

THE SKYWARD CITADEL

Adventure Overview

The heroes arrive at the rich port city of Unselmo, a hotbed for political intrigue, scheming merchant families, and assassinations. However, the usual routine has been shattered by the arrival of a floating castle, hovering like a storm cloud over the palace of the Great Tyrant. At night, “winged demons” swoop down from caves located on the underside of the castle

and snatch unwary nobles away for ransom. An arch-sorcerer named Giacinto is said to be behind the abductions. The Tyrant’s private army is helpless; even the siege engines lining the walls of the palace can’t lob missiles high enough to reach the cloud-fortress. And Ariosto, the city’s pre-eminent sorcerer, has been strangely silent about the whole affair.

The heroes are approached by Calixtus, a powerful noble related to the Tyrant, who offers them substantial reward if they can somehow reach the fortress and defeat Giacinto. After thwarting an abduction attempt on Calixtus's own daughter, the PCs (hopefully) agree, and discover a means of conveyance--either by their own magic, using the giant bat mounts of the "demons" who have been making the nighttime raids, or through some posthumous help from Ariosto.

Once the heroes reach the fortress they will have to contend with the small army of sub-humans recruited by Giacinto. Depending on the route they take, the PCs might also encounter a pair of dubious prisoners (a succubus and a master thief), before finally confronting the sorcerer in his own hall and learning his horrific secret. If Giacinto is slain, the fortress will begin to fall from the sky, forcing a race against time as the heroes loot the sorcerer's treasure room and make their escape.

Note: this adventure nominally takes place in a setting that does *not* have access to sky-boats or various flying machines, hippogriff riders, hot air balloons, flying carpets, et. al., as this would downplay the threat posed by the floating fortress. With some modification it could be set in the world of Lemuria, perhaps with Giacinto menacing a city that does not maintain a sky-boat navy.

Starting the Adventure

Let the PCs offer explanations for their journey to Unselmo. They will notice the fortress hovering above the city long before they reach the gates. A quick discussion with locals confirms this is not a 'normal' occurrence, and everyone from wine-shop patron to jaded noble is a-buzz speculating about the threat posed by Giacinto. Paraphrase the information from the opening paragraph of **Adventure Overview** to get the heroes up to speed.

At some point, word of the PCs arrival reaches Calixtus, who dispatches a messenger to them with an urgent summons.

Attempted Abduction!

The messenger will lead heroes to the sprawling estate of Calixtus, head of a noble merchant family and nephew to the Tyrant. Calixtus throws a nighttime feast in the PCs honor, with the usual diversions, before inviting them to sprawl on silken cushions and hear his pitch.

It goes like this: over the past two weeks, several prominent nobles have been kidnapped from their homes and ransomed by Giacinto for astronomical sums. Though most have been returned alive, the Tyrant is losing influence among the great families. He is willing to bury the PCs in gold if they can somehow reach the fortress and stop Giacinto.

Screams interrupt Calixtus's speech. A group of Giacinto's sub-humans have

swooped in by moonlight on the backs of giant bats (xhats--see their stats in **Appendix A**) and are intent on snatching Calixtus's nubile young daughter, Virena, for ransom.

The mounted sub-humans have entered through the courtyard. Already, several guards sprawl dead with flint-tipped javelins and arrows protruding from their bodies. The cornered Virena will be carried off as another prisoner without the PCs intervention.

There should be two mounted sub-humans per PC, with an additional riderless xhat brought along to carry off Virena. Half the sub-humans remain airborne, attacking with missile fire, while the other half have already landed and will engage in hand-to-hand (their xhats will not attack in this case). Wounded xhats and/or sub-humans already airborne will try to flee if possible.

At the end of the battle, PCs have the opportunity to capture one or more of the monstrous bats. The creatures are docile if not attacked or ordered to attack by their riders. PCs possessing careers associated with riding or beast-handling would have the best chance of controlling a xhat as a mount. Once airborne, the creatures instinctively make for the floating fortress (see **The Approach** for more details).

Of course, there might not be enough xhats to carry all the PCs in one trip. Normally, the great bats can only accommodate one rider at a time, though in a pinch the GM

could rule they can carry an additional hero clutched in their talons.

Getting There is Half the Fun

If flying up on xhats to the floating castle seems too convenient, or if this approach is somehow unavailable, the GM can have Calixtus mention the local sorcerer, Ariosto, who has been known to help the Tyrant from time to time. Ariosto has a tower with an attached villa overlooking the merchant quarter.

PCs trying to gain audience with the reclusive sorcerer through the usual means will have no luck. They will have to break into the tower itself to discover that Ariosto has recently been assassinated; his corpse sits against a chair in his workroom. Most of his valuables have already been looted, though a locked case in his summoning rooms holds a sword and stiletto, both made from silvered steel (invaluable weapons when fighting demons--see **Appendix B**).

If the GM wishes, there might be 'pets' (a guardian demon, cockatrice, or golem) of the late sorcerer still hanging around . . .

A thorough search of Ariosto's tower will reveal a bound demon in the uppermost room. This creature has a 40' wingspan and can carry the large brass cage Ariosto keeps on the tower roof as a means of conveyance. The cage, as it happens, is conveniently large enough to accommodate all the PCs. Still, the heroes must find a way of forcing or cajoling the bound demon to

carry them up to the castle. Ranks in Sorcerer or just plain old intimidation would likely be the most helpful.

Finally, a PC magician with sufficient power could conjure his or her own way to reach the castle. A spell bestowing the power of flight would be on the order of Second Magnitude, though it is *much* more in keeping with Swords and Sorcery flavor if this is via a summoned creature or magical conveyance vs. zooming around like Superman (ask yourself as a GM: could the effects of this spell be animated by Ray Harryhausen? If yes, then it's probably S&S).

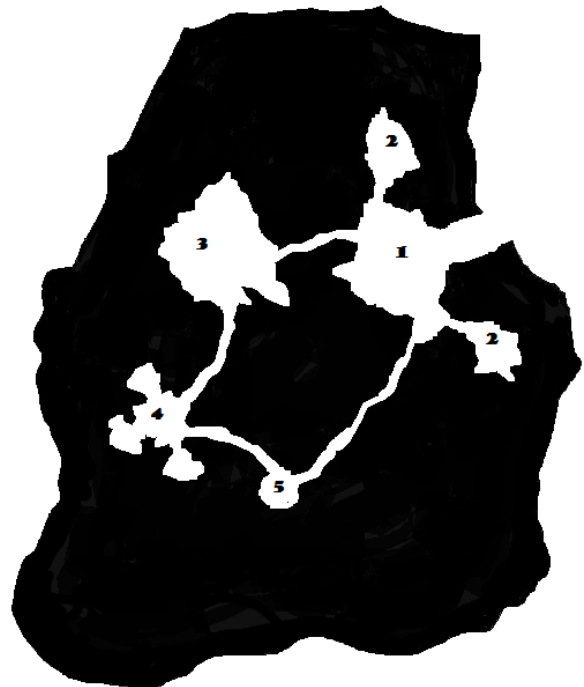
The Approach

Regardless of how they reach it, there are two basic ways to approach the citadel: from underneath, accessing the large cavern the xhats use as an aerie (and which they will instinctively make for), or flying up above the walls and tower and looking for a place to land.

The 'bottom' approach allows for stealth, while the 'top' is more direct but virtually guarantees the PCs will be spotted. Sub-human sentinels are posted on the castle's walls and towers, and can see in the dark. They will sound an alarm and open fire with bows and a powerful springald (see **The Watchtower**) at any aerial target, including xhats, which *never* approach the castle in this manner. The only place to put down safely within the walls is the courtyard; the inner bailey with Giacinto's hall and tower is too narrow.

Fortress Layout

Giacinto's fortress is divided into two parts: the rocky underside (see frontispiece) with its cave complex, and the upper portion consisting of courtyard, towers, and inner bailey.



Aerie of the Xhats (1)

This large natural cavern houses the xhats, about 20 or so adults and smaller juveniles. Like normal sized bats, they cluster together, suspended upside down when asleep. Their abundant guano is collected by the sub-humans and used as fertilizer in the gardens above, or hauled to smaller adjoining caves (2) where it feeds colonies of large (1' to 2' long) mealworm-like

creatures, which are in turn fed to the xhats.

PCs entering the fortress through here have a good chance of achieving surprise, as the sub-humans assigned to guard the cave mouth are routinely asleep—no one has ever approached this way, and the guards are out of Giacinto's direct sight. Assume 1-2 sentries/xhat attendants are posted here at any given time, and alert only a 5-6 (roll a d6).

Sub-human Chamber (3)

This functions as both the guard room and main sleeping quarters for the sub-human tribe. Assume roughly 2-3 times the PCs number in fighting males, though if not expecting trouble only half will be awake. They sleep in their rough furs and hide 'armor', with flint weapons always ready nearby. Their furniture, food, and tools are all crude, as befits their primitive origins.

Sub-humans encountered in their lair fight to the death. Their protective instincts and fear of Giacinto dictate no less.

"Dungeon" Area (4)

These are several linked caverns that make up the dungeons (in the traditional sense) of Giacinto's fortress. There will be 1-2 awake and alert sub-humans serving as guards in the central chamber. Opening off this chamber are 3 smaller caverns screened with iron bars. The guards have keys operating both the locks to the chambers and the prisoners' manacles.

The westernmost cell holds d6 nobles snatched from Unselmo, awaiting ransom. They are frightened and hungry, and will not be much help if freed. All are classed as rabble. If the heroes can somehow get them off the floating rock in good shape, the nobles' families will gladly furnish a reward.

The northernmost cell contains a ravishingly beautiful young woman, clad in scanty rags with crimson tresses trailing to her knees. This is Sestri, a demoness, who is being confined as punishment for disobedience to Giacinto. She will claim to be a noble woman from a far northern city, captured by the sorcerer and imprisoned for refusing to be his mistress. Sestri explains she knows the secret to defeating Giacinto, through the use of a talisman that is proof against his magic.

In truth, this talisman is actually a gem containing Sestri's soul-force, used by Giacinto to control her. The gem is located in the **Squat Reinforced Tower (C)**, on the upper area map) and Sestri offers to lead the party there if freed. She will otherwise avoid combat and go to lengths to conceal her true form.

The southernmost cell contains a bloated corpse and a sharp-eyed, lean-thewed man with a shadowed face. This is Spider Ligor, an accomplished thief who somehow reached the floating fortress, only to be apprehended when trying to steal one of Giacinto's grimoires for a rival sorcerer. Ligor would be a hero in his own right, if he

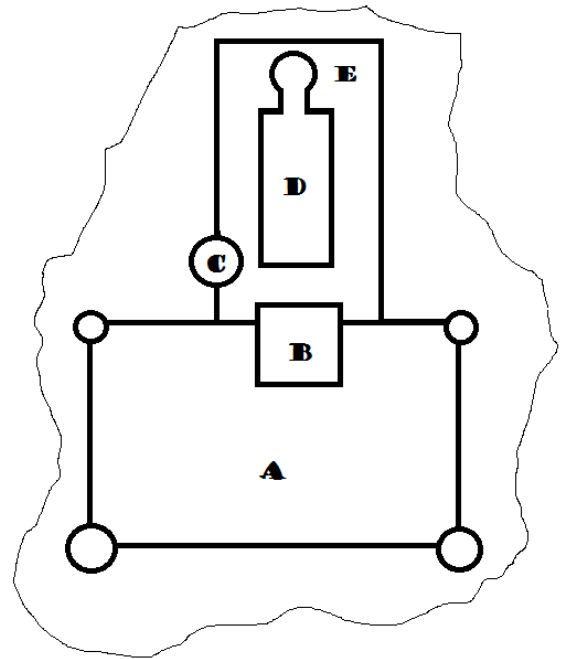
wasn't such a bastard--he killed his cellmate for an extra food ration. If asked, Ligor claims that the man was looking ill when he was thrown inside, though a cursory examination of the corpse shows suspicious marks around his neck (Ligor strangled him with a chain).

Ligor candidly admits to being a thief, and what's more, knows the location of Giacinto's treasure hoard. He will offer to show players the stash if they agree to free him and cut him in on the profits. The GM can play Ligor as a useful adjunct to the heroes or as a backstabbing opportunist (or both) as he sees fit.

Trapdoor (5)

A winding spiral staircase hewn from rock connects the lower level with the upper courtyard. At the top is a trapdoor made of timber reinforced with iron. If any sort of alarm has been raised in the subterranean level, the trapdoor will be barred topside. Hewing it to splinters is the only recourse (an axe would work best). If such is the case, the sub-humans manning the walls above will be ready with concentrated missile fire when the PCs burst forth (see below).

The trapdoor opens in the center of the courtyard, with no nearby cover.



Courtyard (A)

Crenelated walls 20' high surround a rectangular courtyard with several towers. The masonry is made from a translucent, green stone shot through with milky whorls. Most of the courtyard's open space is given over to gardens and large cisterns to collect rainwater, as well as a 10' deep pool swarming with carp. There are several varieties of fruit and nut bearing trees, notably apricot, persimmon, pomegranate, citrus, and pistachio, which are supernatural in origin and yield double the normal amounts year round. This, along with the carp, provides the bulk of foodstuffs for the citadel. If Giacinto wants something more elaborate, he simply conjures it through his demonic servitors.

Watchtower (B)

This 40' tall watchtower protects the inner bailey with Giacinto's great hall. Mounted at the top is a springald, a siege-engine designed by Giacinto himself. The springald uses torsion and a flexible sheet of steel to fire several heavy spear-like bolts at once. It is mounted on a turret and intended primarily for aerial targets (the springald cannot fire at more than a 45 degree angle down, as the bolts will slide out). It takes 2 turns to wind and reload the device after firing. 2 sub-humans man the device at all times.

The springald fires in range increments of 120' and can hit up to six roughly adjacent targets. Roll for each available target—a large silhouette like a xhat could be subject to 2 attacks, but a man-sized profile only one. The heavy bolts do d6+3 damage apiece.

The adjacent battlements and towers house a group of sub-human sentries (2x the number of heroes), all armed with bows and quivers of flint-headed arrows.

The watchtower has a pair of bronze gates that are normally kept open, but can be shut closed with minimal notice. A group of heroes caught in the courtyard and trying to reach Giacinto's tower will have no choice but to rush the gate and engineer some way over the 20' inner wall, or batter down the bronze gates.

Squat Reinforced Tower (C)

Just inside the inner bailey, this structure is built from large, unmortised slabs of basalt. The door is solid iron and rests below a lintel depicting a horned demon with an enormous nose and flaring nostrils. The door is triple-locked, requiring three different keys to open (Giacinto has them on his person). The locks can be picked with three separate rolls at -1 (Tricky); Mind or Agility as a modifier, as well as appropriate career ranks (Thief, Blacksmith, etc.). If a roll succeeds by *exactly* the number needed, then the lock opens but a trap is triggered: flaming naphtha drips down from the demon's nostrils on anyone in front of the door. This effect is also triggered if a character fails a roll to pick the lock.

The naphtha does 1d6 of fire damage for 1d3 turns before burning out, depending on how much splashes on the PC. Armor can protect from this damage for one turn, but will be ruined in the process. A charitable GM can allow the character to make an agility check to reduce the duration by 1 turn (minimum of 1).

Triggering the trap also sounds chimes in **Giacinto's Hall**, alerting him to the presence of intruders. He will use his oracular crystal to scry PCs from that point on, and prepares for their arrival by summoning demonic reinforcements (see **Appendix B**).

Inside the tower is a single room with a 30' tall ceiling. Arrayed on pedestals of varying heights are a dozen spherical gems roughly

the size of a human eyeball, each glowing a lambent crimson, green, blue, violet, etc. A special ward has been placed across the doorway that prevents demons from entering.

If Sestri is with the heroes, she will point to a pale blue gem a couple pedestals away and claim it is the “Heart of Namuz,” a special talisman that can defeat Giacinto’s sorcery. As the ward prevents her from entering the room, she feigns fear at the great magic present, and asks a PC to retrieve the “Heart.” She cautions him or her to use the heavy leather gauntlets suspended on a peg just inside the doorway. The gauntlets protect from the gems’ infernal cold, which inflicts 1d2 LB damage per turn to bare flesh.

The gems are actually receptacles for the life-force of various demons, bound by Giacinto. If the “Heart of Namuz” is carried across the threshold, Sestri asks to show the PCs how to activate the gem’s powerful magic. If handed over, she crushes the gem between her palms, releasing a blinding blue-white brilliance. She then disappears from this plane amidst mocking laughter.

If the gem is recovered but not given to Sestri, she will bide her time and attempt to take it by guile or force (the final showdown with Giacinto presents a good opportunity).

Any of the gems in the chamber would be valuable to a sorcerer. As a collection, they are priceless. Also, some (1 in 6 chance) may have powers they grant to the bearer in the form of boons, such as Magic

Resistance, Magic of the Sorcerer Kings, or Power of the Void. However, the demons whose life-force they contain will eventually come looking for the new owner . . .

Giacinto’s Hall (D)

Another building made from unmortised basalt, with a slender, milky green tower attached. The doors are solid bronze (unlocked, though they can be barred from within). Inside is a great hall with cathedral-like architecture; vaulted ceilings 40’ high and floors of rose-veined marble. Arrayed along the hall are 8 life-sized iron statues depicting people with various deformities. The artist (Giacinto) has taken pains to emphasize the subjects’ humanity.

At the rear of the hall is a gilded throne plundered from some decadent Eastern city, and suspended before it, floating in mid-air, is a large chunk of rock crystal with many polished facets. At any given time these facets magically depict glimpses of happenings in the city below; nobles in their houses, soldiers on guard, slaves in the market, etc. Giacinto uses this scrying power to keep tabs on what’s going on in Unselmo and locating good targets for his nighttime raids. He can also ‘tune’ facets to scry the floating castle, similar to a modern closed-circuit camera system.

Giacinto is almost always in the hall, gazing into the crystal, with Vraeg, his sub-human champion, by his side. If he has had adequate warning of the PCs arrival, he will have already summoned lesser demons (see

Appendix B), and possibly a greater one as well, to prepare for a climactic fight.

Depending on how the GM wants to play it, Giacinto might try to parley, especially if the invading PCs look strong. He reveals to the heroes his ultimate goal: extorting enough ransom to raise a mercenary army, and then establish himself as Tyrant in the city below! He already has a formidable treasure-hoard from previous cities. Of course, he will offer PCs the opportunity to be his lieutenants in this undertaking, with the usual promises of power and vast wealth once successful. If the PCs refuse, then the fight is on. If they accept, Giacinto welcomes them with a demon-summoned feast, plying the PCs with wines from his personal stores . . . and later tries to kill them in their sleep.

In the course of a fight, Giacinto's terrible secret will likely be discovered (see his write-up in **Appendix A**). If Diavolo (Giacinto's conjoined twin) is killed, the Third Magnitude spell he cast to levitate the fortress weakens. The whole complex cants to one side and lurches like a ship on a rolling sea. It then begins to spiral down. How fast the fortress drops depends on how much time the GM wants to give players to look for treasure and/or prisoners and affect an escape (see **End Game**).

Giacinto's Private Tower (E)

This 80' tower is connected to the great hall's rear and can be entered only through a door behind the throne. It contains

Giacinto's opulent bedchamber and various rooms for important guests, an alchemy workshop, small smithy, summoning chamber with pentacle, and most importantly, treasure room. Note that PCs probably won't have much time to explore the structure if they've killed Giacinto/Diavolo, so only a cursory examination is possible.

The treasure room is not locked or trapped, and divided into two parts. The first contains several (10+) chests of neatly stacked golden and silver coins, many of them exotic-looking to the PCs eyes (the coins are from all over the world; some are octagonal, rectangular, stamped with the heads of monsters, have holes in them, etc.) There are also several pieces of statuary made from precious metals and marble, tapestries, and a platinum ewer carelessly filled with un-cut rubies.

The second part of the treasure chamber (divided by a leather curtain), contains Giacinto's collection of rare wine and liquors. This also represents a fortune, though most if not all of the bottles will break if/when the fortress crashes back to earth.

End Game

If Diavolo is killed, the fortress will eventually crash into a slum section of the city, or, more mercifully, into the harbor or fields outside the walls. PCs should have just enough time to grab some treasure and get out. If many of the sub-humans have already been killed, then several Xhats

should be available in the aerie cavern for mounts. If the sub-humans have been circumvented or otherwise left alive, however, they will take all the xhats in their hasty desertion of the fortress.

If the PCs arrived using Arisoto's winged demon and cage, then this is likely waiting in the courtyard. Hopefully, someone told the demon to stay put.

Note that trying to cart off several of the prisoners and treasure chests can represent a conundrum: there's only so much weight/space that flying creatures can carry. This "lifeboat problem" could make for some interesting conflict as the fortress sinks.

Anyone left on the fortress when it crashes will take 3d6 LB of damage. Alternately, a

PC can spend a hero point and remain alive with 1 LB remaining; they were somehow miraculously spared. Don't let players know they have this option unless they suggest it in desperation.

Finally, as an 'out' for lily-livered GM's: Giacinto could have a flying carpet (demons are bound into the weave) in one of the tower's upper chambers, and it just happens to be large enough to accommodate the PCs.

Remember that the heroes have lots of potential remuneration in this adventure: the Tyrant's promised reward, the gratitude of any rescued prisoners' families, and the demon-gems, as well as Giacinto's hoard. That much loot in a dangerous city like Unselmo could cause its own problems . . .

Appendix A: Cast of Characters

Xhat

Attributes

Strength 3
Agility 2
Mind -2

Combat Abilities:

Attack with bite +1; damage d6, or wing buffet, +5 (see below)
Defense: 2 (in flight, otherwise 0)
Protection: d3-1 (furry hide)
Lifeblood: 20

Gigantic bats with a 20' wingspan and covered in bristly ebon fur. These have been domesticated as mounts by the sub-humans and have an insectivorous diet. A xhat is capable of bearing only one rider at a time; when the sub-humans engage in "snatch" raids, they take extra xhats along to carry off prisoners.

The wing buffet attack does d3+1 damage, and whether it hits or not, the intended recipient suffers a penalty die when trying to attack the xhat or its rider.

Sub-Human

Attributes

Strength 1
Agility 1
Mind -1
Appeal -1

Combat Abilities:

Attack with melee weapon +2, or missile weapon +1
Defense: 0
Protection: d3-1 (tough hide and furs)
Lifeblood: 4 (rabble)
Weapons: stone axe, spear, javelin or bow (d6-1)*

*Flint weapons; -1 on damage, minimum of 1.

These are "beast-men" recruited by Giacinto, part of a stone age cliff-dwelling tribe adapted to high altitudes. They have prognathous jaws, bandy limbs, and are covered with wiry black hair. Each wears a cap of xhat fur with stylized "bat" ears.

The sub-humans can see in the dark as if they have the Night Sight boon.

Sestri, Shapechanging Demoness

Attributes

Strength 1
Agility 1
Mind 1
Appeal 3

Combat Abilities:

Attack with talons or other natural weapon +4; d6+1 damage
Defense: 4
Protection: d6+1, unholy vitality, not vs. consecrated weapons, fire, or silver
Lifeblood: 11 (medium-sized monster)

Sestri is a greater demon, a type of succubus, originally summoned to serve as consort to Giacinto before she angered him and was clapped in chains. Her driving ambition is to get ahold of her soul-gem and destroy it, allowing escape from this plane.

She can assume any form of medium size in 1 turn. During combat her body will warp and change as needed, stretching away from blows, forming extra limbs, etc. This gives her a high defense value.

Spider Ligor, Prince of Thieves

Attributes

Strength 0
Agility 3
Mind 1
Appeal 0

Combat Abilities

Brawl 0
Melee 1
Missile 0
Defense 3

Lifeblood: 10

Villain Points: 5

Protection: none when encountered*

Weapons: none when encountered**

Boons/Flaws

Nose for Magic
Two-Fisted Fighter***
Untrustworthy

Careers

Beggar 0
Thief 3
Assassin 1
Scholar (Occult Objects) 0

*Normally wears very light armor (d3-1)

**Normally wields a rapier in one hand (d6), and a dagger in the other (d3)

***Ligor gets a bonus die when fighting with a weapon in each hand

Ligor appears to be a short, spare, relatively unassuming man with an angular face and deep-set eyes that always seem to be in shadow. He speaks in a gruff whisper. A legend among thieves, his specialty is stealing items of occult power from sorcerers--usually at the behest of another sorcerer. As such, he has a healthy respect for magic.

Ligor assassinated Ariosto when the wizard discovered him in his villa. Ariosto originally had hired him to steal a soul-gem from the floating fortress, but the thief had other ideas.

Ligor isn't necessarily bloodthirsty, but he won't hesitate to kill if his own survival is threatened. His disposition in the adventure is up to the GM--he can be helpful, hurtful, or both.

Giacinto Striare, Arch-Sorcerer

Attributes

Strength 0
Agility 1
Mind 2
Appeal 1

Combat Abilities

Brawl 0
Melee 2
Missile 0
Defense 2

Lifeblood: 15*

Villain Points: 5

Arcane Power: 15

Protection: d6**

Weapon: d6 rapier

Boons/Flaws

Greater Pact (+2 Arcane Power)
Artistic
Unsettling
Craving (Alcohol)
Dark Secret

Careers

Noble 1
Alchemist 1
Scholar 1
Sorcerer 3***

*As a composite; Giacinto has 10 LB and his brother Diavolo 5 (see below)

** Ward (ritual spell), protection is 0 against consecrated weapons, silver, and cold iron.

*** Diavolo's rank in sorcery; Giacinto's is only rank 1

Giacinto appears as a hunchback, diabolically handsome, with a forked goatee and amber-colored eyes. He wears robes of indigo with gold alephs stitched into the hem. The robes hide his terrible secret: his 'hunchback' is actually the head of his conjoined twin, Diavolo, who appears (when unclothed) to be trying to claw his way out of his brother's back. Only Diavolo's head and part of one hand actually protrude.

Giacinto is a 'renaissance' man of sorts, skilled in the philosophical and natural arts. His brother is the powerful sorcerer. Diavolo specializes in the summoning of demons, including Sestri, Giacinto's sometime mistress. When Giacinto 'casts' spells, a hoarse, croaking voice seems to emanate from him, but all it takes is an easy (+1) Mind check to notice his lips are not moving. This is because Diavolo's head is actually pronouncing the incantations.

In combat, Giacinto will usually hurl a flask of powerful corrosive or similar potion, while his brother Diavolo summons lesser demons to appear behind the PC's (see **Appendix B** for further details). When his potions are exhausted, Giacinto draws his rapier and fights to the death.

Diavolo has his own heart and certain vital organs. Normally, if Giacinto is taken below -5 LB, his brother will live (and continue to cast spells) until he is discovered and his 5 LB are reduced to 0 or less. Of course, if Giacinto falls from a great height, is engulfed in flames, etc., then both brothers will take damage, and Diavolo will likely die first.

Vraeg, Giacinto's Sub-Human Champion

Attributes

Strength 3
Agility 1
Mind -1
Appeal -1

Combat Abilities:

Attack with iron war-club +3; damage d6+5
Defense: 0
Protection: d6-2 (light armor)
Lifeblood: 11 (NPC)

This 6'4" specimen was the tribe's former chief. Vraeg is in awe of his master, and will sacrifice himself without a second thought. He wields a vicious, two-handed war club studded with iron barbs, capable of smashing heroes to a pulp with one blow.

Appendix B: Giacinto's Grimoire

Giacinto's (actually Diavolo's) magic involves demon-summoning. Even his cantrips have a diabolical theme to them; the sharp odor of brimstone, tiny imps moving objects around, etc. The following are descriptions for spells likely to be cast by him during the adventure.

First Magnitude

Summon Lesser Demons

A quick summoning spell that conjures 1d6 small, rat-like imps to perform the caster's bidding. These creatures only last for one "scene" or the completion of a specific task. A Lesser Demon is treated as rabble and disappears in a puff of foul-smelling flames if slain. See below for their stats. Requires Obvious Technique and Special Item (quicksilver ring). Cost is 3 Arcane Power and Difficulty is Tricky (-1).

Summon Demonic Feast

This spell conjures enough food and drink for up to 6 hungry people. The fare is of excellent quality--haunches of unidentifiable meat in heavy sauce, viands of sharp red wine--but if someone unused to rich food eats such a meal, they must pass a normal Strength check or be subject to disturbing dreams later that night. Requires Obvious Technique and Special Item (black tablecloth). Cost is 4 Arcane Power and difficulty is Normal.

Hellfire

A damage spell. Black, sulfurous flames leap from the caster's hands towards a target for 1d6 + the sorcerer's Mind attribute worth of damage. Requires Obvious Technique and Line of Sight. Cost is 4 Arcane Power and difficulty is Normal.

Ward

A defensive spell. The Ward shields the caster's body with invisible armor for 1d6 protection and lasts for a day. This protection is nullified by weapons consecrated to beneficent deities, or made of silver or cold iron. Note that it does protect against attacks by demons, and is sometimes used as a precaution before a dangerous summoning. Requires Casting Time and Special Item (magic charm). Cost is 4 Arcane Power and difficulty is Tricky.

Second Magnitude

Summon Greater Demon

A 'formal' summoning, risky by nature. The spell calls a demon of significant power, which must then be bound to a specific task. Each demon called is unique, with its own set of stats and abilities. Requires at least Casting Time, and often Special Item, Rare Ingredient, and/or Ritual Sacrifice. Cost is at least 10 Arcane Power and difficulty is Tough (-4). Binding the demon requires an additional roll of Mind + Sorcerer's Rank with the demon's Mind attribute as a modifier. If failed, the demon vanishes and the caster is out the Arcane Power for his trouble. If the roll is fumbled, the demon immediately attacks the caster! See below for an example of a Greater Demon.

Lesser Demon

Attributes

Strength -1

Agility 1

Mind 0

Appeal 0

Combat Abilities:

Attack with bite +2, d3 damage

Defense: 1

Protection: none

Lifeblood: 3 (rabble)

These abominations are 4' tall, stooped, with rat-like features and covered in wrinkled pink skin. They have the ability to cast cantrips as a rank 0 sorcerer. They attack by swarming over a single target, biting with their needle-sharp teeth. When not trying to chew someone to death, the little demons display a malicious sense of humor and constantly mutter obscenities.

Malvecchio, Greater Demon

Attributes

Strength 3

Agility 2

Mind 1

Appeal 0

Combat Abilities:

Attack with sword +5, d6+3 damage or fire-gout (special)

Defense: 1

Protection: d6+1, unholy vitality, not vs. consecrated weapons or silver

Lifeblood: 13 (medium sized monster)

Malvecchio appears as a broad-shouldered, muscular man, wearing baroque plate armor (actually part of his body), and having the head of a putrefying lion. His mane of silver hair trails to his waist, and his rotting eyes gleam with carmine fury. Every 3 turns Malvecchio can vomit a gout of flame with a range increment of 5' as a +3 attack, causing d6+4 damage.

Malvecchio is usually summoned to serve as a bodyguard or a slayer. He has rank 3 as an Assassin and rank 6 as a Soldier, and is sometimes consulted for his tactical knowledge. When on this plane his main interest is killing.

CREDITS

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