernalist's ears to pick up sonar like a bat. The Infernalist can "see" reflected sound and simply by making noise, they can see in absolute darkness.

Body Armour

This power grants the Infernalist a natural AC of 8.

Grim Jaws

This power causes the Infernalist's jaws, mouth and teeth to take on horrifying strength and capacity. The teeth may chew through any non-magical metal. Additionally, the Infernalist can swallow things as large as a child within two turns. The face itself does not look strange until the power is invoked.

Kiss of Gehenna

This power allows the Infernalist to burn flesh with a kiss. The target must be successfully grappled in combat before a kiss can be made. Successfully kissing the target inflicts 3d10 points of damage. This may be performed 3 times a day.

Lashing Tail

The Infernalist grows an actual tail from this Investment. The tail is small, but can be used as a whip, causing 1d10 points of damage.

Magic Sense

The Infernalist is able to sense any large expenditures of magical energy within 500 yards of her person. It costs nothing to use, but requires that the Infernalist concentrate for an entire round.

Razor Fangs

This power causes the size and sharpness of the Infernalist's fangs to increase. The Infernalist may gain an additional attack, causing 1d8 points of damage with each bite attack.

Razor Claws

This power serves the same function as above, and enables the Infernalist to do 1d6 points of damage with his claws, attacking twice.

Smell Fear

The Infernalist can smell fear. Anyone within 100 feet who has had to make a *fear* check in the past few minutes is able to be detected. To perform this function, the Infernalist must spend an entire round of concentration.

2nd-Level Powers

Invisibility to Animals

This power masks the scent of the Infernalist. Animals cower and make a raucous at the sight of the Infernalist, but dogs cannot (and probably would not) track the Infernalist.

Pheromone Powers

The Infernalist's body exudes pheromones that can influence people's reactions. It allows an Infernalist to shift her Reaction Roll result one step up or down, and causes all within 30-feet to suffer a -4 penalty to all Saving Throws against mind-based spells cast by the Infernalist.

Psychic Tracker

The Infernalist, when in possession of something of the target's, can track down an individual with a form of clairaudience. This does not give the location of a target, but the Infernalist knows how close they are.

This power works for 1 hour per level and can be invoked once a day.

3rd-Level Powers

Cause Vertigo

This power affects the target's sense of balance. This power, useable 3x a day, forces the target to make a Dexterity/Balance check. Failure causes the target to fall over.

Magic Portal

Useable once an hour, this power allows the Infernalist to create a dimensional alteration that allows her to pass through a solid object as though it were not there.

Wallcrawling

The Infernalist can now climb walls and ceilings as though affected by a *Spider Climb* spell.

4th-Level Powers

Demonic Familiar

The Infernalist, regardless of class, gains a Demonic familiar. The kind of familiar gained depends mostly on the patron and the alignment of the Infernalist. A Lawful-Evil patron grants an Imp, a Neutral-Evil patron grants a Mephit and a Chaotic-Evil patron grants a Quasit. Consult the Monster Manual for more details on these kinds of familiar.

Toxic Blast

This power, useable 3 times a day, causes the Infernalist to spew forth a jet of vile green liquid from any part of the body. It is broad enough to coat a man-sized opponent. A target struck by the ooze (which disappears in 5 rounds) suffers from 5d10 points of damage. The target must also make a Saving Throw vs Breath Weapon and a Saving Throw vs Poison. A successful Save against Breath Weapon causes only half-damage. Failure to make the Saving Throw vs Poison results in a condition identical to Mummy Rot.

Two Dimensional Form

This power functions the same as the 7th-level wizard spell, Duo-Dimension. It lasts for 3 rounds + 1 round/level.

5th-Level Powers

Hell Skinned

The Infernalist with this blessing is completely immune to all non-magical fire. Magical fire-based attacks affect the Infernalist causing only half damage, or quarter-damage if a Saving Throw is made. A variant on this, Stygian Flesh is the reverse, bringing immunity to natural cold.

Life Leech

The Infernalist drains life wherever he goes. Plants wither and die, and people in his company feel nauseous. People remaining with the Infernalist gradually sicken and die. The Infernalist can drain 1 level every time the Infernalist strikes a target with a natural weapon. Each level drained restores 10 hp for the Infernalist.

Master of the Domain

An Infernalist with this power can mark off a 500-square foot area and always be aware of what goes on in this domain. He can see if PCs step on the grounds, or if a hunter is stalking him.

This power functions even when the Infernalist is outside this boundary.

6th-Level Powers

Atrophic Touch

By grasping a body part, an Infernalist can cause a limb to wither away into nothingness. It is not painful, but the limb is made completely useless. The Infernalist must

Teleportation

The infernalist may *teleport without error* to any area within 100 feet. If attempting to teleport outside this range, they are deposited as close as possible within 100 feet. This may be done 3 times a day.

Turn to Toad

By invoking this power, once a night an Infernalist may turn a victim into a toad. The target is entitled to a Save vs Spells. A System Shock is still required as per *Polymorph Other*. This lasts for the rest of the night and the victim returns to normal upon the crack of dawn.

This may only be done once a night.

7th-Level Powers

Infernal Passage

The Infernalist may walk through whatever Lower Plane the Infernalist's patron is tied to. An Infernalist aligned to the Tanar'ri Pazrael would not walk unharmed through Baator or Acheron. Keep in mind that the Infernalist must somehow escape Gothic Earth and enter the Outer Planes somehow. This does not allow them to teleport there.

Summon Hellions

This power, useable only once until another Infernalistic level is reached allows the Infernalist to summon 1d3 Hordelings from the Grey Waste. These creatures do not fight to the death, but they will try to protect their charge as best they can. Once the threat is over, they are free to travel where they will on Gothic Earth.

8th-Level Powers

Army of the Damned

This potent power is a more advanced version of **SummonHellions**. It too may only be used once each level, but this one summons forth 9 Hordelings that will fight to death for their charge. They will accompany the Infernalist until they are dismissed, where they are then free to roam Gothic Earth as they see fit.

9th-Level Powers

Infernal Ranking

The Infernalist has reached a stage where they can command some respect in the infernal hierarchy. They are on par with the weakest of the Greater Yugoloths, Tanar'ri, Gehreleths and Baatezu. This will earn them many enemies in the Netherworlds (like in the Blood War).

10th-Level Powers

Transcend Mortality

At this stage, the Infernalist has his soul taken, but his mind lives on in spirit. His form sheds its mortal shell, and

he becomes an undead or fiendish creature. The Infernalist may become a Vampire, Lich or even a fiend like a Marillith, Amnizu or Arcanoloth (though never an Ultraloth, Pit Fiend or Balor) and establishes a lair on Earth.

Note that no further powers may be gained as they don't have a soul to bargain with any more.

Brotherhood of the Ram, the

Chaotic Evil — Infernalist Cult

Throw off all that you have learned. If God truly cared for use here on His earth, he would not have left us with so much hardship and pain. Cast out of Eden for exercising free-will? Hah! Life is free will, and what an evil creature God must be if he denies us this. Isn't that another form of slavery?

Another example, and an example to us all, is how St Lucifer (we choose not to call him by the bastardised Satan) rebelled against the Status Quo and was set upon by his so-called friends and companions, St Michael, St Gabriel — we serve Lucifer now, for he shall not deny us what we as humans crave — and deserve.

Magic

This cult often employs the use of potions and powders. Potions are often employed to charm or manipulate others.

It is rare to possess a mystic or adept, but occasionally one emerges in their ranks.

Area of Influence

Almost everywhere. Their headquarters are known as 'Salons' and are located all over the US, Europe and Asia. Some of the most largest are to be found in the slums of Paris where the Great Ram will often be found.

Symbol

The Brotherhood does not use a symbol, but have developed a Cant of their own which allows them to identify other members. Members often go through a re-baptism process where they gain a Satanic name as well as a Christian one. This name is usually connected with famous magicians or sorceresses of the past, but can be anything.

Quote

"Give yourself in service of the temple. Cross the Abyss and join us in power and might!"

— The Great Beast

Membership

The Brotherhood seeks only those who possess an open mind. They play upon those with an open-mind, not necessarily a bad thing, but prey upon those with weak will. Members are usually very hedonistic and often exhibit a sado/masochistic nature.

Once re-baptised, many have to go through a further rite on St Walburga's Eve where they receive a demonic communion. This entire process gives their soul over to their master (well, mistress), a Marillith who masquerades as Lucifer, and thus gets a very immediate investment in Infernal Power.

Services to the temple range from orgies, dancing, sex and other self-indulgent activities. Sometimes, outsiders employ their powers in certain services for money, favours or contacts.

History

This cult was formed from the ashes of the Burning Years of the Inquisition. Perhaps in defiance of Christianity, covens of normally peaceful cultists chose to follow Satan.

The first to begin the Brotherhood was a pope in the Renaissance. A Marillith seduced him, and told him that she was actually Satan himself. Henceforth, the services run by the Brotherhood have been in her name, not Satan's.

Little has happened to the cult throughout the years. They have received little attention from Die Wachtern because they do not believe that the Infernalists have any real powers to speak of. After all, there are few if any true sorcerers or mystics in the order, they obviously pose little threat to the safety of mankind.

CHAPTER THREE

THE QUABALS

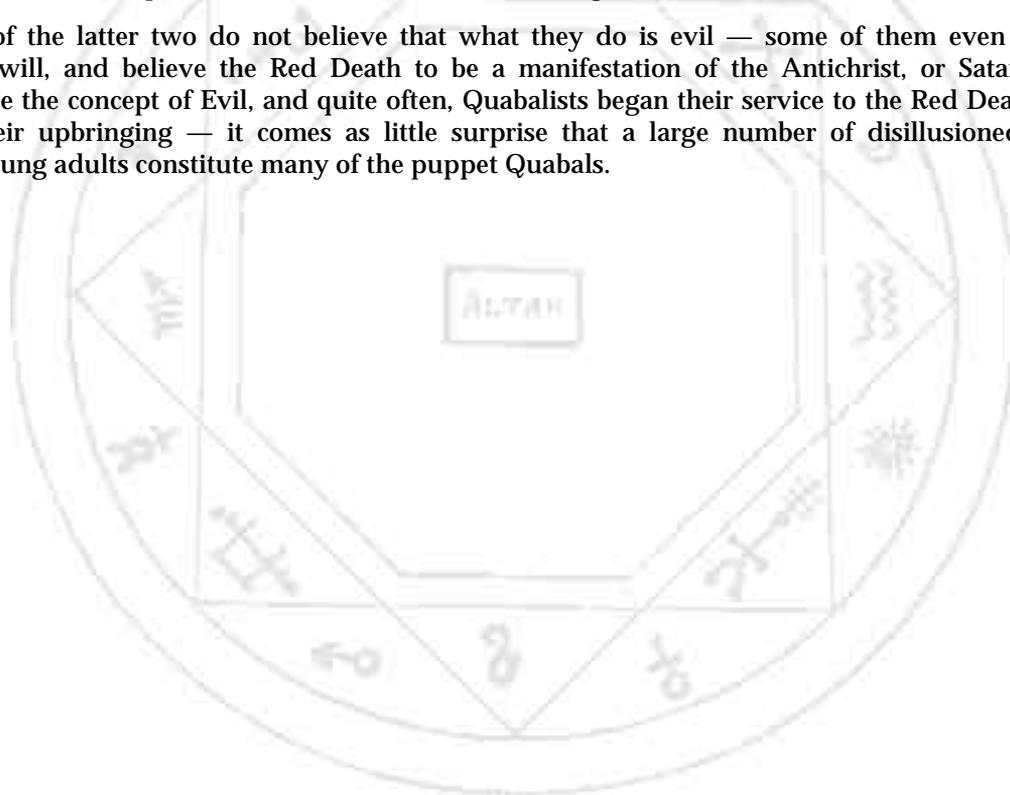
Quabalists who serve the Red Death knowingly and willingly are the weakest of the Quabals. All Adepts soon learn that power and enlightenment will never come through service to others — no matter how powerful or generous the benefactor.

The truly strong evil Quabals are those who have beliefs of their own, and are often unwilling tools of the Red Death. There is nothing more horrible than hearing the furious scream of a Juggernaut Quabalist when he discovers his actions have only further aided the Red Death.

The Dark Quabals generally fall into three categories:

- **The Puppets:** These Quabals serve the Red Death willingly. They are forever at the beck and call of the Red Death, and many are past the point of redemption. They may never serve the light again. An example of a Quabal that falls into this category is *The Fellowship of the Crimson Dawn*.
- **The Juggernauts:** Quabals who sacrifice all to combat the Red Death come under this category. They will sacrifice anything and anyone in an attempt to destroy the Red Death, or thwart its will. Though they may at times serve the forces of good, their actions will forever brand them as one of the dark. An example of such a Quabal is *The Six Fingered Hand*.
- **The Grey Ones:** Quabals coming under this category simply do not care for the Red Death. This is a rare Quabal and is often a transition stage; the Quabal will either become a Puppet or a Juggernaut. Special circumstances do exist, however where this is not the case. The White Legion, for example, is interested in European Superiority, but vehemently oppose all things supernatural. These Quabals initially follow their own path. An example of such a Quabal is *The White Legion*.

Many of the latter two do not believe that what they do is evil — some of them even believe they are serving God's will, and believe the Red Death to be a manifestation of the Antichrist, or Satan. Puppets often knowingly serve the concept of Evil, and quite often, Quabalists began their service to the Red Death, simply out of rebellion to their upbringing — it comes as little surprise that a large number of disillusioned poets, political activists and young adults constitute many of the puppet Quabals.



Black Flame, the

Chaotic Evil — Grey/Juggernaut

Humanity is inherently evil! Only by purging the ‘evils’ of this world can there be any hope of humanity overcoming and defeating the Red Death once and for all.

The supernatural, the Quabalists, the heathens — they must all be cleansed by the Black Flame so that their continuing worship doesn’t further strengthen the Red Death, whom this Quabal refer to as The Adversary and a personification of the Antichrist.

Quabalists of the Black Flame are remorseless, and cruel — delighting in capturing witches and sorcerers and subjecting them to ‘confessionaries’ so that they may repent their sins, after which they are staked and burned.

Magic

The magic of this Quabal often involves the inflicting of pain and suffering, often through the use of flame-based magic.

New Adept Spells: None

New Mystic Spells: *Penance*
Fires of Damnation

Area of Influence

Rome is their city. In the catacombs below, their monastery houses’s the crypt of Grand Inquisitor Lanys El Piadoso. The Black Flame also has a large presence in Jerusalem, but the holy city is fought over like vultures over a fallen wilderbeast, so the Black Flame does not hold it uncontested.

Symbol

All members of the Black Flame must plunge their hands into burning coals. The pain is excruciating, and those who do not leave their hands in for more half a minute are branded as witches and are slain. They identify one another by raising both hands and showing their scars to one another — a sign that their own sins have been burned away in holy fire.

Quote

“How can you fight The Adversary, when you yourself are stained with evil and sin? Come, feel the fires of God and be reborn in spirit...”

— Parson Michael of the Black Flame

Membership

The Black Flame seeks recruits only from the Christian Church. They seek those whose views on other religions are uncompromising and hostile — people who would, had they been born in another time, have been members of the Inquisition.

The Black Flame plays upon their hatred, and arranges for occurrences which may encourage these beliefs, until they deem the former-Holy Man to be ready for initiation.

Most members of the Black Flame are fanatical in their viewpoints. What is most disturbing, however, is that despite all the dark gifts granted to them by the Red Death (they believe the afflictions to be a test of their faith, and the gifts being gifts from God), they never fall prey to the Red Death’s charms and still continue to fight it — even if they are doing exactly what the Red Death wants. By spreading ignorance, pain and intolerance, the Black Flame are doing *exactly* what the Red Death desires. Surely, somewhere, the Red Death is laughing with amusement at their folly.

History

The Black Flame can trace its roots back to the early dawn of the Inquisition formed by Pope Gregory IX in 1231.

Lanius the Pious, a particularly cruel Inquisitor, made good use of the right to torture confessions out of sinners in 1252. He claimed he could hear people's sins in their cries: 'the lamentation of the sinners is like unto the cries of the devils and perverse wretches that writhe in the hellfire — those with penitent desire where like unto a chorus of angels, singing with the joy for a soul that is saved.'

Lanius the Pious saw flame as the ultimate means of purifying the body and soul, and used it frequently during his interrogations. It is said that he could make even the most corrupt of souls confess to their sins.

It is now believed that Lanius the Pious never really served in God's name — Lanius may never have been human. Though his actions were always shrouded in secrecy, during the rebirth of the Inquisition in Spain, a man known as Lanys El Piadoso who supposedly discovered Lanius's notes and diary and took up his practice. As time went by, he did not like where the Inquisition was headed, and formed his own branch: Orden de Llamarada Negro, or The Order of the Black Flame. Under Lanys's instruction, the order soon sank out of sight.

Although unknown to all but the Die Wachtern, and Pope Leo XIII himself, no attempt has been made to destroy this Quabal's presence in the city. The dusty records still show The Black Flame to be part of the Holy Office, and the Pope seems unwilling to remove them.

6th-Level Mystic Spells

Penance

(Enchantment/Charm)

Sphere: Combat, Divination, Law

Range: Touch

Components: V,S

Duration: Instantaneous

Casting Time: 8 turns

Area of Effect: One individual

Saving Throw: See Below

This spell is the favoured method of drawing 'confessions' out of victims. It causes intense twisting and distortion of the soul, and brings to mind any evils that the person may have willingly, or in most cases, unwillingly or unknowingly committed.

In combat, it requires a successful attack roll. When the spell is cast, the target must make a Saving Throw, modified by the difference between the target's and the caster's level. Thus, a 12th-level Soldier receiving this spell from a 16th-level Adept suffers a -4 penalty to his Saving Throw vs Spells.

The spiritual and physical pain of even a passed roll is excruciating. **Anything** even remotely evil by fundamental Christian standards is amplified hundreds of times and the target is forced to feel it all. The target is *paralysed* for a number of hours equal to how much the save was failed by — in the above example, the Soldier failed his Saving Throw by a 5, so the Soldier is stunned for 5 hours of excruciating pain. Additionally, the target will be forced to make a *Madness* check, or suffer a random madness.

Those who have failed any *Power Checks* in the past will **automatically** fail the *Madness* check. No check is allowed, and the DM should roll for an insanity as per the rules.

If the Save is made, the target is merely stunned for 1d10 turns.

7th-Level Mystic Spells

Fires of Damnation

(Necromancy)

Sphere: Necromancy, Travellers

Range: Earshot

Components: V,S,M

Duration: Instantaneous

Casting Time: 7 turns

Area of Effect: One individual

Saving Throw: See Below

This spell is the final word in the goals of the priesthood. It is the destruction of the ultimate sinners — those who study and follow heretical and demonic faiths.

This spell works similar to a Talisman of Pure Good, but it affect Mystics of **all** Good and Evil alignments. It is designed to be used against Mystics of other faiths, but will also work against Mystics of this faith.

Because the very beliefs of this Quabal are evil, this spell does entitle the target to a saving throw at -2. Failure indicates that a fiery pit opens up below the Mystic causing that lost soul to plummet to their fiery damnation in the belly of the earth. Nothing short of a *wish* will bring the lost soul back.

The material component of this spell is the Christian cross and the 'true' copy of the Bible (from the Quabal's perspective) that was consecrated by Lanius himself. There is only one copy available, and it is only given very rarely to Quabal leaders.

Temple of the Holy Feast, the

Lawful Good/Lawful Evil — Grey

This vile temple consist of servants of goodness, charity, peace and love. They follow no one God alone, but worship all that represents goodness and light. That is -- they believe they do.

You see, this temple has one thing that seems vile and repellent to non-believers. They believe that the only way to reach the heavens is by the consumption of human flesh. They do not hunt unwary humans to feed upon, but instead feed upon their own members. These priests never force their religion upon others, for exposure of what they know are vile habits to the outside world, would result in their persecution and elimination by a terrified population.

Flesh is always cooked and never eaten raw. As time goes by and she becomes more self-controlled, she will begin to cut off whole arms and legs and this is given to the priests in the next higher order. They in turn give flesh to the next highest order until eventually, it reaches the High Priest who will give his flesh to the powers of Good when the time is right. When one's flesh is given to the next higher order, they receive blessings and gifts from the forces of goodness (or so it seems) so their sacrifice does not go unappreciated.

Every year, there is a large feast on the last day of winter. The priests are not expected to contribute, but they often do so anyway. An Acolyte will be required to eat a body part of someone of one level below them, but this too is not absolutely necessary. The whole occasion is shockingly calm, joyous and happy with people making small talk and chatting about everyday topics.

Magic

The Quabal specialise in healing magics to help comfort the gruesome injuries the members inflict upon themselves. They do not seek to regrow limbs or body parts, seeing them as a test from God, but do wish to keep wounds from becoming fatal.

Area of Influence

This Quabal has great influence in the city of its origin, New Orleans. It also has churches in Port-Au-Prince. Many voodoo Mambos and Houngans mobilise against these churches, claiming that they are tainted with evil.

Symbol

Because this church is based on Catholic Christianity, its symbol is the crucifix. Because of the changes that have taken place, its bible emphasises heavily upon flesh and blood — especially with reference to The Last Supper.

Quote

"This is my blood you drink, this is my body you eat. Wine and Bread, that you may remember me when next you dine."

— A Priest of the Temple of the Holy Feast during a Sunday Mass.

Membership

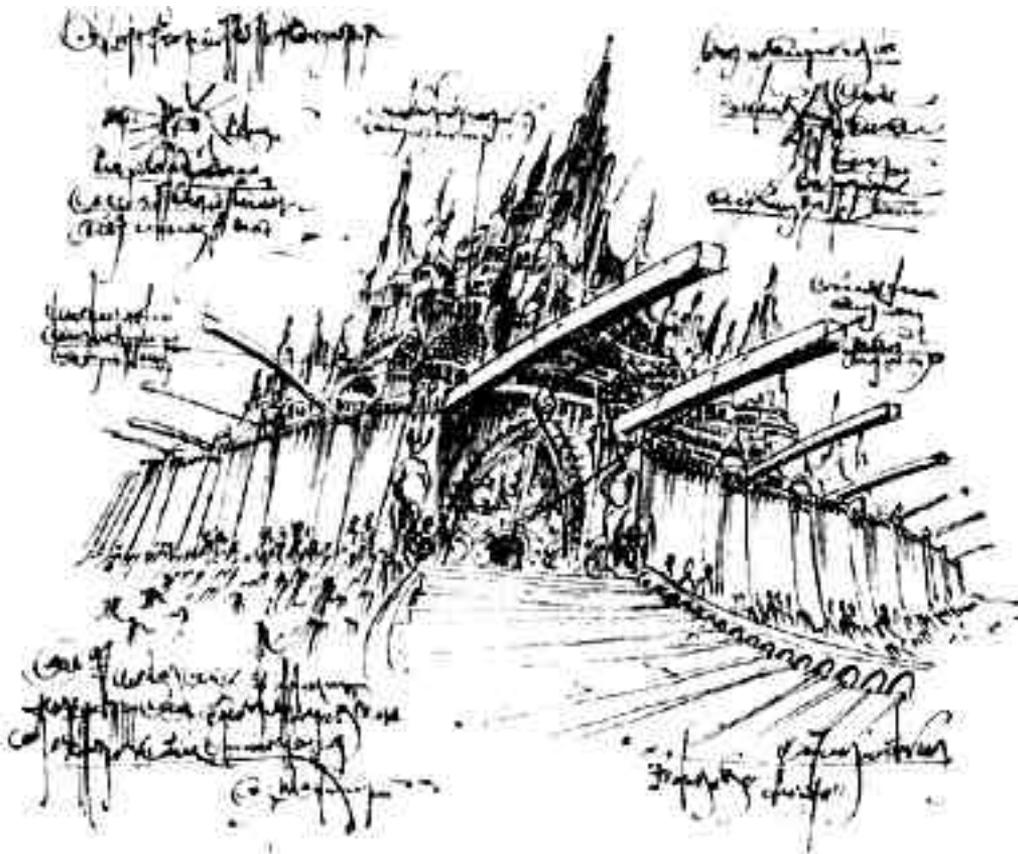
The Temple look for those who have nothing to live for, the suicidal, the homeless and gradually ease them into the beliefs of the Temple. If they are uncomfortable with it, then they are allowed to leave with no hard feelings. If they are interested (and there are many desperate people who will cling to whatever belief comes first), then they are brought before the high priests who then interview the candidate, asking of his hopes, dreams and telling them that by eating of other follower's flesh, their soul will pass from body to body, belly to belly until it rests in the body of the High Priest, the holiest and purest of the order. When the time is right, he will be taken by the forces of law and goodness and ascended to heaven where all the spirits will be released into an afterlife of joy and happiness.

They seek to spread peace, harmony and ultimately, salvation to all the races of the multiverse through digestion of the soul. The first sacrifice an acolyte must make is small. One of her fingers are usually enough. The acolyte, to show faith and determination must cut the finger off herself and then eat it.

History

Catholic missionaries in the past would often encounter many cultures. Some of these cultures practiced acts of cannibalism and as time went by, certain cases arose where the two religions became mixed. Some missionaries took the concept of The Last Supper to literally.

The church was first founded in 1812 in New Orleans. There, Voodoo mysticism became mixed in as well, even as they tried desperately to rid New Orleans of this new horror. Soon, the Church gained acceptance, and because certain members of the law became somewhat involved (the daughter of a notable Police Sergeant joined the order), the law has since given them wide berth.



CHAPTER FOUR

CAMPAIGN AIDS

Stereotypes

This sections is provided for the DM to fill their campaign with suitable adversaries and villains. They can be extremely useful when you want to spend more time concentrating on other more important elements, or do not wish to spend too much time fleshing out non-important NPCs .

These are Stereotypical villains and Quabalists. There are so many different variations on the themes presented that a DM can easily add little twists where they see fit that will turn them into surprising adversaries.

The Great Beast (Infernal Grand Master)

9th-level Tradesman (Infernalist, Corrupted Parson)

Strength: 8 **AL:** CE
Dexterity: 10 **AC:** 10
Constitution: 10 **hp:** 51
Intelligence: 11 **#AT:** 3
Wisdom: 13 **THAC0:** 16
Charisma: 18 **Dmg:** 1d6/1d6/1d8
Infernal Level: 10

Infernal Powers: 4,4,4,3,3,2,1

Infernal Gifts: Razor Claws, Razor Fangs, Life Leech, Smell Fear, Wallcrawling, Demonic Familiar (Quasit), several free slots.

Weapon Proficiencies: Derringer, Knife, Rifle

Nonweapon Proficiencies: Spiritcraft, Ancient Religion, Forbidden Lore, History, Savoire-Faire, Religion, Etiquette, Psychology, Mesmerism, Alchemy, Backstabbing, Disguise, Hide in Shadows, Toxicology

Description: The Darkest of the Dark, these creatures have fully forsaken their soul and have devoted themselves to their master. There is no more redemption for these people who have time and time again given themselves over to serve the dark master. These people are the dark shepherds of entire Cabals of Infernalists and use their charismatic nature and savoire-faire to corrupt others into joining their path.

Infernal Neophyte

2nd-level Tradesman (Infernalist, Dandy)

Strength: 12 **AL:** CN
Dexterity: 14 **AC:** 10
Constitution: 13 **hp:** 9
Intelligence: 12 **#AT:** 1
Wisdom: 10 **THAC0:** 20
Charisma: 14 **Dmg:** by weapon
Infernal Level: 2

Infernal Powers: 2,1

Infernal Gifts: Grim Jaws, Smell Fear, Pheromone Powers

Weapon Proficiencies: Derringer

Nonweapon Proficiencies: Etiquette, Dancing, Gaming, Read Lips, History, Forbidden Lore

Description: These cunning children of the night have begun to walk the path of the Infernalist. They have received their rebaptism, and have a second name. They try to manipulate others into following their decadent path. Still, they have a long way to go to become like those that shepherd them.

Archbishop

14th-level Adept

Strength: 13 **AL:** LE

Dexterity: 14 **AC:** 10
Constitution: 7 **hp:** 24
Intelligence: 17 **#AT:** 1
Wisdom: 16 **THAC0:** 16
Charisma: 12 **Dmg:** by spell or weapon

Weapon Proficiencies: Derringer, Knife, Dagger, Navy Pistol

Nonweapon Proficiencies: Etiquette, Forbidden Lore, Ancient History, History, Modern Languages (Latin), Ancient Languages (Egyptian, Sumerian), Spellcraft (Illusion, Invocation/Evocation, Necromancy), Spiritcraft, Alchemy, Mesmerism, Psychometry, Ancient Religion, Sixth Sense

Description: Because of the cell-structure of Quabals, nobody but the leader knows who the leader is. Each Cell Bishop is a member of another circle, whose own Bishop they assume to be a member of an even higher circle — if they do not believe that their circle is all there is of their Quabal. The Archbishop subtly manipulates their Quabal to best serve their Quabal's goals. Manipulative and Enigmatic, they are foes to be feared.

Vampiric Archbishop

13th-level Adept (Nosferatu)

Strength: 18/75 **AL:** LE
Dexterity: 18 **AC:** -4
Constitution: 19 **hp:** 76
Intelligence: 16 **#AT:** 1
Wisdom: 16 **THAC0:** 13

Charisma: 16 **Dmg:** 1d6 (+2) by spell or weapon

Weapon Proficiencies: Derringer, Knife, Dagger, Navy Pistol

Nonweapon Proficiencies: Etiquette, Forbidden Lore, Ancient History, History, Modern Languages (Latin), Ancient Languages (Egyptian, Sumerian), Spellcraft (Illusion, Invocation/Evocation, Necromancy), Spiritcraft, Alchemy, Mesmerism, Psychometry, Ancient Religion, Sixth Sense

Description: Nosferatu can hatch plans that take centuries to unfold. Masterful planners and manipulators, they make excellent Archbishops. Combining powerful Vampiric abilities and potent magics, they are terrible to behold.

Bishop

9th-level Adept

Strength: 16 **AL:** NE
Dexterity: 17 **AC:** 7
Constitution: 10 **hp:** 36
Intelligence: 16 **#AT:** 1
Wisdom: 14 **THAC0:** 17

Charisma: 14 **Dmg:** by spell or weapon+1

Weapon Proficiencies: Derringer, Knife, Dagger

Nonweapon Proficiencies: Forbidden Lore, Ancient History, History, Modern Languages (Latin), Ancient Languages (Egyptian, Sumerian), Spellcraft (Illusion), Psychometry, Ancient Religion, Sixth Sense

Description: This represents a leader of a Circle. Circles usually comprise of 2-5 members of no higher level than the Bishop. The Bishop is the most powerful member of a circle, and is himself a member of a higher circle whose leader is a Bishop of even higher level. This example shows an Archbishop of a particularly deep circle.

Quabalist

1st-level Adept

Strength: 12 **AL:** CE
Dexterity: 13 **AC:** 10
Constitution: 9 **hp:** 3
Intelligence: 13 **#AT:** 1
Wisdom: 9 **THAC0:** 20

Charisma: 11 **Dmg:** by spell or weapon

Weapon Proficiencies: Knife

Nonweapon Proficiencies: Forbidden Lore, Ancient History, History, Ancient Languages (Egyptian), Spellcraft, Ancient Religion

Description: These are the flesh of the Quabal. The Quabalists belong to a cell and maintain utmost secrecy about their mystic order. They long to climb the ladder to Bishop and rise to a higher cell. This example shows a fledgling Quabalist just beginning her journey down the path of darkness.

Custos

1st-Level Tradesmen (Dandy)

Strength: 14 **AL:** CN

Dexterity: 15 **AC:** 9

Constitution: 16 **hp:** 8

Intelligence: 14 **#AT:** 1

Wisdom: 9 **THAC0:** 20

Charisma: 15 **Dmg:** by spell or weapon

Weapon Proficiencies: Knife, Derringer

Nonweapon Proficiencies: Etiquette, Dancing, Gaming, Read Lips, History, Forbidden Lore

Description: Custos are servants of the cells. They are at the beck and call of the cell and often serve as the Quabal's connection to the outside world, providing them with resources, contacts and other things. A Custos is fully devoted to their Quabal, and hope to some day become an Apprentice and then a full member of the Quabal.