



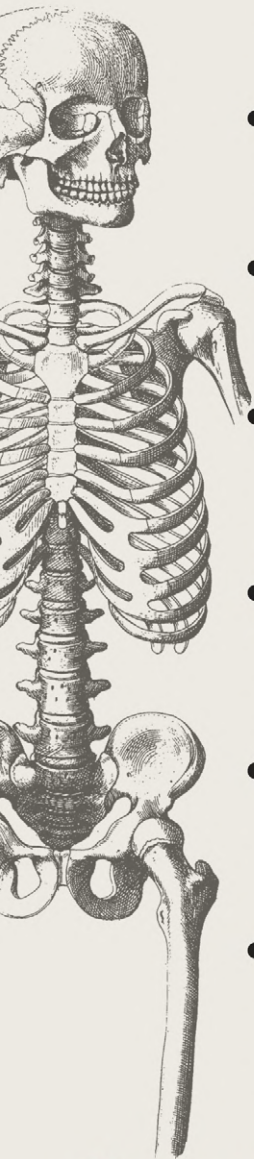
# MANO SINISTRA

Neurobriscola





# Game Principles



- **Classless**

The role and the abilities of the characters (Doomlichs) are not defined and limited by a class. Their specialization is defined by their characteristics, their experience in the Four Pastures and the arsenal they're carrying with them.

- **Death is always present**

The Doomlichs are ready and effective for the hellish world in which they roam but are still frail and vulnerable to damage in their multiple forms. This is a lethal game, death is always behind the corner but should never occur unannounced.

- **Priority to the story**

Cards and mechanics are not always suited to define the difficulty or the result of overcoming an obstacle. Success and failure are managed by the Dealer through the dialogue with the Doomlichs, based on the elements of the world, the events presented and the actions performed by the characters.

- **Growth and Decay**

Doomlichs mutate as they progress through the world of the Four Pastures. By overcoming obstacles, fulfilling despicable goals, and surviving dangerous events, they gain new proficiencies, arsenals and skills. The rotten and sick nature of the netherworld scourges them constantly, forcing a decay of mind and body that the Doomlichs will have to try to oppose.

- **Impartial refereeing**

It is the role of the Dealer to explain the rules, show the situations, manage non-player characters and narrate the events in a clear way. The Dealer performs the role of referee in a neutral way, still paying attention to the Doomlichs's awareness of what's around them when they are about to make a choice. The game world is yours, shape it in your image and truculence.

- **Focus on the Doomlichs's awareness**

The Doomlichs should always be aware of the consequences and the justifications behind the wicked choices they make. The information concerning potential risks has to be openly provided. The game experience should focus on conscious exploration and problem-solving. The characters need a dark yet transparent Dealer.

- **Coven and shared goals**

The Doomlichs are part of a Coven and must rely on each other's infamies to feel involved in the shared gameplay (and narrative) experience, in the pursuit of the character's evil goals and the diabolical challenges of the group. For this reason, the Coven must act as a team towards a common goal, Dealer included.

## Scores and Suits in Necrobriscola

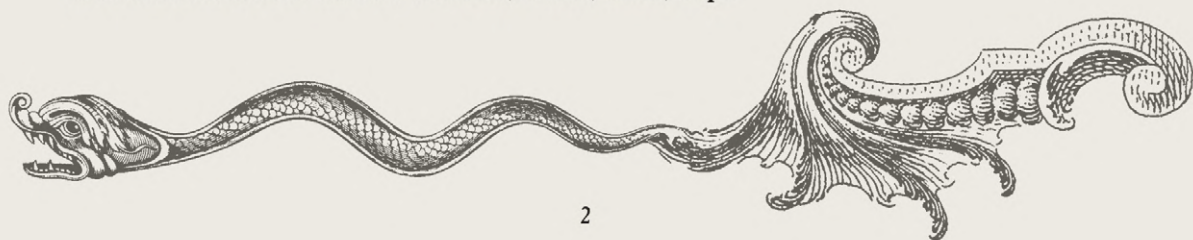
To play Left Hand you will need a deck of Briscola cards.

The progression of the scores of the Briscola cards, from the lowest to the highest, is as follows:

**2, 4, 5, 6, 7, Page, Knight, King, Three, Ace.**

2, 4, 5, 6 and 7 are called **Pips**. Page, Knight and King are **Coat cards**, Three and Ace are **Burdens**.

The Suits of the Briscola cards are 4: **Swords, Wands, Coins, Cups**.









# THE FOUR PASTURES

## INTRODUCTION TO THE WORLD

“And through me, one descends into the domain of the most heinous sins, to the terminus of the most execrable fates.”

The Pastures are a hellish netherworld where fiendish and worldly coexist with aberrant outcomes. Their origin predates any kingdom, religion or prophets, and it's lost in the echo of an ancestral cataclysm of unheard scope.

Beyond the **Devils**, who are its legitimate owners, and the savage abominations, this hell is inhabited by the **Inhumans**, damned and confined beings, punished for the atrocious sins they committed while living.

The Pastures are divided into four continents or potentates, their distinction based on the Suits being worn: **Swords (Supèrbatro)**, **Wands (Ìracò)**, **Coins (Avidecca)** and **Cups (Invideo)**. At the centre of the Four Pastures stands the temple city of **Utèria**.

On the throne of each Pasture sits the Devil King of the respective Suit, ruling over a court organized in demonic hierarchies.

At the centre of the Four Pastures, the **Pool** lays wide, an unhealthy ocean generated by the four infernal rivers. The heart of these mephitic waters is polarized by a core of immeasurable power: the necropolis of **Utèria**. The city, where Devils are denied access, has been built on the foundations of a titanic cathedral sinking upside down into the Pool. In the depths of its overturned pinnacles, The **Doom Goddess** waits for the awakening of the next Apocalypse, dreaming of holocausts and abominations.

The temple and the city, surrounded by cyclopean walls, are managed by the cultists of the Goddess: the **Seminarians**.

The Pastures and the Church are not ruled by the regular laws of physics and matter. For its inhabitants, time is marked by the cosmic lapse between one Apocalypse and the other, which, according to demonologists, corresponds to the Menstrual Cycle of The Doom Goddess.

At the dawn of each Cycle, one of the four Suits is designated to lead the future Apocalypse but must prove to be worthy of the title. The King at the head of the Ruling Suit becomes the new Dominant Sovereign, while the other three monarchs from that moment on are turned into Usurpers that will conspire in every way, through wars, conspiracies and plots, to overturn the primacy of the Dominant Sovereign, to gain control over the infernal domains and, in due time, march out of the Pastures and lead the demonic hosts of the next apocalypse of worlds.

Spatially, the **Suits of the Pastures** exist in the form of gems divided into fragments or relics, scattered among the four domains since ages immemorial. The four Suits are broken into **40 fragments**, 10 fragments for each suit, guarded by as many devils. Once the four Suits are reassembled in the right sequence and placed in their respective sills hidden by the deepest shadows of the temple of Utèria, The Doom Goddess comes out of her filthy lethargy and irrevocably rallies her Kings and their armies.

“And in Shame I tell you that the Church will then annihilate the waters, and the devils will be free to unleash themselves from the Pastures to plough the lands and feed themselves in the orgy of the worlds”.





# THE DOOM GODDESS

## AND HER PROGENY

**“The Pastures are the nightmare of the Goddess. Her awakening is our end.”**

The **Doom Goddess** is the alpha and omega of all the Pastures’ ignominies. An ancestral deity of alien and immense powers, she is beyond the very concept of the universe. She lies in a placental stasis of death-in-life in the upside-down spires of the Church of Utèria, the mausoleum built in her image and suffering, which sinks in the well of impurity at the centre of the Four Pastures. It is handed down that all the horrors, architectures and aberrations of the Pastures are the anguished fruit of Her ravings. The chosen few and the insane that came to know Her appearance, through prophecies and forbidden fortune-telling, describe her as: *“The gurgle of a thousand blasphemies in a core of abhorrent breasts and claws, and the swollen shapes of an idol no one should worship”*.

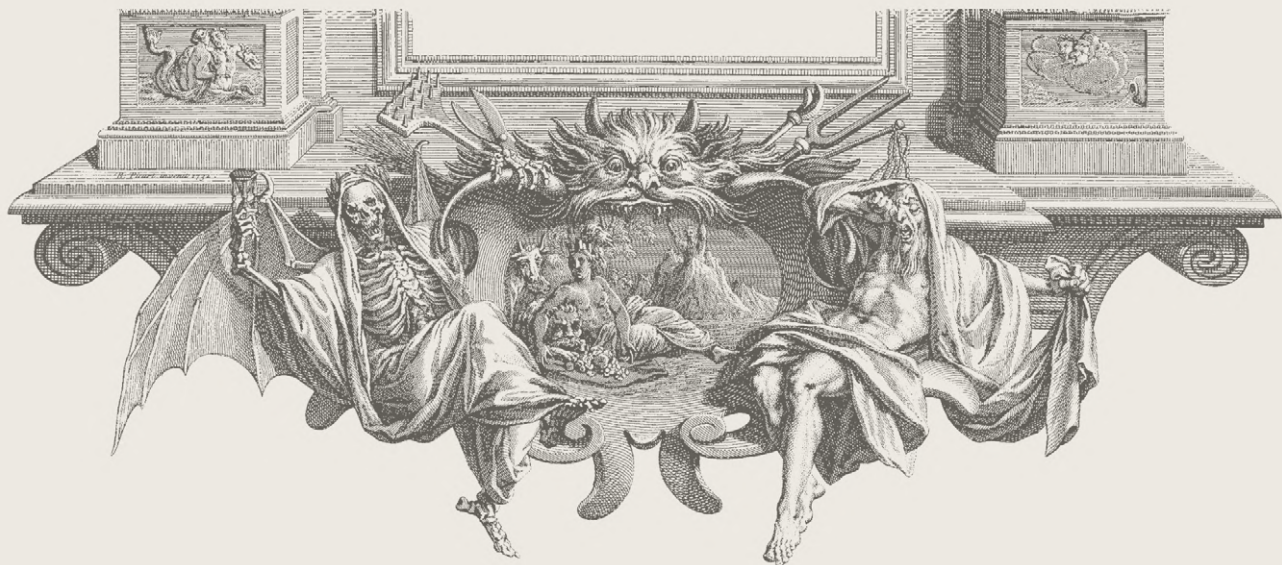
The Doom Goddess is an entity with both female and male genitalia. His semen and her uterus, in the mating with the chosen who gathered together the fragments of the four Suits, are able to spawn at each Cycle the devilish progeny of all apocalypses. The mating ritual between the Goddess and the Chosen is called **Orgeal**. The parturition of the new devilish offspring is called **Sowing**.

The Devils are her offspring. They fear and worship her in a templar cult, and sacrifices in the name of The Doom Goddess are ascribed as rituals whose atrocity is rare even for the Pastures’ canons.

Her legend runs with revered awe even among the Inhumans inhabiting the infernal domains. Some of them, to please her, venture into the deadly and wicked quest for the Fragments of the Suits and for relics able to awaken her from Her ancestral sleep and generate a new pandemonium and a new trial from her unwholesome uterus.

The cultists of The Doom Goddess, known as the **Seminarians**, are incorruptible beings serving and praying eternally on the surface and in the depths of the Temple of Utèria. The origin and the nature of the Seminarians is shrouded in mystery, some demonologists believing them to be the reincarnation of the most cruel and dissolute Inhumans, others believing them to be appointed by the Goddess among the chosen of the past cycles.

The **Covens of Doomlichs** pursue the will of the Goddess beyond Utèria, in the four Kings’ potentates, by means of the **Devilish Hunt** and the gathering of the Suits’ fragments.













# INHUMANS AND DOOMLICHS

**“Never ask for forgiveness. Those who do, lose.”**

In the Pastures’ hell, creatures that do not directly descend from the Goddess’ apocalyptic offspring, belong to the pack of the **Inhumans**. An Inhuman is nothing but an exiled, a soul bound to this plane, reincarnated in the most squalid hell inside the body of a simulacrum, with a vague and confused reminiscence of his vile past and an unbridled propensity to vice and corruption.

Like the Devils and wild beasts, the Inhumans too are subject to the perverse laws that rule the Pastures and, depending on the degree of putrefaction, deformity, obsession and perversion, they present the sign of diabolical diseases and necrosis as well as anatomical and mental alterations more or less degrading.

In the course of his short and miserable struggle for survival, an Inhuman is devoted to the satisfaction of his vices and his urges and pursues his own personal goals first. Rare are the virtues and positive qualities of the Inhumans, as their soul is doomed to suffer due to unspeakable sins and ignominies.

The Inhumans, and more specifically the Doomlichs, are twisted, vile and renegade creatures, with a petty and fleshy appearance, rather stoic than heroic, serial sinners, unscrupulous but full of foibles, more likely to value a loot or a gamble than their own word. They carry out dreadful ventures and trades fraught with pitfalls, hovering between cynicism and malice, dogmas and betrayals, they are prone to instinct but seldom to despair, in a world of catastrophes and torments seeing them as weavers of their own adverse destiny.

Once the soul of an Inhuman is confined to the Pastures, his new body is formed in the crypts of Utèria, more precisely in the zone of the **Graveyards**. Beyond the necropolis of Utèria, the pack of the Inhumans proliferates in all four infernal kingdoms. Many of them place themselves at the service of a King in exchange for favours or privileges and make and renege on pacts with the Devils of the Pastures, paying serious consequences in both cases. Others pursue their own shady deals and lead trades and lives not too dissimilar from the previous ones.

The brutal life and talents honed in the Pastures lead the most fearless and reckless Inhumans to the dreaded career of **Doomlichs**. The Doomlichs are direct servants of the Goddess and gather themselves in **Covens** of adventurers and Devil hunters, whose goal (occult or blatant) is almost every time the pursuit, gathering and smuggling of the Fragments of the Suits and other arcane relics.

Covens are made of fallen knights, warmongering mercenaries, heinous killers and cut-throats, wicked necromancers, merciless torturers, thieves without honour, forgers, lying preachers and witches. The most fearsome covens boast famous devil hunters, respected even at the courts of the four Kings, who sometimes use them for their own dark purposes.

A Coven collecting all the fragments of the four Suits has the power to open the last sills hidden in the cryptic heart of the Temple of Utèria and free the hordes of the Apocalypse from the Pastures’ imprisonment. The Devils do not crave to abandon their domains, but when the Mother awakens and summons them, they cannot refuse the call.

In this rapture of blood and sacrilege, the chosen Doomlichs will escort their Goddess in the final feast of the **Orgel**, *“an ecstasy of pure evil and supreme perversion”* which no denizen of the underworld has ever enjoyed.

Still, not all the Covens pursue this ignoble goal. Some betray the original covenant made in front of the Seminarians in the depths of the Temple of Utèria and do their utmost to prevent the Goddess from waking up, some others simply exploit their position as Doomlichs to indulge in their delights.

The relationship with the Devils of the Pastures is ambiguous and vicious, swinging between rivalry and subjection. A pact is never an alliance, and no spell is so powerful or dreadful to quell the diffidence or the ambition of a Doomlich.

In the event of a violent death, an Inhuman’s body turns to ashes and his soul remains segregated in the **Fetish** he is bound to. This can be an amulet, a dagger, a doll, a lock of beard or a glass eye. An expert necromancer or a priestess experienced in exorcisms, through a pact with one of the four Kings, is able to turn this testament into a quick but costly resurrection.



# THE FOUR KINGS OF THE PASTURES

**“And I saw the lords of malice and panic and ugliness and slaughter. Afterwards, I was blind.”**

The unclean forces and unhealthy energies taking root in the Pastures find their highest countenance in the Kings of the Necrobriscola. Their number and their might rely on the mystique of the four. Four like the Suits, four like the hellish waters, four like the hordes of the Apocalypse.

**Disfaële** is the King of the Pasture of **Swords** or **Supèrbatro**. He is **murder** and **war**. His creed is to Reap, his sin is Pride, his emblem is a bell cut by a broadsword.

**Ezechéle** is the King of the Pasture of **Wands** or **Ìraco**. He is **pain** and **scourge**. His dogma is to Punish, his sin is Wrath, his coat of arms is a noose of thorns.

**Zeccaria** is the King of the Pasture of **Coins** or **Avidecca**. He is **deceit** and **corruption**. His faith is to Mislead, his sin is Greed, his icon a forged golden coin.

**Malaria** is the King of the Pasture of **Cups** or **Invideo**. He is **malaise** and **pestilence**. His mission is to Anoint, his sin is Envy, his effigy a goblet covered in eyes.

Each monarch corresponds to an equal number of lieutenants and acolytes, divided into hierarchical ranks: at the top stand the Aces, deformed and invincible champions, followed by the Three Heralds, forty-four Knights and four hundred and forty-four Pages each, plus an indefinite multitude of minor Devils, known as the Pips that *“at the rising of the Church will plough the land as they pass”*.

The Kings represent the highest authority in the Pastures. Their dictatorship is unquestionable, their brutality proverbial. They are all-knowing, self-centred, bloodthirsty, strong, cunning, and devious archdevils beyond all odds. Their sphere pertains to immortality and the arcane. Only The Doom Goddess, whom the Kings idolize and fear as their progenitor, surpasses them in mystery and almightiness.

The Kings of the Pastures look upon the treacherous Doomlichs with suspicion and distrust and rather than forge alliances with their Covens they do their utmost to corrupt and deceive them, binding them through pacts and castrating bonds.

The Kings dwell in inexpugnable palaces, guarded by a host of diabolical and Inhuman champions, heralds, followers and servants. They rarely leave their courts and never tread in other Kings' domains unless for extreme reasons. No Devil can cross the Pool around the Church of Utèria, unless it is directly possessing the body of an Inhuman.

The unstable balance of the Pastures is based on the eternal conflict between the Dominant King and the three Usurper Kings who came out of the **Sowing** of each **Cycle**. As the purpose of the Dominant Sovereign is to maintain and consolidate his status until the next Apocalypse, that of the Usurpers is to dethrone the Dominant king from his prestige and claim the crown of Command of Final Destruction as their own in the presence of The Doom Goddess.





# CHARACTER CREATION

## CLOTHING OF THE DOOMLICH: NAME

When an Inhuman enters the Doomlich career, they forget the old name in favour of the new. Think of one that instils fear and/or disgust. Some examples: Ulcera, Black Pentacle, Skull, Grave Digger, Death Sentence.

## SCORES AND ABILITIES

The Dealer shuffles the full deck and spreads 7 cards to each Player. The Players must comply with the following directions to distribute the cards and determine the main abilities of their Doomlich.

## ABILITIES

A Doomlich has 4 Abilities, one for each Suit:

**SWORDS (Mastery):** technique and mastery at war. It is used for any form of fight or combat. It includes knowledge of the military world, offensive and defensive weapons and social interactions with other fighters and warriors.

**WANDS (Vigour):** physical strength and health, refers to all physical actions not related to combat. It is also used to determine a character's vitality, poison resistance and carrying capacity.

**COINS (Insight):** cunning and intelligence. It is used for all attempts at persuasion, deception or trickery, investigating without arousing suspicion, conceiving complex aspects and, in the full version of the game, generating illusions.

**CUPS (Faith):** sanity and wisdom. It is used to cast spells, reflect wisely, recall knowledge, interrogate or resist revealing answers under torture.

When creating a Doomlich the player places **4 cards**, one for each **Ability**.

Each chosen card must be of the Suit corresponding to the Ability.

If a player has no card of a specific Suit, they must drop a card and assign the Score of 2 to the ability without the assigned card.

The **Success Thresholds (ST)** for the 4 Abilities are determined according to the following table::

Ability Card	Success Threshold
Ace	6+
King - Three	7+
Knight - Page	Page+
6-7	Knight+
4-5	King+
2	Three+

## PAIN AND ARSENAL

Every character has a reserve representing their endurance to pain and the weight of the objects they can carry. In Mano Sinistra this reserve is called **Pain (PP)**.

Each character has **5 base points** in Pain.

Characters have **Extra Pain Points**: starting with a score of 4 in Wands (Vigour), Doomlichs add +1 PP for each card having a higher score.

Should an attack, or any other threat, reduces the Pain to 0, the Doomlich dies and their body dissolves into ashes, while the soul remains trapped in a Fetish.

Pain points also define the **Arsenal** slots available to the character, that is the load capacity of objects that can be carried in the character's backpack.

Wands Score (Vigour)	Extra Pain
Ace	+9
Three	+8
King	+7
Knight	+6
Page	+5
7	+4
6	+3
5	+2
4	+1
2	+0



When Pain is affected, the object held in the corresponding slot is either lost, broken or stolen.

Hands provide two extra slots not counted in Pain but useful for carrying items and defining what is held in hand while in combat. Clothes, including helmet and backpack, do not occupy arsenal slots when worn.

### **VOW**

Doomlichs can count on a dark star of sorts, a tutelary deity to which they devote themselves and which helps and protects them in exchange for a small step towards dissolution.

Place one of the 7 cards: its score and suit will become the **Vow**.





# OBSESSION

The wicked and unwholesome nature of the place you are bound to affects your cognitive stability, bringing you to the brink of insanity. The Pastures push you towards depravity.

Place one of the 7 cards and check the **Obsession** table to determine your character's obsessive disorder.

<p><b>Ace of Swords</b> You are attracted to all things diabolical</p>	<p><b>Ace of Wands</b> You are attracted to devil's blood and sometimes think about it</p>	<p><b>Ace of Coins</b> You are attracted to money and precious thing</p>	<p><b>Ace of Cups</b> You are a little superstitious</p>
<p><b>Three of Swords</b> You are annoyed when they point out that you are an Inhuman</p>	<p><b>Three of Wands</b> You happen to drink devil's blood on the sly</p>	<p><b>Three of Coins</b> You sometime gamble</p>	<p><b>Three of Cups</b> You have a superstitious gesture that you repeat every now and then</p>
<p><b>King of Swords</b> You doubt your Inhuman nature</p>	<p><b>King of Wands</b> You carry with you a supply of devil's blood</p>	<p><b>King of Coins</b> Wasting money gives you satisfaction</p>	<p><b>King of Cups</b> You keep repeating a superstitious gesture or sentence</p>
<p><b>Knight of Swords</b> You suspect having diabolical origins</p>	<p><b>Knight of Wands</b> You openly drink devil's blood</p>	<p><b>Knight of Coins</b> You must wager or spend obols every day</p>	<p><b>Knight of Cups</b> You ask the Inhumans around you to repeat your superstitious gesture</p>
<p><b>Page of Swords</b> Thinking about devils gives you pleasure</p>	<p><b>Page of Wands</b> You hunt devils so you can drink their blood. You can tell apart the flavours of the different Suits</p>	<p><b>Page of Coins</b> You compulsively buy and bet without thinking too much about the consequences</p>	<p><b>Page of Cups</b> You keep creating new superstitious rites to bring fate to your side</p>
<p><b>7 of Swords</b> You envy the essence of Devils; you think they are superior to the Inhumans</p>	<p><b>7 of Wands</b> You keep drinking devil's blood</p>	<p><b>7 of Coins</b> You pawn your items and services. You get upset when you lose money</p>	<p><b>7 of Cups</b> You suspect that the Inhumans around you bring bad luck</p>
<p><b>6 of Swords</b> You hold a grudge against the Inhumans, deeming them inferior and worthless</p>	<p><b>6 of Wands</b> You feed only on devil's blood</p>	<p><b>6 of Coins</b> You amass large debts and pledges. You are being chased by creditors</p>	<p><b>6 of Cups</b> You are convinced others bring bad luck</p>
<p><b>5 of Swords</b> You devise a plan to go back to being a Devil</p>	<p><b>5 of Wands</b> You feed only on devil's blood and the presence of a devil focuses your thoughts on him</p>	<p><b>5 of Coins</b> You'd betray your Coven for debts and money</p>	<p><b>5 of Cups</b> You define dogmas to influence fate. Anything else doesn't matter</p>
<p><b>4 of Swords</b> Your sole purpose is going back to being a Devil again</p>	<p><b>4 of Wands</b> Drinking devil's blood is your only wish. The sight of a devil sends you into a murderous ecstasy</p>	<p><b>4 of Coins</b> You have a second personality pushing you to amass debts</p>	<p><b>4 of Cups</b> You declare yourself a prophet of fate. You want to establish a creed with dogmas and followers</p>
<p><b>2 of Swords</b> You believe you are a Devil and act like one</p>	<p><b>2 of Wands</b> You make a pact with a devil who inhabits your body and controls your movements. You drink your blood</p>	<p><b>2 of Coins</b> The second personality rules your life, requiring you to go into debt and bets</p>	<p><b>2 of Cups</b> You think you are the god of luck. You impose your dogmas on the Inhumans. You strive to destroy the infidels</p>



# PUTRESCENCE

The indecency and filth of the Pastures affect the flesh as much as the mind. Your body is a simulacrum and part of it has rotten away or is showing some gangrene or deformation.

Place one of the 7 cards and check the **Putrescence** table to determine which deformity you have. \*Each effect of each Suit stacks up with the preceding one\*

<p><b>Ace of Swords</b> Iron horns sprout out the forehead</p>	<p><b>Ace of Wands</b> Reptile eyes</p>	<p><b>Ace of Coins</b> Fleshy crest on the head</p>	<p><b>Ace of Cups</b> Tingling in the arms</p>
<p><b>Three of Swords</b> Hands and feet lose sensitivity to heat and cold</p>	<p><b>Three of Wands</b> Fingers like claws. A few buds are growing out of the flesh</p>	<p><b>Three of Coins</b> Long wattles under chin and ears</p>	<p><b>Three of Cups</b> The skin on the arms peels and causes severe itching</p>
<p><b>King of Swords</b> Iron ganglia sprout out the arms, which become stiffer</p>	<p><b>King of Wands</b> Grows a reptilian tail. A few buds bloom</p>	<p><b>King of Coins</b> Feathers on arms and shoulders</p>	<p><b>King of Cups</b> Arm tissues are destroyed by ulcers and bumps</p>
<p><b>Knight of Swords</b> The flesh rejects metal ganglia from the legs and arms. Causes bleeding</p>	<p><b>Knight of Wands</b> The body becomes covered with scales and cortices</p>	<p><b>Knight of Coins</b> The feathers also cover the bust and the back</p>	<p><b>Knight of Cups</b> Arm necrosis. Pulsating lumps on the flesh. Bleeding and pain</p>
<p><b>Page of Swords</b> The metal in the flesh rusts. Generate infections</p>	<p><b>Page of Wands</b> You have the face and tongue of a reptile. Mosses and lichens on the skin</p>	<p><b>Page of Coins</b> The wattles are getting longer and more obscene. Feathers on the face</p>	<p><b>Page of Cups</b> The arms are gray and numb. Larvae proliferate</p>
<p><b>7 of Swords</b> Flesh and bone replaced by metal accumulate on the shoulder blades in flaccid wings</p>	<p><b>7 of Wands</b> You feed only on raw meat. You swallow food without chewing</p>	<p><b>7 of Coins</b> Feet with 3 long, clawed toes</p>	<p><b>7 of Cups</b> In the dead tissue of the arms larvae and small snakes proliferate</p>
<p><b>6 of Swords</b> Legs and arms are metal plates. Gears instead of joints. Speed halved</p>	<p><b>6 of Wands</b> The hands lose their opposable thumb. Brambles are growing out of the cortex</p>	<p><b>6 of Coins</b> Feathers and wattles all over the body. You feed on worms, insects and reptiles</p>	<p><b>6 of Cups</b> The arms are bones eaten by worms and surrounded by snakes</p>
<p><b>5 of Swords</b> The flesh of the torso purges metal, internal bleeding</p>	<p><b>5 of Wands</b> Limbs shorten and the torso lengthens</p>	<p><b>5 of Coins</b> Legs become rooster's feet</p>	<p><b>5 of Cups</b> A second face grows behind the head. It has blind eyes</p>
<p><b>4 of Swords</b> Internal organs are ovens. There are no more soft tissues. You feed only on coal and metals</p>	<p><b>4 of Wands</b> You move crawling. All your body is a cortex of brambles, mosses, lichens and flowering buds</p>	<p><b>4 of Coins</b> A beak grows instead of a mouth; you are no longer able to speak</p>	<p><b>4 of Cups</b> A limb falls off and the gangrene of maggots and snakes spread all over the shoulders, neck and lungs. Breathing causes pain</p>
<p><b>2 of Swords</b> The metal also affects the skull. Throbbing migraines and bleeding eyes. Impaired vision and hearing</p>	<p><b>2 of Wands</b> You lose the use of speech. You only puff and hiss</p>	<p><b>2 of Coins</b> The arms are shrivelled wings</p>	<p><b>2 of Cups</b> The body is a skeleton covered in larvae and snakes. Every activity cause pain. The head can be detached from the neck</p>







## FETISH

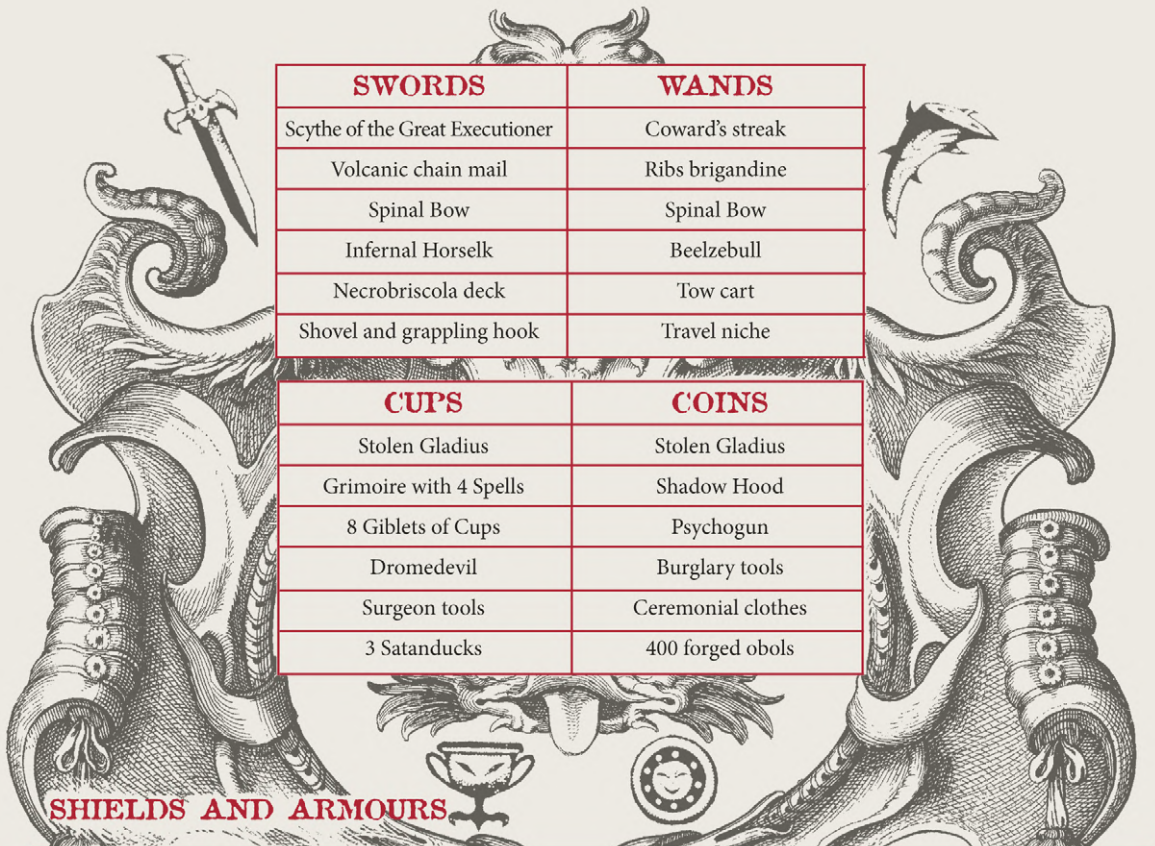
The body of an Inhuman is but a mere simulacrum, its soul is bound to a phylactery, a **Fetish**. When an Inhuman dies, their body blackens, crumbles and turns to ashes, only the Fetish survives the disintegration. Each Doomlich must choose in which Fetish to confine their damned soul.

## STARTING ARSENAL

All characters start with:

- Doomlich robe (0 slot)
- 8 days of rations (1 slot)
- 4 torches (1 slot)
- 4 Giblets of a Pip Devil of Cups (0 slot)
- 40 obols (0 slot)

To determine his Starting Arsenal a Doomlich uses the suit of Vow and look up the equivalent on the STARTING ARSENAL table below.



SWORDS		WANDS	
Scythe of the Great Executioner		Coward's streak	
Volcanic chain mail		Ribs brigandine	
Spinal Bow		Spinal Bow	
Infernal Horselk		Beelzebull	
Necrobriscola deck		Tow cart	
Shovel and grappling hook		Travel niche	
CUPS		COINS	
Stolen Gladius		Stolen Gladius	
Grimoire with 4 Spells		Shadow Hood	
8 Giblets of Cups		Psychogun	
Dromedevil		Burglary tools	
Surgeon tools		Ceremonial clothes	
3 Satanducks		400 forged obols	

## SHIELDS AND ARMOURS

<b>Skull shield</b> (Armour 1, 1 Slot 1 or 1 hand)	10
<b>Gut doublet</b> (Armour 2, 1 Slot)	30
<b>Ribs brigandine</b> (Armour 3, 1 Slot)	100
<b>Volcanic chain mail</b> (Armour 4, 2 Slots)	200



## WEAPONS

<b>NecroBeech Club, Spiked Truncheon, Claws</b> (Damage 3/Critical 6, 1 slot, 1 hand)	5
<b>Coward's Streak</b> (Damage 3/Critical 14, 1 slot, 1 hand, Advantage in Combat)	8
<b>Stolen Gladius</b> (Damage 4/Critical 8, 1 slot, 1 hand, Advantage in Combat)	10
<b>Spear, Sword, Mace, Axe, Flail</b> (Damage 6/Critical 14, 1 slot, 1 hand)	10
<b>Scythe of the Great Executioner, Black Broadsword, Royal Cleaver, BoneSaw</b> (Damage 9/Critical 23, 2 slot, 2 hands)	100
<b>Spinal Bow</b> (Damage 6/Critical 19, 1 slot, 2 hands)	15
<b>Psychogun</b> (Damage 8/Critical 21, 1 slot, 1 hand, 1 turn per Game Hand, Advantage in Combat)	100

## OBJECTS

<b>Lesser Devil Blood</b>	20	<b>Travel rations</b> (1 day)	1
<b>Beelzebull</b> (+6 arsenal slots)	150	<b>Livers for animals</b> (1 day)	1
<b>Candles</b> (4 hours)	1	<b>Meal in tavern</b>	2
<b>Cart</b> (+8 slots, slow)	70	<b>Doomlich robe</b>	5
<b>Horselk</b> (+4 arsenal slots)	100	<b>Torch</b> (1 hour)	
<b>Shadow hood</b> (30 min invisibility per day)	300	<b>Sacrificial Satanduck</b>	2
<b>Rope</b> (9m)	2	<b>Lesser Devil Giblet</b>	5
<b>Dromedevil</b> (+4 slot)	150	<b>Ceremonial robes</b>	50
<b>Necrobriscola deck</b>	1	<b>Whorehouse per night</b>	5
<b>Grave robber shovel</b>	2	<b>Thermal bath</b>	5
<b>Pitch</b> (jar)	1	<b>Animal stable</b>	1
<b>Burglary tools</b>	10	<b>Surgeon tools</b>	20
<b>Grappling hook</b>	2	<b>Travel niche</b> (for 2 Inhumans, cumbersome)	10

# CREATION OF THE COVEN

The characters are Inhumans who choose to pursue a career as Doomlichs and serve the Goddess of Punishment. To do so they must reach the lower floors of the Temple of Utèria and devote themselves to the Gathering of the Fragments of the Suits. Doomlichs do not act alone but gather themselves in groups called Covens. The Doomlichs must decide how their Coven came to be, choosing one of the following options. By doing so, they give the Dealer time and way to set the **Devilish Hunt**:

- **Canonical:** The characters devote themselves to the Doomlich's career and make a binding covenant to dedicate their soul and body to the Gathering of the Fragments of the Suits.
- **Heretical:** The characters devote themselves to the Doomlich's career but betray the Covenant originally stipulated with their Goddess. In great secrecy, they make a second internal covenant, aimed at preventing the Fragments of the Suits from being reunited.







# RULES

## SAVING DRAW

A **Saving Draw** is the drawing of a card from the deck to avoid a risk or a dangerous situation. The Suit (Swords, Wands, Coins, Cups) of the Ability on which the test is based is called **Briscola Suit**.

Draw a card from the deck and look at the result: if the value of the card is equal to or greater than the Ability's Success Threshold you succeed, otherwise you fail.

A 2 is always a **Major Failure** unless the drawn card is a 2 of the Briscola Suit, in which case it is a standard failure. A **Major Failure** is a failure to which the Dealer will add negative conditions.

If during a Saving Draw the character draws a card bearing the same Suit of the Ability for which the test is being made, they get a **Briscola**. A Briscola card guarantees **Major Success**, but the value of the drawn card must still be above the Ability's Success Threshold.

## ADVANTAGES AND DISADVANTAGES

Some **elements external to the character**, or **some of their intrinsic aspects**, such as *Descriptive Traits* or the *Assignment* (see next paragraph) can offer **advantages** or **disadvantages**. This translates into a **Drawing with Advantage** or **with Disadvantage**.

**Drawing with Advantage:** the Doomlich draws three cards and chooses the one they prefer.

**Drawing with Disadvantage:** the Doomlich draws three cards and the Dealer chooses the card in their stead.

Should more than one Advantages and Disadvantages stack up, it is the Dealer's prerogative to choose if the impending situation should be treated as an Advantage, a Disadvantage or a standard one.

## RESORTING TO THE VOW

A Doomlich can overturn the averse fate, should they be unsatisfied with a failure after a Saving Draw. To do so, they must mark an **Oppression** slot and use the value (and Suit) of their Vow instead of the drawn card. The Vow can result in success and eventually even in a Briscola, should the Suit be the right one.

The Vow cannot be activated if all the 3 Oppression slots have been marked.



## OPPRESSION

Oppression is a condition of dire psychophysical stress resulting from the character's frustration combined with the corruptive nature of the hellish place they live in.

Every character has 3 Oppression slots. A character is considered Oppressed, and suffers the negative effects of Oppression, once all 3 slots have been marked.

Oppression slots are marked in the following cases:

- 1 Whenever a Doomlich recurs to the Vow mechanic
- 2 If a Character does not let out their Obsession during the day, an Obsession slot must be marked upon awakening.





An Oppressed character is burdened with a negative shadow, a sort of dark and depressed mood coupled with the temptation to give in to wrath. During a Saving Draw, it can never score a Major Success, nor it can use Advantage (but can still suffer from Disadvantages).

Oppression slots can be reset after 8 hours of rest.

## HEALING

- A few minutes rest: Restores Base Pain.
- 8 hours' rest: Restores Extra Pain, lost Abilities points, recovers from the Oppressed condition.

## ARMOUR

When a character takes Damage, the Armour value must be subtracted from the Damage value. Every Inhuman has a natural Armour of 0.





# MAGIC IN THE FOUR PASTURES

There are three kinds of Magic in the Pastures and all require to make a Pact with a Devil.

To conjure a Devil it is enough to carve a sigil onto one of its **Giblets**. Giblets are parts of a Devil such as liquids, bones, splinters, and feathers.

The three kinds of Magic are as follows:

- **Spells** born out of Pacts with Devils of Cups which obey the dark arts of King Malaria. For the Spells of Cups all that matters is the ability to learn dark formulas by heart and the mental strength to handle what is required. They demand to be paid in blood.
- **Illusions** and **Divinations** are generated by Pacts with the Devils of Coins which obey the whims of King Zeccaria. The Illusions and Divinations of Coins are based on malice, intelligence, imagination and cunning in the the immediate sequence of actions. They must be paid with material goods.
- **Manipulations** are the result of Pacts with Devils of Swords or Wands and grant physical benefits, such as a temporary increase in Mastery or Vigour, an Advantage during an attack or extra Pain points. They require a psychophysical price.

In this Demo you will only find the specific rules for Spells.

## THE SPELLS OF MALARIA

Any Doomlich can cast a spell whose formula or sigil they know, they only need to conjure a Devil of Cups, carve a sigil onto its Giblet and have enough time to whisper the formula.

Still, learning sigils and phrasings is a complex matter, and one can learn by heart only a maximum number of spells according to the table below, based on the score of the Ability of Cups (Faith).

CUPS SCORE	MEMORIZABLE SPELLS
A	10
K/3	8
P/Kn	6
6/7	4
4/5	2
2	0



To cast a Spell is to make a Pack with Malaria, or with one of its subordinate Devils, and it always requires a Price, also called a Bond. Without a price in blood, no spell can be cast:

- One must gush blood from a self-inflicted wound causing the loss of 1 Pain point.
- As an alternative to shedding one's blood, if a Pact is made with a Pip Devil, it should be enough to sacrifice a previously captured small animal, such as a Satanduck.







# COMBAT

## COMBAT FLOW

Each **Game Hand** consists of 3 rounds determined by the play of as many cards.

Every character in combat must play 1 card and make its action during its turn before moving to the next one.

The three combat turns are bound together by sharing the same 3-cards Hand.

If the fight is not over once all involved characters have played their 3 cards, the operation can be repeated by continuing with a new Game Hand.

## DEALING CARDS

During combat, the Briscola *Suit is always Swords*.

The Dealer takes the deck and, starting from their left, deals 3 hole cards to each player clockwise.

Then it draws 3 cards for each combat group it chooses to use, in order to manage all the NPCs taking part in the combat.

Should one or more Nechrohangmen have Advantage or Disadvantage in combat:

**Advantage in Combat:** The Dealer gives 6 cards to the player, who discards 3 after having looked at them.

**Disadvantage in Combat:** The Dealer looks t 6 cards and chooses 3 for the player.

The discarded cards are placed at the bottom of the deck, face down, to be eventually drawn as needed.

## PLAYING THE CARDS

Each Doomlich must choose one of the 3 cards in their Hand.

In turn, each of the Doomlichs must reveal their card.

Doomlichs cannot verbally make agreements when dealing with their cards, still, signs and gestures are allowed.

## INITIATIVE

Once all the cards have been revealed, the Initiative order of the individual actions of the characters is determined:

- 1 The first to attack are the characters who have played a Briscola (Swords card) in score-decreasing order.
- 2 Other players will attack based on the score of their cards: A-Three-King-Knight-Page-7-6-5-4-2. When two or more cards have the same score, the order of the Suits is: Swords - Wands - Coins - Cups.
- 3 The Doomlichs's NPC helpers will always go last.

## ACTIONS

Following the initiative order, a character can move up to 12 meters and take up to one action. This can be an attack, a maneuver, a second move, the casting of a spell, the casting of an illusion, or the use of a relic.

## ATTACKS AND DAMAGES

The attacker chooses a target in range and checks the played card.

- If the value of the played card is equal or greater than to Success Threshold of the Swords Ability Score (Mastery) the attack succeeds: the player inflicts the Damage value of its Weapon (minus the value of the target's Armour) to the Pain score of the target. If the card is a Briscola (Swords), the target's Armour is ignored.
- An Ace is always a success and inflicts the Weapon's Critical Damage.
- The Ace of Briscola (Swords) inflicts the Weapon's Critical Damage and ignores the target's Armour.
- If the value of the card is below the Success Threshold of the Mastery Ability Score, the attack fails.

Melee weapons can strike adjacent enemies.

Ranged weapons cannot be used if the character is engaged in melee.

Unarmed attacks deal 2 damage to the Pain threshold.



### **CASTING A SPELL DURING COMBAT**

To cast a spell while in combat, the Doomlich must play a card of the Suits of Cups with a value equal to or greater than the Success Threshold of its Cups Ability Score (Faith), in addition to the standard spellcasting rules.

### **DEALER ACTIONS**

The Dealer characters, assembled in groups, follow the same rules described for the Doomlichs characters, acting according to their initiative order.

### **ADVANCEMENT**

The full game will include the rules for character advancement and upgrade as well as for the progression of the character's infernal deterioration.





# SPELLS

## CONJURATIONS

**Circle of Protection:** An iridescent pentacle-shaped circle of 15 meters is drawn. Choose one thing that cannot step into it: Devils, Inhumans, weapons and bullets, heavy objects, gases and liquids. It lasts for 30 minutes.

**Bait:** An object you touch becomes the target of any Spell cast or bullet thrown nearby.

**Insecticide:** All insects within 2 meters of the conjurer drop dead instantly. It lasts for 1 hour.

**Minor conjuration:** Cast this conjuration to undo whatever action will be performed against you. It acts retroactively on actions that took place within the same turn, cancelling their effect. It acts on physical actions only, it has no effect against spells.

## EVIL EYES

**Blind:** An Inhuman next to you turns blind for 1 hour.

**Greed:** A nearby targeted Inhuman develops an overwhelming desire to possess an item.

**Gangrene:** The limb of an Inhuman or a Pip Devil turns gangrenous and unusable.

**Phobia:** A nearby target is terrified by an object of your choice. It lasts for 1 hour.

**Infest:** A room or a confined place is filled with annoying and repulsive insects.

**Body swap:** You swap the bodies of two creatures (Inhumans or Minor Devils) you touch, including yourself. It lasts for 1 day. Should one of the body die, the other will as well.

## NECROMANCIES

**Golem:** A body, or the random reassemblage of more corpses of Inhumans and Devils, rises to serve you. The construct is incredibly stupid, has no specific power and can only obey simple orders.

**Seance:** The soul contained in a Fetish manifests ectoplasmic form and will answer 3 questions.

**Seal:** You are able to close a door or gate as if it were locked and with no chance of opening it, forever. It can still be bypassed or broken through.

**Noose Tomb:** a noose becomes an entrance to a mound.

**Mirrorcrossing:** One mirror becomes a gateway to another mirror you looked into today.

**Shadow Trapdoor:** Your shadow becomes a trapdoor that leads you to a nearby shadow.

**Disassemble:** Any part of your body can be detached and reattached at will without causing pain or damage.





# CALVARY CASTLE



## INCIPIT

A grey cloak of ashes roams in the labyrinth of smoky rooms of the Black Pouch, in the necropolis of Utèria. A hood covers the face of an Inhuman. The wrinkles on her meagre visage speak of tragedies and the eyes spirited from the horrors of the journey dart at the table where the Coven is gathered.

“The Pastures host curses mangling the bodies more than the souls!” The Inhuman leaves an iron locket bearing the effigy of the Suit of Swords on the table. Half of her hand is cut off from the knuckles. In the gloomy silence, her maimed fingers turn the amulet. On the eroded metal stands the coat of arms of a helm cracked in two. “Evil spread once the Viscount came back from war, bringing a crystal with him...”

The Coven exchanges greedy glances as the Inhuman goes on with her story...

## SCENARIO

The Doomlichs are told that a **Fragment of the Suit of Swords** can be found at **Calvary Castle**. The fortress is a southwestern outpost of Supèrbrato (domain of King Disfaèle and his demonic hierarchy), the house of the **Viscount**, a bloody yet loyal Fortune Captain, a veteran of a thousand massacres and feudal lord of the surrounding territories. An army is marching from the north of the Pasture to besiege the Castle.

## WHISPERS

- **Acc:** 2 Viscounts have been seen in the castle, 2 nobles holding 2 separate wings of the fortress, each with a court of servants and a guardhouse made of Inhumans and Pip Devils. An atmosphere of dualism hovers in the castle, resulting in feuds and acts of open vexation. **[True]**
- **Three:** The right half and left half of the Viscount known respectively as the Dreary and the Inauspicious, are in the throes of growing madness and psychosis due to their condition of halved beings. They commit sacrileges, conspire against Disfaèle and abuse the castellans. **[True]**
- **King:** The Ace of Swords, Lamodeo, is at the head of the army and this could overturn the fate of the siege. **[True]**
- **Knight:** The weapons of the Viscounts are magical. Wielded together they will reveal a secret. **[False]**
- **Page:** Venelope knows the location of a treasure hidden beneath Calvary Castle. **[False]**
- **7:** The Dreary is the father and the Inauspicious is an illegitimate child. They both emerged disfigured from a dispute and held two separate wings of the Castle. **[False]**
- **6:** The Dreary and the Inauspicious hid the Fragment in the lower levels of Calvary Castle, in an unknown hideout among the prisons and the family sepulchres, where even Devils fear to tread. Each of them keeps half of the key opening the rooms where the Fragment is hidden, and intimately envies and covets the other's half. **[True]**
- **5:** The Viscount has been cursed after a Necrobiscola game against a Devil of Coins. **[False]**
- **4:** The Viscount made a Pact with the Devil Spezzasorte (Page of Swords) who called him to arms in the gory border war between his hosts and the ones of Mazzabrino (Page of Wands). Victory was claimed by the army of Swords and the Viscount came back home with the prize granted by the Pact with Spezzasorte, an unspecified relic with demoniacal powers. **[True]**
- **2:** The siege is a decoy, the armies will join with the one of Calvary Castle to march together against the army of the Pasture of Wands. **[False]**

## SETTINGS

**Calvary Castle** is located north of a barren plain in the **Pasture of Swords**, crossed by the **Malora river**, an affluent of the **Strage**. It is a turreted fortress of black iron with a pentagonal circle of granite walls, raised on a plateau of steep sides rising 15 meters. It is surrounded by a moat filled by the magmatic waters of the Malora river.

To the south-east extends a maze of metallic razor-sharp bushes and a tangle of iron-clad hedges trapping beast carcasses and intruders in a cloud of scorpion-blowflies.



The borough rising in the south-west, **Fosso Comune**, is a shabby settlement of wooden houses. Upon the arrival of the Doomlichs, most of the population is fleeing. The exodus is due to the impending siege. In the only tavern, **the Stalemate**, you can find restoration, arsenals, sacrificial satanducks, giblets and Whispers.

The path from the borough to the fortress is impervious and calamitous due to escarpments and ravines. The closer one gets to the Castle, the more maimed each element of the landscape appears: uprooted roofs and houses, truncated trees, torn-asunder cattle, wrecked bridges over clefts.

Between the wall circle and the inner fortress, there are 2 parade grounds. They are swarmed with tents and military camps of mercenaries rallied to defend Calvary Castle. Each of them has its own independent dormitory, galley and magazine for cannons and howitzers. Entrance to the fortress of the Viscount's personal militia is forbidden to mercenaries and civilians. The defence command is located in the bastion to the right of the main entrance.

The interiors of the fortress, the rooms, the towers and the halls mirror the maiming atmosphere reigning outside: torn tapestries, shattered glasses, unfinished paintings, halved organ pipes.

## PROMINENT FIGURES

- **Naildriver**, Inhuman inhabiting the fortress. He is a maker of diabolical constructs serving the Dreary, for whom he farms anatomies and scraps for his golems in a mecha-botanical garden.
- **Aguzzino**, a Devil who dwells in the fortress. He is the 5 of Swords, serving the Inauspicious, enjoying torture, gallows and executions.
- **Gullet**, the talkative innkeeper of the Stalemate. He is not afraid of the siege.
- **Venelope**, Virgin and betrothed to the Viscount. The Dreary and the Inauspicious contend for her hand, but neither of them can marry her without the other relinquishing. Venelope spends the darkness of her days and the martyrdom of her nights confined in the low turret of the fortress.
- **Malaugurio**, is the mercenary leader of the Calvary Castle militia. He presides on the walls of the main entrance parade ground. He is cold and calculating, never to fidget. He has a secret purpose.
- **The Dreary and the Inauspicious**, are almost identical, a body vertically sheared by a hideous living scar survived by half a face, half torso and the respective limbs, draped by a cloak of shadows. Each part wearing the right side and the left side of the war armour, by now rusted and rotten, walking on crutches in a crippled and frightening gait announcing their arrival. The Dreary wields a scythe, the Inauspicious a cleaver. Even if halved, they are unmatched fighters and ruthless butchers. They roam in their rooms but can appear anywhere in the fortress. They never go out in the grounds or outer circles.
- **Scar**, Inhuman, second in command of the siege. An expert leader, she is ludopathic and has a rotten arm. She is famous for her patience and her technical expertise with siege engines.

## TIMING OF THE SIEGE

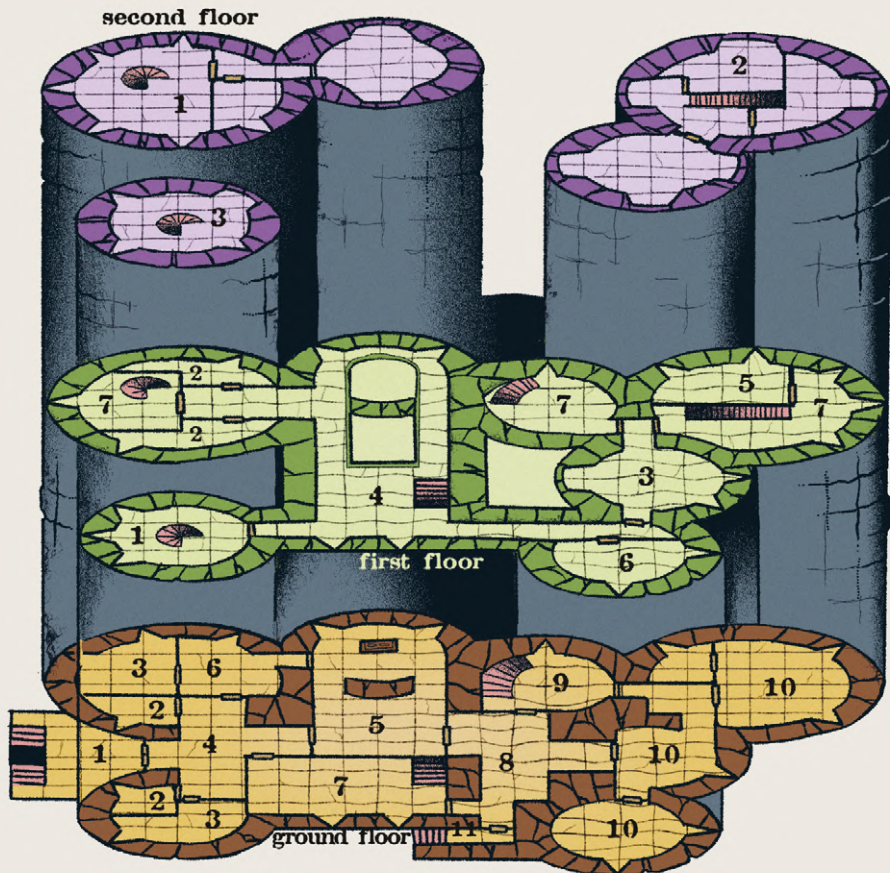
- When the Coven is engaged: it is said that the army is at 10 days away from Calvary Castle
- When the Coven reaches Calvary Castle: well-informed voices claim the army is 4 days away from the Castle.
- First day after arrival: the army is on sight.
- Second day after arrival: at dawn, there is an attack by Razor Eagles and Saberoliphants. Should the Doomlichs take no part in the action, the structure suffers no major damage from the attack, but Malaugurio gets killed.
- Third day after arrival: the army is arranging the siege. There is no way to leave the area without the use of magic or an agreement with the besiegers.
- Fourth day after arrival: 2 assaults per day. If the Doomlichs do not intervene, the outer walls fall on the seventh assault.





## THE FORTRESS OF CALVARY CASTLE

The noble area of the castle, called the fortress, is arranged over three floors.



### GROUND FLOOR

The main entrance (1) is on the west side surrounded by two guardhouses (2). Service rooms (3), used also as guest-houses, are located inside the northern and southern towers.

The throne room (5) is located at the centre, past the atrium (4). The throne is currently split in half and kept standing thanks to some support. The etude (6) to host the Viscount's private meetings is located at the west of the throne room.

Further south is the reception hall (7) with a large fireplace and a noble staircase bringing to the first floor.

Further east is the kitchen (8), with the pantry (9) and the servitude lodgings (10) divided into separate areas for the two courts and smaller rooms for the chaperone and the waitresses of Lady Venelope. There is a servitude exit and a staircase to reach the first floor (11).

One can enter the fortress either with an exclusive invitation or by sneaking in.

### FIRST FLOOR

A library (1), two bathrooms (2), a music room (3), a ceremonial hall split in two (4), a torture room (5), a room for high-ranking guests (6), and some service rooms (7). In each room, one can find luxury objects, jewels and coins for at least 50 obols.

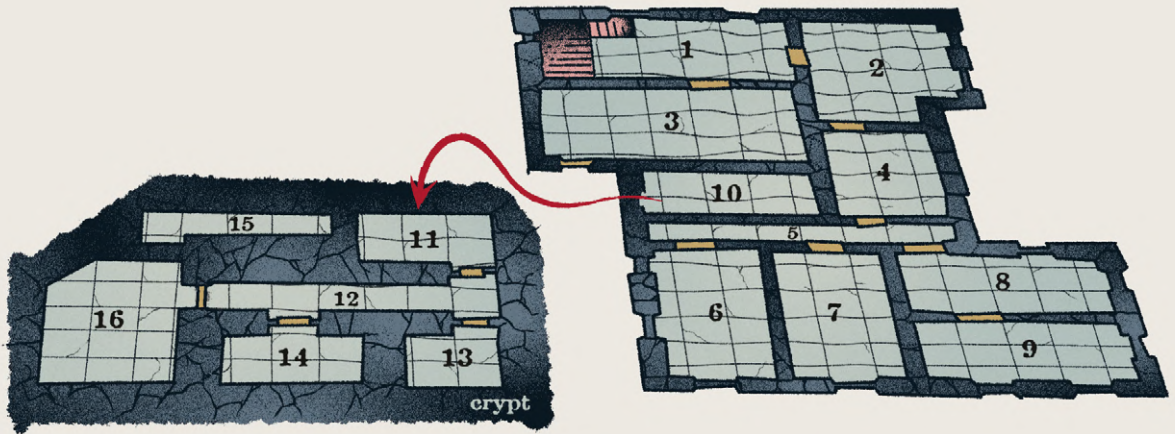
### SECOND FLOOR

The three rooms in the northwestern tower (1) belong to the Dreary.

The 4 rooms in the northeastern tower (2) belong to the Inauspicious.

The southwestern tower (3) is Venelope's room. During the day the betrothed stays on the first floor, during the siege she roams in the hall on the ground floor.





### THE CRYPT OF CALVARY CASTLE

- 1 The crypts can be reached from a hidden staircase beneath the throne. There is a tapestry portraying the Viscount, it has a sword slash ripping it in half. There are windows looking upon an underground lava river. The light is coming from the lava.
- 2 There are 2 **guarding Saberoliphants**, 2 huge windows on the east looking at the lava river.
- 3 There are 3 chests: 2 hold a total of 300 obols and about 10 rubies, but the centre one is a Coocaforte (Devil Page of Coins). She is forced by a Pact to serve the Viscount as long as the Fragment of the Suit is kept in the Castle. She masquerades as a chest and attacks thanks to her illusory skills. She will never retreat or surrender, bound to the Pact, but if one survives her first attack she can be convinced to help the Doomlichs. If convinced, she will reveal the secret door behind her. To the west, there is a rack filled with the Viscount's weapons and a copy of his golden plate armour.
- 4 The room is dark, the windows are bricked up. Magical darkness prevents all vision. At the centre stands a 3 cubic meters trapdoor ceding at the first step. On the bottom, there are 3 rostrums (3 damages).
- 5 The northern door is locked. It can only be opened by forcing it. It leads to a dark corridor without traps or guards.
- 6 There are 2 **guarding Saberoliphants**. They rush into the room at the first noises, they can avoid traps. This room is a heretical library, collecting forbidden tomes that, sold on the black market, can yield at least 600 obols. There are also two magical Grimoires.
- 7 A bare room. Due to a malevolent halo, resting here grants no benefit.
- 8 The door hides a magical trap. Whoever opens it without disenchanting it is teleported along with anyone in a 1-meter radius out of the Castle's entrance portal, in the space between the walls and the lava moat. Those who are left behind see the illusion of one or more vanishing bodies. Inside the room are 2 **guarding Pike Tortoises**. They have orders to attack anyone entering the room, except for the Viscount. The room is filled with a nauseating smell, and is lit by the light of the lava coming in from the windows.
- 9 There are 2 **Inhumans**, apparently priests of Disfaële, and an altar, on top of which stands a forged copy of the **Fragment**. The room is furnished like a temple, but everything is defaced in half. One of the Inhumans lacks the right arm, and the other one lacks the left arm. Both use magic and have two satanducks each, ready to be sacrificed.
- 10 A dark room. If lit one will see frescos dedicated to The Doom Goddess and her cult. There is a statue of the Goddess with two free hands. If one places the two keys taken from the Dreary and the Inauspicious, a reddish light fills the statue and the characters are instantaneously teleported into the hidden part of the crypt. Without the two keys, it is impossible to notice the magic, even with means of magical investigation. Yet is pretty clear that the statue is waiting for two offers.
- 11 This room is identical to the previous one, including the statue, but smaller. The keys can be found on the statue. If removed, whoever is in the room is sent back and whoever is left inside the hidden crypt is locked with no chance of ever leaving it.  
There is a door on the south and a mirror in the northwestern corner reflecting the image but showing a corridor lit by green-flamed torches in the background. On the mirror, a writing in blood reads: "*Kill the better part of yourself*". Anyone hitting their reflecting image will suffer the weapon's critical damage, if they survive the reflected image will disappear and one may enter the torch-lit corridor. When one passes, the passage is blocked and the mirror once again reflects the image of the one standing in front of it.



- 12** A stone corridor with a pavement of dust and bones, lit by green-flamed torches, frescos of The Doom Goddess and the 4 Suits, 2 doors on the south, and 1 on the west.
- 13** A warning on the door reads: *"Enter if you are able to bear the burden of your sins!"* The frescos on the walls portray a multitude of Devils pointing accusingly. Whoever enters will be filled with strong guilt and must mark three Oppression slots. Who has already an active Oppressed condition will be driven by a Homicidal Frenzy: its character will be played by the Dealer for a minute and will lash out against a member of the Coven to vent.
- 14** A warning on the door reads: *"Enter if you can look past your maiming!"* Who enters must increase its Putrescence by one rank. The room is richly furnished and decorated. One can find artworks, jewels, and coins for a value of 3000 obols. **1 Pike Tortoise** is guarding the treasure with orders to kill anyone entering the room, except for the Viscount.
- 15** The torch corridor ends in an alcove on the left. Here there are 2 statues, faithful representations of the Dreary and the Inauspicious. The statues will ask whoever steps in: *"Are you the Viscount?"* If the one facing them answers "Yes" the statues will make way to open a passage. If it answers "No" or stays silent for more than 1 minute, the statues will scream, attracting the 2 parts of the Viscount in the corridor. The statues will allow only 2 persons to pass. Should a third one try to pass, it will trigger the alarm.
- 16** A frescoed temple devoted to The Doom Goddess. At the centre, there is an altar on top of which stands **the Fragment of the Suit of Swords**. The entrance door is locked and a writing on top of it reads: *"The way is barred; it will open itself only to the one who has faced both trials"*. The door is actually magically locked and will resist any physical or magical attempt at opening it, but it is still possible to get around it in other ways. The door can only be opened if in the room there are Inhumans who have been in rooms 13 and 14 and have suffered their effects. It will be impossible to cross it, even if open, if in the room there are Inhumans who have avoided even only one of the aforementioned rooms. The removal of the Fragment from its seat will result in the immediate recomposition of the Viscount in his whole form, even if only one side has been left alive.

## EPILOGUE

Once the Fragment has been purloined, the Doomlichs will have to figure out how to escape the besieging army. The Viscount, as well as Venelope, if still alive, will be grateful to them for having lifted the curse of the Pact and will help the Doomlichs to flee with the cursed Fragment.

Whatever happens next is in the the Coven's clutches.





# BESTIARY

## RAZOR EAGLE (2 OF SWORDS)

- Birds of prey with razor-sharp knives instead of beaks and wings.
- They avoid the fight, suddenly diving down on isolated Inhumans, or pointing at the throat of whoever jumps or is found at a tall position.
- Their boned wings make excellent daggers.



PP	Armour	Swords ST	Wands ST	Cups ST	Coins ST	Weapon
5	2	Knight	King	Three	Ace	(Damage 3 / Critical Damage 12)

## SABEROLIFANT (4 OF SWORDS)

- A huge pachyderm head with sabres instead of tusks and a blade on the trunk. It moves flying on the flames it spits out its truncated neck.
- It charges whenever has at least a 12-meter run-up. On a hit, the target is automatically grounded (with no Saving Draw).



PP	Armour	Swords ST	Wands ST	Cups ST	Coins ST	Weapon
6	4	Page	King	Knight	Ace	(Damage 4 / Critical Damage 16)

## PIKE TORTOISE (7 OF SWORDS)

- A tortoise with blades springing out its carapace, a long neck made of faces and a tail ending with an arm wielding a sabre.
- They always move in group of 2 or 3 elements.
- Critical Damage: A tail attack hits a second enemy within range who must make a Saving Draw to avoid beheading.



PP	Armour	Swords ST	Wands ST	Cups ST	Coins ST	Weapon
11	7	6	Page	Three	King	(Damage 5 / Critical Damage 20)



## COCCAFORTE (PAGE OF SWORDS)

- She appears as a chest or a shiny gold cornucopia. When opened one gets invested by a golden halo of medallions on a deposit of obols. Then she emits an unwholesome breath, of guano and rotten eggs, and reveals her true form. Sapphires bar a greedy chanterelle's pupil. The chest has a jaw of maws letting out a horror with beaks, feathers and claws.
- The Page of Coins masks herself taking the semblance of the richest of treasures.
- Her charm is so strong the characters must make a Saving Draw to avoid being lured by it (whatever the circumstance they are in).
- If the characters lay their hands on the treasure, they must make a Swords Saving Draw. If the Draw fails one limb gets maimed.
- During combat, she uses the Coins Ability Score as Briscola instead of Swords.



PP	Armour	Swords ST	Wands ST	Cups ST	Coins ST	Weapon
11	7	Page	Three	7	6	(Damage 7 / Critical Damage 12)

## INHUMAN MERCENARY

- Statistics to be used for any military Inhuman.
- If the Inhuman is a commander: +1 Pain Points, Swords ST is 6, Wands ST is Page, and the Weapon deals Damage 6/Critical Damage 14.
- If the Inhuman is not a soldier, make the statistics worse by 1 or more points.

PP	Armour	Swords ST	Wands ST	Cups ST	Coins ST	Weapon
5	3	7	Knight	Three	Knight	(Damage 4 / Critical Damage 8)

## INHUMAN PRIEST

- Statistics to be used for any Inhuman dealing with magic.
- It knows 4 spells taken from the list. As a base, use: Bait, Minor Conjunction, Blind, Gangrene.
- In this adventure, magic users make Pacts only with Pip Devils.

PP	Armour	Swords ST	Wands ST	Cups ST	Coins ST	Weapon
3	1	Knight	King	7	King	(Damage 4 / Critical Damage 6)

## THE VISCOUNT: THE DREARY AND THE INAUSPICIOUS

- The two halves of the Viscount bear the same statistics.
- If one of the 2 halves is killed, it fades away leaving behind a halved Fetish. The half-body regenerates after 1 hour.
- He has magic resistance thanks to the curse of the Fragment of the Suit.
- Only the Viscount knows the exact location of the Fragment and the way to reach the secret part of the Crypt. Nobody else, except for Venelope and the 2 orderlies, is aware of the first part of the Crypt but has only heard talking about the secret of the chest.

PP	Armour	Swords ST	Wands ST	Cups ST	Coins ST	Weapon
15	10	6	5	Knight	7	(Damage 8 / Critical Damage 16)



PLAYER

TRAITS

# HAND SINISTRA

(terrobriscold)

AGE

FETISH

**SWORDS**  
(MASTERY)



SCORE

ST

**WANDS**  
(VIGOUR)



SCORE

ST

NAME

COVEN

**COINS**  
(INSIGHT)



SCORE

ST

**CUPS**  
(FAITH)



SCORE

ST

**OBSSESSION**

**PUTRESCECE**



**VOW**

ASSIGNMENT

**PAIN**

**ARSENAL**

**WEAPONS**

WEAPON	DAMAGE	CRITICAL	SPECIAL

**SPELLS**

**FACTS**

**NOTES**

**ARMOUR**

**OBOLS**

**FRAGMENTS**

**EXHAUSTED**

**OPPRESSED**