

5E



APOCALISSE

JOHN'S GUIDE TO THE ARMAGEDDON







APOCALISSE

JOHN'S GUIDE TO THE ARMAGEDDON



APOCALISSE

JOHN'S GUIDE TO THE ARMAGEDDON

*Apocalisse is a game created and designed by Riccardo Sirignano and Simone Formicola,
and developed and produced by Acheron Games.*

SAMUEL MAROLLA

Executive Producer

RICCARDO SIRIGNANO

Creative Director

MASA

Editor-in-chief

**RICCARDO SIRIGNANO, SIMONE
FORMICOLA, MARCO B. BUCCI**

Texts

**DANIELA GIUBELLINI,
ALESSANDRO MANZELLA,
PETER MOHRBACHER, ANTONIO
DE LUCA, TOMO DANIEL CARRAI,
GIOVANNI CALORE, CHAIM GARCIA,
NINO VECIA, ANDREA FRANCIOLI,
ELENA CONTE, GRIM MOON STUDIO
AND GUSTAVE DORÉ**

Art

DANIELA GIUBELLINI

Lead Artist

MARCO BERTINI

Game Design and Ruleset Development

ALEX VALENTE

AND FIORENZO DELLE RUPI

English Version

**JOHN MARRON, SEBASTIANO
DE ANGELIS AND BEATRICE RICCABONE**

Proofreading and Editing

FABIO PORFIDIA

Maps, Sheets and Additional Art

MAURO LONGO AND MASA

Creative Direction and Lead Game Design

SAN GIOVANNI EVANGELISTA

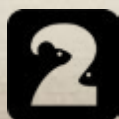
Additional Texts

CAROLINA FIANDRI

Graphics and Layout

**IN TAVERNA DA KURT, NICOLA RICOTTONE, PIERFRANCESCO LUCCHETTI, TURBODADO DAVIDE TURBATI, THE AGENCY,
KRAKEN APS, PHANTASYA PROJECT, FEDERICO COLOMBINI, ESEMPI DI RUOLO, NICOLA FERRANTELLI, SIMONE ODDO,
ANTONIO ARMENANTE, STEFANO DONGIOVANNI, ILARIA ALOISE, GIOVANNI SCARDINO, GIACOMO SBARAGLI, EDOARDO
RIVA, LUCA GENTILE, KALTHEUS, ANDREA GIORLANDO, ANTONIO DI GREGORIO, EDGARDO CASTELLINI, ANGELO RICU-
PATI, SYLVIE RUSSO, FRANCESCO CARLO CASTELLINI, LEONARDO NICOTRA, MATTEO PIRACCINI**

Playtest and other contributions



CONTENTS

INTRODUCTION.....	4	ARMAGEDDON	125
THE END TIMES	7	THE PLAIN OF ARMAGEDDON.....	126
THE END TIMES.....	8	ITALY.....	130
THE FOUR HORSEMEN.....	10	WAR'S DOMAIN.....	131
THE FIFTH SEAL AND THE RESURRECTION OF THE FLESH.....	12	BEYOND THE ASH MOUNTAINS.....	135
THE SIXTH SEAL AND THE DAY OF THE CATAclySMI2	15	CONQUEST'S DOMAIN.....	140
THE SEVENTH SEAL AND SILENCE.....	15	DEATH'S DOMAIN.....	144
ADVENTURING IN THE END TIMES.....	18	FAMINE'S DOMAIN.....	148
MONSTERS.....	20	BABILONIA.....	152
PEOPLE OF APOCALISSE	23	BEYOND BABILONIA.....	162
CREATING A CHARACTER IN APOCALISSE.....	24	THE THRONE.....	165
THE LAST ONES.....	26	THE LORD.....	172
HUMANITY IN THE APOCALYPSE.....	28	THE ABYSS.....	174
SINS AND VIRTUES.....	31	THE ADVERSARY.....	180
CHARACTER ORIGINS.....	35	HELL.....	183
THE MARKS	45	ADVENTURES IN THE END TIMES	187
THE MARKS.....	46	CAMPAIGNS IN ARMAGEDDON.....	188
MARK DICE.....	47	HUNT FOR THE SEALS.....	192
THE MARK OF THE LORD.....	48	FACTIONS.....	196
THE MARK OF THE BEAST.....	54	ECLIPSE OF LIGHT AND SHADOWS.....	198
THE MARK OF ENOCH.....	61	AT THE HORSEMEN'S ORDERS.....	208
APOCALYPTIC ARCHETYPES	67	APOCALYPTIC RELICS	213
BARBARIAN OF THE PATH OF MARTYRDOM.....	70	THE KEY TO THE SEAL	243
BARD OF THE COLLEGE OF REVELATION.....	75		
CLERIC OF RUIN.....	78		
DRUID OF THE CIRCLE OF PLAGUES.....	85		
FURIOSO.....	90		
WORMWOOD SPECTER.....	95		
WIZARD OF THE SCHOOL OF SOLOMON.....	98		
MONK OF THE SEVEN SEALS.....	103		
PALADIN OF THE END OF THE WORLD.....	106		
BASTION.....	113		
SORCERER OF OTHERWORLDLY HERITAGE.....	116		
WARLOCK OF LILITH.....	121		



INTRODUCTION

I looked and saw a door opened in heaven; and the first voice that I heard, like a trumpet speaking with me, was one saying, "Come up here, and I will show you the things which must happen after this."

The *Book of Revelation*, commonly known as the Apocalypse of St John, is probably one of the most poetic and complex

Western texts ever written.

An incredibly powerful journey through the cataclysms and devastation leading to the End Times, contained within a tale that bookends the New Testament and the Bible as a whole. In his text, John takes on the mantle of prophet, and recounts the terrifying vision he received of the "things which must happen after this". He tells of the Last Days, and everything that would take place during the Apocalypse.

The Opening of the Seven Seals of God, the arrival of the Four Horsemen of the Apocalypse, the

emergence of the Beast and the descent of the legions of angels and demons, waging war against each other over the ruins of the Earth, as it is assailed by unimaginable disasters.

People have always been fascinated with this book, and with its evocative power, truly unique in the Western canon. It has been revisited innumerable times over the past centuries, and inspired countless artists. One example above all being Michelangelo Buonarroti, who adorned the ceiling of the Sistine Chapel in Rome with his Last Judgment – probably one of the most famous frescoes in the world.

These are but some of the reasons why we considered the Apocalypse a suitable spiritual successor in our journey through biblical mythology started with *Inferno - Dante's Guide to Hell*.

APOCALISSE, IN BRIEF

Artistic heir to *Inferno*, *Apocalisse - John's Guide to the Armageddon* is a terrifying journey through the End Times.



Players will find themselves lost upon an Earth marred by plagues and divine calamities, ruled over by the Horsemen of the Apocalypse and their immortal armies; they will have to face the angels and demons of Armageddon in a desperate struggle against the End of All Things.

Will they fight for their lives, or will they submit to the Last Judgment?

The characters of *Apocalisse* are people who survived the Opening of the Seals and found refuge in Babilonia, the last human stronghold.

The backdrop is the century-spanning clash of angels and demons for control over a doomed Earth; here, the characters will have to find the strength to forge new alliances and face the Heralds of the Apocalypse and other otherworldly powers, in order to attempt to change the outcome of the Last Battle.

PLAYING THE APOCALYPSE

This manual contains all the setting rules you'll need to play *Apocalisse*, using the game

mechanics of the 5th edition of the world's most popular roleplaying game – specifically, the Origins, Virtues, and Sins for the characters, twelve new Apocalyptic Archetypes, Marks and their associated tables, along with traveling, exploration, and survival guidelines for traversing Apocalyptic Environments.

It also includes descriptions of the Plain of Armageddon, secrets of the Apocalypse, the End Times, and the Last Battle, suggestions for encounters and adventure hooks, 37 Apocalypse Relics, and an introductory adventure for 3rd level characters. Most of this content has been designed to be modular and compatible with all official 5th edition material and settings. For example, the twelve sub-classes, the Marks, Apocalyptic Environments, and Apocalypse Relics can be used in any homebrewed or pre-existing fantasy world.

The manual also has a companion volume, *Monsters of the Armageddon*, which features 60 new creatures and adversaries from the End Times, including angels, demons, and Horsemen of the Apocalypse.





THE END TIMES

CHAPTER I



THE END TIMES

Thus the time came for the Lord, who was light eternal and unchanging love, to begin clamorous and inevitable events. These would, in his divine mercy, unleash his Fury against the evil and the corrupted, bringing forth conversion, repentance, and forgiveness.

Thus came the time of Apocalisse, the vestibule of the Last Judgment.

Just as John had foreseen, the word was bestowed upon the servants of the Throne: the Seven Seals were to be opened, as a prelude to the End Times. And so it was. One after the other, these symbols of the Lord's domain upon Creation were opened in secret. The consequences were made manifest for all to see.

The First Seal was opened.

A Horseman on a white horse came forth and he had a bow; and a Crown was given unto him. He was Conquest. Nothing and No-one could resist him. His was all which he touched, or struck, or claimed.

The Second Seal was opened.

A Horseman on a horse that was red like fire came forth, and he had power to take peace from the earth, and that they should kill one another. He was War, and there was given unto him a great sword.

The Third Seal was opened.

A Horseman on a black horse came forth and he had a set of scales in his hand. He was Famine and his was the duty to take resources from humanity. Everything he touched became scarce, diminished, and prohibitive. The world, with him, languished for everything.

A GUIDE FOR THE END TIMES

As was the case with *Inferno*, the Game Master in Apocalisse also takes on the mantle of Guide for the other players, and we will refer to them as such throughout this manual and *Monsters of the Armageddon*. Unlike *Inferno*, however, the Guide is not a character within the narrative of *Apocalisse*, helping players on their quests, travels, and encounters. When we refer to the Guide, we are exclusively talking to the person acting as narrator, arbiter, and facilitator for the game – the real life person sitting at the table with the other players.



The Fourth Seal was opened.

Forth came Death. A Horseman upon a pale, emaciated horse, and those who had been sentenced to Hell followed him. All those dead were resurrected and marched with the fourth Horseman, spilling onto the world.

The Fifth Seal was opened.

Back came the souls of the saints, the martyrs of Heaven, those that were slain for the word of God and for the testimony which they held.

The Sixth Seal was opened.

The sun and the moon were wed in an Eternal Eclipse, casting the world into darkness. The stars fell unto the earth as it shook with earthquakes. Every mountain and island were moved out of their places, and the world was unrecognizable. Cities were destroyed.

The Seventh Seal was finally opened.

The angels of Heaven came unto the Earth, and with them was Abaddon, the Destroyer. He parted the sea and opened the Pit of the Abyss.

From the waters came forth the demons led by the Beast. A rain of ice and fire mixed with blood lashed the Earth, and with it came lightning, smoke, and tremors.

One third of the waters became blood, one third became wormwood, and one third of the earth itself ceased to exist. In the place of what had until then existed was now an endless stone desert, filled with canyons and ruins. That was the Plain of Armageddon and with it came the beginning of the End Times.

The Last Ones, from the caves where they had sought shelter, came forth to face the consequences of the Lord's Fury.



THE FOUR HORSEMEN

Authority over one fourth of the earth, to kill with the sword, with famine, with death, and by the wild animals of the earth was given to them.

When the first four seals were broken, four Horsemen appeared at each cardinal point. They are the Evils of the World incarnate. Evils which took on a new form as they were called, one similar to that of men. Heralds of destructive forces. Unstoppable scourges, forcing the world to bend the knee, and see it to its End.

They rode as one, as foretold by John, and each gifted his plague unto the Lord's creation. After

their task was done, they parted, to never be united again. Each filled entirely with the Evil that had borne him, and incapable of tolerating the presence of the other three. They became inexorable entities, beyond the control of the other other-worldly powers.

The Four Horsemen care not for the plans of the Lord or the plotting of the Adversary. They fight indiscriminately against any and all factions.

Each Horseman, after leaving the others, claimed a direction and a domain. The opening of the final Seals shaped the Plain of Armageddon, but the lands in which each Horseman resides respects their natures. All the creatures that cross them, be they of this world or beyond, must fight to be spared from their torment.



CONQUEST

This Horseman has claimed a region to the north of Armageddon. Desolate and cold expanses of rock, alternating with forests of dead or petrified trees. There is where rides Conquest, the crowned warrior, whose bow casts bolts which call to the storms.

Conquest rules over a land constantly afflicted by winds and lightning. His domain is ever expanding, as if his hunger for victory were insatiable and unstoppable. A horde of barbarians accompanies him in his raids, growing in number each day. Some are spectral and monstrous, most are Last Ones which Conquest has subjugated.

WAR

This Horseman has claimed a region to the south of Armageddon. A peninsula at the center of the Plain of Armageddon boasts the still intact Coliseum, now surrounded by a vast military encampment. Five volcanoes fill the heavens with black smoke and blazing embers, threatening Babilonia nearby.

Among the ruins and fires rules War, the emperor of the burning sword. He orders his armies into battle with no end. Beside him, on the seats of the Coliseum, are blood-thirsty monarchs, ancient rulers of the past, and morbid specters of the battlefield. Each day, the Horseman observes gladiatorial combat which he arranges between the best fighters he controls.

FAMINE

This Horseman has claimed a region to the east of Armageddon. A vast desert separating the Throne from the rest of the Plain. Famine slowly roams this expanse of barren sands. His golden clothes, his helm and rich harnesses of his horse boast wealth and opulence. Because in the End

Times, only those who have taken everything from everyone else can own such joys. His disfigured face is covered by a mask of precious metals, and yet his eyes search, constantly. He roams in search of the most desperate among the survivors. He yearns to destroy all which is worth fighting for, turning it into sand by his cursed touch.

He is accompanied by a host of emaciated and exhausted people, devoid of everything but the last spark of life.

DEATH

This Horseman has claimed a region to the west of Armageddon. His cold grip has frozen its lands and waters, uniting them into a single glacier. The heavens above are constantly buffeted by winds so cutting they wound those who attempt to cross this way to the Abyss.

Death has left Hell with ample clothing and a skeletal body, every place he visits becomes an enemy of life.

Accompanying him is a horde of undead and infernal creatures. Even Cerberus and his kin have recognized Death as their master. The Horseman can even boast a few angels among his following. Those who were charged with taking the lives of humans. Some of these reapers have bowed to him as their superior, and superior even to the Lord.

The four Horsemen have not chosen a faction, nor do they wish to do so. Bringing even just one of them to your side may very well be the only way to triumph in the Final Battle.

THE FIFTH SEAL AND THE RESURRECTION OF THE FLESH

As the Apocalypse reached its apex, the Fifth Seal was opened and the air fell quiet and solemn. An expectant silence blanketed everything as the peoples, eyes to the sky, watched in fear what was to come.

The opening of the Fifth Seal revealed a blinding and heart-rending vision. A murmuring tide of souls descended from the heavens, as if pouring out of a titanic crack in the sky; the tide appeared before all and marched forward, slowly, through clouds and rays of light.

A legion of faces, each with their story, their sacrifice. A marching display of all those who had inhabited Heaven for millennia. These were the saints, the martyrs, the righteous who had testified to the glory of the Lord in life. The choir of voices screamed for justice and revenge for their fate.

A resplendent angel flew toward them, wielding a golden censer. He moved closer to the marching souls, offering reassurances, prayers, and blessings. Everything was suffused with mystical rectitude, as the souls merged and blurred in the divine light of the censer. They emerged from the light with living bodies, intact and filled with vitality like never before. Each was given white clothing, and each was told to be patient – the Last Battle would soon come.

All of humanity was in awe at such a vision, unsure as to how to respond. Despite the sublime nature of the scene, the peoples were conflicted, torn by

doubt, guilt, and fear. And so, with the Fifth Seal now open, humanity prepared for what would come next. Few were truly aware that the end of these events was nowhere near. Fewer still, that the worst was yet to come.

THE SIXTH SEAL AND THE DAY OF THE CATAclysm

The opening of the Sixth Seal heralded the end of the calm and the start of a chain of catastrophic events never seen before, so much so that it is known across the Plain of Armageddon as the “Day of the Cataclysm”. The Earth was shaken by violent quakes, as mountains crumbled and valleys sought a new shape among the storming oceans. Everything happened so swiftly, so suddenly, that humanity had no time to respond: very few survived and found shelter, as the sun and moon joined in an Eternal Eclipse.

An earthquake of incommensurable magnitude shook the lands. Foundations of cities turned to dust under the violence of the shocks, causing buildings to fall like houses of cards. Roads lifted as waves on a raging ocean. Bridges, banks, and walls were broken and trampled. Very little was spared, very few survived in the main cities and ports.

The last humans left found themselves in a nightmare. The sun, shining high in the sky started to fade and wither, as if something were obscuring its light. A shadow crept across the land, the sky turned crimson, and a red moon covered the sun in a dark, sinister embrace. The world was plunged into darkness, everything covered under a shroud of shadows.



A myriad of stars started falling out of the new eternal twilight that was the sky, as if fleeing the heavens. Some went dark forever, others crashed violently upon the Earth. The sky, now empty of stars, seemed to retreat, abandoning Creation to a chaotic reality devoid of rhyme or reason.

Landmasses crashed into each other, becoming one and the same. New quakes of apocalyptic intensity shoved, dragged, and ripped the rock foundations of the known world. Lands, deserts, mountain ranges lost all semblance of natural balance as islands crashed into continental shores or drifted out into oceans. Many lands were lost to chasms and abysses, others covered by waves. The world shrank, reduced to a third of what it had been, and lost all recognizable shape.

In that moment of terror, death, and uncertainty, the last humans felt the inevitable looming vise of otherworldly powers. They were bearing witness to the power of the elements, a display of its superior force upon Creation. They knew nothing could escape the Lord's Plan, as it rewrote the map of Creation and life itself. Still, the more steadfast and strong-willed were able to flee to caverns and nooks found between cliffs and mountains. They prayed to Earth itself, as if their mother, for protection from divine fury.

They discovered, once more, in the depths of the fear of the End Times, the roots of all ancient beliefs.





THE SEVENTH SEAL AND SILENCE

When, finally, the Seventh Seal was opened, the Lord's Plan already seemed accomplished and no other destruction of the Old World appeared to be possible. And yet, it happened.

A wave of silence washed over the sky, falling upon everything, as if the world itself were holding its breath. Nothing happened for what felt like eons. Then, seven angels stepped into existence, surrounded by winds blowing for them alone. These were the keepers of the trumpets of the Apocalypse. Their features shone with a beauty impossible to put into words, radiant in the solemnity of their expression.

Another angel joined them, shrouded in golden light, emerging from the red twilight of the sky. He carried a mighty golden censer. This instrument of power had been filled with myriad celestial fragrances, a symphony of essences from the Garden of Eden. With slow, deliberate movements, the angel lifted the censer to the sky as the smoke twirled around him. And so, the prayers of the saints, martyrs, and penitents rose up, breaking the silence. The smoke became fire, and the angel threw the censer unto the Earth. Thunder, sounds, and lightning followed.

The Seven Angels, who held the Seven Trumpets, prepared themselves to sound.

THE SEVEN TRUMPETS

The first angel sounded his trumpet, and from the sky fell hail and fire, mixed with blood. One third of the earth was burned up, and one third of the trees were burned up, and all green grass was turned to ash.

When the second angel sounded his trumpet, something like a shard of sky, the size of a mountain was thrown blazing into the sea. One third of the sea became blood, and one third of the living creatures which were in the sea died. One third of the ships that had survived all previous disasters were destroyed.

When the third angel sounded his trumpet, a great star fell as if a storm from the sky, burning like a divine torch. Its fire fell on one third of the lakes and rivers, and on the springs of water. The name of the star was Wormwood and one third of the waters became bitter poison and took the name of wormwood.

The fourth angel sounded his trumpet, and the lights in the sky became darker still. One third of the stars, already barely visible, went out forever. Directions were lost, and no one was able any longer to tell which was north and which south.

When the fifth angel sounded his trumpet, a gray star from the sky fell slowly unto the Earth. This was Abaddon, the Exterminating Angel. The key to the Pit of the Abyss was given to him, and he opened it for the Adversary, losing the light of the Lord. Abaddon let the rift to the antiworld open, and he let the Abyss pour into the world. In the whirlpool at the center of the sea, the City of the Abyss took shape, and fumes, smoke, and poisonous vapors went up, into a cloud so high and toxic it corrupted all lands around it. Out of the cloud came demons of all kinds, but especially the locusts of the Abyss, and demons and monsters as never seen before,



not even in Lucifer's Hell – these came from the infinite chasm beyond all worlds. The locusts looked like winged horses plated with iron armor, with the tails of scorpions and humanoid faces framed by manes and sporting golden crowns. They were given the power to torment humanity with their poison.

When the sixth angel sounded his trumpet, the celestial armies descended from the heavens. Some were angels taller than the tallest human, with powerful swan wings. Armed with carved swords, spears, and bows, they came forth upon the backs of mighty celestial lions, by the name of arielim. Others were beings of terrifying shape, blending human attributes with everything which human is not. Finally came the mighty angels, towering in form and size. They descended and marched toward the Sacred Mount of the Throne, punishing all trace

of corruption in their wake. With flame, smoke, and sulfur, they destroyed one third of humanity.

When the seventh angel sounded his trumpet, great voices in heaven followed and the sign awaited by the prophets was made manifest: a Woman Clothed with the Sun, the moon beneath her feet, and on her head a crown of twelve stars. She cried for she was in labor, and gave birth. Along with her was made manifest the Beast, the Old Serpent, the Enormous Red Dragon of prophecy. The dragon stood before the woman who was about to give birth, so that when she delivered, it might devour her child, but that did not pass: she gave birth to the Lion Lamb, the Redeemer, who is to rule all nations. So began the second otherworldly conflict, the battle between the Armies of the Lord and the Horde of the Adversary.



A WORLD OF CORPSES

When the series of Seven Seals and Seven Trumpets ended, the End Times had come, and Creation bore heart-wrenching witness.

The world had become the Plain of Armageddon, and the Four Horsemen's Domains shared their borders with a devastated, swamped no man's land, with the Abyss, and with the Throne.

An Eternal Eclipse had taken hold in the sky, and after the Resurrection of the Flesh, the people of the Old World were joined on earth by those who had come back from Heaven and Hell, Limbo and Purgatory, millions and millions of people brought back to a new corporeal body.

This multitude of people, the shocked collective of every single person born since the beginning of Creation, was immediately scourged by the Cataclysm and the devastation of the Seven Trumpets. Many perished under divine fury, dozens of thousands every hour of this new unsettling reality.

When the last humans, whatever their origin, who had found shelter in caves made it back to the surface, what they found was even more horrifying than they could have imagined. Instead of everything they knew, now there was only a valley, a plain of swamp and marshlands with poisonous miasmas, with scattered jagged cliffs, deserts of stone, gorges, and ruins. A place in which a third of all water was blood, another third wormwood, in which all harvests had perished, cities were destroyed, and ships swallowed whole. A land fought over by the warring powers and upon which living, mortal beings no longer had any claim or place. The corpses of the living and the returned were everywhere. Billions of men and women barely returned to life had already been struck down, alongside millions of children of the Old World, and the seas and the earth were covered in their twisted bodies. Endless seas of carcasses covered valleys and plains, floated upon swamps and oceans, as the

wailing spirits of the damned residing within, no longer able to reach the worlds beyond, were now forced to haunt whatever remained of the Earth.

ARMAGEDDON

The End Times has come, the Kingdom of a Thousand Years has just begun.

This is now Armageddon, place of corruption and penitence, mystery and revelation.

At the end of all torment, the Last Battle shall be fought in the skies above the ruins of the world. After it is done, finally, shall come the Last Judgment.



ADVENTURING IN THE END TIMES

Deeds that take place in the world of *Apocalisse* are different from ones usually offered in other settings: there is a set of narrative pillars that will help shape any adventure in this new world. We offer these guiding principles so that the Guide can share them with the group to create a specific tone for the game. We see them as useful to point the adventures in the right direction, and bring together character developments, tying them into the overarching story.

1. THE END OF THE WORLD

It all collapsed. Nothing works as it should. Everything is unsettling, delirious, absurd. All resources are precious. No one can afford the luxury of happiness. The Old World is barely a memory.

2. THE APOCALYPSE CORRUPTS EVERYTHING, EVEN PEOPLE

The Last Ones are lost and ruled by fear, horror, madness. No one willingly shares what little they have. Happiness, peace, safety are forgotten luxuries. Lying, deceiving, exploiting are the new norm. The last humans left seek only someone to save them – or someone to punish.

3. THE ONLY ORDER IS DICTATED BY THE FACTIONS

The world is divided into factions, and each of them scrabbles over the last humans alive, especially those who might make a difference. Those who do not choose will be lost or left behind. Betraying a faction is often punished with death and all that comes after it.

4. HEROES ARE SCARRED AND TRAUMATIZED

The Lord's Plan is already being carried out, but not everything is entirely lost. Great sacrifices are required to complete the mission. Broken heroes are the norm, but they have a real chance of influencing the tides of the Apocalypse.

5. ALL CONFLICTS CAN ONLY END WITH THE LAST BATTLE

The cold war between factions, the countless deaths, the disasters and conspiracies, will only end with the Last Battle. And heroes will determine its fate.

THE LAST HEROES

The hero's journey in the Apocalypse often starts with a call to adventure: a desperate, risky mission that only they can see through to the end. There is very little distinction, in the End Times, between daily life and adventure. The Last Ones must constantly face lethal threats and risk their lives, even when they were still unable to put up a fight. They survived by chance alone, or some skill, even predestination – and have had the opportunity to develop and hone their martial and magical skills. They can now face the Plain of Armageddon, beyond the tall walls of Babilonia.

During their early exploits, heroes will encounter sages, mentors, and allies who can guide them, introduce them to the mysteries and secrets of Armageddon, and offer support. These bonds are dangerous in the End Times, however. Humanity has lost much of its empathy and compassion it had once developed; it has become a cluster of desperate survivors or strict faction members, ready to do anything for survival, to protect their loved ones, and keep the Throne, Abyss, or other

Powers happy. Last Ones are often aloof, egotistical, brutal, and cunning. It is hard to find truly honest allies, and such an event is a moment of growth for the characters, who will otherwise be involved in facing off terrifying dangers, defeating horrific enemies, and avoiding insurmountable otherworldly threats.

The Plain of Armageddon is a lethal place. Heroes will often find themselves, if they ever get close to their goals, crushed under the realization that they will never actually win. Despite passing decisive tests, their skills and talents shining through, they will constantly be pitted against superhuman entities. Monsters, angels, and demons are seemingly impossible to defeat without constantly risking losing your life – or that of a dear one.

And yet, in those crushing moments, a revelation will come to them: the only way to achieve their goals, is to appropriate the power precluded to mortals. Literally steal the otherworldly fire from these supernatural creatures, and use it against them. Exploration of the locations where apocalyptic relics are hidden, and the domains of the otherworldly powers, will reveal a new, epic path to take.

This new challenge will see the heroes as the needle in the looming final conflict: the Last Battle, when the armies of the Lord and the Adversary will clash, once and for all, to decide the fate of Creation.

JOURNEY MILESTONES

As the characters develop new powers and strength, so does their ability to influence the conflict between factions; they also develop their exceptional gifts, those that set them apart from every other warrior in the Apocalypse. A summary of the Tiers, offered below, provides guidelines and better understanding for these developments in light of the themes and events of Apocalisse.

TIER 1 (LEVELS 1-4): TRAVELERS IN A NO-MAN'S LAND

At this tier, characters leave their settlement or neighborhood within Babilonia to answer a call to action, a calling or specific heritage; they acquire a class (and perhaps a Mark) and start making their way through society and into the clash between the factions of the Apocalypse. Their deeds start being noticed, as do they for their unique or at least above average skills; they take on small tasks in the barren lands claimed by no one at the heart of Armageddon. In this phase, the characters often act in the interest of (or pretend to) the refugee communities of the Seven Sages of Babilonia, more rarely they report to the Throne or Abyss. The fate of the Plain's small communities could depend on their actions, their ruthlessness, or their protection.

TIER 2 (LEVELS 5-10): ADVENTURERS OF THE DOMAINS

At this tier, the characters are surrounded by otherworldly threats and start being dragged into the factions' schemes. They might have a few magic resources or apocalyptic relics, and a few powerful patrons. They must choose who to trust, make hard choices, and will most likely have to explore the Four Horsemen's Domains, seek out the seals, or venture into the lands belonging to the Throne or the Abyss.

TIER 3 (LEVELS 11-16): CHAMPIONS OF ARMAGEDDON

At this tier, the characters have become legends, and can converse as peers with some of the otherworldly powers. The fate of Babilonia, or even the faction they belong to depends on the deeds and missions the group might undertake. There are no limits to their exploration, and this might bring them to face off against the Four Horsemen, or the lords of the Throne or the Abyss, or even ally themselves with or against all of the above.

TIER 4 (LEVELS 17-20): COMMANDERS OF THE LAST BATTLE

As they reach this preternatural tier, the characters have developed superhuman skills, acquired relics of devastating power, and uncovered secrets that will directly influence the outcome of the Last Battle. The echo of their epic deeds has reached the powers of the Throne, Abyss, and Babilonia. Their deployment will actively make a difference, and the factions might offer them anything to have them on their side.



MONSTERS

The Plain of Armageddon is plagued with a multitude of monsters and otherworldly creatures.

Before the Seven Seals were opened, these horrors were the stuff of legend or of Ancient Religions. Creatures feared only by true believers or those privy to occult studies.

No one in the Old World had proof of their existence. Despite some of their distinctive traits being reported and chronicled in grimoires, folktales, and traditions. The supernatural was the remit of nightmares, of fantasies, and of rituals for the dispelling of evil from the mortal world. Now these evils have revealed themselves and they are very much real. They share the Plain of Armageddon with those who also struggle for survival in its inhospitable lands, often to violent ends.

CREATURES OF THE ABYSS

A host of creatures serves the Adversary. The ranks of the Beast are among them, comprised mostly of demons and arch-demons – the angels who had dared challenge the Lord, taking the side of Lucifero. After their fall, they lost all angelic virtue or appearance. They are twice as tall as a human, sport unnatural complexions, and wide wings akin to bats.

Alongside them are the feared locusts of the Abyss. They appear as winged horses covered in iron plates, with tails of scorpions and humanoid heads bearing manes and golden crowns.

The other terrifyingly common abyssal forces are the Goat Demons, who swarm out of the belly of the Earth to seed horror among the Last Ones. These and all other infernal creatures scour the world awaiting the Last Battle.

CREATURES OF THE THRONE

Otherworldly beings descending from the heavens form the legions of the Lord. Among them are the cherubim and seraphim, androgynous humanoid angels resplendent of every virtue and harmonic beauty. The former are adorned by wings such as those of swans, while the latter sport six wings. Each is at least nine feet tall and wear decorated cuirasses. They bear shield and sword, or spears, or bows.

Alongside them are a multitude of angelic creatures, far from merciful. Among these are the tetramorphs, non-humanoid angels with the heads of four different creatures, and with six large wings.

Finally, there are the Mighty Angels. Giants of a variety of shapes, taller than towers, and deadlier than an entire army.

CREATURES OF ARMAGEDDON

Since the Opening of the Seals, the Plain crawls with biblical and mythological creatures. From the wild beasts that used to guard the entrance to Hell to the leviathans who were thought all but extinct. Enormous serpents from watery depths that now infest the waters that survived the shrinking of landmasses.

There are also the behemoths, colossal four-legged creatures with bones of bronze and a tail as wide as a cedar tree. They destroy and eat all things. Next to the creatures of myth, of course, are all the animals which once used to roam the earth and which are now corrupted and made mad by the End Times.

And I heard them come though I could not see. I could hear their cries beyond rust-colored mists that rose after the storm of blood.

They sounded like the calling of lambs, though there was something human in their desperate bleating. As if they were trying to sound out a name. My name.

When I finally faced them, I was already surrounded. I knew then that the canyon would be my deathbed.

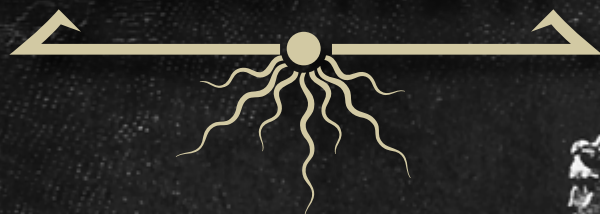
Those creatures had been a flock, once. Before standing upon their hind legs and walking in the way of men. Their slack jaws salivating with the drool of hunger, and the blood covering their entire body.

The manual *Monsters of the Armageddon* collects dozens of new aberrant and radiant creatures, inhuman opponents and otherworldly powers to use in the deeds and missions of *Apocalisse*. The book also includes seven new archetypes for beasts, to modify the fauna of Armageddon, after its alterations due to the arrival and influence of the Four Horsemen, angels, and demons.



PEOPLE OF APOCALISSE

CHAPTER II



CREATING A CHARACTER IN APOCALISSE

The Old World has long since gone, and many an event has befallen during the past decades. Old paradigms have radically shifted, collapsed with the Opening of the Seven Seals. Today, the surface of the Earth is home to the poor souls who somehow survived the start of the End Times, the wretched who were born in the time since, and those who managed to make a living after the Resurrection of the Flesh, when all souls of the dead since the beginning of time reincarnated, at the same time, in new bodies. This surprising collection of survivors, new generations, and returned, all broken, desperate, and constantly on the brink of losing their sani-

ty in their own ways, is known collectively as the Last of Humanity, or Last Humans: all that is left of the human species among the ruins of the world – though probably not for long – as they await the Last Judgment.

All characters in *Apocalisse* are humans, categorized according to six Origins depending on their personal histories; there are no other races, species, cultures, faiths, ideologies, nations, or values. There is no space for such trivial things in Armageddon. The Lord's Judgment looms over everything, and everyone's sins and virtues become tantamount, dictating their personalities, proclivities and moral traits. They are the basis of these last humans' identities, biases, values, and weaknesses, entirely replacing alignments, backgrounds, traits, ideals, bonds, and flaws.

LOST ONES

There may be some players who have seen their characters through *Inferno – Dante's Guide to Hell*; in that case, these characters are no longer Lost Ones, but have reverted back to being regular people, shedding their Semblant for a regular physical body. Shortly after their return, they were also forced to face the End of the World and the Opening of the Seals. In the case that players want to keep using their characters from *Inferno*, they are welcome to keep their name and story, but they must still go through character creation, starting back at 1st level and adapting them to the new reality of Armageddon. All characters that have left Hell as living beings must choose the Child of the Old World origin, while those who have lost all Hope and were otherwise relegated to Hell must choose the Risen from Hell origin. If there are any Noble Spirit characters, these count as Risen from Limbo; we have not included rules to play Indifferent Angels or Malebranche, but the Guide may choose to bring them into the game by picking the origin Risen from Hell in these cases too.

Apocalisse does not include the Hope or Divine Inspiration mechanics. Virtues and Vices chosen for *Inferno* no longer apply, and players must choose a new set of Virtues and Sins.

LANGUAGES AND KNOWLEDGE IN THE APOCALYPSE

There are no schools or academies left outside of Babilonia, and those within the last city are reserved for an elite few. For everyone else, the only teachers are life and the Plain, the only sources of education. Almost all knowledge and secrets of the past, especially those with no practical or useful application, have been lost forever. The only ways in which any of it can be preserved is through oral teachings, apprenticeships, and a few tomes salvaged from city ruins. Chronicles, heraldry, city planning, history, natural sciences, astronomy, and geography no longer exist – even their subject matter is lost – and a select few still cultivate ancient philosophies or theologies, and the liberal arts.

As far as languages are concerned, a common language has spread among the last humans, almost becoming a new vernacular: Babel Tongue. Even where some still remember fragments of previous languages, they all find their way into a jumbled mix of almost incomprehensible terms and expressions, called Language of the Old World or Old Speech, to some, spoken by very few. The Sages of Babilonia, the mages of the School of Solomon, and a handful of others have rediscovered Enochian, a system of symbols and magical formulae capable of channeling mystical powers; otherworldly powers are privy to the language of angels, Thronian, that of demons, Abyssal and Infernal, and a collection of bizarre sounds known as Primal Tongue, at times used by these creatures as a lingua franca of sorts.



THE LAST ONES

The kings of the earth, the princes, the commanding officers, the rich, the strong, and every slave and free person, hid themselves in the caves and in the rocks of the mountains. They told the mountains and the rocks, "Fall on us, and hide us from the face of him who sits on the throne, for the great day of his wrath has come, and who is able to stand?"

The Last Ones are mortals who are still alive on the Plain of Armageddon. Individuals who, despite the overturning of landmasses and the arrival of otherworldly entities, fight every day for their own life. The Last Ones are barely able to survive in a land devoid of resources. A land stripped of the civilization, cultures, and beauty of the Old World.

These survivors live in constant wariness of the Last Judgment, traversing lands plagued by demons, angels, and other blood-thirsty creatures. They wait steadfastly or in terror for the Last Battle, beyond which their suffering will end. Whatever that may mean.

Last Ones is the name of both those who survived the apocalyptic disasters ordered by the Lord and of the individuals who were resurrected from Heaven and Hell after the Opening of the Seals. With the Resurrection of the flesh, these fleshless souls have been given a new chance at life. Physically they are the same as other mortals, though they carry with them the sublime or despairing memories of those otherworldly realities.

The ruins of the Old World can be found in the barren landscapes of Armageddon. Vestiges of an age when humans had reached the apex of their artistic and cultural evolution. Ruins of ancient

I was born during the Opening of the Seals. Everyone says that was my first true adventure. The first of many, having seen the trouble I've gotten into since. Back then, my family was me, my parents, and my sisters. After the Fourth Seal, everyone else came back. It was the family chapel that brought them all together, as that was where they were buried. The Risen found us and together we occupied a ruined building in Babilonia. But nothing went as planned. There was never enough food for everyone, and soon enough we were a family of strangers.

Some died for the second time.

What I learned from my family history is that, in order to survive the End Times, you need to be alone. That is why I keep getting into trouble.

abbeys, towers, cities are all that is left. Still today, statues and frescoes of the Lord and his saints judge the Last Ones that survive. No one can flee their gaze, no one can flee the promise that everything will soon reach the End.

The Last Cities rise from these ruins. Those who wander in search of food or refuge might find these still standing architectural settlements. Small communities even form around them, following a charismatic leader or a particularly skilled fighter. They usually do not last longer than a handful of seasons.

Some survivors, with time, have attempted to seek refuge closer to the Abyss. Others have moved toward the Throne in an attempt to steal some of the manna that the Penitent receive every day.

At the center of the Plain of Armageddon stands the largest settlement of the Last Ones: Babilonia, the Fallen City, rising as a solitary symbol of humanity itself.

The lands that surround the city are also populated by humans who live beneath the surface.

OTHER RACES

In *Apocalisse – John's Guide to the Armageddon*, players take on the role of Last Ones, human who inhabit an inhospitable and ravaged land.

These survivors are at the center of a clash between otherworldly forces, and must choose whose side to join in order to affect in a tangible way the fate of the Last Battle. For this reason, we recommend that players only choose Last Ones, though all races for 5^e are compatible and usable in an apocalyptic scenario.

In *Apocalisse – John's Guide to the Armageddon* you will find no background, but rather only Origins for the Last Ones.

These groups have taken over the entrances of caves and subterranean ruins. These Last Ones are protected from the disasters of the surface, but also have to contend for resources and food with Goat Demons, creatures that haunt the underground and emerge only to plunder and pillage everything in their path.



HUMANITY IN THE APOCALYPSE

Plague-ridden, corrupted, broken, yet still untamed. Despite calamities and cataclysms, demons and angels, monsters and nightmare creatures, the last humans survive – even in their hundreds of thousands left – and will keep doing so.

Almost the entire majority of these survivors, however, comprises those admitted as penitents before the Lord, awaiting Judgment in the shadow of the Throne, or fallen, kept alive by the Abyss, or even still individuals corrupted and altered by the Evils of the World.

Those that remain, those not protected by any of the factions, gather for the most part in Babilonia; others find refuge in caves and shelters across the Plain. In total, there are maybe a few dozen thousands, across the six known origins.

These are their shared traits.

LAST ONES TRAITS

Size. Height and build can vary quite drastically between Last Ones. They can be Medium or Small. Players choose the size when they select this race.

Speed. Their walking speed is 30ft.

Age. The life expectancy of a Last One is almost identical to humans before Apocalisse.

Alignment. A Last One does not choose an alignment, but possesses a Virtue and a Sin that reflect its morality.

Languages. A Last One can speak, read, and write Babel Tongue, commonly used across the Plain of Armageddon.

Origins. A Last One does not have a regular background; a player must choose from the available origins listed in this chapter.

ALIGNMENT

The Last Ones find themselves in an unprecedented existential condition. They exist in a reality in which otherworldly entities beyond comprehension question the very fabric of what is good or evil. Angels, once seen as paragons of good, have been revealed as genocidal murderers, authors of the destruction of Creation, and ready to welcome into their heaven only the smallest number of chosen.

On the other hand, even though demons fight against the destruction of the cosmos, and therefore could be seen as saviors of earthly existence, they don't exactly match the description of "good" either. They are too busy with their war against the Lord, and care nothing for human life if not as a resource, a tool, an army to maintain and increase in its ranks.

The entire paradigm of values and faith has crumbled. Any illusion of a regular reality shattered. The Last Ones find themselves in a pit of uncertainty and confusion, as their ruinous future seems inevitable.

For all these reasons, traditional alignment paradigms have no meaning in *Apocalisse* – they are functionally replaced by Virtues and Sins, and the loyalty (or lack thereof) that a character holds toward their chosen faction.

BIRTH, LIFE, AGE, AND DEATH

From a physical and mental perspective – and regardless of origin and current conditions – the Last Ones are prone to illness, fatigue, trauma, debilitation, deprivation, and wounds just as much as they were in the Old World, and they age the same too. This means, among other things, that in a few dozen years, there will be no one left born before the Opening of the Seals, or souls who returned during the Resurrection of the Flesh, but only “Children of Apocalypse”, their descendants – should humanity last that much longer, that is.

There should not be Children of the Old World currently alive who are younger than twenty years old, or Children of Apocalypse older than that. Even those who returned were reincarnated into the age, features, and gender that best represented their existence as souls in the otherworldly realms; they have since started aging regularly. Anyone reincarnating into an older body, therefore, will have long since died.

That said, time flows differently now, so nothing is truly normal.

On the other hand, illness and death have not changed much, neither have birth and life: Last Ones can procreate and nurture and see their children grow, no matter their origin, though there is no promise of a future for any of them. There is no biological difference, under this aspect, between risen, survivors of the Old World, or children of the Apocalypse.

DAILY LIFE ON ARMAGEDDON

Last Ones are strongly influenced by their surroundings, by the faction that rules over the latter, and by the conditions they’ve had to withstand to survive. Growing up within the walls of Babilonia is not enough to be or even feel safe; anyone living in the Abyss does not necessarily lead a life of constant trauma and abuse. Nonetheless, the place one comes from informs a lot of the person they become, even more so in the End Times.

LIFE IN BABILONIA

Those who grew up in the more humble areas of Babilonia discovered early on that shadows can be useful friends and allies. The ostentatious opulence of the central and higher areas is in jarring juxtaposition with the misery and desperation that afflicts the poorer districts. Narrow streets are overcrowded with desperate people trying to cling onto the only thing they have left: the supposed safety of being within the walls. Anyone who has spent their last few years living like this has nurtured a burning desire for redemption and proving their worth to the world.

Conversely, the few who manage to reside in the Inner Circle know an entirely different reality. They do not suffer from the scarcity of the End Times, and linger within pleasures and decadence reminiscent of inequities from the Old World. The decadence of these lives, however, has ensured that many of those who grow up with these privileges keep seeking something more real, more authentic, far from the walls, to prove themselves as individuals.

LIFE IN THE GARDEN OF EDEN

Admission to the outer lands of the Throne’s Domain means spending countless days among luscious natural landscapes, with thriving vegeta-



tion, green valleys, and crystalline waters. Fruit grows aplenty on trees, and along with manna, provides food to satiety for everyone in the area, with no need to toil. Despite the seeming perfection, however, the lives of those in the Garden are ruled by intransigent demands: no dissent, no differing views. Laws are ironclad, discipline is harsh, and any order must be carried out immediately. All actions are vetted and scrutinized, and any transgression reported.

The outer sheen often hides a lack of genuine human depth, of any kind.

Despite material comforts, characters might feel trapped in an otherworldly gilded cage, constantly seeking a form of authenticity that eludes the rules of the society around them.

Additionally, all penitents are subjected to the constant presence of the angels, inhuman crea-

tures reminding humans of their mortal imperfections and failures with their beauty and pride.

LIFE IN THE ABYSS

The corrupted dwellers of the Abyssal City only know an infinite spiral of darkness and danger. This impossible metropolis is surrounded by ever-flowing dark, poisonous waters. Corrupt and destitute people wandering the streets, ready to take advantage of someone else's weaknesses. Demonic creatures, eyes twinkling with malice, hide in the shadows of this forsaken place. Despite the fact that people who have chosen the Abyss do not have to fear hunger or torture from the horrifying creatures that live in the Domain, everyone knows that the rules only apply until they suddenly don't – no real guarantee is made, to anyone.



Kept fed and protected by demons and other monstrosities, the corrupted soon learn that the real enemy are the free people of the Plain, or those cursed penitents grazing in the Garden. No one can truly understand the Abyss, not unless they belong to it. It is for this reason that those who grew within it harbor a deep and all-consuming hatred toward the rest of the world.

LIFE ON THE PLAIN OF ARMAGEDDON

Those who live on the Plain of Armageddon, far from the protection of any faction, arguably find themselves in the worst situation – worse than the others for sure. A character living in this situation will face even more extreme conditions on the apocalyptic plains. Infinite marshes, extreme climate events, plagued beasts that roam it, scarcity of food and water all force its inhabitants into a condition of constant deprivation and danger. They are forced to travel, constantly keeping on the move in search of sustenance, pushing farther into inhospitable territory. These nomadic communities are small and vulnerable, constantly under threat by monstrous beasts lurking in dark gorges. People who were born in more stable communities, such as refuges or forts, have had to contend with despotic leaders and violent militias, attempting to impose their will upon others. Any who survive these realities are often only seeking a better life, and are drawn more every day toward the promises of the Abyssal City, Babilonia, or the Garden.

SINS AND VIRTUES

Last Ones are each different individuals, and possess unique abilities and skills deriving from the virtue they embody and the capital sin by which they are tormented. As the world was plunged into biblical catastrophe, vices of the flesh and the soul – much like the ideals they follow – have manifested into specific traits for each character.

Every Last One possesses one Virtue and one Sin, chosen from the ones provided below.

During their adventures, a Last One can change, achieve redemption or corruption, and that will be reflected by their main Sin and Virtue. In agreement with the Guide and according to the character's behavior during gameplay, a player can modify these traits at any point that such a change become particularly significant. A character, however, must always have no more than a single Sin and Virtue at any given time, cannot accumulate more or remove them entirely – at least, not until the Last Judgment.

Virtues and Sins can also allow a character to gain Inspiration if the player includes them convincingly in their roleplaying, in defining the personality of the character and influencing their choices.

VIRTUES

Fortitude. This Virtue symbolizes your perseverance and inner will, your ability to endure physical trauma, deprivations, wounds, and fatigue in order to pursue your ideals.

You face every challenge head-on, without hesitation; you will never doubt your ability to overcome any obstacle standing in your way, or to endure any blow you are dealt. You have advantage on Strength or Constitution saving throws. You choose which

saving throw when you select this Virtue.
You also gain resistance to force damage.

Prudence. This Virtue symbolizes your discernment, rationality, mental training. It also represents your fondness for knowledge and your ability to endure mental assaults and psychic aggressions.

You face every challenge with open eyes and ears, to better pick out every detail and analyze it. Your acumen allows you to banish any doubt, conundrum, or dilemma.

You have advantage on Intelligence or Wisdom saving throws. You choose which saving throw when you select this Virtue.

You also gain resistance to psychic damage.

Temperance. This virtue symbolizes your inner and physical balance, your moderation, and the ability to ignore any distraction, sudden noise, temptation, or physical hindrance.

You face every challenge with inner calm and tranquility, focusing on your goal and ignoring your body's limits and your spirit's weaknesses.

You have advantage on Dexterity or Charisma saving throws. You choose which saving throw when you select this Virtue.

You also gain resistance to thunder damage.

Justice. This Virtue symbolizes your willpower and moral compass. It also represents your constancy, firmness, and your ability to endure what could make you upset or feel lost.

You face every challenge in compliance with your moral code, even when this pits you against your faction, your own physical limits, your own interests, and even your own survival.

You have advantage on Strength or Wisdom saving throws. You choose which saving throw when you select this Virtue.

You also gain resistance to lightning damage.

Faith. This Virtue symbolizes your utter and unyielding dedication to your cause, the unshakable rigor which allows you to endure without flinching the slings and arrows of fate, the figments of your mind, the shadows and charms cast by unearthly foes, and even your own martyrdom.

You always speak with your head held high and you always stand fast, convinced that no harm can befall you when you act on your beliefs.

You have advantage on saving throws against spells.

You also gain resistance to fire damage.

Hope. This Virtue symbolizes your firm belief in attaining your ultimate goal or your faction's goal. Hope is the inner fire feeding your determination and allowing you to overcome any physical obstacle, hindrance, deprivation, doubt, or deception.

You are always the optimist, you know you will come out unscathed from any situation and no ill omen will undermine your beliefs, not even in the middle of the Apocalypse.

You have advantage on Constitution or Intelligence saving throws. You choose which saving throw when you select this Virtue.

You also gain resistance to cold damage.

Charity. This Virtue symbolizes your sympathy for the whole of Creation, its living beings and its last humans, a feeling of kindness and selfless dedication that can overcome hate, indifference, and selfishness even among Armageddon's disasters and evils, allowing you to commune with the world.

You are always friendly and helpful with those you meet, and you always try to understand their reasons and needs, so that you may reach an agreement and a compromise whenever possible.

You have advantage on Dexterity or Charisma saving throws. You choose which saving throw when you select this Virtue.

You also gain resistance to acid damage.

SINS

Pride. This Sin symbolizes the ultimate arrogance and the aloofness, the very sin that tainted Lucifer at the dawn of times.

You hate fleeing from a fight, yielding to someone else, taking orders, or even accepting suggestions or instructions without being treated with utmost deference. Your ego is so huge that to subjugate or enslave you is nearly impossible.

You have advantage on saving throws to resist or end the charmed condition on yourself and on saving throws against enchantment spells.

Greed. This Sin symbolizes an unchecked avidity, the irresistible longing to possess items and information, goods and secrets, and the constant desire to maintain these privileges, no matter the cost.

You always try to scoop anything you can lay your hands on, even if you have to steal it, or if you have to risk your life, your mission, or burden you with excessive weight.

You are considered one size larger when determining the amount of weight you can push, drag, or lift. In addition, choose one of the three following options:

- ✦ You have proficiency with a weapon of your choice. It must be a simple weapon or a martial weapon. The weapon you are proficient with will be included in your starting equipment.
- ✦ You have proficiency with one type of armor of your choice: studded leather, mail shirt, or scale mail. The armor you are proficient with is included in your starting equipment.
- ✦ You have proficiency with one type of tools of your choice: forgery kit, thieves' tools, poisoner's kit, one type of artisan's tools, or one type of musical instrument. The tools you are proficient with will be included in your starting equipment.

Lust. This Symbolizes sensuality and carnality taken to extremes, an obsessive and reckless dedication to the lewdest acts, including those which mortify the flesh and train the body to all types of transgressions.

You act roughly and provocatively in all occasions, displaying your appetites and your lascivious nature.

You have advantage on ability checks and saving throws to resist or to end the grappled and restrained conditions on yourself. In addition, to complete a long rest, you only need 6 hours instead of 8. You have to sleep for at least 4 hours and spend up to 2 hours in light activity, such as talking, eating, entertaining yourself, or standing watch.

Envy. This Sin symbolizes an unreasonable malevolence and hostility toward those who are in a better position than you, or who are simply enjoying a pleasant and fortunate situation.

Envy. This Sin symbolizes an unreasonable malevolence and hostility toward those who are in a better position than you, or who are simply enjoying a pleasant and fortunate situation.

You are blinded with hate toward those who fare better than you. You stare at them gloomily, you try to harm them in any way you can, or spread ill rumors about them. You never forget a slight (or what you perceive as a slight) and you always bide your time to get your revenge.

You have advantage on saving throws to resist or end the blinded and deafened conditions on yourself. In addition, you have advantage on checks to recall memories and past events.

Gluttony. This Sin symbolizes an unhealthy obsession with the pleasures of taste, and the unquenchable desire to swallow food and drinks (some of the rarest and most sought-after goods in Armageddon, possibly just because of this).

You are obsessed with rations, supplies and ban-

quets, and are willing to do anything to find and consume as much food as possible, especially if it tastes good, even if you have to snatch it from your companions or those who need it most.

You have advantage on saving throws to resist or end the poisoned condition on yourself, and on saving throws against exhaustion effects. You also have advantage on any check involving the consumption of food and drinks.

Wrath. This Sin symbolizes your feeble morality and your inadequacy to withstand tension. You tend to give in to anger and to overreact.

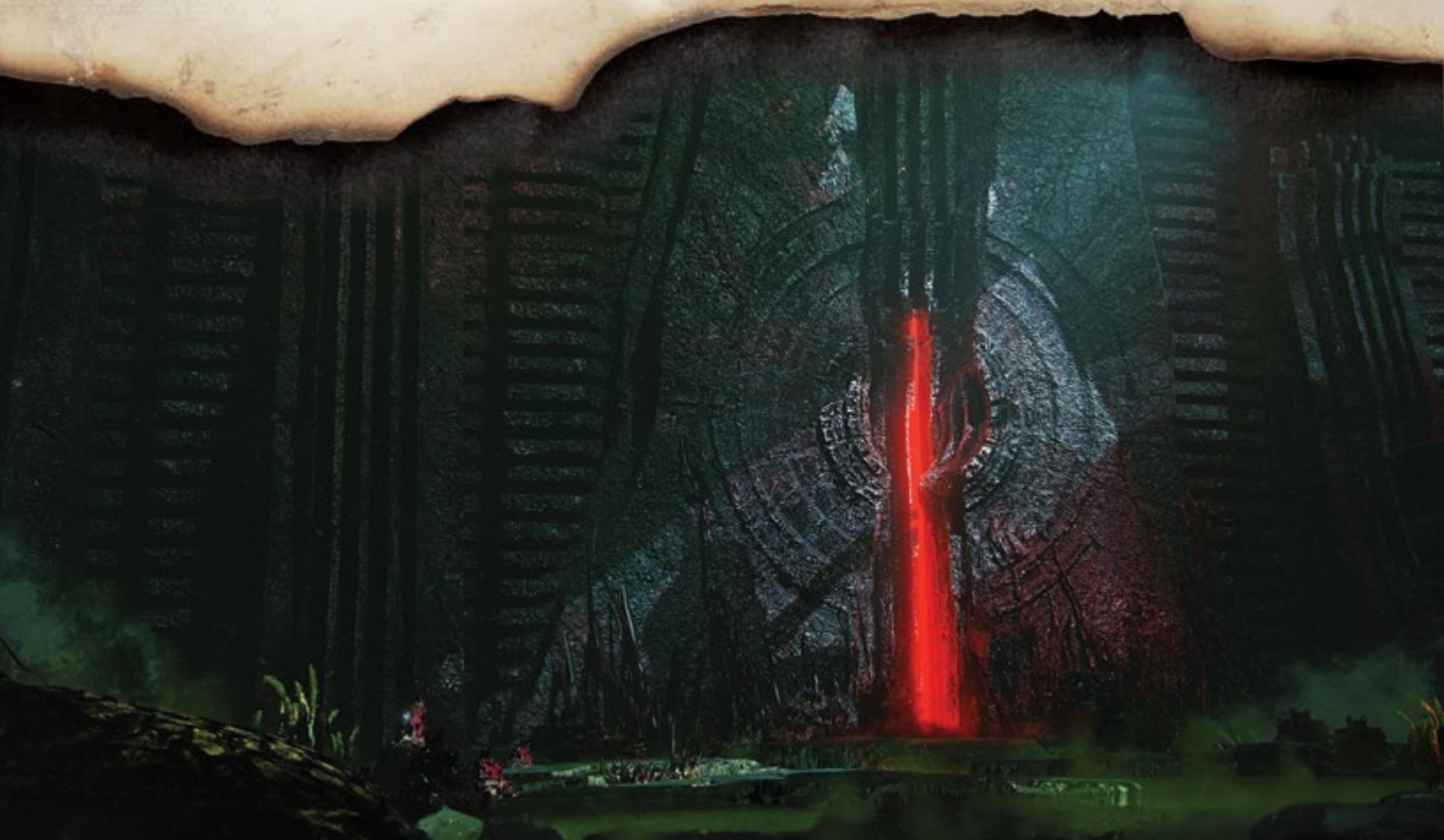
You hate being contested, contradicted, or cornered, and you cannot handle a negotiation or a conflict without giving in to outraged cries or sudden acts of violence.

You have advantage on saving throws to resist or end the paralyzed and frightened conditions on yourself. In addition, you can use Dash as a bonus action a number of times equal to your proficiency bonus. You regain all spent uses when you complete a long rest.

Sloth. This Sin symbolizes utter passivity, laziness, and a languid resignation to the will of fate.

You look constantly unmotivated, sleepy, and dazed, you can never make a precise decision or a clear position, you do not care at all about what is happening around you, and you think that any action taken by those around you is useless in front of what is going on.

You have advantage on saving throws to resist or end the stunned condition on yourself, and magic can't put you to sleep. In addition, you only need to eat and drink half of what is usually required in a day, without suffering exhaustion effects.



CHARACTER ORIGINS

Players of *Apocalisse* do not choose a background for their Last Ones. Each player must choose the Origin for their character from the list of options provided in the setting manual. Each Origin confers specific traits to the character.

CHILD OF THE OLD WORLD

The Children of the Old World are survivors who have had to develop their skills and abilities to make it alive through the perils of Armageddon.

They still remember what life was like in the Old World, and even though it might seem like outdated knowledge, it can still turn out to be useful.

TRAITS OF THE CHILDREN OF THE OLD WORLD

Ability Score Increase: When determining your ability scores, each score increases by 1.

Skill Proficiencies: Two among Arcana, Medicine, Nature, Perception, Religion, and History, plus an additional skill of your choice.

Tool Proficiencies: Herbalist's kit and one type of artisan tools of your choice.

Extra Language: You know the Old World Tongue. You vaguely recall the languages spoken in the Old World, mixed and scrambled together into one language.

Equipment: An herbalist's kit, the artisan tools you are proficient with, a bedroll, a set of traveler's clothes, 10 torches, tinderbox, one *healing potion*, a backpack, and a pouch containing 10 gp.

Maybe my role, in the End Times, is to remember. Cities, crowds, busy market days. Ports, dancing, how things tasted. But most of all the sun, the moon, the stars.

The mere thought of having lost so much so swiftly leaves me breathless.

We never had time to recover between one disaster and the next, each more devastating than what came before it.

I do not know how we survived, how we held fast with no shelter, no cures, no faith to cling to.

We had never felt so lost and abandoned.

We had lost the very idea of hope.

Feature: Memories of the Old World

When a Child of the Old World attempts to learn or recall a piece of lore, if they do not know that information, they often know where and from whom they can obtain it. Usually, the information sought is held in a palace in Babilonia, an isolated monastery, or hidden shelter on the Plain, or known by a sage or other learned person or creature. The Guide will determine whether the knowledge sought is accessible at all. Bringing to light one or more hidden secrets of the Apocalypse could be an adventure's objective, or even that of an entire campaign.

CHILD OF THE APOCALYPSE

The Children of the Apocalypse were born after the opening of the First Seal, and the only home they have ever known is the Plain of Armageddon. They know about the Old World only through the tales of the survivors or trinkets that can still sometimes be found among the rubble. They are tempered by the End Times and have learned how to survive the threats of the Apocalypse.

TRAITS OF THE CHILDREN OF THE APOCALYPSE

Ability Score Increase: When determining your ability scores, one of your ability scores increases by 2 and two other scores increase by 1.

Skill Proficiencies: One among Athletics, Stealth, Perception and Survival, plus an additional skill of your choice.

Tool Proficiencies: One type of artisan tools of your choice.

Stormborn: You were born during the upheavals of the End Times and you are naturally toughened to resist this plagued world. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level.

Equipment: Healer's kit, the artisan tools you are proficient with, a bedroll, a set of traveler's clothes, 10 torches, tinderbox, a shortbow, a quiver and 10 arrows, a backpack, and a pouch containing 5 gp.

Feature: Accustomed to Armageddon

A Child of the Apocalypse was born and grew up in a world of ruin, devastated and shaken by uncontrollable calamities; as a result, they are more skilled than other survivors at adapting, orienting themselves, and understanding its unnatural geographies. In a world lacking sense and points of reference, they are able to recall the general layout of the landscape, settlements, and other landmarks around them.

I was thirteen, maybe fourteen, when I saw myself for the first time. We were exploring the ruins as usual.

At the bottom of an inverted tower we found a trapdoor, and a secret cellar – or rather an attic, I suppose. It was filled with absurd, wondrous items, none of us knew how to use them.

We kept running from one to the other between metal contraptions, glass bottles, and large canvases. Then I saw myself. Not like in a puddle, a murky and trembling reflection, this was me: clear, stable, straight. It was so strange.

Maybe Babilonia has more of these mirrors. Maybe we'll all be able to look at ourselves when they let us inside.

Even just to remember that we're still here.



RISEN FROM HELL

Thanks to the Resurrection of the Flesh, the souls trapped in the eternal punishment of Hell have reclaimed their bodies and now walk the Earth once more. Finding a new, ruined world, different from the one they remembered, they live through this second chance with the lingering memory of torture and pain to which they were subjected.

TRAITS OF THE RISEN FROM HELL

Ability Score Increase: When determining your ability scores, one of your ability scores increases by 2 and two other scores increase by 1.

Skill Proficiencies: Two among Arcana, Stealth, Deception, Intimidation, Perception, Sleight of Hand, and Religion.

Extra Language: Infernal.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Memories from the Blind World: You maintain certain abilities you learned when you worshiped fiends during your fearsome sojourn in the Blind World. You know the *chill touch* cantrip. Starting at 3rd level, with this trait you can cast the *inflict wounds* spell once, and regain the ability to do so when you complete a long rest. You can also cast these spells using any available spell slot of the proper level.

Your spellcasting ability for these spells can be Intelligence, Wisdom, or Charisma (choose it when you select this origin).

Shard of Eternal Pain: You are haunted by a fit of torment that can never be healed, the unyielding memory of the pain you suffered in Hell, which you can use to inflict pain on others as well. Once per turn, when dealing damage to a target with an attack or a spell, you can deal a number of extra

I know my body has healed, I do. But I can still feel their lashings upon my naked flesh.

I wake up suddenly, drenched in sweat. I remember their voices at times, their laughter and cruel remarks. The demons, or maybe they were devils. I never knew the difference.

I only knew I was there to be punished for having been a seducer, though I'm not sure how that warranted damnation. Yet, there I was, running, for all of eternity.

We were freed. We atoned. That still does not matter in the eyes of the Lord.

To Him, we were the damned, and always will be.

necrotic damage equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Equipment: A dagger, a painful memento taken from Hell which reminds you of the centuries you spent in the underworld (a sharp rock, a lock of hair, a shard of horn), a set of traveler's clothes, and a pouch containing 25 gp.

Feature: Scars of the Lost Ones

It has been two decades since the Resurrection of the Flesh, but despite this, the scars accrued from the uncountable years spent in Hell have not yet fully healed, and probably never will. People who come across a character with this origin will recognize a tormented soul that literally went through Hell, an ancient sinner, sentenced to punishment and made flesh again, someone who cannot entirely be trusted. Common folk will treat them with hesitation and a touch of fear, trying not to get in their way where possible and as long as the character does not pose a threat. Additionally, other Risen from Hell will recognize them as a peer and could feel an instinctive complicity.

RISEN FROM HEAVEN

Due to the Resurrection of the Flesh, all the souls that were granted beatitude and eternal proximity to the Lord were wrenched away from Heaven and cast back onto the mortal world; they were forced to live once more a life of toil, hardship, and terror in the dangers and devastation of Armageddon. Many of these Risen, unable to withstand this new, horrifying reality, ended up committing those sins they had avoided for so long in their previous lives; other have simply let themselves die; others still, in order to survive, committed injustices, trickery, and violence, causing themselves to fall into the Abyss or the tormented souls of Death's Domain. Two decades after the terrifying ordeal, very few Risen from Heaven remain; many have rejected their previous holy status, living day by day, and harboring a mixture of badly concealed hatred and convenient devotion toward the armies of the Lord – the cause of so much of their suffering.

TRAITS OF THE RISEN FROM HEAVEN

Ability Score Increase: When determining your ability scores, one of your ability scores increases by 2 and two other scores increase by 1.

Skill Proficiencies: Two among Arcana, Insight, Medicine, Perception, Persuasion, and Religion.

Extra Language: Celestial.

Blindsight: You gain blindsight within 20 feet. Within that distance, you can effectively see anything that is not behind total cover, even if blinded or in darkness. You can also see an invisible creature within that radius, unless that creature is successfully hidden.

Memories from the Empyrean: You maintain certain abilities you learned when you worshiped angels during your haunting sojourn in the Sky of Fixed Stars. You know the spare the dying cantrip. Starting at 3rd level, with this trait you can cast the

heal wounds spell once, and regain the ability to do so when you complete a long rest. Starting at 5th level, with this trait you can cast the *moonbeam* spell once, and regain the ability to do so when you complete a long rest. You can also cast these spells using any available spell slot of the proper level. Your spellcasting ability for these spells can be Intelligence, Wisdom, or Charisma (choose it when you select this origin).

Celestial Longing: You are haunted by a regret for the celestial bliss you have lost, maybe forever. This regret cannot be healed, and you can use it to inflict pain on others as well. Once per turn, when dealing damage to a target with an attack or a spell, you can deal a number of extra radiant damage equal to your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Equipment: A dagger, a set or traveler's clothes, a painful memento taken from the Ninth Sky which reminds you the centuries you spent in Heaven (a feather, the glint of a star, a crystallized tear), and a pouch containing 15 gp.

Feature: Scent of Holiness

Despite the Resurrection of the Flesh having taken place two decades ago, the character emanates a faint celestial aura and scent, reminding others of their otherworldly origin. People who meet the character recognize a blessed being – at least at some point in their past – and therefore once worthy of the greatest reward. Common folk will address them with kindness and trust, will offer help and shelter, if possible and as long as doing so does not cause danger for them. Additionally, other Risen from Heaven will recognize them as a peer and could feel an instinctive complicity.

They told us we were saved and always would be, bathed in His light.

They lied to us, like one does with children. Not out of malice, but to simplify a truth much more bitter than any of us could have imagined.

They never openly told us that we would have to prove our faith once more. They left us alone, among these rocks, this hell, with the memories of the splendor and marvel of the Kingdom of Heaven.

I have no desire to remember the heart-wrenching melancholy I felt that day. The tears I wasted for His refusal dried out my heart.

The Apocalypse became my only god that day, and I started upon this new journey of mine, never looking behind.



RISEN FROM PURGATORY

Of all the souls who reincarnated during the Resurrection of the Flesh, those who came back from Purgatory were among the ones who most kept their sanity, hope of redemption, and a somewhat practical determination. After all, they had been sinners in life, but never committed capital offenses and still hold hope for ascension after the Last Judgment. Their post-death existence has also been free from terrifying torture – unlike the Risen from Hell – or dulling beatitude – unlike the Risen from Heaven – instead involving toilsome efforts and deprivation during the long climb up the mountain on the southern hemisphere, aiming for final redemption. They are perhaps the most ready for the events of the End Times.

What is Armageddon if not an extreme version of Purgatory?

Even compared to the Risen from Limbo, those who returned from Purgatory seem to have a certain moral and practical advantage; they died relatively recently, at most a few centuries, accustomed to the traditions and behaviors of society at the time of the Opening of the Seals. The Risen from Purgatory, for all these reasons, are the perfect survivors, used to straddling two worlds, and capable of traveling through the travails of the world and calamities of the End Times.

TRAITS OF THE RISEN FROM PURGATORY

Ability Score Increase: When determining your ability scores, one of your ability scores increases by 2 and two other scores increase by 1.

Skill Proficiencies: One among Nature, Perception, and Survival.

Extra Language: You know the Old World Tongue. You vaguely recall the languages spoken in the Old World, mixed and scrambled together into one language.

Blindsight: You gain blindsight within 30 feet.

You just need to find your place, I always say.

Sure, it's not as easy as it used to be, but it could be worse, so much worse. I've heard hair-raising stories about both upstairs and downstairs.

Things that will poison your mind if you think about it for too long.

Trust me, I've been through a lot on the other side. You just need to find your place, keep your head down and ears open. Ideally with a blade hidden on you.

Because the wind can change at any time, and you need to be ready to join another wagon.

You never know who's going to win next.

Within that distance, you can effectively see anything that is not behind total cover, even if blinded or in darkness. You can also see an invisible creature within that radius, unless that creature is successfully hidden.

Memories from the Mountain: You maintain certain supernatural abilities you learned during your never-ending climb up the mountain that once stood on the other end of the world. You know the *resistance* cantrip. Starting at 3rd level, with this trait you can cast the *longstrider* spell once, and regain the ability to do so when you complete a long rest. Starting at 5th level, with this trait you



can cast the *protection from poison* spell once, and regain the ability to do so when you complete a long rest. You can also cast these spells using any available spell slot of the proper level.

Your spellcasting ability for these spells can be Intelligence, Wisdom, or Charisma (choose it when you select this origin).

Used to Atonement: You ignore any penalty from the first level of exhaustion.

Tireless Walker: You have advantage on Constitution saving throws when traveling at forced march.

Ridge Climber: You gain proficiency with the Athletics skill. Your proficiency bonus is doubled for any ability check you make that uses this skill.

Equipment: A staff, a set or traveler's clothes, and a pouch containing 25 gp.

Feature: Resistance of the Mount

The character has been atoning in Purgatory for an almost interminable amount of time, and is used to its inclines, its temperatures, its prohibitive environments, and the rarefied air at its higher points. They naturally adapt to higher altitudes and more extreme conditions.



RISEN FROM LIMBO

After millennia of reclusion in the Castle of Noble Spirits, at the center of the First Circle but still separated from the rest of Hell, the Resurrection of the Flesh has led wise souls who were never baptized back to the mortal world; it offered them the opportunity to choose once and for all which side to take in the final confrontation between angels and demons. Even in these horrifying new conditions, the Risen from Limbo have often shown their original talents and their many qualities, holding fast to their control and willpower even in the middle of Armageddon. After twenty years of this new life, those survivors who returned from the Castle have now adapted to the changes of the earthly reality and often act as guides and confidants for all other Last Ones; their accrued wisdom and authority from their century-spanning existence has become crucial in the End Times.

TRAITS OF THE RISEN FROM LIMBO

Ability Score Increase: When determining your ability scores, one of your ability scores increases by 2 and two other scores increase by 1.

Skill Proficiencies: Two among Arcana, Investigation, Intimidation, Perform, Nature, Persuasion, Religion, and History.

Memories from the Castle: You maintain certain supernatural abilities you learned during your never-ending sojourn in the castle of Noble Spirits. You know the *guidance* cantrip. Starting at 3rd level, with this trait you can cast the *bless* spell once, and regain the ability to do so when you complete a long rest. Starting at 5th level, with this trait you can cast the *warding bond* spell once, and regain the ability to do so when you complete a long rest. You can also cast these spells using any available spell slot of the proper level.

Your spellcasting ability for these spells can be Intelligence, Wisdom, or Charisma (choose it when you select this origin).

Discernment: When making an ability check with a skill you are proficient with, you can decide to have advantage on your check before rolling your d20. You can have this advantage a number of times equal to your proficiency bonus. You regain all spent uses when you complete a long rest.

Declamation of Courage: You can use your action to make a short, stirring oration, shoring up the resolve to fight in those who listen to you. When you do so, choose up to four friendly creatures (which can include yourself) within 20 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level. As long as a creature has these hit points, it has advantage on saving throws against being frightened.

After you use this ability, you can't use it again until you complete a long rest.

Equipment: A staff, a set or traveler's clothes, and a pouch containing 25 gp.

Feature: Apocalyptic Bestiary

The character's millennia-long stay in Limbo, their studies from before then, and the relative freedom and wisdom accrued in the Castle have allowed them a greater knowledge of supernatural beings and otherworldly powers that now scour the Earth. When faced with an otherworldly, fiendish, celestial, or elemental creature, the character can discern its approximate skills, origins, characteristics, and position in the hierarchy.

*I remember what happened very well.
And what I failed to know in life I
discovered in death.*

*I was accused of practicing magic
and of corrupting and tricking
righteous souls, through hymns to
the Adversary.*

All lies.

*They quartered me with shards of
tile. Not a noble death.*

*And yet I found myself at the Castle,
and went nowhere; I was in good
company, I'll admit.*

*I am used to environments housing
great minds. Having returned
allows me to continue and expand
my research and hand down the
knowledge that ended with me.*

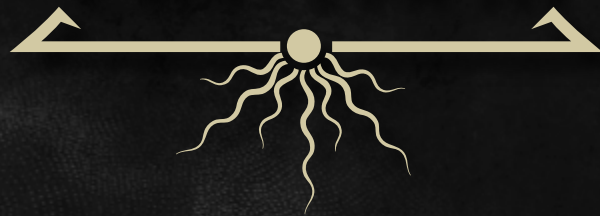
*You may call me Hypatia of
Alexandria, or a free woman.*





THE MARKS

CHAPTER III



THE MARKS

The majority of remaining humans who fight every day simply to survive the uncountable threats of the Plain of Armageddon, several among the Last Ones have chosen to actively take part in the Last Battle, siding with one of the warring factions.

The Throne and the Abyss are both more than happy to welcome more soldiers to their ranks, though both subject newcomers to nigh unbearable tests of loyalty. The final prize for those who accepted by the legions of the Lord or the Adversary is a Mark.

A Mark is a fire-branded symbol upon the body of those aspiring to become a Penitent or a Corrupted. It unequivocally identifies the bearer as a loyal servant of the Throne or of the Abyss, allowing them great power, while also forcing them to adhere to the strict rules of the faction to which they have devoted themselves.

The Mark of the Lord is usually placed on the forehead or head of the penitent, and is reminiscent of the halos borne by angels.

The Mark of the Beast is placed upon the left hand or arm, and is reminiscent of the vortex from whence the Second Beast emerged.

Agents of the Throne and of the Abyss that find themselves on a mission behind enemy lines, or who are required to hide their identity or allegiance resort to all kinds of tricks and disguises to conceal their Mark, covering it up or trying to make it appear as a wound or scar.

A Mark has been thought of and designed as an infiltration tool, used by faction followers to sneak behind enemy lines or into neutral territories like Babilonia, even when the guardians of said locations have special senses and can recognize magic, will, and the thoughts of those in front of them.

When a Mark is inactive, it permanently modifies the way in which it appears under magical effects and spells that identify magical auras, such as *detect magic*; this also applies to spells that identify creatures originally from other planes, such as *detect good and evil*.

Therefore, a character bearing a Mark cannot be perceived as magically different from someone who bears no marks, unless they are actively using its powers.

REMOVING MARKS

The commonly held belief on the Plain of Armageddon is that Marks are eternal. They will accompany Penitents and Corrupted until the end, be it inglorious or during the Last Battle. Acquiring them in the first place requires trials, challenges, and missions to prove one's faith or loyalty to the cause. Some are asked for in advance, others, once the Mark is applied. In both cases, the whole concept of "eternity" has also come into question, which means a Mark can also – theoretically – be abjured and removed, though this might prove more dangerous than acquiring it in the first place. There are some extremely rare cases of successful removal out there, but it seems the price paid to do so has been beyond what most people imagine.

MARK DICE

Once a Mark is branded upon a character, they gain Mark Dice.

Mark Dice can be used in different ways depending on the dark power granted with the Mark with which the character was branded.

The character has a number of Mark Dice equal to their proficiency bonus, and each die is a d4. When a character fails a roll (the type of roll is specified in the table below, depending on the type of Mark chosen by the player), they can use a reaction to roll a Mark Die and add the result to the previous roll, potentially turning the failed roll into a success.

A Mark Die is expended when the character uses it. All Mark Dice are regained when they finish a long rest.

If the result of a Mark Dice roll is 1, it is considered a **Fatal Retribution**: the Mark Dice result is not added to the roll, and the character must immediately re-roll the Mark Die on the Fatal Retribution table to determine the result.

If the result of a Mark Dice roll is the highest number on the die, it is considered a **Fatal Triumph**: the character must re-roll the same die without expending another, and add both results to the initial roll. If the second and any following rolls are also **Fatal Triumphs**, the character must keep re-rolling, adding each new result to the previous ones, and all of them to the original d20 roll.

There are no limits to how many Fatal Triumphs can be obtained by a character using a Mark Dice. Any Mark Dice roll for a Fatal Triumph resulting in a "1" does not constitute a Fatal Retribution, but simply a bonus of 1 to be added to the previous roll.

The Mark Dice change when the characters advance to higher levels. The die becomes a d6 at 3rd level, a d8 at 6th level, a d10 at 10th level and a d12 at 15th level.

Example 1: *Riccardo has received the Spirit of Ferocity with the Mark of the Beast; he rolls a 13 to attack. The Guide tells Riccardo that he has missed. Riccardo decides to use his reaction to expend a Mark Die to try turning his failure into a success. He rolls a d4 and the result is a 4: Fatal Triumph! Riccardo now must re-roll the d4, and rolls a 1; he adds the results (4+1=5) and adds them to the original attack roll; the final total is now 18 (13+5=18). The Guide tells him that an attack roll of 18 hits.*

Example 2: *Riccardo rolls a 13 to attack. The Guide tells Riccardo that he has missed. Riccardo decides to use his reaction to expend a Mark Die to try turning his failure into a success. He rolls a 1 on the d4: Fatal Punishment! The Mark Die does not influence the failed attack roll and Riccardo must immediately re-roll the d4, consulting the "Fatal Punishment of the Beast Table" to determine what happens.*

THE MARK OF THE LORD

The Last Ones who choose to side with the Lord, often followers of His faith, must atone for each of their sins and be ready to purify both body and spirit. The path that awaits them will lead them through trials, long periods of isolation and abstinence from many things. If one truly wishes to join the Lord's faction, it cannot be purely out of hunger or seeking shelter.

To obtain the Mark of the Lord, a Last One must journey, setting off on a pilgrimage into the Throne's lands. They must do so without weapons or belongings, bearing only humility and purity of intentions. The Throne is very far from Babilonia and the Last Cities. Reaching it is already a form of proof of loyalty, yet many more will immediately follow: a pilgrim will be forced to go through several holy challenges to prove their faith. Only at the end of this process will the pilgrim receive the Mark, finally becoming a Penitent.

The Mark of the Lord is a circular, divine fire-branded sigil at the center of the faithful's forehead or on back of their neck. The branding burns but for a moment, as the wound immediately cauterizes into a white or golden scar. It marks both the body and soul of those who receive it, granting a blessing to their more noble virtues. The nights that follow the branding are filled with visions, ecstasy, and fevers. Some even recount the feeling of the fire scouring their body to cleanse it of sin.

The Mark confers onto the branded the Lord's light, received and refracted by His emissary on Earth, The Lamb and Lion. The soul is corrected, rectified, and rendered holy, while also hiding the Penitent's purification and new associated skills



from the revealing eyes of those who can discern magic, good, and evil.

Those who receive the Mark of the Lord obtain a relentless spiritual strength connected to a virtue the Penitent already possessed. Nothing is truly given anew, merely exalted. The Mark is a key that unlocks the religious passion that everyone has the potential to harbor within, granting it divine approval. This power, however, can also have negative effects on the Penitent: drawing too much from heavenly miracles can break someone, physically and mentally, burning the flesh and twisting the soul.

Those who accept the word of the Lamb and Lion must follow the decalogue of the Lord's Commandments, though these rules hold no worth to, nor are they useful against the creatures in the Adversary's faction, the Corrupted, or anyone who directly contravenes divine rule.

MARK OF THE LORD'S ADDITIONAL EFFECTS

In addition to the uses mentioned above, see page 47, you can employ your available Mark Dice to gain the following effects.

Once per round, when a creature you can see within 60 feet makes a roll of the Mark type you selected, you can roll a Mark Die and add your roll to its result, turning a potential failure into a success.

All other mechanics and features of the Mark Dice, such as Fateful Retribution and Fateful Triumph, still apply to this effect without any variation.

Example 3: *An ally of Richard makes an attack roll and gets an 11. The Guide tells the party that the ally's attack roll failed. Then Richard decides to spend a Mark Die to try and turn his ally's failure into a success. He rolls a d4 and gets a 4: a Fateful Triumph! Now Richard must roll the d4 again, and he gets a 1. Then he totals the results (4 + 1 = 5) and adds the total to the attack roll, which now becomes 16 (11 + 5 = 16). The Guide tells him that with a 16, the ally's attack roll is now successful.*

Example 4: *An ally of Richard makes an attack roll and gets an 11. The Guide tells the party that the ally's attack roll failed. Then Richard decides to spend a Mark Die to try and turn his ally's failure into a success. He rolls a d4 and gets a 1: a Fateful Retribution! The Mark Die does not affect the roll. Now Richard must immediately roll the d4 and check the result on the "Fateful Retribution of the Lord Table" to determine the outcome.*

You can only have one Mark and one connected effect. You select one single effect from the Mark Die when you gain the Mark of the Lord.



MARK OF THE LORD EFFECTS

Mark Type	Effect
Spirit of Militancy	Among the supernal spirits imposed on the penitent men through the Mark, the Spirit of Militancy is sworn to combat and to holy war in the name of the Lord. You can add your Mark Die to your attack rolls using Strength as the ability modifier or to the attack rolls using Strength as the ability modifier of a creature you can see within 60 feet of you.
Spirit of Expertise	The Spirit of Expertise supports those who strike the Lord's enemies with skill and accuracy. You can add your Mark Die to your attack rolls using Dexterity as the ability modifier or to the attack rolls using Dexterity as the ability modifier of a creature you can see within 60 feet of you.
Spirit of Triumph	The Spirit of Triumph affects the most sublime and eldritch gifts of the spirits, supporting those who work miracles in the name of the Lord. You can add your Mark Die to your spell attack rolls or to the spell attack rolls of a creature you can see within 60 feet of you.
Spirit of Righteousness	The Spirit of Righteousness protects and sustains those who act in the name of the Lord without hesitating, helping them to pass the tests they must face in the world. You can add your Mark Die to your ability checks or to the ability checks of a creature you can see within 60 feet of you.
Spirit of Firmness	The Spirit of Firmness sustains those who endure pain and deprivations in the name of the Lord, standing at their side against the ills of the world that would vanquish them. You can add your Mark Die to your saving throws on Strength, Dexterity, and Constitution, or to the saving throws on Strength, Dexterity, and Constitution of a creature you can see within 60 feet of you.
Spirit of Lore	The Spirit of Lore rules the acts of the human soul and spirit, enlightening the intellect and bolstering the willpower. You can add your Mark Die to your saving throws on Intelligence, Wisdom, and Charisma, or to the saving throws on Intelligence, Wisdom, and Charisma, of a creature you can see within 60 feet of you.
Spirit of Bravery	The Spirit of Bravery provides strength and sustenance to those who embark on a journey or a quest in the name of the Lord. You can add your Mark Die to your checks and saving throws against environmental effects (such as those described in chapter 5), death, or diseases, or to the checks and saving throws against environmental effects, death, or diseases of a creature you can see within 60 feet of you.



FATAL RETRIBUTION OF THE LORD TABLE

Mark Die Type	Effect
1	The Penitent's strength falters and the Mark is quelled, as if it fell asleep. All of your remaining Mark Dice are consumed.
2	The Penitent overflows with the Lord's light and might. You are overwhelmed and you cannot control such a rampant spirit. You are incapacitated until the start of your next turn.
3	The Mark infuses a powerful blast of mystical force into the Penitent's body, who almost faints under the backlash. You are stunned until the start of your next turn.
4	The sharp voices of the angelic chorus and the clarion celestial trumpets echo in the Penitent's mind, as a vision of the High One clouds their sight. You are blinded and deafened until the start of your next turn.
5	The Penitent beholds the Lord's apotheosis for a fleeting moment, but that moment is enough to upset them. You are incapacitated until the end of your next turn.
6	The Penitent is enshrouded in chains of celestial light, which instead of protecting them, sear them with divine fire. You are restrained until the end of your next turn, and you take an amount of radiant damage equal to your proficiency bonus.
7	The roar of the celestial armies deployed for victory echoes all around the Penitent. You are deafened and stunned until the end of your next turn, and you take an amount of thunder damage equal to twice your proficiency bonus.
8	The forces sustaining the Penitent are siphoned away by the Mark, leaving them drained. For a number of rounds equal to your proficiency bonus, at the start of every turn of yours, you must make a DC 10 Constitution save, or take one level of exhaustion.
9	Unable to tame the mystical forces that infuse them, the Penitent is overwhelmed and annihilated. You are paralyzed until the end of your next turn, and you take an amount of radiant damage equal to thrice your proficiency bonus.
10	The Penitent has recklessly called upon the divine power, and now this rampant force blazes all around them. An aura of blinding magical light spreads out from your body, filling a 30-foot-radius sphere for 3 rounds. The blinding light moves with you. Until the magical light ends, you are blinded. In addition, each creature, including yourself, who starts its turn within the blinding light, takes 5 (1d10) radiant damage and has disadvantage on Wisdom (Perception) checks based on sight.
11	A fragment of the highest archangels' power pervades the Penitent, who cannot tame it, and they are cast away. You teleport 30 feet in a random direction, to an unoccupied space, and then explode. You and each creature within 20 feet of you after the teleportation must make a DC 14 Dexterity save. On a failed save, you take 39 (6d12) radiant damage. On a successful save, you take half damage.
12	Overloaded with celestial power, the Penitent undergoes an unchecked apotheosis, evolving into a superior being. You turn into a cherub for 1 minute, or until you drop to 0 hit points or die. While you are transformed, your game statistics, including your mental ability scores, are replaced by the statistics of the cherub . You assume your new form's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. While the transformation lasts, you lose your personality and your actions are limited to those allowed by the nature of your new form. You must use every round to attack the closest creature and, if you can make extra attacks as part of your Attack action, you must use these extra attacks and move to attack the next closest creature after defeating the current target. If there is more than one possible target, a creature with the Mark of the Beast takes priority, otherwise, if no such creature is within your line of sight, you attack a random creature. Your equipment merges into your new form, and you cannot activate, use, wield, or otherwise benefit from any of your equipment. When the transformation ends, after 1 minute, or if you drop to 0 hit points, you are turned into stone and you are subjected to the petrified condition until you are freed by a <i>greater restoration</i> spell or a similar magic.

The Throne's religious tradition includes a series of challenges that the faithful can undertake in order to demonstrate their devotion and dedication to the Lord. These tests are considered as instruments to measure the virtue of believers aspiring to receive the Mark.

Martyrdom: To be ready to die for your faith, facing extreme physical pain until corporal death. The resurrection that follows, in case of success, heals all physical signs of torture, but not the mental scarring.

Penitence: Starvation, prayer, and deprivation as a form of purification and proof of atonement.

Pilgrimage: Sacred journeys toward locations with symbolic value, from which to bring back other pilgrims or relics from the past, as proof of devotion and a spiritual quest.

Vow: Embracing monastic life and undertaking years of strict rules, obeying vows of chastity, poverty, and submission, as proof of dedication to the Lord.

Asceticism: Renunciation of all material pleasures and adoption of an austere way of life and self-control to overcome earthly temptation.



ON A MISSION FROM THE LORD

Many are the quests allocated to the Penitent after they acquire their Mark; in fact, it is precisely to pursue this type of mission that celestial beings brand mortals. Not all quests are equally dangerous or risky, and some even require characters to find allies or followers; that might mean, in some cases, hiding or revealing the true nature of the mission.

THE TWENTY-FIFTH ELDER – ESCORT

Very little is known about the Twenty-Four Elders surrounding Metatron. They are unlikely to be human, at least not any longer, yet they show no divine attributes. To demonstrate their worth, the Penitent must meet with one of them at the top of a rocky mountain in Famine's Domain and escort them to the Holy Mount. No one knows why a twenty-fifth Elder exists, or even if they exist for that matter – either way, the information is confidential.

UNICORN HUNT – EXPLORATION

Many works from the Old World include the image of the unicorn, often associated with notions of purity, strength, and virtue. It is very rarely mentioned in sacred scriptures, but the Lord's Armies believe it to be real, and that it hides in the Dead Forest in Conquest's Domain. What is required of the Penitent is an investigation into its sightings. Should they be able to get closer, they must wrap the small golden chain provided with these instructions around one of its hooves.

THE TRUTH ABOUT SACRILEGIOUS MARKS – *ESPIONAGE*

Babilonia is prone to assigning Marks that belong to neither the Throne nor the Abyss. Those who receive said Marks also acquire powers they should not have. The Penitent must infiltrate the Fallen City, hiding their affiliation, and uncover who is behind this practice. The Penitent must take utmost care with regard to the nature of the power that moves through these unknown Marks.

BARTHOLOMEW THE SKINLESS – *DIPLOMACY*

One of the ancient apostles, the one who survived his martyrdom – flayed alive – has reincarnated and joined once more the ranks of the Lamb and Lion, but was recently attacked and captured. He is currently held within a small community of Last Ones living on the Edge of the Abyss, close to the Secret Path. It is unlikely that anyone has discovered the true holy identity of their captive. The Lord's Armies are about to intervene, but the Penitent must attempt a diplomatic resolution before pushing the conflict so close to the Adversary.

THE HOLY SOUL IN THE PALE RUINS – *RECOVERY*

A cathedral's crypt, buried beneath the frozen Pale Ruins in Death's Domain, houses a relic in need of retrieval: a dagger, by the name of Holy Soul. A Penitent wielding it will be able to uncover false intentions and inflict burning and radiant wounds. The entire mission must be seen through without raising alarms or leaving any witnesses.

What I feel... is terrifying at times. Then I remember I have achieved salvation, and salvation is eternal. I find myself in almost ineffable ecstasy, and I feel I am part of the Lord's Plan.

It is as if all my experiences, my travels, my choices have perfectly aligned with a superior design, ineffable in its comprehension. All my doubts melt away, yielding to precious, priceless steadfastness.

This is the Apocalypse, and yet, now, with this Mark, I feel I am precisely where I need to be.

I am ready to fulfill my destiny, in the eternal light of faith. Why can no one else see that?



THE MARK OF THE BEAST

The Last Ones who choose to side with the Abyss must gather all of their resolve or folly in order to be devoted to the Adversary. The path that awaits them will lead them through torment, pain and vexation. After all, they chose to side with the Beast, joining the ranks of the Dark Prophet. In order to do so, they must receive a Mark that confirms their belonging to the forces of corruption.

A Last One seeking to obtain the Mark of the Beast must reach the Abyss itself, the gloomy, marine, deep place beyond the northern horizon of the Plain of Armageddon. The way is long and filled with dangers. In its way, already a test of loyalty to the cause, and one which is immediately followed by many more. As the Last One arrives, they must undergo several ordeals which torture their body and spirit. At the end of a long torment, the Mark is conferred, and the human is transformed into a Corrupted.

The Mark of the Beast is a fire-branded sigil on the back of the left hand, or in other less visible parts of the left arm. It marks both the body and soul of those who receive it, granting a dark blessing to their darker aspects. The nights that follow the branding are filled with nightmares, fever, and cramps. Some even recount the feeling of something slithering beneath their skin. A serpentine creature slowly descending deeper within them, reaching the heart and almost suffocating its beating.

The Mark infuses an individual with the dark pulsating energy of the Adversary. The soul is tainted so much that the metamorphosis becomes clear to those capable of reading the auras of others.



The right spell might even be able to reveal the presence of someone bearing the Mark of the Beast by investigating the arcane shadow that follows them.

Those who receive the Mark of the Beast gain a dark power connected to an evil trait that was already present in the Corrupted before they chose their side. Nothing is truly added, only elevated. The Mark is a key that unleashes the evil inside everyone, fueling it with demonic power – which also confers detrimental effects on the Corrupted. Drawing too much from their dark miracles can break someone, physically and mentally, deforming the body and what is left of the soul.

Those who accept the word of the Dark Prophet must follow the decalogue of the Adversary's commandments.



ADDITIONAL EFFECTS OF THE MARK OF THE BEAST

In addition to the uses mentioned above, see page 47, a character can use their Mark Dice to gain the following effect.

When a creature within 60 feet and that the character can see makes a roll for the same type of Mark as the one chosen by the player, the character can use their reaction to roll a Mark Die and subtract the result from the creature's total, potentially turning the successful roll into a failure.

The mechanics and other characteristics of the Mark Dice, such as Fatal Punishment and Fatal Triumph, also apply to this effect.

Example 5: *A goat demon rolls a 16 to attack. The Guide tells Riccardo that the attack hits. Riccardo decides to use his reaction to expend a Mark Die to try turning the monster's successful roll into a failure. He rolls a 4 on a d4: Fatal Triumph! Riccardo must now re-roll the d4, and rolls a 1; he adds the two results (4+1=5) and subtracts the total from the attack roll against him; the new result is 11 (16-5=11). The Guide tells him that an attack roll of 11 by the monster does not hit.*

Example 6: *A goat demon rolls a 16 to attack. The Guide tells Riccardo that the attack hits. Riccardo decides to use his reaction to expend a Mark Die to try turning the monster's successful roll into a failure. He rolls a 1 on a d4: Fatal Punishment! The Mark Die does not affect the attack roll. The Mark Die does not influence the failed attack roll and Marco must immediately re-roll the d4, consulting the "Fatal Punishment of the*

Beast Table" to determine what happens. His character also takes regular damage from the monster's attack.

A character may only have one Mark and one effect connected to it, and the player chooses only one of the effects of the Mark Dice when their character receives the Mark of the Beast.



MARK OF THE BEAST EFFECTS

Mark Type	Effect
Spirit of Savagery	Among the supernal spirits imposed on the Corrupt through the Mark, the Spirit of Savagery is sworn to violence, harassment, and oppression. You can add your Mark Die to your attack rolls using Strength as the ability modifier or subtract it from the attack rolls using Strength as the ability modifier of a creature you can see within 60 feet of you.
Spirit of Deception	The Spirit of Deception is sworn to subterfuge, figment, and cunning, sustaining the Corrupt with its malevolent gift. You can add your Mark Die to your attack rolls using Dexterity as the ability modifier or subtract it from the attack rolls using Dexterity as the ability modifier of a creature you can see within 60 feet of you.
Spirit of Turmoil	The Spirit of Turmoil thrives on strife, mayhem, and in studying the eldritch secrets it then uses to please the Beast. You can add your Mark Die to your spell attack rolls or subtract it from the spell attack rolls of a creature you can see within 60 feet of you.
Spirit of Stubbornness	The Spirit of Stubbornness rules the souls of those willing to sink to any low to prevail and pursue their wicked agendas. You can add your Mark Die to your ability checks or subtract it from the ability checks of a creature you can see within 60 feet of you.
Spirit of Frenzy	The Spirit of Frenzy usually possesses the sinew and the limbs of those who call for its help, granting them inhuman resistance, prowess, and agility. You can add your Mark Die to your saving throws on Strength, Dexterity, and Constitution, or subtract it from the saving throws on Strength, Dexterity, and Constitution, of a creature you can see within 60 feet of you.
Spirit of Falsehood	The Spirit of Falsehood possesses the souls of those who kneel to its evil will, granting cunning and ambition and suggesting wicked tricks to the Corrupt. You can add your Mark Die to your saving throws on Intelligence, Wisdom, and Charisma, or subtract it from the saving throws on Intelligence, Wisdom, and Charisma, of a creature you can see within 60 feet of you.
Spirit of Desolation	This is the spirit of the hollow devastation of this world, the one looming over the Plain and ruling its calamities and secrets. You can add your Mark Die to your checks and saving throws against environmental effects (such as those described in chapter 5), death, or diseases, or subtract it from the checks and saving throws against environmental effects (such as those described in chapter 5), death, or diseases of a creature you can see within 60 feet of you.



FATAL RETRIBUTION OF THE BEAST TABLE

Mark Die Type	Effect
1	The Corrupt's strength falters and the Mark is quelled, as if it fell asleep. All of your remaining Mark Dice are consumed.
2	The Corrupt is overwhelmed with spasms and dizziness. You are incapacitated until the start of your next turn.
3	The Mark infuses a powerful blast of mystical force into the Corrupt's body, who almost faints under the backlash. You are stunned until the start of your next turn.
4	Unearthly cries echo in the Corrupt's mind, as fleeting visions of blood cloud their sight. You are blinded and deafened until the start of your next turn.
5	The Corrupt beholds the Beast rising from the Abyss, a dreadful sight. You are frightened until the end of your next turn.
6	The Corrupt is enshrouded in tendrils of dark fire which scorch them with black flames. You are restrained until the end of your next turn, and you take an amount of necrotic damage equal to your proficiency bonus.
7	Poisonous fumes appear all around the Corrupt, who cannot avoid suffering their noxious effects. You are poisoned for 2 rounds, and you take an amount of acid damage equal to twice your proficiency bonus.
8	The forces sustaining the Corrupt are siphoned away by the Mark, leaving them drained. For a number of rounds equal to your proficiency bonus, at the start of every turn of yours, you must make a DC 10 Constitution save, or take one level of exhaustion.
9	The darkest energies of the Abyss spread from the Corrupt's heart, immediately infusing their limbs, weakening and eroding them from within. You are paralyzed until the end of your next turn, and you take a number of necrotic damage equal to thrice your proficiency bonus.
10	The Corrupt has recklessly called upon the fiendish power, and now this rampant force blazes all around them. An aura of magical darkness spreads out from your body, filling a 30-foot-radius sphere for 3 rounds. The magical darkness moves with you. Until the magical darkness ends, you are blinded. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. In addition, each creature, including yourself, who starts its turn within the sphere of darkness, takes 5 (1d10) necrotic damage.
11	A fragment of the fiendish power the Abyss enters the Corrupt, who cannot tame it, and they are cast away. You teleport 30 feet in a random direction, to an unoccupied space, and then explode. You and each creature within 20 feet of you after the teleportation must make a DC 14 Dexterity save. On a failed save, you take 39 (6d12) psychic damage. On a successful save, you take half damage.
12	Overloaded with abyssal power, the Corrupt is subject to the same effects which transformed the fallen angels at the dawn of time, devolving into an infernal being. You turn into a wormwood demon for 1 minute, or until you drop to 0 hit points or die. While you are transformed, your game statistics, including your mental ability scores, are replaced by the statistics of the wormwood demon . You assume your new form's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. While the transformation lasts, you lose your personality and your actions are limited to those allowed by the nature of your new form. You must use every round to attack the closest creature and, if you can make extra attacks as part of your Attack action, you must use these extra attacks and move to attack the next closest creature after defeating the current target. If there is more than one possible target, a creature with the Mark of the Throne takes priority, otherwise, if no such creature is within your line of sight, you attack a random creature. Your equipment merges into your new form, and you cannot activate, use, wield, or otherwise benefit from any of your equipment. When the transformation ends, after 1 minute, or if you drop to 0 hit points, you are turned into stone and you are subjected to the petrified condition until you are freed by a <i>greater restoration</i> spell or a similar magic.

The Beast's blasphemous cult includes a series of challenges that the faithful can undertake in order to demonstrate their submission to the Adversary. These tests are considered as instruments to temper the body and mind of those aspiring to receive the Mark.

Torture: On a whim and as a sick mirror of the practice of Martyrdom, the Dark Prophet might ask the aspiring Corrupted to undergo horrifying torture and torment, facing extreme physical pain until corporal death. The resurrection that follows, in case of success, heals all physical signs of torture, but not the mental scarring.

Perversion: Deviant bodily practices, sleep deprivation, and self-abasement – both in body and spirit – enacted by specters or minor demons, as a form of sacrifice of both mental and physical balance.

Delirium: The consumption of potions that force a state of fever, hallucination, and visions. Lucid nightmares in which the sinner eventually reaches symbolic locations after experiencing persecution and humiliation.

Oblation: Sacrifice of something held dear, upon the Beast's altar. Most cases involve human sacrifice, chosen from the sinner's loved ones. Demons allegedly know just how far to push a sinner, and will never ask for too much. After all, any victim will do to make them a sinner forever...

Frenzy: Embracing all material pleasures, giving into a bacchanalia with inhuman creatures, corruption, and deviation from human morals.

ON A MISSION FROM THE BEAST

Many are the quests allocated to the Corrupted after they acquire their Mark; in fact, it is precisely to pursue this type of mission that abysmal spirits brand mortals. Not all quests are equally dangerous or risky, and some even require characters to find allies or followers; that might mean, in some cases, hiding or revealing the true nature of the mission.

KEY TO THE ABYSS – *ESPIONAGE*

When the fifth angel blew his trumpet, a gray star slowly fell upon the Earth. That was Abaddon, who used the key of the Abyss to open it on behalf of the Adversary. The key, once used, disappeared and was lost in the cataclysms that followed. Rumors have it that a similar object has been found by the Grand Master of the School of Solomon in Babilonia. The Corrupted must confirm whether the rumors are true.

THE WITCH OF ENDOR – *DIPLOMACY*

The Witch of Endor is a necromancer with the power to summon and control the spirits of the dead, mentioned in the holy scriptures. Despite her being among the damned Risen from Hell, she has yet to choose a side. Only a mortal being can approach the cave she has claimed, close to Windmouth in Death's Domain. The Corrupted is sent to find out what her price is, and if agreeable, pay it in full.

LUCIFERO'S LOST MEMORY – *RECOVERY*

After his resurrection, Lucifero has claimed an abandoned shrine in the northern seas. The entire island around it is infested by shadows, nightmares, and memories of the Morningstar. The Cor-

rupted must use the provided iron urn to capture the most vivid and clear of the memories haunting the ruins and shores, and bring them to the Dark Prophet.

THE INFERNAL RELIC – *EXPLORATION*

There is a terrifying volcano within War's Domain, constantly erupting and emitting horrific miasmas. It has become home to a pack of infernal panthers after they left the Dolorous Kingdom. The cavern itself is currently abandoned, but somewhere in its blazing innards, among fumaroles and lava falls, there is an infernal relic in need of retrieving. The Corrupted must find and retrieve it, while also mapping out the entire area to confirm that no others exist.

TO REBEHOLD THE STARS – *ESCORT*

A sage once condemned to Hell must now be escorted to Conquest's Domain, in the Tundras of Silence – a mountain territory north of the Dead Forest. The sage is one Guido Bonatti, mage and astrologer, who spent his punishment looking and walking backward among other soothsayers, in the Fourth Bolgia of the Eighth Circle. The man must reach the highest peak of the Plain of Armageddon to study the skies before the Last Battle.

It flows and runs and burns within me, it mixes with my blood and floods through all fibers of my being. Euphoria devoid of rhyme nor reason, pure uncontrollable frenzy, overwhelming me with its folly.

It is in me as it is in all others who have joined the Dark Prophet's cult. An energy that pushes us to the Abyss, showing us the truth behind all lies. The true nature of what others call depravity, perversion, corruption.

We are the Corrupted, there is no doubt of that. Only in darkness can we finally choose our path.

Far from the divine light of falsehood that has held us captive thus far.





THE MARK OF ENOCH

The Last Ones who live in Babilonia and choose not to side with the Lord or the Adversary usually bear no Marks. There is, however, a third way, perhaps the most mysterious. A clandestine Mark that has started appearing in the city's streets. Anyone bearing it has made a vow of secrecy and will die rather than reveal more about it.

Anyone bearing such a Mark seems to also bear powers similar to those granted by the Throne and the Abyss. And yet, close inspection from a devout believer or an occultist will reveal no ties to any known otherworldly powers. It carries mystical powers, but its source is unknown.

Last Ones who aspire to obtain this Mark must be incredibly determined. All paths that seemingly lead to it are dead ends, initially. Anyone who might know about it reveals nothing, and those who receive it are not tied to anyone else who bears the same Mark. Seeking it out, however, does bring the attention of the cult behind it: an invisible, silent group of people – wearing hoods and blindfolds – who will eventually approach the aspirant. All will take place swiftly, magic will prevent any resistance from the aspirant, and they will be led to a mysterious location. The aspirant will be told that they can receive the Mark, but no other information will be given; they must trust their kidnapers, blindly.

To obtain what is known as the Mark of Enoch, the Last One is held in an underground cell. They are subjected to long interrogations and physical examinations, seeking out a potential connection to either Throne or Abyss. These are followed by physical trials akin to torture, both of body and mind.



In the end, the Mark may be bestowed, turning the hapless aspirant into a Strayed.

At that point, a hooded figure will appear, claiming to be Enoch, "He Who Was Taken". This figure will heal all ailments of the newly marked Strayed, and reveal that they are now protected by the force that flows through all living things – the power they now hold must only be used against creatures not of this world. That is his only commandment, alongside a vow of secrecy regarding how to obtain the Mark.

The Mark of Enoch is a fire-branded sigil over the heart or on the throat of the aspirant. It marks both the body and soul of those who receive it, granting a mysterious blessing upon their soul. The nights that follow the branding are filled with visions and dreams that the aspirant must note down in an empty tome. The Strayed feel the need to write everything down in detail, but will do so while realizing they now understand a new secret alphabet and language: Enochian. At the end of this period, when the visions finally fade, the book is taken away from them, and the Strayed is given one final revelation.



“The night of the Last Battle, the Strayed shall gather once more beneath the oldest tree in the world, at the heart of the Dead Forest – and all shall be revealed.”

The Mark of Enoch infuses the Strayed with the life energy of the One who Disappeared, whose true nature is a mystery. As is the case for the other two Marks, drawing too much on the power of the Mark of Enoch can result in physical and mental harm, taking a severe toll on body and spirit as a result.

MARK OF ENOCH’S EFFECTS

The Mark of Enoch grants a different type of dice, which are only effective when the Strayed confronts unearthly creatures, as Enoch’s glyphs and lore exert their full power over them. You have therefore less opportunities to choose how and when to use this feature: You can neither use them to help your allies, nor to hinder your foes. Still, these limitations are balanced by an outstanding versatility when you need to attack a supernatural being or defend yourself from such a creature. In these cases, the Mark of Enoch works at its best.

You can use your available Mark Dice to gain the following effect.

Once per turn, when making an attack roll against an unearthly creature (celestial, fiend, or elemental), or when making a saving throw against a spell or another magical effect inflicted by an unearthly creature, you can roll a Mark Die, and add your roll to its result, turning a potential failure into a success. All other mechanics and features of the

Mark Dice, such as Fateful Retribution and Fateful Triumph, still apply to this effect without any variation.

Example 7: *Ian makes an attack roll against a fiend and gets an 11. The Guide tells the party that the attack roll failed. Then Ian decides to spend a Mark Die to try and turn his failure into a success. He rolls a d4 and gets a 4: a Fateful Triumph! Now Ian must roll the d4 again, and he gets a 1. Then he totals the results (4 + 1 = 5) and adds the total to the attack roll, which now becomes 16 (11 + 5 = 16). The Guide tells him that with a 16, his attack roll is now successful.*

Example 8: *Ian makes a saving throw against a spell cast by a fiend and gets an 11. The Guide tells him that he failed his saving throw. Then Ian decides to spend a Mark Die to try and turn his failure into a success. He rolls a d4 and gets a 1: a Fateful Retribution! The Mark Die does not affect the roll. Now Ian must immediately roll the d4 and check the result on the “Fateful Retribution of Enoch Table” to determine the outcome.*

You can only have one Mark. The Mark of Enoch has only one connected effect.

MARK OF ENOCH EFFECTS

Mark Type	Effect
Mark of Enoch	A Strayed adds their Mark Die to their attack rolls against celestials, elementals, and fiends, or to their saving throws against spells and other magical effects from celestials, elementals, and fiends.

FATAL RETRIBUTION OF ENOCH TABLE

Mark Die Type	Effect
1	The Strayed's strength falters and the Mark is quelled, as if it fell asleep. All of your remaining Mark Dice are consumed.
2	The Strayed is overwhelmed with vertigo and chilling shivers. You are incapacitated until the start of your next turn.
3	The Mark infuses a powerful blast of sheer energy into the Strayed's body, who almost faints under the backlash. You are stunned until the start of your next turn.
4	Distant thunders echo in the Strayed's mind, and their sight is clouded. You are blinded and deafened until the start of your next turn.
5	The Strayed is crippled with sickness and staggering dizziness. You are incapacitated until the end of your next turn.
6	An invisible force shakes the Strayed and knocks them down. You fall prone, your speed is 0, and you cannot benefit from any bonus to your speed until the end of your next turn. In addition, you take an amount of force damage equal to your proficiency bonus.
7	The Strayed's mind is flooded with psychic energies, preventing them from thinking clearly, and even from moving. You are stunned until the end of your next turn, and you take an amount of psychic damage equal to twice your proficiency bonus.
8	Instead of granting its strength to the Strayed, the Mark turns against them and starts draining them. For a number of rounds equal to your proficiency bonus, at the start of every turn of yours, you must make a DC 10 Constitution save, or take one level of exhaustion.
9	The Strayed's body is grasped by an inhuman force, as if a huge hand tried to crush them. You are paralyzed until the end of your next turn, and you take an amount of force damage equal to thrice your proficiency bonus.
10	The inexhaustible power of life flows from the Strayed's body, completely enshrouding them in vines and thorns which are then cast all around them. You are restrained until the end of your next turn, and each creature within 10 feet of you, including yourself, takes 16 (3d10) force damage.
11	A fragment of the raw, primeval power of matter pervades the Strayed, who cannot tame it, and they are cast away. You teleport 30 feet in a random direction, to an unoccupied space, and then explode. You and each creature within 20 feet of you after the teleportation must make a DC 14 Dexterity save. On a failed save, you take 39 (6d12) psychic damage. On a successful save, you take half damage.
12	<p>The ultimate power and indifference of nature pervades the Strayed, turning them into a feral, unleashed being. You turn into a spirit of Solomon for 1 minute, or until you drop to 0 hit points or die. While you are transformed, your game statistics, including your mental ability scores, are replaced by the statistics of the spirit of Solomon.</p> <p>You assume your new form's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.</p> <p>While the transformation lasts, you lose your personality and your actions are limited to those allowed by the nature of your new form. You must use every round to attack the closest creature and, if you can make extra attacks as part of your Attack action, you must use these extra attacks and move to attack the next closest creature after defeating the current target. If there is more than one possible target, a creature with the Mark of the Beast or one with the Mark of the Lord take priority, otherwise, if no such creature is within your line of sight, you attack a random creature.</p> <p>Your equipment merges into your new form, and you cannot activate, use, wield, or otherwise benefit from any of your equipment.</p> <p>When the transformation ends, after 1 minute, or if you drop to 0 hit points, you are turned into stone and you are subjected to the petrified condition until you are freed by a <i>greater restoration</i> spell or a similar magic.</p>

The Marks of the Lord and of the Beast divide the Last Ones of the Plain of Armageddon, elevating those who have chosen to side – through supernatural means – with one or the other faction. To obtain those Marks, they must attempt challenges and trials in order to prove their loyalty and devotion. The Mark of Enoch does not follow this same system. It is an occult glyph, assigned by a secret society that operates within the heart of the Fallen City, and whose recruitment is pretty arbitrary. The marked, called the Strayed, are not great in number, and no one seems to have yet regretted their choice and attempted to remove their Mark.

JUDGMENT

The mysterious cult surrounding He Who Was Taken seeks individuals who have no ties to any of the other factions; in fact, most chosen are vocally against these powers. This is the main factor involved in being chosen for the Judgment. The aspirant is then led through trials and challenges to prove their suitability and determination – nowhere during the process does the aspirant receive any information about the Mark or its criteria. A few examples of aspiring Strayed challenges are below:

Truth: A spell activates in the cell where the aspirant is held, forcing them to speak only the truth. They must not resist the magic and must reply in a satisfactory manner to all questions asked.

Dream: While the aspirant is sleeping, they are targeted with a spell that manipulates their dreams. In the dreamscape, they are asked to reveal their innermost desires, fears, and nightmares.

Seizure: The consumption of potions that force a state of fever, hallucination, and visions. Unlike Delirium, however, this process does not corrupt

the aspirant, pushing them rather toward near-death experiences in order to explore the meaning of life itself.

Contact: Shadows of the dead reach the aspirant, be they people they knew in life or other magnificent spirits who now wander across the Plain. Each of them has a painful message or some other request, and must be heeded.

Resilience: Deprived of food, light, water, the aspirant is led to an underground root maze, filled with threats of many kinds, and must simply survive.

THE MISSIONS OF HE WHO WAS TAKEN

The Strayed are also assigned missions to complete after receiving the Mark of Enoch. Not all quests are equally dangerous or risky, and some even require characters to find allies or followers; that might mean, in some cases, hiding or revealing the true nature of the mission.

THE APOCALYPSE GRIMOIRE – *ESCORT*

A sorcerer of otherworldly bloodline by the name of Ostane must find a secret way out of Babilonia and head to a number of locations across the Plain for his research. He is attempting to complete a grimoire, started by others before him, and handed down within the cult he belongs to. The Strayed must escort and protect the sorcerer at all costs.

THE LILITH-BLESSED CHILD – *ESPIONAGE*

The Strayed must take on the identity of a wealthy merchant, boastful and prone to drinking and pleasures of the flesh. This is done in order to receive an invitation to the galas and parties of Ba-

bilonia, where they might encounter a young man consecrated to Lilith, Spirit of the Revolution. The Strayed must uncover the youth's identity, move closer, and report on his plans.

WAR RAIDER – RECOVERY

To the north of Babilonia, beyond the mountain chain that separates it from the rest of the Plain, are the No-Man's Lands. The location of an other-worldly battle, in the short term. The Strayed must recover items left behind by those who will fall, raiding equipment and valuable objects. They will be useful to the cause.

HEIR TO THE GRAND MASTER – DIPLOMACY

There are those who sympathize with the Strayed and would like to facilitate a merging of, or at least alliance between, Mages and Strayed. One person in particular, whoever they are, is planning to become the next Grand Master after the current one's passing. The Strayed must identify said mage, meet with them in secret, and understand their true intentions.

THE REAL QUEEN OF BABILONIA – EXPLORATION

Somewhere deep below the city is alleged to be the Inverted Tower, a mirror to the enormous structure that rises to the Heavens from the center of the city. Rumors have it that an entity which may or may not be human has made its palace at its tip – or rather its nadir. The Strayed must find out who this entity is and what side they have chosen in the ongoing war.

*I am shadow, lost, captive in a
maze of half-truths.*

*I have embraced this cult out of
the illusion of protection and
power, and am now pulled by tides
of fate that are no longer my own.*

I am given no answers.

*I must trust in He Who Was Taken,
they say. They appear to be the
only ones who want to stray from
the Lord and His Adversary. The
only ones who know the source of
this miraculous power that flows
through our Marks.*

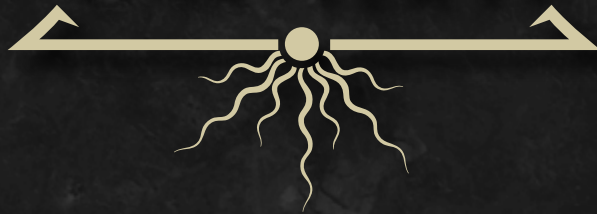
*They are wise, but guard their
wisdom closely. All I have left is to
hold fast until the End.*





APOCALYPTIC ARCHETYPES

CHAPTER IV





The vast mosaic of the visions found in John's *Book of Revelations* includes a series of mysterious figures, still shrouded in darkness. Heroes of the End Times, whose presence eschews the borders of the sacred pages, but whose deeds are fated to forge the very outcome of the Final Battle.

The Apocalypse draws the canvas of an otherworldly conflict between the demonic and the divine, between the Lord and His Adversary – but unexpected heroes emerge from it, an invisible force impossible to ignore. They do not appear in texts by name, as if their features do not show in the tapestry of fate. Their actions, however, will become the crucial focus of negotiation between factions and fierce battles. Their deeds entwine with the threads of prophecy, joining forces to fight against the forces that threaten to swallow the world. They face deathly challenges, cross terrifying chasms, and rise up against seemingly unstoppable adversities. There is no rest for these unusual saviors.

Their strength is not solely in the weapons they wield or the superhuman abilities they possess, but in the fire blazing in their eyes. Only a group of unshakable heroes – or mad fools – could possibly consider seeking out the Seals, planning to steal them from the Four Horsemen. Consider exploring the most remote areas of the Plain of Armageddon, fighting all the monsters and nameless horrors that will stand in their way. Few would have the courage, the power, and the luck required to survive. Nevertheless, they persist.

The protagonists of this story are exceptional individuals, make no mistake. They are different from any other hero you might be thinking of. They grew up in a ruthless world, and they have become ruthless as a result. They are Last Ones who will fight against a creature the size of a bell-tower and

exchange quips as they clean the black ichor off their blades. Their powers can easily be threats, their nature so weird and visionary – almost as much as their wielders. There are very few individuals like these in all of the Plain of Armageddon.

Perhaps a hundred bastions and furiosos, a few dozen wizards of the School of Solomon, and a handful at best for the others. Their powers are rare, unique, and valuable – inextricably linked to the Apocalypse itself.

This chapter introduces the Apocalyptic Archetypes.

The archetypes have been designed specifically to best take on the role of characters during the End Times, but there are no limits to what a player can bring as character classes or archetypes to *Apocalypse - John's Guide to the Armageddon*.



BARBARIAN OF THE PATH OF MARTYRDOM

NEW PRIMAL PATH

A menacing and unsettling wanderer, his body covered in scars from clearly self-inflicted wounds; a penitent with ecstasy in her eyes, at her waist a lash dripping with her own blood; an individual hailing from the lawless vastness of the savage lands, bearing the weight of unstoppable determination.

There is power in pain. Even the power to stop this long, exhausting Apocalypse.

Barbarians of the Path of Martyrdom torture their own flesh, wounding and causing themselves pain. Some wear iron masks covered in nails on the inside. Others slide hooks into or bolt strips of leather to their powerful bodies. These fearsome warriors exist in a constant state of unimaginable and unavoidable pain, and they use it to fuel their superhuman rage, becoming one with the ecstasy of martyrs of the past.

Barbarians of the Path of Martyrdom intentionally seek out situations where risk and peril are high, which will test their vigor and resistance. They often haunt remote outposts, the harder to reach paths, and regions under the control of the Horsemen of the Apocalypse.

They never avoid danger – they rush right into it, to challenge and push themselves to the limit. This recklessness, along with their appearance, has fueled the idea that these types of warriors derive a twisted form of pleasure, atonement, or devotion from the danger they put themselves in.

Those who walk the Path of Martyrdom, however, know that torment and ecstasy are only temporary conditions, a means to reach their goal: rage can be turned into strength, lies are dissipated, obstacles are neutralized, all through physical afflictions. The barbarian's body is tempered and forged into a new state of vigor and resistance, only reachable through letting their wounds bleed. None who attempt to avoid suffering can begin to understand this form of ascension.

These outcast, solitary, savage individuals learn very quickly which parts of the human body are weakest, and what tools to use against them. Part of their initiation, or of their innate intuition, derives from a number of tools for bodily mortification. They usually begin by wrapping their limbs with rough spiked ropes, moving onto hooked straps, or footwear with sharp spikes on the inside.

Tales tell that true dominion over flesh, however, can only be reached through the Martyr's Mask: an emblem of suffering, affixed to their face, and outlining their facial structure with nails and sharp edges. These masks portray both human and monstrous features, distorted by pained and disturbing expressions. Many also bear holes, artfully arranged, to allow for blood to flow out of them.

Barbarians who side with the Lord's faction usually believe that the weight of all of humanity's sins weigh upon their shoulders, and purification can only take place through pain.

Those who follow the Beast feel the need to make up for the weakness of those who, for centuries, believed the Lord's lies.

Unlike either, the barbarians whose loyalties lie with Babilonia offer their formidable bodies in service of humanity itself. Rushing into missions that no one else could possibly withstand.



Her blood mixed with that of the opponents she felled. She hewed her way through the crowd, inexorable, unrelenting.

I had already met rage-fueled warriors. Their wrathful attacks were terrifying, but never lasted that long.

Their flame would extinguish, sooner or later – that's when you are supposed to strike. This barbarian, however, showed no sign of faltering. The dragon-shaped iron-mask cried blood from under its eyes and nostrils.

The inhuman cry coming from whatever was beneath stopped even my bravest and more experienced companions in their tracks.

Our ambush was turning into a massacre.

PATH OF MARTYRDOM

Those who follow this path are, to all intents and purposes, a martyr, devoted to battle and slaughter, a penitent flailing their flesh to gather more rage and determination in order to quash their opponents. These barbarians do not love pain for the sake of pain, nor are they self-harming out of folly; their torment is a conscious choice, aimed at meting out even more fury and destruction upon those who stand in their way.

MARTYRIZE SELF

Starting at 3rd level, you learn to use new techniques to self-inflict pain and turn that pain into additional strength. While raging, you gain some additional effects:

- ✦ Once per your turn, while raging, and before making your first attack, you can choose to inflict on yourself some wounds and take 1d4 damage of a type of your choice among bludgeoning, piercing, or slashing. This damage cannot be reduced. If you do, until the end of your current turn, when you hit a target with a melee weapon attack, you deal that target an amount of additional damage equal to the result you rolled. This damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 15th level.
- ✦ You cannot become frightened while raging. If you are frightened, that effect is suspended for the entire duration of your rage.

If you do not own one as part of your equipment, you also gain a mask of the martyr as soon as possible.



NEW ADVENTURING GEAR

Mask of the Martyr. These metal masks, specifically made by martyrs or meant for them, allow barbarians to easily wound themselves, so that they may immediately gain advantage in battle. When using the Martyrize Self feature while wearing this mask, you can decide to self-inflict a few minor wounds through this mask. If you do, you take 1d4 + 1 of a type of your choice among bludgeoning, piercing, or slashing. This damage can be reduced. This damage increases to 1d6 + 1 at level 6, 1d8 + 1 at level 10, and 1d10 + 1 at level 15. All other effects of the Martyrize Self feature are unchanged.

Cost: 2 gp

Weight: 6 lbs.

SALT IN A WOUND

Beginning at 3rd level, you learn to identify your enemies' weaknesses, and to discern the best way to inflict pain and suffering.

When you score a critical hit, you can add your proficiency bonus to the damage you deal.

ENDURANCE

Starting at 6th level, you have learned to endure hits, assaults, and afflictions of any kind, taking them in stride without suffering their effects.

When you are not at your maximum hit points, you can reroll a saving throw that you fail. If you do so, you must use the new roll. You can use this feature a number of times equal to half your proficiency bonus (rounded down). When you finish a long rest, you regain all expended uses.

AN EYE FOR AN EYE

At 10th level, you can exploit the pain of a wound you have just been dealt to immediately launch a counterstrike.

While raging, when you take damage, you can use your reaction to make a melee weapon attack on a creature within reach.

RELENTLESS

Beginning at 14th level, your pain threshold becomes so high that when you rage you can ignore many limits and effects that usually afflict mere mortals.

While raging, you cannot become incapacitated, stunned, or paralyzed. In addition, any critical hit scored against you counts as a normal hit.



After I discovered the Gift, I could no longer feel pain in the same way.

Even when, especially when, I trace again with the tip of my blade that never fully closed wound. Perhaps I have severed long ago something beneath my skin and it cannot heal.

I trace that scarred wound as I would a familiar path, a street I can walk with my eyes closed. So that when the tears of blood fall to stain the book, I can let myself go. I can empty my mind around the question. And plunge into the vision.

A red sea in which time no longer matters. The words only appear at the end.

When I lose breath and I am about to be pulled under.



BARD OF THE COLLEGE OF REVELATION

NEW BARDIC COLLEGE

*I went to the angel, and he said to me,
"You must prophesy again over many peoples,
nations, languages, and kings."*

*A voice cries out in the desert, telling of omens
and inevitable evils; a blind seer advances
through perils, dangers, and swarms of ar-
rows, unharmed as thousands fall around
her; a wandering storyteller holds the tome of
destiny in his hands, proffering wisdom to his
traveling companions.*

Before Apocalypse came Revelation. A majestic vision of those terrible events which shook the foundations of the Earth.

John was the one to receive it, he who would inspire the founding of the College of Revelation. John was the first to see beyond the veil of time, though his incredible and ill-fated power survived him. Now, in the Age which he foresaw, his successors seek out and teach anyone who might possess his same Gift of Revelation, in order to make a wise prophet out of them.

The dark bards of the College of Revelation show the first signs of the Gift already in childhood. Initially receiving only glimpses of the near future, their eyes soon enough become veiled with blood. Dreams of despair and sleep paralysis start to accompany these visions. The life of these future seers becomes harder. Especially due to the prejudices of those who see the Gift as a sign of the divine, or a clear sign of corruption. Many bards yield to folly before adulthood, though some are

taught by the college in the ways of the art of prophecy.

These bards, seers, and evangelizers, now roaming preachers, are constantly in motion. They are incapable of staying too long with their loved ones, fearful of the horrifying revelations of death that loom upon their fate. They live instead with their gaze trained upon the horizon of Armageddon, in contemplation of the chain of events which they may be able to influence.

Their tears of blood, paired with the murmurings they learn from the erring masters of their College, can mark the white pages of their heavy tomes, forming shapes, designs, and sacred geometries. These Tables of Revelations allow the bards to know what is yet to pass. Events which, with the appropriate price, can be advanced or avoided.

In order to increase the flow of tears, some bards choose to carve their cheeks close to their eyes. They are thus easy to spot, by their scarred features which at times even join eye to the mouth. Almost as if linking the seeing gift with the prophetic word.

The bards of the College of Revelation are solitary individuals, though they often need help to prevent catastrophic events they foresee. So much so that they will side with the Throne or the Abyss alike if it means ensuring an ill omen does not come to pass.





COLLEGE OF REVELATION

The seer storytellers of the College of Revelation are evangelizers, visionaries, prophets whose main task is to catch glimpses of the future for themselves or those around them, or use them against perils and opponents.

A sizable majority gathers into an actual erring college, inspired by the seer who penned the *Book of Revelation* centuries ago; their gift, however, cannot be learned from a teacher. The teachers and initiates of the college, in fact, learn how to identify those who possess the divinatory gift and constantly seek out more, so that they may teach them how to control their abilities. Most of the members prefer not to reside in Babilonia, and roam instead the deserts and swamps of Armageddon in search of adepts – or the solitude required to truly listen to fate’s murmurings.

SPELLCASTING FOCUS

When you select this template at 3rd level, you find, craft, or take a psalter, a tome, or a notebook with many blank pages. You have to attune to this item as if it were a magic item. Once you have attuned yourself to this item, you can use it as a spellcasting focus for your bard spells.

OMENS OF FUTURE

At 3rd level, you learn the *guidance* and *true strike* spells, if you do not have them yet.

In addition, you can use your action and start crying tears of blood. By watching through your tears, you know what your immediate future has in store for you.

You can ask your guide what results a certain course of action you intend to follow in the next 24 hours will provide (such as: What if I follow the path before me? Or, what if I decide to attack the shrine I see in front of me?).

The Guide selects among the following answers the one which more closely represents what might happen. You will see this answer through your tears.

- ✦ **Success.** The results will be definitely positive.
- ✦ **Possibility.** The results will be mostly positive, but with minor or possible negative results.
- ✦ **Disaster.** The results will be definitely negative.
- ✦ **Unexpected.** The results will be mostly negative, but with minor or possible positive results.
- ✦ **Indifferent.** The results won’t be either particularly positive, nor particularly negative.
- ✦ **Confusion.** There will be both positive and negative results, in an unpredictable combination.

After you use this feature, you are blinded until the end of your next turn by the blood tears trickling down from your eyes. You can’t use it again until you complete a short or long rest.

INFLECTED DESTINY

At 3rd level, you can foresee a creature's death or defeat by weeping blood onto your book and reading the pattern. As an action, you can spend one use of Bardic Inspiration and choose one creature within 60 feet of you. You can magically sense its presence even if you can't see it. Roll a number of Bardic Inspiration dice equal to your proficiency bonus and add your Charisma modifier to the roll. The target must make a Wisdom saving throw against your spell save DC. On a failed save, it takes psychic damage equal to the sum of your previous roll and it is frightened by you until the end of your next turn. On a successful save, it takes half as much damage and it is not frightened.

Because of the sheer effort required, after you use this feature, you must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus. On a failed save, you take one level of exhaustion.

WARNING

Beginning at 6th level, you receive divinatory signs about what is going to happen. You can quickly decipher these signs and use them to warn those around you. As a bonus action, you can spend a Bardic Inspiration use to choose one creature you can see within 60 feet of you. Until the start of your next turn, that creature cannot be surprised and it had advantage on its attack rolls and saving throws.

USING YOUR CLASS FEATURES

If you are a bard from the College of Revelation and you are using a class feature which requires the sound of music or of your voice, such as Bardic Inspiration or Song of Rest, you will exclusively use your voice and your book, which counts for you both as a prayer book and a songbook.

ELUDE DESTINY

At 14th level, you can decipher the blood spots in your book to warn those around you about what is going to happen, and allow them to avoid it.

When one creature (different from you) within 60 feet of you is about to be subject to an attack, a spell, or any mundane or magical effect from any source, you can spend your reaction and one use of Bardic Inspiration to cancel any damage and any other effect dealt to the target by that source. This ability has no effect on any additional targets hit by that source.

After you use this feature, you are blinded until the end of your next turn. You can't use it again until you complete a short or long rest.

CLERIC OF RUIN

NEW DIVINE DOMAIN

An imposing and brooding man of the cloth, bearing two threatening bronze bells; a tall, severe worshiper, her hands wielding weapons as she advances through the Evils of the World; a young and proud preacher, unshakable with the divine power of destruction.

The Lord has many a name and attribute. He is the Lord of the Heavenly Armies, the Omnipotent and the Merciful, but He is also known as Shaddai, the Destroyer.

This is the aspect that Clerics of Ruin devote themselves to and this is the aspect they channel to manifest their devastating powers.

Clerics of Ruin can bring to their aid the otherworldly toll of the inevitable decay of all things, recalling the echoing call of the trumpets of the Throne or the deep rumble of the Abyss. Their creed dictates that all must be destroyed, in order to be rebuilt anew. Ruin, erosion, and decay are signs that the Last Battle is nigh.

Clerics of Ruin are not the easiest to understand by Last Ones who survived the Opening of the Seven Seals. They look upon the Plain of Armageddon with cold approval. No scourge, disaster, or calamity happens out of sheer cruelty. Every life taken, mourning, or torment are and will forever be inevitable. The Lord's Design, as well as His Adversary's response, are part of the natural order of things – as is the descent of ruin upon Creation.

The reason behind the beliefs shared by these warrior priests, their detachment and coldness toward

the End Times, is a popular topic in the streets of Babilonia; few are the clerics themselves, whose destructive prophesying is less welcome. Some tell of heretical tomes that have been circulating for centuries. Commentaries on the *Book of Revelation* which spawned a secret caste, accepting the inevitable fate of the world. Others, instead, claim that the clerics were touched with a sudden, and vivid, enlightenment as they bore witness to the End Times.

Be they survivors from the Old World, reincarnated souls yearning for another extinction, or mystics devoted to seeing through the end of the world, they walk the Earth with coldness and even presumption; they fight by manifesting their powers, calling upon the spirit of destruction that fuels them.

Their war bells, or other weapons they wield, summon a destructive clamor, powerful and loud, that no one can ignore when a Cleric of Ruin enters the battle. Their sound is capable of stunning and deafening those who are struck by them.

At the same time, these preachers can manipulate these destructive forces to become channels for creation and healing. A few whispers, at times, can repair ruin itself. Their secret Songs of Quiet are barely perceptible mystical chants, which imbue their touch with healing powers.

The majority of Clerics of Ruin side with the Lord's Armies. It is His voice in their bells, His Design in their intentions.

Those who follow the Beast simply consider it a part of the divine plan. They recognize a higher affinity with their destructive nature in the words of the Dark Prophet.

Very few are loyal to Babilonia, as their mission clashes with the rebellious, self-preserving instincts of its charismatic leaders.

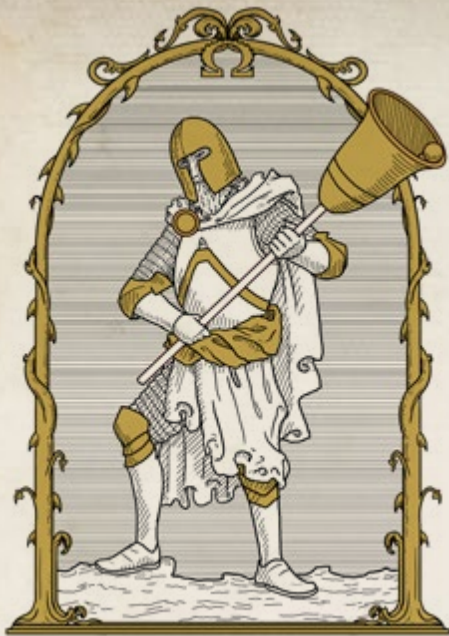


An old, dying man, nothing more. Once, they would have used high-sounding epithets, minted coins with his features, sung songs of his victories. Now, in the End Times, he was just a man, never a king.

His daughter muttered behind me: "Pray for him, father. After anointing him with oil, in the name of the Lord. He will raise him again, and all sins shall be forgiven..."

But I knew. I knew that in what was to come, there was no place for this man. I anointed him and prayed, in silence, listening to his fading breath and the rumble of war in the distance.





DOMAIN OF RUIN

The sound of bells tolling across the Plain of Armageddon is a reminder of the voice of the Lord but also the roaring depths of the Abyss. Clerics of the End Times know how to call to the sounds of the inevitable decay of all things. Their bells bring destruction, or even, at times, renewal. They believe that all must be destroyed in order to be rebuilt. Ruin, erosion, decline are signs of the ever-closer Last Battle, after which only the Just will stand amid the remains of the world.

DOMAIN SPELLS

You are granted access to the cleric domain spells listed on the Ruin Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on

the cleric spell list, the spell is nonetheless a cleric spell for you.

RUIN DOMAIN SPELLS

Cleric Level	Spells
1 st	<i>create or destroy water, thunderwave</i>
3 rd	<i>magic weapon, shatter</i>
5 th	<i>create food and water, revivify</i>
7 th	<i>fabricate, stone shape</i>
9 th	<i>passwall, wall of force</i>

BELLS OF DESTRUCTION

At 1st level, you gain proficiency with the battle bell and with heavy armor. You also gain a battle bell you can add to your equipment.

RUINING AND MENDING

At 1st level, you learn the *mending* cantrip, if you don't have it yet.

In addition, when you hit a target with a melee weapon which deals bludgeoning damage, you can call upon the power of ruin and deal an amount of thunder damage equal to your Wisdom modifier. If the attack targets an item or a structure, it deals double damage.

You can use this feature a number of times equal to your proficiency bonus. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: DEVASTATION

Starting at 2nd level, you can use your Channel Divinity to call upon the devastating power of Shaddai the Destroyer, spreading ruin all around you.

With an action, you wield your holy symbol and call loudly upon the power of ruin. A thundering roar that can be heard within 200 feet of you spreads from the symbol. Every creature in a 30

foot cone must make a Constitution saving throw against your spell save DC. On a failed save, it takes $3d8 +$ your cleric level thunder damage, it is knocked prone, and it is deafened until the start of your next turn. On a successful save, it takes half as much damage, it is not knocked prone, and it is not deafened. Constructs have disadvantage on this save and they take $6d8 +$ your cleric level thunder damage instead of $3d8$.

CHANNEL DIVINITY: RESTORATION

At 6th level, with an action, you can touch one creature to restore an amount of hit points to that creature equal to $3d8 +$ your cleric level.

In addition, you can remove one level of exhaustion from the target, or end a disease or a condition which afflicts it, among blinded, deafened, paralyzed, or stunned. You cannot use this feature on an undead creature.

UNCHECKED RUIN

Beginning at 8th level, you gain the ability to infuse your weapon with the Destroyer's power. Once per your turn, when you hit a creature with a weapon attack, you can choose to deal an additional $1d8$ thunder damage to the target. This damage increases to $2d8$ at 14th level.

In addition, the features you use and the spells you cast ignore resistance to thunder damage, and immunity to thunder damage counts as resistance to thunder damage for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

DISINTEGRATE MATTER

Beginning at 17th level, you are granted the power to disintegrate matter in its basic forms, and you have no qualms about using it.

With an action, you call upon the Destroyer's power and choose a target that you can see within 60 feet of you. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*. A creature targeted by this spell must make a Wisdom saving throw against your spell save DC. On a failed save, the target takes $12d12 +$ your cleric level thunder damage and it is stunned until the start of your next turn. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

This feature automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell. After you use this feature, you can't use it again until you complete a long rest.



SPECIAL WEAPONS

Weapons with special rules are described here.

Battle Bell. In the End Times, many mundane ceremonial bells have been turned into war weapons, exploiting their past holy nature. It is not clear whether they still hold an aura of divine favor or not, but surely any blow dealt with these metal instruments turns out to be undeniably effective. When you attack a creature and roll a 20 to hit that creature, the target is deafened until the start of your next turn, and it must make a Constitution saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failed save, the target is stunned until the start of your next turn.



BATTLE BELL (MARTIAL MELEE WEAPON)

Name	Cost	Damage	Weight	Properties
Battle Bell	10 gp	1d6 bludgeoning	4 lb.	Special, Versatile (1d8)



My body is nothing but horror now. Each time pain clutches my stomach I fear to move my dressing aside, lest I discover what I am changing into.

The Plague will not cease, I knew this immediately. What I did not know was that my body would change and change and change again. As if nature itself were yet unsure as to what form I should take.

This pestilence toyed with my flesh, yes, but also with what is left of my mind. I know I have little time left – I must channel my suffering into this dark, morbid power.

What must be consumed shall turn to ash, and that ash shall make fertile the soil of tomorrow. Others will sow, but life shall persist. Life always finds a way.



DRUID OF THE CIRCLE OF PLAGUES

NEW DRUIDIC CIRCLE

A witch of the woods corrupted in both body and soul; a benandante struck by an unnatural scourge, who molded it into new strength; a withered and twisted healer, whose soul is filled to the brim with what is left of the primordial powers of nature.

Nature has been ravaged. The Earth is dying. Famine, the third Horseman, has brought to the surface unknown plagues that have plunged the world into endless agony. One of these – the fiercest, most ruthless and unstoppable – struck what was left of the fauna and flora of the Armageddon.

The druids of the Circle of Plagues feel their bodies yielding to the inevitable transformation and take advantage of their proximity to decay to become one with it. They embrace their own end in order to lead the world to rebirth.

There are many a mention, in the sacred texts, of pestilences and illnesses of all kinds. Invasions of locusts, followed by the sudden death of flocks and herds. There are horrifying epidemics, sores that break the skin of men and animals alike, there are leprosy and fevers. That which has happened in ancient days is nothing compared to what was unleashed with the End Times. The medics, healers, and sawbones who survived the opening of the Seven Seals were able to do very little. The flesh of many became weak, frail, infected. So it has been decided, and so it was across the Plain of Armageddon.

A few individuals who, prior to the Apocalypse, possessed knowledge and abilities derived from na-

ture, and those who were born or reborn into the End Times, soon came to realize that the connection was not severed – there was, however, a new, slithering influence within it. As with the withered and plagued beasts that roam the Plain, their bodies underwent horrific transformations of limb and organ. Some started shedding skin like snakes. Others felt the bones in their legs crack and rearrange, becoming as wolves. Teeth and nails fell, replaced by fangs, talons, and spurs.

They were given the monicker of druids, as in ancient times, and associated with the Plagues – the influence they were fighting, as the horrifying and grotesque transformations took hold. Their bodies decay, a constant molt which exchanges human parts with those of animals.

They learned how to harness this hybridity, this corruption, how to control the natural forces that decompose, dissolve, and transform. The secrets of putrefaction, consumption, and assimilation are plain for them to see.

Their powers focus on the most morbid and lethal aspects of nature now. They have come to understand that, in the End Times, destructive powers can be conquered and controlled – enough, perhaps, to lead the world to renewal and newfound vitality. It is a cruel season in which these creatures find themselves, one of Fertile Death, one that alchemists in the Old World called Nigredo.

Druids who side with the Lord's Armies function as instruments of His plan to consume Creation. Those who side with the Beast, on the other hand, feel that their transformation is purely another weapon with which to destroy the divine forces. Most of these powerful, plagued beings however remain neutral, and have chosen to side with what is still natural in the world. They turn their powers against all otherworldly beings, and yearn for a new world. One with no place for unnatural powers.



CIRCLE OF PLAGUES

The Circle of Plagues is a disorganized coterie of individuals who barely develop a feeling of belonging and sympathy with each other, at most. There are no official hierarchies, there is no worship, there are no rituals or special meeting places. What they all share is the corrupted power that flows within them and the secrets that allow them to control it. Many of these druids are solitary and aloof individuals; they have learned how to control and use the Plague by their own means and have never met any of their peers. Others do know a few, and do exchange – rarely – occult practices and intuitions, even accepting a handful of disciples, masters, or allies.

CIRCLE SPELLS

You share an unbreakable inner bond with the hidden corruption spread by *Famine*, granting you access to new spells when you reach certain levels

in this class, as detailed in the Circle of the Plague Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE PLAGUE SPELLS

Druid Level	Spells
2 nd	<i>acid splash, detect poison and disease</i>
3 rd	<i>blindness/deafness, spike growth</i>
5 th	<i>bestow curse, stinking cloud</i>
7 th	<i>blight, giant insect</i>
9 th	<i>contagion, insect plague</i>

PLAGUED WILD SHAPE

Beginning at 2nd level, when you use your Wild Shape feature to magically assume the shape of a beast you have seen before, whatever beast you choose to turn into, you also gain the Plagued Beast trait in addition to its game statistics.

Plagued Beast. Plagued beasts are creatures tainted by the seals' planetary effects and are the more common types of animals in the Plain of Armageddon (see also *Monsters of the Armageddon*). The Plague physically weakens the creature, turning it into a rabid, half-blinded, more vicious version of itself. A plagued beast has disadvantage on Constitution saves and Wisdom checks, but when it deals damage to a creature with an attack, that attack deals extra damage equal to the beast's proficiency bonus. As usual, if circumstances dictate that a roll has both advantage and disadvantage, they cancel each other and the beast rolls a simple d20. This trait cannot be removed by any magical effect that can heal diseases (such as *heal* or *lesser restoration*).

EXCRUCIATING CONTAGION

Beginning at 2nd level, you grow an excruciating inner consumption that afflicts you and makes you more vicious, but which also makes you immune to other diseases. This illness cannot be healed in any way, as it is the source of your power, and gradually, of your very existence. In addition, you have learned to channel it and spread it outside, inflicting its most hideous and scarring effects on other creatures as well. These effects are only partially biological and natural, as the Plague has divine origins and an otherworldly nature. They can also affect incorporeal, aberrant, and supernatural creatures, such as constructs, undead, elementals, fiends, and celestials.

You are immune to disease, and when you deal damage to a creature with an attack, you deal extra damage equal to your proficiency bonus.

In addition, you can use this action to spread around you a lesser form of the Plague that afflicts you. Each creature within 10 feet of you must make a Constitution saving throw against your spell save DC. On a failed save, it is infected by this disease and blinded for 1 minute. At the end of each of its turns, it can make another Constitution saving throw. If it succeeds, it is no longer blinded. On a successful save, the creature is also immune to the aura of disease for the next hour.

This form of contagion is considered a disease and it can be removed by any magical effect that can heal diseases (such as *heal* or *lesser restoration*).

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a short or long rest.

PLAGUED PALMS

Starting at 6th level, you have learned to use the Plague within your body to afflict and torment your enemies in even more destructive forms, affecting both natural and supernatural foes. You can use this feature a number of times equal to your proficiency bonus, as an alternative to using your Excruciating Contagion feature. For instance, if you have a proficiency bonus of 6, you can use Plagued Palms and Excruciating Contagion 6 times in total, and regain all expended uses when you finish a short or long rest.

You can make a melee weapon attack on a creature within your reach. If you hit, the target is infected and afflicted by a deadlier form of the Plague transmitted by your palms. The infected creature begins to shiver, it is drenched in cold sweat, and it is stunned for 1d6 rounds. At the end of each of its turns, such an infected creature can make a Constitution saving throw against your spell save DC. On a successful save, the disease ends and the creature is no longer stunned. On a successful save, the creature is also immune to the disease for the next hour. This form of contagion is considered a disease and it can be removed by any magical effect that can heal diseases (such as *heal* or *lesser restoration*).

SUBJUGATED PLAGUE

At 10th level, you have learned to live with your excruciating disease and to control its most nefarious effects through an act of sheer willpower. Your features and spells bypass any immunity to disease.



DEADLY MIASMA

Beginning at 14th level, you have learned to spread the Plague that afflicts you with even more devastating effect. You can use this feature a number of times equal to your proficiency bonus, as an alternative to using your Excruciating Contagion and Plagued Palms features. For instance, if you have a proficiency bonus of 6, you can use Plagued Palms, Excruciating Contagion, and Deadly Miasma 6 times in total, and regain all expended uses when you finish a short or long rest.

With an action, you can exhale from your body an unnatural miasma against a creature that you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, it is infected by this disease, and for 1 minute it is paralyzed, and it cannot regain hit points in any way, not even through magical means. At the end of each of its turns, such an infected creature can make a Constitution saving throw against your spell save DC. On a successful save, the disease ends and the creature can once again regain its hit points. On a successful save, the creature is also immune to the disease for the next hour. This form of contagion is considered a disease and it can be removed by any magical effect that can heal diseases (such as *heal* or *lesser restoration*).



FURIOSO

NEW FIGHTER ARCHETYPE

The great city was divided into three parts, and the cities of the nations fell. Babylon the great was remembered in the sight of the Lord, to give to her the cup of the wine of the fierceness of his wrath.

A roaming fighter looking for employment, her arm branded with a demonic mark; the powerful guard, long since posted at the gates of Babilonia, ready to take on missions and secret tasks; a young and very promising warrior, prepared to join the battlefield and test his mettle and sword, and prove the results of his training.

The deeds of the warriors of Armageddon resound like battle cries in the desolate canyons of this land. The Furiosos, so they are called, face the ruin of the world with their heads held high and marvelous warring skills. Many sing of their valor as relentless commanders, while decrying the sharp edge of the terrifying broadswords they carry. Some make myths of them and see them as heroes. Many more fear them.

The Furiosos are exceptional mercenaries who fight not for gold. The clinking of coin lights no spark in their hearts, though their appearance is rich and flamboyant. They prefer embroidered robes to heavy plate mail, inset with superstitious charms, sacred idols or blasphemous symbols. They adorn themselves with vestiges of the Old World, offering themselves as bastions of a long-gone time of civility.

They toil for those who trade with them in life debts and favors. They obtain food, hospitality, weapons, and ancient artifacts in exchange for

valorous or unholy deeds. They are capable of hunting monstrous creatures, thwarting enemy defenses, and removing insurmountable threats. Always on a mission, always seeking something or someone. Always meddling with conflicts that seldom have to do with them in any way.

Do not be tricked by their brave heart and the touch of vanity that embellishes their appearance. Their fighting style is raw and inexorable, devoid of flourishes as much as scruples.

When a Furioso enters the battlefield, their courage is twinned with lack of control. One of these Apocalisse footsoldiers can easily face a whole army with no doubt in their abilities, nor any thought to the consequences.

The Furiosos that side with the armies of the Lord usually strike deals with angels to cleanse the Earth of the abominations of the Abyss. Their lives are dictated by long hunting sessions or constant holy wars. Those who side with the Dark Prophet and bear the Mark of the Beast ravage the servants of the Lord, allowing their savagery to take over in combat.

Most Furiosos however remain loyal to Babilonia. A fierce and violent spark of hope for the last survivors who have yet to yield to the End of Times.



They were one thing, her and that sword, almost too big to be handled.

The sweat lining one's cheeks mixed with the blood dripping from the other. She turned to face me, as if I had only just been noticed. The felled creature, whatever it had been, was still twitching a mere few feet away from her reinforced boots.

I heard the Furiosa speak and I found myself standing again. I was being held by the gentle touch of her deerskin glove. It was so rare to still find items that well-kept. Everything she wore was a reminder of times long gone, of False Religions of the Old World.

Relics now soiled in blood, which seemed blasphemous to my eyes.





FIGHTER

NEW CLASS FEATURE

This section includes a new additional feature you can apply to your fighter class. You can freely choose whether to use it or not.

ADDITIONAL FIGHTING STYLE OPTION

When you adopt a style of fighting as your specialty, the following style is added to your list of available options.

ASSAULT GUARD

While you are wearing no armor, your AC equals $10 + \text{your Dexterity modifier} + \text{your Strength modifier}$. You can use a shield and still gain this benefit.

FURIOSO

The Furioso archetype specializes in assault maneuvers and the use of large and heavy weapons, such as the flamberge and the halberd; they choose speed, surprise, and mobility over defense. These characters are trained in one target attacks, focusing all of their power into a single strike, or area attacks on everyone in range.

WHIRLING STEEL

Beginning at 3rd level, you gain the ability to deal deadly swings. You can use this feature while you do not wear heavy armor or medium armor, and while you wield a melee weapon with the two-handed property. Once per turn, with an action, you can make an area attack with the weapon you are wielding: Every creature within your reach must make a Dexterity saving throw (DC equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$). On a failed save, it takes the damage dealt by the weapon (including any of your damage modifiers). If it is a Large or smaller creature, it is knocked prone; on a successful save, it takes half as much damage and it is not knocked prone. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a short or long rest.

FORMIDABLE WARRIOR

At 3rd level, you gain proficiency with one of the following skills of your choice: Athletics, Intimidate, Survival, History.

If you don't have it yet, you also gain a flamberge as soon as possible, as part of the equipment issued by your unit.

FURIOUS ASSAULT

Beginning at 7th level, you call upon your resolve and your specialized training to launch a raging assault, hurling yourself against your enemies with a fervor that allows you to ignore part of the pain, at the cost of being more exposed to your enemies' attacks. With a bonus action, on your turn, you can gain advantage on melee weapon attack rolls using Strength until the end of the current turn, but attack rolls against you have advantage until the start of your next turn.

When you do, if you hit, you add twice your Strength modifier instead of once to the damage roll of the first attack you make in your turn; in addition, you gain an amount of temporary hit points equal to 1d10 + your Constitution modifier. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

IMPROVED WHIRLING STEEL

At 10th level, the reach of the area attacks you perform when using your Whirling Steel feature increases by 5 feet, and any creature which fails its save, in addition to taking the attack's usual effects, is also stunned until the start of your next turn.

RECKLESSNESS

At 15th level you have advantage on any saving throws made to avoid or end the frightened condition on yourself. If you already have this advantage, you are immune to the frightened condition.

In addition, when you use the Raging Assault feature, the temporary hit points you gain increase to 2d10 + your Constitution modifier.

READY TO DIE

Starting at 18th level, your inner strength and your loyalty to the cause are so unyielding that you are ready to defy death.

When you are reduced to 0 hit points but not killed outright, you can use your reaction to drop to 1 hit point instead, and immediately make a melee attack with advantage against a creature you can see and within your reach.

Once you use this feature, you can't use it again until you finish a short or long rest.

SPECIAL WEAPONS

Weapons with special rules are described here.

Flamberge. The flamberge issued to the furiosos of Babylon's guards (and to those who mimic their fighting style) is a martial melee weapon, the oversized version of a two-handed greatsword, with a very long and heavy blade. It is particularly encumbering to use, and a character who wields it in combat has disadvantage on Dexterity-based ability checks and saving throws.

FLAMBERGE (MARTIAL MELEE WEAPON)

Name	Cost	Damage	Weight	Properties
Flamberge	75 gp	2d8 slashin	12 lb.	Two-handed, Heavy, Special



*I had survived that petrified forest
for a reason.*

*Something big, maybe.
Something worth living for before
disappearing without anyone
knowing my name.*

*But it is hard to find a reason
during the End of Times.*

*So I did what they had asked me
to do. I called to the pall and the
smoke caressed my skin. It knew
who I was. I let myself be guided
and I threw my daggers true.*

*Darkness, smoke, and blood.
That is who I was. Waiting to
understand why I still lived.*



WORMWOOD SPECTER

NEW ROGUE ARCHETYPE

And a great star fell from the sky, burning like a torch, and it fell on one third of the rivers, and on the springs of water. The name of the star is Wormwood.

A formless shadow flits in and out of the mists, leaving behind a trail of lethal knife wounds; a thief shrouded in poisonous vapors, which he uses to neutralize and confound his enemies; a silent and unstoppable spy, capable of reaching any location.

There are tales told across the Plain of Armageddon, of impalpable creatures accompanied by clouds of noxious smoke. Shadows revealing themselves to their victims when it is already too late. Assassins striking swiftly and disappearing into the miasmas that preceded their arrival. No one remembers tales of such creatures from before the seals were opened, and that makes them all the more terrifying – the myths, as horrifying as they are, must hold some truth at their core.

Wormwood Specters are darkened and silent individuals, capable of taming the noxious fumes that surround them. They cast them through heavy censers and take advantage of the thick cloud to hide their presence, fueling the name by which they are known. Very few remember their faces. All one hears of are dark flapping capes, grotesque masks, and bloodied blades.

When the third angel blew his trumpet, after the opening of the Seventh Seal, a burning star fell from the heavens unto a third of the rivers, lakes, and fountains of water. The name of that star was

Wormwood, and a third of the waters turned into bitter poison which took its name.

It is said that some drank of those wells and the wormwood mixed with their blood. The rare ones who survived thus developed a morbid affinity with deathly miasmas.

Other tales tell of some becoming Wormwood Specters after studying the waters of Apocalisse in order to distill their power. After all, the Old World had reached an incredibly advanced form of scientific knowledge. It is not impossible for a foolish alchemist to experiment on themselves or others with this corrupted substance.

The peculiar abilities of these individuals make them particularly suited to act in secrecy, often concealing their identity. They have lost everything after their painful transformation. They live in shadow and prefer not to be known. They very rarely swear their loyalty to any one faction.

Those who choose to follow the Beast are often under the command of Abaddon, the Angel of the Abyss. They become agents and spies through the twisting streets of Babilonia on behalf of the Adversary.

Those, instead, who choose to join the Throne are usually people who have long traveled in the deepest darkness. Through the darkness they hope to have seen the light of the Lord and their calling.

Babilonia rarely concedes its favor to Specters, as so few choose to trust them.



WORMWOOD SPECTER

The Wormwood Specter is a thief, a shadow, an assassin with supernatural traits. They have undergone a significant and painful change in and of their bodies, soaking up an unnatural poison known as wormwood. This substance, which they learn to control, confers on them new abilities and powers, making them into something more than merely human.

WORMWOOD ADDICTION

When you choose this archetype at 3rd level, your training and the wormwood-induced alteration finally emerge, and your transformation begins. You gain resistance to poison damage and you are immune to the poisoned condition.

WORMWOOD SHROUD

At 3rd level, you learn the otherworldly ability to exude around you a special shroud of wormwood fumes, which you can use to conceal yourself or to poison your foes.

With a bonus action, you summon a wormwood shroud, which lasts 1 minute, until you use a bonus action to disperse it, if you die, or until a strong wind (at least 20 miles per hour) disperses it. These fumes radiate from your body in every direction, filling a 15 foot radius sphere, which moves with you. The area inside the sphere is considered lightly obscured. You can hide inside this area.

In addition, when you hit with a Sneak Attack, you can decide to focus your wormwood shroud around your foe; If you do, you also deal additional poison damage equal to your proficiency bonus, and the target is poisoned until the start of your next turn. In this case, the wormwood shroud is immediately dispelled.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

IMPROVED WORMWOOD SHROUD

Beginning at 9th level, you learn to use the wormwood you exude from your body even more effectively. When you use your Wormwood Shroud feature to exude fumes, the sphere's radius increases to 30 feet, and the shroud cannot be dispersed by any wind. In addition, the poison damage you can deal to a foe with your Wormwood Shroud feature ignore resistance to poison damage, and immunity to poison damage counts as resistance to poison damage for the purpose of overcoming resistance and immunity to damage.

Finally, you can add a bonus equal to your proficiency bonus to your initiative rolls.

MISTY FORM

At 13th level, you can use your bonus action to sublimate into a darkened and misty form, appearing like a dark and amorphous cloud of wormwood.

You can stay in this form for 1 hour, or until you decide to revert to your normal form with a bonus action. While in misty form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage. Once you use this feature, you can't use it again until you finish a short or long rest.

EVANESCENCE

At 17th level, you learn to disappear and appear among the wormwood fumes. While you are inside your wormwood shroud, each time a creature you can see would hit you, you can use your reaction, roll a d20, and choose whether to use that roll instead of the d20 roll that would hit you. You can use this feature a number of times equal to your Dexterity modifier (a minimum of once).

You regain any expended uses when you finish a long rest.



WIZARD OF THE SCHOOL OF SOLOMON

NEW ARCANES TRADITION

A mage, her body surrounded by glowing glyphs, as she conquers radiant spirits; a venerable teacher, clothed in the sumptuous robes of the order, appearing on the battlefield in flashes of light and general awe; an apprentice, barely in her teens, summoning and chaining to her will angels and demons of unlimited power.

Solomon was the ancient king of Jerusalem, a philosopher, a seer, a wise ruler, and a prodigious student of the arcane arts. He drew his power from several artifacts, though what made him rise to the status of legend was his ring, which allowed him to control and subject legions of lesser spirits to his will.

His arcane traditions are preserved and furthered in Babilonia – one of the city's main pillars, in fact, is the association of mages who bear his name. The mages of his school wear rich and flamboyant robes, and adorn themselves with gold powders and enchanted jewels. This includes the rings of their order, which they use to summon otherworldly creatures, binding them to their will, in defense, in bindings, and for the purposes of deploying them in battle.

The teachings of Solomon's magic are mainly transmitted through manuscripts, scrolls, and inscribed tablets. These sacred texts, often made of precious and valuable materials, have been transcribed and copied for centuries, allowing the contents to be preserved through time. Those who practice this form of magic have kept alive the works of the Sum-

moner King through the use of his formulas and further experimentation.

The Old World never saw the rituals come to fruition, meaning it has always been theoretical magic rather than practical. With the arrival of the End Times, however, the knowledge of those initiated into the mysteries was suddenly charged with immense – and very real – power. It became crucial to the survival of Babilonia, too. Magic is now fully available to those who wish to study it, powered as it is by the proximity of its otherworldly sources.

It has become subject matter for an institution, the School of Solomon, which sees students, apprentices, adepts, and practitioners. It does, of course, still require years of study and experience. Despite multiple attempts and experiments, only a few adepts reach the rank of Sage; and only Sages can access the more powerful grimoires, mysteries, and sigils, which are kept in the seat of the order: the Temple of Solomon, rebuilt in the heart of the city of Babilonia.

Thanks to Enochian glyphs, antediluvian mysteries, initiate formulas, and the use of True Names of all spirits and otherworldly beings which King Solomon himself discovered and compiled during his long life, a wizard of this School can summon angels, demons, and evils of the world, binding them to their will.

It is rare for a Wizard of the School of Solomon to side with the Throne or the Abyss, if not through a specific and intentional betrayal of the School's orders. They can only develop their studies and powers through apprenticeship in the Temple, and their teachers' concessions. On the other hand, what better way to learn the secrets of otherworldly beings if not to directly serve them and the source of their powers, eschewing the entire system of hierarchies and intermediaries?



Its voice was the rustling of dry winds and the cracking of broken branches. In the crackling of those sounds were strangled syllables and inhuman wails. I knew that language. It wasn't trying to threaten me – it was trying to flatter me. I ordered it to leave the circle, and it did.

It was fascinated with the gold of my robes and the sigil on my ring, mistaking me for the Summoner King. It slithered at my feet in prostration, showing the single horn that grew out of the back of its neck.

I suddenly remembered that one could remove the horn through a ritual, in order to fashion an enchanted lyre. I had no time for such research endeavors.

My new servant and I had a mission to complete, together...





SCHOOL OF SOLOMON

A wizard of the School of Solomon learns how to summon and control angelic and demonic spirits, making use of all initiate, mystical, and kabbalistic knowledge to defend themselves from these entities, and bind them to their will. The study of Enochian glyphs and emblems, of Solomonic wisdom and grimoires from the Old World has allowed these mages to prevail thus far, and ensure Babilonia is safe and protected against the otherworldly powers.

SCHOOL OF SOLOMON INITIATE

Starting at 2nd level, the spell save DC of your conjuration and charm spells increases by 1. In addition, you can speak, read, and write Primal Tongue. If you don't have it yet as part of the equipment issued by the Temple of Solomon, you gain a *Ring of Solomon* as soon as possible.

SOLOMON'S WARDING

At 2nd level, you are enshrouded in a mystical aura of warding and safeguard.

You gain +1 to all your saving throws against spells and other magical effects. In addition, when you or a creature that you can see within 30 feet of you takes damage, you can use your reaction to summon a cabalist screen to shield yourself or the selected creature from that damage. Roll 2d8 and add your Intelligence modifier to your roll, then subtract the total from the inflicted damage.

You can use this feature a number of times equal to your proficiency bonus. When you finish a long rest, you regain all expended uses.

SUMMON OTHERWORLDLY SPIRIT

Starting at 6th level, you have learned to master the astral forces and you can summon a preternatural spirit to your service.

With an action, you can speak a kabbalistic incantation and summon a **malakh** or a **demon of temptation** or, alternatively, any other fiend or celestial whose challenge rating is 2 or less. The summoned creature appears in an unoccupied space you can see within 60 feet of you. It remains as long as you concentrate (as if you concentrated on a spell), up to 1 hour, or until it drops to 0 hit points.

The creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.

Once you use this feature, you can't use it again until you finish a short or long rest.

MASTER OF THE SCHOOL OF SOLOMON

Starting at 10th level, you climb the highest ranks in the Temple and you can access its ultimate secrets.

When you focus on a conjuration spell, or when you use your Summon Otherworldly Spirit or Summon Greater Otherworldly Spirit features, you have advantage on your saving throws to maintain concentration.

In addition, with a bonus action, you can magically teleport up to 60 feet to an unoccupied space you can see; right after that, any creature within 10 feet of you that can see you must make a Wisdom saving throw against your spell save DC. On a failed save, the creature is charmed by you for 1 minute, or until it takes any damage.

You can use this feature a number of times equal to your proficiency bonus. When you finish a long rest, you regain all expended uses.

SUMMON GREATER OTHERWORLDLY SPIRIT

At 14th level, you have become a true master of astral forces. You can bind them and use them to summon greater spirits to serve you.

With an action, you can speak a kabbalistic incantation and summon a spirit of Salomon or a **cherub** or a **wormwood demon** or, alternatively, any other fiend or celestial whose challenge rating is 5 or less. The summoned creature appears in an unoccupied space you can see within 120 feet of you. It remains as long as you concentrate (as if you concentrated on a spell), up to 1 hour, or until it drops to 0 hit points.

The creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.

Once you use this feature, you can't use it again until you finish a short or long rest.

SUMMONING RULES

When you summon a creature using your Summon Otherworldly Spirit or Summon Greater Otherworldly Spirit feature, you use your arcane knowledge to alter the spirit. The resulting creature is different from its standard version, and it requires you to apply only the following modifications to the standard version stat block:

Hit Points 7 + seven times your wizard levels (the creature has an amount of hit dice [d10] equal to your wizard level)

Saving Throws Every saving throw featured in the block has a bonus equal to the creature's ability bonus + your proficiency bonus.

Skills Every skill featured in the block has a bonus equal to the creature's ability bonus + your proficiency

Proficiency Bonus Equal to your proficiency bonus.

Actions, Bonus Actions, Reactions

Every attack featured in the block has a bonus equal to your spell attack modifier. Every spell and magical ability featured in the block (such as any healing abilities) and every damage entry featured in the block has a modifier equal to your proficiency bonus. Every spell and magical ability featured in the block has a spell save DC equal to your spell save DC.

Let there be light. They said. And the light I saw first was that of lightning.

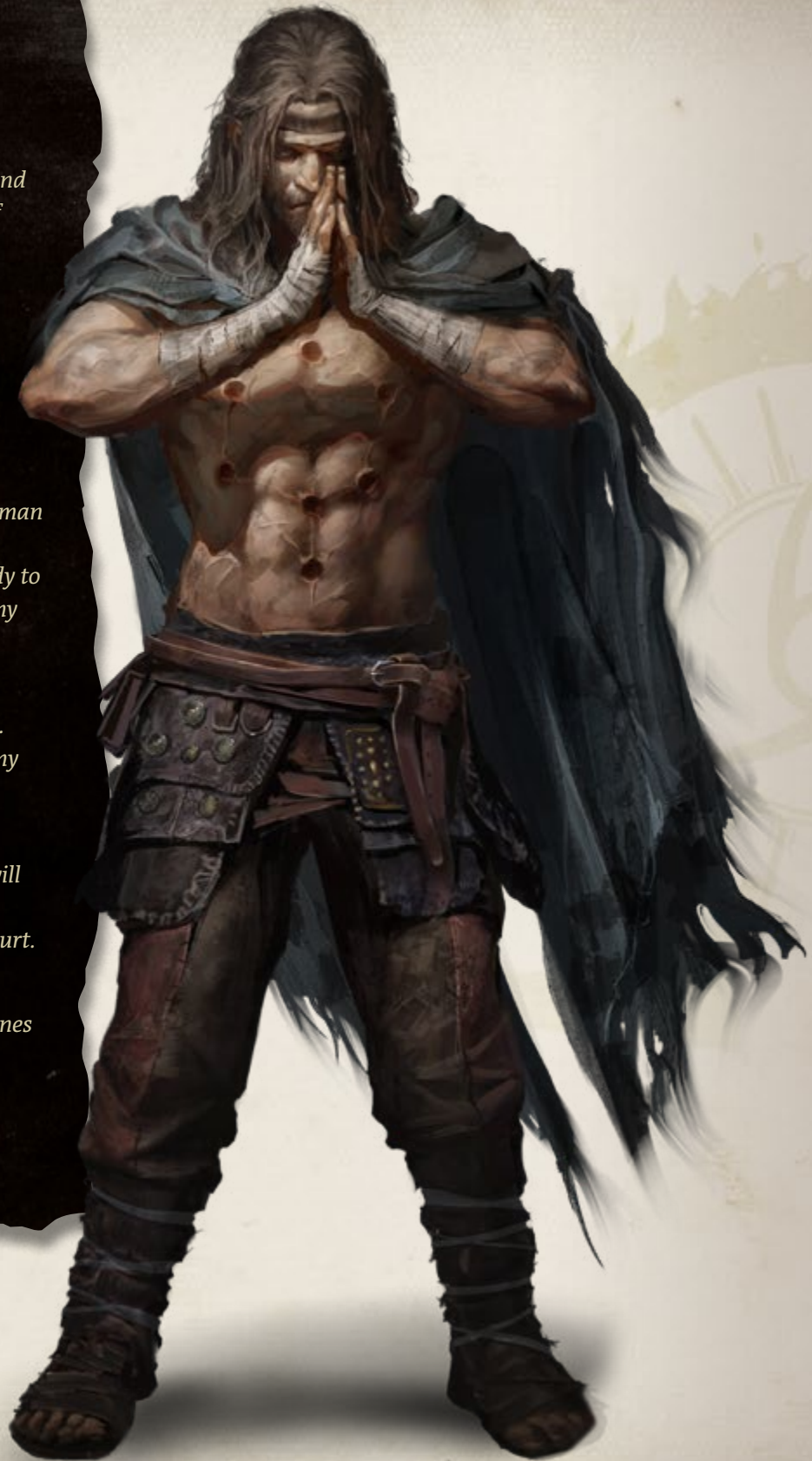
They say that the Conquest also brought along lightning bolts capable of leaving huge craters in the ground. The first to truly scar the works of the Lord.

The same bolts that the Horseman now fires from their bow, they snake and coil within me, ready to strike through my fingers, in my fists.

I can hear them roar in the distance, when I close my eyes. It feels like a second heart in my chest, impossible to ignore its beat.

At the end of my path, there will be seven. Seven metal hearts, seven beats. They said it will hurt.

That only the last one, at the very end, will quieten all the ones before it.



MONK OF THE SEVEN SEALS

NEW MONASTIC TRADITION

A solitary warrior advances through devastation, Seven Seals on his chest and immense sadness in his eyes; a healer of great generosity and abnegation, a single touch of their hands capable of granting either cure or pain; a young roaming apprentice, her heart filled with hope for the future, even in this world of death and devastation.

The Last Ones who came after the Opening of the Seals are broken humans, constantly fighting to survive. They have withstood physical trials, inner struggles, and threats of all kinds. A few have attempted to find a solution in the ways of war or the study of occult arts, others have realized that they can only truly rely on themselves, and have made their own bodies their weapons to face the dangers of Armageddon.

Some of them have sought out new, more lethal, sources of power within – and found them. These monks have learned how to create metal spheres echoing the energies of the Seven Seals as they fell unto the Earth. Implanting them into their chests, they can unleash and control this power. The fires of Apocalypse burn within them, making them capable of superhuman marvels and terrifying miracles. They are willing to do anything to be ready for the Last Battle.

Monks of the Way of the Seven Seals do not belong to any order or school. The first adept of such a Way had two students, and they passed on her teachings to those who came after them in turn. Rumors tell of a mysterious vision which inspired the forging of the spheres, though it is unclear as to whether it

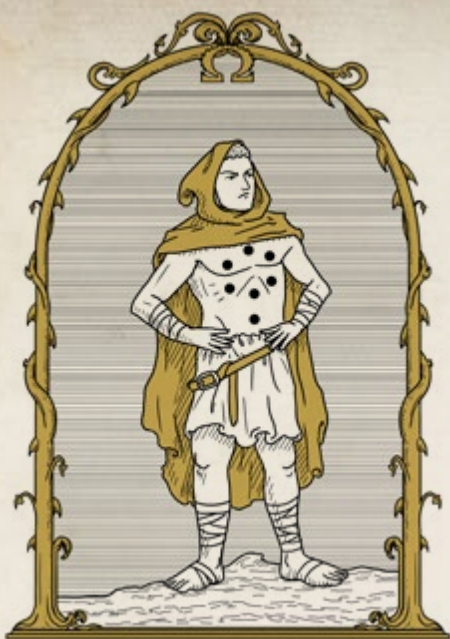
came from the Woman Clothed with the Sun, from Lilith, or from Hecate, Queen of Everlasting Suffering. Since then, the practice has been passed down to novices, apprentices, and successors through these rare and scattered teachers. Adepts are then sent across the world, also in solitude, so that each new lesson learned may etch itself directly upon their soul, as their travels and training progress.

They are a rare type of fighter, and ever more rarely do they present themselves as such. They keep their secrets as such, and research more information on the original Seals. The closer they get, the more they attune to their strength and power. They are inexorably drawn to them. They know they draw power from a source that did not exist before the End Times, and they are unlikely to share any details or discoveries.

Their fighting style is the incarnation of the very events that brought about the Apocalypse. Each metal sphere embedded in their body confers on them a weak fragment of the devastating powers which shook the Earth. As a result, they are a terrifying spectacle on the battlefield.

Monks that side with the Lord or the Adversary make use of missions to gain access or at least get closer to the Seven Seals. They consider themselves the only ones capable of understanding their power and direct their favor during the Last Battle. It is rare for them to have any ideological or religious motivation, though not unheard of. Rare enough that they view Babilonia with suspicion too. Despite its opportunities and wealth in knowledge and research, they sense a dark core to its mystery, though none have yet understood what that might be.

The Way of the Seven Seals is a difficult path which may be shared with other worthy chosen, but almost impossible to fully align with any factions' interests.



WAY OF THE SEVEN SEALS

The Way of the Seven Seals mixes the martial arts skills of its initiates with the otherworldly power of the Seals themselves. At the moment of initiation, which can only take place at the hands of individuals already mastering unarmed combat, the first four spheres are implanted into the monk's chest; from that point forward, the fusion of flesh and metal cannot be reversed. The monk will tread the Plain and Lands of Armageddon in search of further enlightenment, in order to acquire the next spheres and advancements.

THE FIRST FOUR SEALS

When you choose this tradition at 3rd level, your life changes forever. The four spheres grafted into your chest grant you superhuman traits and spur you to claim the next three. Every sphere requires you to spend ki points each time you use it.

Seal of Conquest. You have learned to cast lightning bolts from the palms of your hands. With an action, you can spend 3 ki points to cast a stroke of lightning, forming a line 50 feet long and 5 feet wide that blasts from your hands in a direction you choose.

Each creature in the line must make a Dexterity saving throw against your ki DC. On a failed save, a creature takes 2d10 lightning damage and it is stunned until the start of your next turn. On a successful save, it takes half as much damage and it is not stunned. The lightning ignites flammable objects in the area that aren't being worn or carried. This damage ignores resistance to lightning damage, and immunity to lightning damage counts as resistance to lightning damage for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can increase this lightning damage by spending ki points. The damage increases by 1d10 for each ki point you spend, up to a maximum of 6.

Seal of War. You learn to ignite your body like a burning pyre. When a creature within 10 feet of you hits you with a melee attack, you can use your reaction and spend 2 ki points to release a gout of flame from your body. The attacker must make a Dexterity saving throw against your ki DC. On a failed save, the attacker takes 1d12 fire damage and is blinded until the start of its next turn. On a successful save, it takes half as much damage and it is not blinded. This damage ignores resistance to fire damage, and immunity to fire damage counts as resistance to fire damage for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can increase this fire damage by spending ki points. The damage increases by 1d12 for each ki point you spend, up to a maximum of 6.

Seal of Famine. When you use an Attack action on your turn, you can spend 1 ki point to

gather a venomous substance into your limbs and transmit its effects with a touch. If you do, for that action and the rest of your turn, when you hit a creature with an unarmed strike, the target must make a Constitution saving throw against your ki DC. On a failed save, it is poisoned until the start of your next turn.

In addition, when you hit with such an attack, you can spend 1 ki point to inflict an additional 1d12 poison damage. This damage ignores resistance to poison damage, and immunity to poison damage counts as resistance to poison damage for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Seal of Death. You have learned to summon the coldness of death around you, mimicking the powers of the Fourth Horseman. With an action, you can spend 3 ki points to hit the ground and spread a wave of intense cold that freezes your enemies. Every creature within 15 feet of you must make a Constitution saving throw against your ki DC. On a failed save, a creature takes 3d8 cold damage and is restrained until the start of your next turn. On a successful save, it takes half as much damage and it is not restrained. This damage ignores resistance to cold damage, and immunity to cold damage counts as resistance to cold damage for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can increase this power's attack by spending ki points. The cold damage increases by 1d8 for each ki point you spend, up to a maximum of 6.

SEAL OF RESURRECTION

At 6th level, you can graft another mystical sphere into your chest, gaining the power of the fifth seal and learning the secret of the Resurrection of the Flesh. With an action, you can spend 4 ki points and touch a creature that has died within the last minute. That creature returns to life with 1 hit

point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

SEAL OF THE ETERNAL ECLIPSE

At 11th level, you can graft another mystical sphere into your chest, gaining the power of the sixth seal and learning the secret of the eternal eclipse darkening the sky.

With an action, you can spend 5 ki points to release from your body an unnatural darkness to fill a 20-foot-radius sphere for 1 minute, or until you use an action to disperse it. This Otherworldly darkness moves with you, and you gain the ability to see in darkness, either mundane or magical, up to a range of 60 feet for 1 minute. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

SEAL OF SILENCE

At 17th level, you can graft the last mystical sphere into your chest, gaining the power of the seventh seal and learning the secrets of the eternal silence that falls over the world when it is breached. When you see a creature within 30 feet of you that is casting a spell, you can spend 6 ki points and use your reaction to attempt to interrupt the creature in the process of casting the spell. The target must make a Wisdom saving throw against your ki DC, otherwise, the target's spell fails and has no effect, and the creature is deafened and cannot cast a spell including a verbal component until the end of its next turn.



PALADIN OF THE END OF THE WORLD

NEW SACRED OATH

An unsettling figure, majestic in their gait, bearing all the gravity of the End Times; an exile, Risen from Hell, roaming the Plain of Armageddon, determined to carry out his inevitable oath; a woman, fully armored, her eyes ablaze with the determination of one who has nothing left to lose.

Those who wield life eternal, will eventually know the End, the final death that these dark paladins bear. They have picked up a scythe and sworn to destroy the creatures who have invaded the world. Paladins who take this Oath roam in search of signs and opportunities that will further their goal. They proudly bear morbid banners, eternal reminder of the capital punishment they are prepared to enact. Their mission, considered a folly by many, comes before any and all factions.

Humans, once, theorized about a single kind of immortality. Eternal life involved existence beyond the death of the body, in which the soul joined the divine once more. No one could live forever, lest they lose their soul's immortality. The End Times brought into question all of these assumptions. Eternal creatures march upon the Plain of Armageddon, alongside undying and incarnate powers, all immune to the passing of time.

Paladins who have sworn to bring the End to those who will not die take this promise as a mission, a task which goes beyond the goals of any faction. Erasing the "Endless" means bringing balance to the world before the Last Battle.

The Four Horsemen, their supernatural legions, these are their sworn enemies. They call them the "Evils of the World" and they are the most nefarious of all Endless. Devoid of their initial goals, now destructive and invasive, they influence the Plain of Armageddon with their unnatural powers.

The Paladins of the End of the World will take on deadly and impossible missions simply so that they can more easily reach enemy territory. Their sinister appearance and morbid insignia are chosen precisely to remind all that the End comes with them; even their greeting bears the words "Memento Mori" – remember that you must die – which is, in fact, the only relief that these dark champions can wish upon individuals.

Some claim that these warriors are not just roaming avengers: rumors have it that they derive from a heretical order which finds its roots in the Old World's Holy Land, from the times of the great conflicts between East and West.

As centuries passed, this alleged order has revisited its priorities. Some of its members, survivors of the End Times, shifted from holy assassins and mercenaries to fighter paladins, nihilist clerics, and rage-filled martyrs who fight on the front lines against the Evils of the World.

Most of these Paladins rarely choose to side with the Throne or the Abyss, preferring any and all other roads that lead to the fulfillment of their mission; some do choose to side with Babilonia according to the same, unchanging logic: purge the world of its evils.



Echoes of death, funeral rites and blood-soaked gurgling.

Those were the sounds that surrounded him, in sleep and in waking. There had been no moment of respite since he left. He'd strike down his enemies with solemn efficiency, with no regard for their surprise or desperate pleas.

Endless creatures thrived in death, twisted from the memory of who they had been in life or the human features they tried to imitate.

Everything about them was a lie.

Except the sounds they made as they were felled, which haunted him ever-after. And so he would wake and pray, beneath the dark eye of the Perennial Eclipse.

He would stand strong. To the End.





OATH OF THE END OF THE WORLD

The Oath of the End of the World binds the paladin to a supposed devotion to their order; in the End Times, however, that is a rotting hierarchy of divided people and differing affiliations. Their number dwindles with each passing year, devoid of goals and a common vision. All that is truly left of said order is the Oath itself, the sacred, unfaltering promise to commit to every act, every effort, every sacrifice in order to take down the Horsemen and their servants, returning the world to its proper fate.

TENETS OF THE END OF THE WORLD

In the Old World, a thousand tenets and secrets of the order were jealously kept, but now only a handful of those holy beliefs remain. Every paladin strenuously clings to those tenets, as they are the last beacon that can guide them through their life.

The World Belongs to Mortals. You fight the Endless and the abominations that follow them wherever you can. You will not rest until this last mission is accomplished.

Remember You Must Die. Your earthly life is not important. Only your mission counts. Embrace your end without sorrow, for it is only transitory.

Even Death May Die. In these strange times, Death is just another Evil of the World that must be destroyed, and its scythe can always be handed down to a successor.

The End is an End. The End Times have come, and yet the Last Battle is overdue. You will do anything in your power to ensure that the Last Judgment is passed on the world.

Toward Apotheosis. You will not fear your end, but you will hail with satisfaction your survival and your victories. You long for the apotheosis, when you will ascend to the status of Herald of the End Times.

OATH SPELLS

You are granted access to the oath spells listed at the levels specified on the Oath of the End of the World Spells table.

Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day. If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

OATH OF THE END OF THE WORLD SPELLS

Paladin Level	Spells
3 rd	<i>hunter's mark, protection from evil and good</i>
5 th	<i>branding smite, magic weapon</i>
9 th	<i>phantom steed, protection from energy</i>
13 th	<i>death ward, locate creature</i>
17 th	<i>hallow, hold monster</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Memento Mori. Remember that you must die. You can use your Channel Divinity to pass a death sentence on your enemies: Their end is nigh, embodied in the merciless might of your hand. Using an action, you can force a creature of your choice within 30 feet of you that you can see to make a Wisdom saving throw, unless that creature is immune to the frightened condition. Aberrations, monstrosities, and elementals have disadvantage on this save.

On a failed save, the creature is frightened by the paladin for 1 minute. The frightened creature repeats the saving throw at the end of each of its turns. On a successful save, it is no longer frightened.

Ultima Forsan. This could be our last hour. You can use your Channel Divinity to make sure that your companions peacefully accept the thought that everything must end, enabling them to act without anxiety and without fear of failing. Using an action, you can choose up to four creatures within 20 feet of you that you can see. You and the chosen creatures have advantage on saving throws against spells and other magical effects for 1 minute.

DIVINE RUIN

Beginning at 3rd level, every time you use your Divine Smite feature to deal radiant damage to a target, you deal force damage instead of radiant damage. All other effects of this feature are unchanged.

AURA OF DISMAY

Starting at 7th level, as long as you are not incapacitated, you are so relentless, dedicated, and true to your cause that you constantly elicit a feeling of anxiety, dismay, and awe in those around you. This aura extends from you for 10 feet in any direction, but not through total cover.

If a creature is frightened by you, its speed is halved and your attack rolls against that creature have advantage as long as that creature is within the aura.

At 18th level, the range of this aura increases to 30 feet.

EXPLOIT DISMAY

Beginning at 15th level, when an enemy creature enters your aura of dismay or starts its turn there during a battle, you can use your reaction to deal force damage equal to 2d8 + your Charisma modifier to that creature.



HERALD OF THE END OF THE WORLD

A 20th level, you finally attain the apotheosis you have sought in your life, turning into the very embodiment of the End of all things.

With an action, you can exalt your body and spirit, turning into the earthly symbol of destruction and gaining the following benefits for 1 minute:

- ✦ Your melee weapon attacks score a critical hit on a roll of 19 or 20.
- ✦ You can make a melee weapon attack with a bonus action.
- ✦ Every time you hit a creature with a melee weapon attack, your weapon unleashes the might of the End of the World itself, dealing an additional 2d6 force damage to the target. The target must also make a Strength saving throw. On a failed save, it is knocked prone.

Once you use this feature, you can't use it again until you finish a long rest.



*When he removed his helm, I saw
the face of a boy.*

*Too young to step onto the
battlefield and yet too severe to
enjoy his youth. It looked like
all light had been stolen from
his eyes, making them as dark
as cannon bores.*

*He rested his weapons
against the chair, without
really leaving them behind.
And he started to
talk. He wanted to
warn us about the
north passage, the one
by the Snagtooth – the last
mountain before Conquest's
Domain.*

*It wasn't long until everyone was
gathered around us. He was just a
boy, but his voice? It was the voice
of a battle-worn veteran.*



BASTION

NEW RANGER ARCHETYPE

A sentinel atop the walls, posted to spot and eliminate anyone who gets near; the watch for an outpost, patrolling the surroundings and neutralizing monsters and threats before they get too close; a frontier guard, clearing the lands from perils and dangers.

No one is safe on the Plain of Armageddon. Those who step outside the walls of Babilonia or any other settlements among the ruins of the Old World expose themselves to unspeakable dangers. Bastions have embraced these risks. They are armored, trained, and armed with fire weapons. Their role is that of sentinels, ready to keep watch on the outer limits of cities, or of body guards, protecting convoys of different kinds. A Bastion on your side is sometimes the only way to survive an otherwise lethal journey into the lands of the End Times.

The hard training that these warriors must undergo before moving beyond the city walls allows them to wear heavy armor without being weighed down or slowed by it. They are covered in metal plates and wear heavy helmets, forged and sculpted with precision, so that their aim is not affected. Technological advantages from the Old World, recovered by Last Ones, have become crucial tools for bastions. Improved ranged weapons, light and easy to reload, including firearms, have allowed these sworn defenders to acquire new military tactics and methods. The safety and protection of settlements have improved exponentially as a result.

The peculiar abilities possessed by these individuals are based on exploration, shooting, and guerrilla techniques. Bastions train their aim to be impeccable, in order to hit from great distances

and cover, often from hiding or in order to set off ambushes – joining the fight if needed with bayonets and other blades. A bastion, especially one familiar with the territory, will often deploy surprise and mobility-based tactics to strike rapidly and efficiently at the enemy. All in order to avoid better equipped, more numerous forces, and react and overwhelm them.

There are tales in Babilonia of bastions who survived hopeless situations, which would have threatened even a furioso, and remote outposts never forget who defended them, even at some distant point in the past. To the point that burial spots, more empty than not, of fallen bastions have become shrines to pray at for those about to set off on a dangerous journey.

The Seven Sages of Babilonia hold them in high esteem; Bastions are the appointed commanders for city defenses, along with overseeing the training and equipment for the city's volunteer militias. Bastions, instead, who choose to follow the Beast often take part in murderous missions in remote locations, while those who swear loyalty to the Throne are often tasked with protecting or striking down important objectives.





BASTION

The Bastion archetype is the paragon of a frontier sentinel, of the lethal sniper capable of hitting their target with ranged firearms, of the pathfinder in the wilderness, tasked with clearing them of all threats.

FRONTIER TRAINING

At 3rd level, you gain proficiency with firearms and heavy armor. In addition, thanks to your hard training, heavy armor does not hinder you: You can ignore the Strength column of certain types of heavy armor in the Armor table (your speed is not reduced by 10 feet, even if your Strength score is lower than the score listed in the Strength column of the Armor table).

IMPROVED PERCEPTION

Beginning at 3rd level, you gain proficiency with the Perception skill. Your proficiency bonus is doubled in any ability check you make that uses this skill.

SENTINEL ON THE BORDER

At 3rd level, you hone your aim and accuracy, merging them with the uncanny ability to stand still to pinpoint your targets and an unending patience. If you don't have one as part of the equipment issued to Babilonia's sentinels, you gain a culverin, 20 pellets, and all you need to shoot, as soon as possible.

If you don't move during your turn, while you hold a ranged weapon, you can aim and choose a creature that you can see within range of the weapon you are holding. The next time in this turn you make a ranged weapon attack against that creature, you have advantage on your attack roll.

You can use this feature a number of times equal to your proficiency bonus. When you finish a short or long rest, you regain all expended uses.

EGREGIOUS TRAINING

At 7th level, you have become one with your weapons, and you can use them with quick and deadly effectiveness.

You ignore the loading property of ranged weapons. In addition, with a bonus action while you hold a weapon, you can choose a creature you can see. The next time in this turn you hit that creature with the weapon you are holding, the target takes additional damage from that weapon equal to your proficiency bonus.

TIRELESS SHOOTER

At 11th level, you have grown accustomed to endless patrols and long hours of vigilance and you have developed an outstanding toughness.

You have proficiency with Constitution saving throws, and you have advantage to resist or end the blinded condition on yourself.

BULLSEYE

Beginning at 15th level, you learn to hit the weakest spot of any target. When you make a weapon attack on your turn, you can decide to score a critical hit on the target. Once you use this feature, you can't use it again until you finish a long rest.

SPECIAL WEAPONS

Weapons with special rules are described here.

Culverin. These outstanding devices are uniquely crafted by Babilonia's weaponsmiths, and are only issued to the bastions who protect their city walls, gates, and caravans. The culverin is considered a firearm, but it can also be used to make a melee attack against a target within 5 feet of you, thanks to the steel bayonet mounted on its top. When you attack with the bayonet, you add to your attack roll your Dexterity bonus + your proficiency bonus, and if you hit, you cause 1d4 + your Dexterity bonus slashing damage.

CULVERIN (MARTIAL RANGED WEAPON)

Name	Cost	Damage	Weight	Properties
Culverin	1,000 gp	1d12 piercing	8 lb	Ammunition, Two-handed (range 60/150), Loading, Special

Item	Cost	Weight
Culverin pellets (20)	5 gp	2 lb.

SORCERER OF OTHERWORLDLY HERITAGE

NEW SORCEROUS ORIGIN

There were lightnings, sounds, and thunders; and there was a great earthquake such as has not happened since there were men on the earth.

A silent wanderer overflowing with demonic power, in search of their father and blood-stained closure; a powerful and ruthless angel hunter, her voice capable of stopping them, her fist wielding a blade capable of killing them; a newly Risen orphan, young and with no memory of her past, her fingers sparking with otherworldly power whose limits she has yet to learn.

The presence of the great otherworldly entities has left a permanent mark upon all the lineages of the world. A spark of cosmic power which still survives to this day. Legacy of those ancestral creatures, which preceded the Great Flood. In the veins of a few sorcerers you might find the vibrant energy of angels and demons of old. Beings who mated with mortals, and thus generated creatures on the cusp of the material world, and that beyond.

The appearance of sorcery marks and traits that betray such a heritage are unpredictable, but many physical traits can be spotted from birth.

Those whose blood possesses ancient angelic properties manifest light eyes, often sparkling irises akin to noble metals. Their hair is luminous, their voices clear as crystal, their features loyal and bodies gracious. They may possess a halo of

light around their heads, or vast iridescent mantles. Their every spell calls back to light, flames, and gold.

Those whose blood possesses ancient demonic properties, on the other hand, manifest glassy eyes, dark and with irises the color of swamp and storm. Their complexions are dim, their voices deep, and their features intimidating. At times they may emanate a dark aura, pulsating and moist. Their shadow is so dark that it appears as a portal to the Abyss itself.

These divine conceptions are not the sole remit of the mortal world, but also the Heavens and Hell. There, where no life should have been born, ancestral entities had lain with the departed, and generated offspring – now, after the Resurrection of the Flesh, these find themselves walking the earth for the first time. Intoxicated with power they cannot fathom, vessels of celestial and abyssal tongues, ready to join the conflict that will lead to the Last Battle.

Some of these sorcerers bear unknown weapons or mysterious artifacts, dating back to the Garden of Eden or the Fall of the first angels. Many wander with no peace, seeking answers and the truth of their own existence and nature, or that of the creatures that begat them.

Sorcerers of otherworldly heritage are often discriminated against for their bloodlines and traits that dispute their mortal nature. There is no predisposition in them toward good or evil, toward ascension or corruption. They yearn not to fulfill their otherworldly inheritance.

He had lived more years beyond the heavens than he had spent exploring the Plain of Armageddon. His memories of that time were unclear.

They were more a recurring dream than memories. He had been born in the Kingdom of Heaven, and still he was cursed to have no remembrance of it. As if the light had been too bright, and now his eyes, deemed impure, could no longer behold it. Only when he called magic to himself could he relive a fragment of it. Stolen moments, delicate touches, and verses of a song. As soon as the incantation was over, all was darkness and ruin once more.

That was why he fought. That was why he could not cease. He needed that light.





OTHERWORLDLY HERITAGE

The sorcerer's innate magic shares the same source as their bloodline, rooted in a time when otherworldly powers mixed their blood with that of humans, long before the Great Flood. These mysterious and oftentimes secret heritages have remained latent for the entirety of the Old World, where the individuals had not perished long before the start of history. Now, with the End Times, the Resurrection of the Flesh and the opening of the Seals, these ancient bloodlines have reappeared upon the Earth, ready to carve out a front seat in the Final Battle soon to take place.

At 1st level, the otherworldly entity type you have chosen for your Otherworldly Ancestor feature determines a distinctive trait: If you choose an Angel, a shining halo appears around your head and you learn the *light* cantrip, if you don't know it yet. In addition, you get a *Blade of Splendor*, which you add to your equipment, and you gain proficiency with that weapon. If you choose a Demon, two

small horns appear on your brow, and you learn the *darkness* cantrip, if you don't know it yet. In addition, you get a *Blade of Gloom*, which you add to your equipment, and you gain proficiency with that weapon.

OTHERWORLDLY ANCESTOR

A Beginning at 1st level, you choose a type of Otherworldly entity as your ancestor. That entity and the associated type of damage will be used by the features you will gain later.

OTHERWORLDLY ANCESTORS

Otherworldly Entity	Type of Damage
Angel	<i>Radiant</i>
Demon	<i>Necrotic</i>

OTHERWORLDLY SIGN

At 1st level, the otherworldly entity type you have chosen for your Otherworldly Ancestor feature determines a distinctive trait: If you choose an Angel, a shining halo appears around your head and you learn the *light* cantrip, if you don't know it yet. In addition, you get a *Blade of Splendor*, which you add to your equipment, and you gain proficiency with that weapon. If you choose a Demon, two small horns appear on your brow, and you learn the *minor illusion* cantrip, if you don't know it yet. In addition, you get a *Blade of Gloom*, which you add to your equipment, and you gain proficiency with that weapon.

ANCESTOR'S PROTECTION

At 1st level, a spark of the power held by the ancestral creatures burns within you. You develop certain physical and spiritual traits of your Otherworldly Ancestor, which grant you a natural protection and ward you when you are about to die.

Thanks to the otherworldly entity's influence, while you are wearing no armor, your AC equals 10 + your Charisma modifier + your Dexterity modifier.

In addition, you have advantage on death saving throws.

NEW METAMAGIC OPTION

Beginning at 3rd level, when you choose a Metamagic option, you can access the following additional option:

OTHERWORLDLY SPELL

When you cast a spell that deals acid, cold, lightning, fire, psychic, or thunder damage, you can spend 1 additional sorcery point to change the type of damage according to the type of otherworldly entity you chose for your Otherworldly Ancestor feature: Radiant damage if you chose an Angel, or necrotic damage if you chose a Demon.

OTHERWORLDLY CONSONANCE

At 6th level, when you cast a spell that deals the type of damage associated with your otherworldly ancestor, you can add your Charisma modifier to the damage roll for that spell. Simultaneously, you can spend 1 sorcery point to gain resistance to that type of damage for 1 hour.

CALL OF BLOOD

At 14th level, you have grown more attuned to your origin's powers and you ascend to a new metaphysical level, growing more and more similar to your Otherworldly Ancestor.

Using a bonus action, you can sprout a pair of wings from your back, gaining a flying speed equal to your current speed. The Otherworldly entity you chose for your Otherworldly Ancestor determines the wings' appearance: white and golden feathers for an Angel, dark and leathery for a Demon. The wings last until you dismiss them as a bonus action on your turn, or until you die. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

In addition, with an action, you can generate from your body a blinding aura associated with the type of otherworldly entity you chose for your Otherworldly Ancestor feature: a bright, golden halo for an Angel and a gloomy purple glow for a Demon, in a 30-foot radius. Every creature within the area must make a Wisdom saving throw. On a failed save, it is blinded until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

OTHERWORLDLY AFFLICTION

Starting at 18th level, you fully develop your Otherworldly Ancestor's presence and power. You are now able to deal devastating wounds even to those who would usually be immune to damage.

When you cast a spell that would hit a target and deal the type of damage associated with your Otherworldly Ancestor, you can spend 5 sorcery points to have that target gain vulnerability to that type of damage until the start of your next turn.



They had called her "witch", thinking to intimidate her, wound her, lessen her. Strong in their numbers against her, they could raise their voices, pitchforks, and torches.

But the wind is known for its sudden changes and sometimes prevents the wood from burning; sometimes the crowd gathered in the square is hit by a storm.

They locked her up again, telling her all she had won was some more time.

The First Seal was opened shortly after. She knew very little, she definitely did not know who had saved her from the pyre, on the eve of the Apocalypse. She only found out once she left, along with other survivors, the caves that had sheltered them from the Lord's calamities.

The wind changed again, and she heard on it her voice - the voice of her Savior.



WARLOCK OF LILITH

NEW OTHERWORLDLY PATRON

An elusive witch, impossible to hold down, and capable of striking with inevitable precision with the arrows gifted her by her patron; a young, free, rebellious woman, brimming with a power older than that of the Evils of the World; an androgynous being, their features unreadable, filled with uncontrollable forces and blood boiling with fierce determination.

There are those who, in the End Times, have made deals with something beyond the known factions, and are inspired by she who did not kneel to the Lord nor did she believe the lies of the Serpent, His Adversary. Warlocks who have chosen Lilith, the Matron, the First Woman as their patron are filled with a rebellious instinct, against everything and everyone – they become incarnations of the spirit of freedom at all costs, including embracing chaos.

Those who follow her path wield the bow, the favored weapon and source of their Lady's gifts, their bodies ready to take flight surrounded by storm winds.

Several characters in the Holy Scriptures have made deals or signed pacts with supernatural entities. Most of the time these have been directly with the Lord, more rarely with deceitful spirits of dubious nature. In the Old World, the idea that people would make deals with entities was very widespread, especially with regard to the Adversary and its subjects.

Many trials have been held, along with executions and persecutions, though no one ever really had confirmation or proof as to what kind of entity might grant these types of deals.

With the End Times, a voice rose on the winds above the Plain of Armageddon. It claimed to belong to the "First Woman", and it brought a message of freedom and rebellion. She mocked the Lord and the Adversary alike, and asked for no one to bow to her. Her words cut beyond deceit, beyond chains, beyond hierarchies. She offered herself wholeheartedly, with a preference for those who truly devoted their hearts to Revolution. Those who would become untamable members of an alliance, dedicated to freeing the world from its mortal slavers and otherworldly oppressors.

Warlocks of Lilith are often people who identify as women or who perform some aspects of femininity associated with Lilith. She is a symbol as well as a source of power. She gifts these individuals with the power to be free, to self-determine, to fight against past traumas. Those who agree, however, must embrace the fight for communal freedom, not just their own.

Lilith's rage deployed against her enemies fills the warlock's weapons with devastating magical power.

The rare few who are able to control it are able to mount the winds, hovering in mid-air, free from all chains that might hold them down, spy on them, or subjugate them. These warlocks are not always at war, however: they regularly converse and live among what is left of humanity, and happily indulge in the vices offered by Babilonia's alleys – they are accountable to no one for their libertine behavior.

Most of them do believe Babilonia to be the only faction worthy of respect, though many still hold doubts and suspicions about the city's leaders. If they must choose a faction, that is, something which they try to avoid with all the might of their rebellious instincts, it is often Babilonia. There are no reports of any who have sided with the Throne or the Abyss, but as there are no rules for or against, anything is possible.



LILITH

The warlock is devoted to and protected by Lilith, the Matron, the First Woman – an immortal power, wild and primal, who has chosen neither side in the war between Throne and Abyss; she actively fights against the Horsemen of Apocalypse and their servants; she sides with herself, freedom, and total anarchy. Humanity may or may not be included in her plans.

Lilith, by her own nature, does not see herself as lady or master over anyone and refuses to be worshiped or served. She is who she is, beyond any notion of hierarchy, and she grants her favor and powers only to those who prove to be as wild and free as she. On the other hand, her complete disregard for rules means she has been known to contradict herself, offering her protection to those who explicitly swear loyalty to the Lord or the Adversary – even those who bear their Mark.

EXPANDED SPELL LIST

Lilith lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

LILITH EXPANDED SPELLS

Spell Level	Spells
1 st	<i>expeditious retreat, hunter's mark</i>
2 nd	<i>calm emotions, levitate</i>
3 rd	<i>fly, nondetection</i>
4 th	<i>freedom of movement, private sanctum</i>
5 th	<i>dispel evil and good, hallow</i>

SHIELDING VEILS

Beginning at 1st level, you are shrouded in mystical, intangible veils that protect you from otherworldly creatures. You can't be charmed, possessed, or frightened by aberrations, celestials, fiends, fey, and elementals.

FIERCE SAVAGERY OF LILITH

At 1st level, you learn to fight and defend yourself as Lilith herself learned to do in the wild lands beyond the Garden of Eden, and you gain proficiency with short bows and long bows.

In addition, Lilith's influence allows you to channel your Matron's wrath through a specific weapon. Every time you finish a short or long rest, you can touch a weapon you are proficient with; when you attack with that weapon, you can use your Charisma modifier instead of your Strength or Dexterity modifier, both for your attack rolls and your damage rolls. This benefit lasts until you finish a long rest.

When you subsequently gain your Pact of the Blade feature, this benefit extends to any pact weapon you summon through that feature, regardless of the type of weapon.

PACT BOON

At 3rd level, you must choose the Pact of the Blade. The feature has the following modification: You can only choose the form of a ranged weapon for the pact weapon you create in your empty hand, and you can use this summoned weapon of yours as a spellcasting focus for your warlock spells. This weapon produces its own ammunition, automatically creating a piece of ammunition when you make a ranged attack roll with it. The ammunition created by this weapon disappears after hitting or missing the target. The ammunition fired by this weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

All other Pact of the Blade effects are unchanged.

INDOMITABLE FREEDOM OF LILITH

Starting at 6th level, you learn to unleash the might of the First Woman stirring in your blood. For a few moments, you can push yourself beyond the limits of your earthly human nature.

With a bonus action, you get rid of your mortal limits and magically gain the following benefits, that last for 1 minute:

- ✦ You gain a flying speed of 30 feet and can hover.
- ✦ Once per each of your turns, if you attack with a weapon, you can deal an extra 1d6 force damage to a target.
- ✦ You can't be restrained.

You can use this feature a number of times equal to your proficiency bonus. When you finish a long rest, you regain all expended uses.

REBELLION AGAINST FATE

Beginning at 10th level, when you make an attack roll with a weapon and you miss, you can use a bonus action to make another attack roll with that weapon against the same target.

ULTIMATE FREEDOM OF LILITH

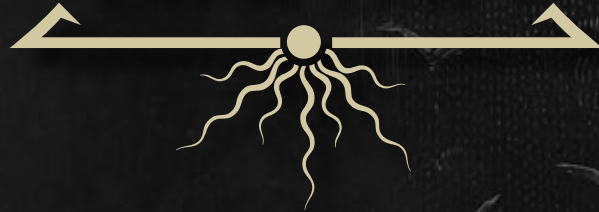
At 14th level, you finally reach the ultimate freedom from any earthly limit imposed on humans. The additional damage you deal with your Indomitable Freedom of Lilith feature increases to 1d12. In addition, when you use this feature, you can't be paralyzed and you don't provoke opportunity attacks when you fly out of an enemy's reach.





ARMAGEDDON

CHAPTER V



THE PLAIN OF ARMAGEDDON

The sun became black as sackcloth made of hair, and the whole moon became as blood. The stars of the sky fell to the earth. The sky was removed like a scroll when it is rolled up. Every mountain and island was moved out of its place.

It has been more than twenty years since the last seal was opened. The Old World is lost forevermore. Civilization is constantly on the verge of collapse. And yet the Last Ones fight to survive in the desolate land that was left them. The stage for the End Times: the Plain of Armageddon.

The opening of the Seventh Seal has definitively changed the aspect, topography, and ecological

balances of Earth. The detailed maps of the travelers and conquerors of the Old World are of no use. Ancient wisdom, in the complete and utter scarcity of tools and raw materials, is of no use. The Last Ones are left to face a future that has never been more uncertain.

The land they inhabit is stone, dust, and ash. The deserts, cliffs, and canyons are crossed by rivers of blood and smoking poisoned waters called wormwood. The landscape is constantly lashed by rains of blood and storms of black ash. From the depths of caves and ancient ruins, creatures emerge that at one time might even have been animals. The End Times has affected their bodies and lit an ominous spark in their eyes. Everything is a threat, danger is everywhere, and the few lucky enough to find food or water keep it secret or guard it well.

Fruit trees are a precious commodity. So are the thickets where animals are still healthy. Hunger



accompanies everyone, except those who have chosen to serve in the Lord's Host. They are allowed to gather around the Throne, upon the marvelous mount that blossoms like the Garden of Eden. Upon it rains manna, the flakes of bread that the Lord gifts to his followers so that no one be haunted by hunger.

There are no roads or paths through the Plain of Armageddon. Silent convoys move in search of the right direction, looking to the few stars left in the sky. There are even those who attempt to raise animals or farm the land, in ruins or solitary outposts, knowing full well that the blood rains will spoil almost everything they grow.

The Last Ones have become distrusting, shy, and unfair. They all seek to steal from others what they lack, often by force. Items from the ancient times are sometimes recovered, often with dire consequences, as they ignite the surprise and desire of

those who still yearn to live in the memory of the Old World.

Areas of the Plain are claimed by the factions that live upon it. On one side is the Throne, a luxurious mountain, covered in wooded lands and waterfalls, so tall as to pierce the clouds above it. On the opposite side of the world is the roaring Abyss, the spires of its dark towers rising around a constant whirlpool.

The only safe haven is Babilonia. A city born from the fusion of many others, after the lands retracted with the opening of the Sixth Seal. The Last Ones found it, and used its impossible architectures to fashion a fortified tower in order to challenge the Lord's Fury.

The four Horsemen, once their duty was concluded, claimed their four earthly domains. They are now aimless spirits, though still incarnations of their original motive. Anyone living under their shadow is enslaved, subject and victim to their influence.







ITALY

Where once was Italy, crown jewel of times gone by, now are the survivors of the Plain of Armageddon.

There is no direct mapping between the Old World and the new shape of the peninsula – only similarities, just enough to allow a memory lane of beautiful landscapes and advances in the arts and technology, now collapsed into ruin. To the north is a vast and diverse series of mountain ranges, abandoned valleys and ash-covered expanses. At its center are the territories under the protection of Babilonia: a rocky plain dotted with ruins of ancient Italian cities, among which only the Fallen City – ironically – withstood the calamities brought about by the Seven Seals. To the south of Babilonia, all the way to the southernmost regions, ancient and new volcanoes constantly erupt. Here are the barracks and headquarters of War, protecting the imposing Colosseum that marks his Domain.

ASH MOUNTAINS

Wise men, cartographers, and wandering sages might be able to identify, to the north, a long mountainous range, comprised of rigorously detailed peaks and fully mapped out peaks. Unfortunately, all of these individuals have long been dead.

The imposing peaks, whose name has been lost, represent a natural environment which causes caution and fear. The passages and passes are narrow and twisting, while the sheer drops and deep ravines have made many of the old paths impossible.

From a distance, where glaciers once ruled over the peaks, come the sounds of landslides and ground crumbling. The winds accompany all and any who attempt to traverse the mountains, howling with a spectral voice that seems to pour out of the depths of the Earth.

The green landscapes that once covered the valleys and moors beneath them are barely a bitter memory. Forests, once luxurious and the source of many human activities, have become dark, desolate places. Other than the more hidden glades and remote nooks, all vegetation has been turned to ash and coal. The air is heavy, saturated with fine dust that burns the nose and eyes. A few steps into one of these tree graveyards are enough to send up clouds of dust, visible from a great distance. Rain seems to avoid these lands entirely, focusing its downpours elsewhere.

Where lakes once glimmered, there are now vast craters of desiccated mud and the dry beds of rivers of the past are often used as roads by Last Ones. The only running water, which only adds to the insidious and unsettling nature of the area, are the bitter streams of wormwood, trickling from farther up – usually evidenced by the crops of dead animals around them.

Despite the devastation, there is still life beneath the ashes. A few unknown plants struggle to push their buds toward the light. None of them contained in the ancient herbal tomes. As if the Apocalypse also changed natural life itself, in a way that humans cannot comprehend.



THE BABILONIA PROTECTORATE

The peninsula's central area is a wide plain, devoid of any mountains or hills. If there had been any in the past, the elements made short work of them, and the plain is now barren and swept by constant winds. Life has long since left this region, leaving behind skeletal trees and bushes, a sad reminder of ancient sowed fields, crops and thickets. Innumerable ruins and rubble barely stand as dark testimonies of the Old World, ultimately unrecognizable: Roman columns, Renaissance domes, medieval bridges, and eroded bell-towers.

Architecture emerges from the stony ground with no real order or reason, a monumental cemetery of forgotten cities, most of them destroyed during the cataclysms of the Seven Seals.

At the center of this formless and disquieting plain, is Babilonia: a fortified tower-city, whose narrow alleys, stairways, spires, and dismal buildings are home to the majority of Last Ones who survived the Seals.

WAR'S DOMAIN

Continuing south along the peninsula, the landscape changes yet again. The naked and barren ground takes on hues of ocher, copper, and rust. Volcanoes, craters and lava pools have appeared all over, turning the landscape alien and filled with fumes. Hidden pathways carve the sides of mountains looming over valleys of black rocks and constantly active fumaroles. The heavy miasmas they emit snake their way into all nooks and crannies, almost a sentient fog in its behavior. The volcano peaks are crowned with lava and rise, majestic and glowing, against the leaden sky.

No one would truly wish to find themselves in this area, and yet there are roads and well-beaten paths that twist their way up and down canyons and inclines, through fields of ash and hardened lava-flows. The wind, unlike the ranges north of Babilonia, has lost its voice here; it only carries the smell of sulfur and the sound of distant eruptions.



At the center of a volcano-rimmed valley is the place that War, the Second Horseman, has claimed as their own. The plain has been the stage of many a battle, and is now occupied almost entirely by an enormous military complex. Barracks and pill-boxes, precise and uniform in their arrangement, are low, dark buildings from ancient times and recently reorganized; they line the streets and squares of this militarized city. The plains around it are dotted with broken flags and blood-soaked banners, revealing the presence of armies from all across the known Old World. The mortal beings who live in the area are war-hungry soldiers, constantly seeking violence and bloodshed; they have chosen to live under War's ruthless martial laws in order to survive his long shadow. Alongside these men, women, and children – recruits, one and all – are warriors who only barely resemble humans: charred legionnaires, monstrous banner carriers, inhuman, blood-thirsty champions, malformed beasts and infernal panthers. Ruling triumphant over the entire city is the Coliseum, imposing amphitheater whose stalls have stood witness to endless fights between gladiators and wild beasts, hunting displays, and naval combat. War has made it onto a slaughtering arena: with his cruel monarchs, the Horseman enjoys ruthless, cruel fights between warriors and heroes of the past and the present.



APOCALYPTIC MOUNTAINS

War's Domain and other similar terrains in Armageddon are considered Apocalyptic mountains, plagued by unnatural effects and calamities.

The entire area is considered difficult terrain because of its cracks, slopes, boiling mud lakes, rocky ridges, and sharp pebbles you can find everywhere.

In these lands:

- ✦ Wisdom (Survival) checks to find food and water have a DC of 20.
- ✦ To travel in their intended direction without getting lost, characters must succeed on a DC 15 Wisdom (Survival) group check.
- ✦ Because of the continuous adversities plaguing this area, such as tremors, landslides, and poisonous fumes, except in rare cases, you don't gain any benefit from a long rest.
- ✦ Any creature traveling through this terrain must make a DC 13 Constitution saving throw at the end of every day of travel. On a failed save, it takes one level of exhaustion. A creature with resistance to fire damage or immunity to fire damage automatically succeeds on its saving throw.

When the party is lost or when the Guide wants to include an environmental danger, roll 1d12 on the "Apocalyptic Mountains Calamities" table to determine what happens.



APOCALYPTIC MOUNTAINS CALAMITIES

d12	Calamity
1	Flaming Meteor. The sky is filled with remote battles, shrouded beyond gloomy clouds. Suddenly, a vanquished devil falls to earth, turning into a fiery shooting star, as red as blood, and as hot as a furnace in Hell. It falls to the ground near the party. Every creature must make a DC 12 Dexterity saving throw. On a failed save, it takes 9 (2d8) fire damage. On a successful save, it takes half as much damage.
2	Earthquake. The ground is shaken by a fierce earthquake. The ground splits, gaping cracks appear everywhere and huge boulders begin to fall from the slopes. Every creature must make a DC 12 Dexterity saving throw. On a failed save, it takes 7 (2d6) bludgeoning damage, is knocked prone, and is buried under the debris. To get free, a creature must succeed a DC 12 Strength (Athletics) check. On a successful save, it takes half as much damage, is not knocked prone, and is not buried.
3	Fiery Rain. A hail of flaming pebbles strikes the area. Every creature must make a DC 13 Dexterity saving throw. On a failed save, it takes 2 (1d4) bludgeoning damage plus 2 (1d4) fire damage. On a successful save, it takes half as much damage. The fiery pebbles keep falling all over the area for other 1d6 rounds. At the start of each of its turns, every creature in the area of the fiery rain must make a DC 13 Dexterity saving throw. On a failed save, it takes 2 (1d4) bludgeoning damage plus 2 (1d4) fire damage. On a successful save, it takes half as much damage.
4	Caustic Rain. A scorching, acid rain falls from the thick clouds of steam and ashen fumes looming over this desolate place. Visibility in the area is lightly obscured and all creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight and hearing. The rain extinguishes unprotected flames, and every creature must make a DC 14 Dexterity saving throw. On a failed save, it takes 7 (2d6) acid damage. On a successful save, it takes half as much damage.
5	Lava Gout. A gout of lava springs from the ground, pushed by a mighty underground flow of pressure, and splashes the party. Every creature must make a DC 15 Dexterity saving throw. On a failed save, it takes 14 (4d6) fire damage. On a successful save, it takes half as much damage.
6	Boiling Stream. The party must pass over a 20 foot wide steaming stream whose waters are eerily bubbling. A creature that starts its turn in those waters takes 3 (1d6) fire damage at the start of every round. To swim to the other side, a creature must make a DC 18 Strength (Athletics) check; on a failed check, it takes 3 (1d6) fire damage and has disadvantage on the next Strength (Athletics) check.
7	Scorching Ground. The path goes through a flat area filled with unnaturally hued boiling mud pits. The pits are surrounded by freshly solidified lava and scorching rocks. The party will have to tread the scorching ground in order to avoid the mud. Every creature that directly touches the ground must make a DC 15 Constitution saving throw. On a failed save, it takes one level of exhaustion.
8	Torrid Wind. A gust of scorching wind sweeps the area as the party is walking along the edge of a gully. Every creature must make a DC 13 Constitution saving throw. On a failed save, a creature falls and takes 7 (2d6) bludgeoning damage from the fall. On a successful save, the creature keeps its balance and takes no damage.
9	Steaming Mud Pit. After a sudden earthquake, the ground under the characters' feet turns into boiling mud. When a creature enters the area for the first time in a round or starts its turn there, it must make a DC 15 Dexterity saving throw. On a failed save, it is restrained and takes 11 (2d10) fire damage. A restrained creature must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) to free itself. While restrained, it takes 11 (2d10) fire damage. If a creature tries to concentrate while in the pit's area, it must make a DC 15 Constitution saving throw. On a failed save, it loses concentration.
10	Sharp Rocks. The path meanders through an area of sharp rocks protruding from the ground, much like the bony spine of a petrified dragon. When a creature walks among the spikes, it must succeed on a DC 12 Dexterity saving throw. On a failed save, it takes 13 (2d12) slashing damage.
11	Steep Ridge. The characters must climb and find the right way through a steep ridge. Every creature must make a DC 15 Wisdom (Perception) check to find the safest way. On a failed check, it falls into a chasm and takes 7 (2d6) bludgeoning damage from the fall. To climb out of the chasm, a creature must succeed on a DC 13 Strength (Athletics) check, otherwise it falls again as it tries to climb out and take 3 (1d6) bludgeoning damage.
12	Supernatural Influence. The party is affected by the supernatural fumes poisoning the air. Rage and despair cloud their minds. Every creature must make a DC 15 Wisdom saving throw. On a failed save, it is subjected to the fumes' effects and has disadvantage on the next ability check or saving throw it must make.

BEYOND THE ASH MOUNTAINS

To the north of the peninsula, beyond the Ash Mountains, is a vast floodplain which hides a plagued and twisted life – the median point between Abyss and Throne, between the Horsemen's Domains and Babilonia. Here the mountains have been swallowed, along with cities, bodies of water, forests, roads, and hills – they were mixed, blended, inverted, spat out again, and flooded. What was once above the surface is now buried under feet of lurid and tar-like water. This is the land with no shape, where the rubble created by the cataclysms meet and accumulate. The air is filled with fumes and vapors, illness slithers between jagged, dusty rocks that rise like fangs from these desolate lands. The marshland is dotted with shards of materials that bring back to mind the Old World. Entire cities in ruin, barely stumps and rubble peeking above the surface of all the waters that once irrigated the ground. On the horizon are large rocky formations, sinuous and twisted in shape as if sculpted by the hand of primal forces. These lands are swallowed into deserts to the east, meet the steppe to the north and cindered peaks to the south-west. They extend north to the seas claimed by the Abyss, and to the west up to the impenetrable glaciers of Death's Domain. An ancient monastery still rises on its outskirts, once dedicated to Taxiarch Mikhael, Archangel of the Seraphim. Lucifero Reborn has claimed it as his new abode, out of spite against his hated sibling.

NO MAN'S LANDS

The few who travel this way call these barren plains and marshes, extending beyond the Four Horsemen's Domains and to the north of Babilonia, "No Man's Lands". Traveling through them brings back memories of the time of cataclysms during the opening of the Seven Seals, and there are, in fact, traces of the latter's destruction with each step and each twisted changes of the landscape.

The No Man's Lands are the scar that bears witness to the pain of Creation, the featureless face of the Plain of Armageddon, the dumping grounds of the leftover fragments of the Old World. Crossing them can damage the spirit, but also possibly bring to the surface, among pools and ruins, items, relics, and treasures that have survived the Apocalypse. Also possible to find in these locations are weapons and armor left over from otherworldly battles that have taken place in the vicinity over the last few decades. This is the reason that groups of survivors wander and live in these lands, choosing nomadic lifestyles in extreme conditions, among pestilence and parasites, the true citizens of the No Man's Lands and the cause of most of its ills. Most expeditions into the area fall prey to insect swarms and monstrous leeches, but these horrid beasts also provide subsistence for travelers through the No Man's Lands and their perils. The few who live here survive, barely, by scavenging and reselling artifacts and secrets of the past, dealing with both Babilonia and any other faction or Domain.





EDGE OF THE ABYSS

Where the No Man's Lands almost meet the northern fjords overlooking the Abyss, the landscape becomes harsher and rockier. There are spires and plateaus of stone, surrounded by humid valleys shrouded in noxious mists.

Despite it all, the Edge of the Abyss is also an unwelcoming swampland, in which acid mires cover everything around them with their stench. Land covered by the tides, fuming rivers of wormwood, a few trees that survived the Apocalypse – their putrescent trunks infested by fleshy mushrooms, similar to long climbing vines blooming into web-like waterfalls of pallid fibers.

All flora in the area is infested with this corruptive fungus, which also keeps it alive, in a twisted form of symbiosis. Animal life has suffered the same fate: half-eaten creatures roam the lands, bearing the signs of the horrid parasites upon their flesh.

The closer one gets to the coast, the more the ground is covered by strands of viscous, black tar spurting out of fissures in the ground, which eventually accumulates into stagnating pools. The air is filled with nauseating smells, carried by fog and mist of unnatural colors.

As one gets closer still to the Abyss, the swamps bear deformed fruits, corrosive lichen growths, infesting pollens and bushes of acid mold, all the way to the shoreline, where the landscape suddenly changes again. Unnatural, otherworldly, radically mutated – a reflection of the world the servants of the Adversary hope to inhabit after the Last Battle.

If the world still exists.

LUCIFERO'S ABODE

Before the unleashing of apocalyptic cataclysms, the great abbey on the sea, dedicated to the archangel Mikhael, was a cultural and religious center of great importance, a destination for pilgrims and safe haven protected by sturdy walls. The building complex growing out of the black rock that it has become, at the center of the acid seas in the north, has mostly remained unchanged, as if the Lord had spared the location for the sake of one of His favored children.

It is Lucifero Reborn, however, who has inhabited it – not Mikhael.

The entire island is haunted by shadows, nightmares, and memories belonging to Lucifero; his heartbeat can be heard, felt even, through the walls of any of the buildings. This cursed place cannot be accessed freely by the Adversary's forces, and yet, unlike most other locations in Armageddon, it has become a refined court of twisted, decadent spirits, relatively independent from the Dark Prophet's rulings and the Adversary's will.

Mortal travelers, envoys of the Powers, mostly exiles, may find hospitality within its cold, gloomy walls, as long as they honor the master of the house – and distract him from the burden of his thoughts.

As a result, paradoxically, this slice of Hell on Earth is a common destination for ostracized, traitorous, and outlawed beings from all factions; anyone planning to travel across the No Man's Lands toward the Abyss should consider it as a possible midway stop, despite the obvious risks.

APOCALYPTIC SWAMPS

Ano man's land separating Armageddon's larger domains, this drenched marsh is a plain of rotten pits, tar pools, putrid forests, still and poisonous waters, a deadly moor stretching as far as the eye can see.

This terrain is considered an apocalyptic swamp, plagued by unnatural effects and calamities.

The entire area is considered difficult terrain because of its putrid waters and muddy tar pits, where a traveler can easily get stuck up to their ankles at every step. Rare strips of solid terrain are obstructed by ruins, rotten logs, carcasses, and other signs of the devastation which ravaged the Old World.

In these lands:

- ✦ Wisdom (Survival) checks to find food and water have a DC of 16.

- ✦ To travel in their intended direction without getting lost, characters must succeed on a DC 18 Wisdom (Survival) group check.
- ✦ Because of the continuous adversities plaguing this area, such as clouds of biting insects, fevers and diseases, flooded ground and vermin infestation, unless you find a suitable shelter, you don't gain any benefit from a long rest. You can still finish one or more short rests.
- ✦ Any creature traveling through this terrain must make a DC 15 Constitution saving throw at the end of every day of travel. On a failed save, it takes one level of exhaustion. A creature with immunity to disease automatically succeeds on its saving throw.

When the party is lost or when the Guide wants to include an environmental danger, roll 1d12 on the "Apocalyptic Swamps Calamities" table to determine what happens.



APOCALYPTIC SWAMPS CALAMITIES

d12	Calamity
1	Savage Swarm. A swarm of tiny but ferocious gnats plagues the party, inflicting an uncountable number of painful bites. Every creature takes 10 (4d4) piercing damage and must make a DC 10 Constitution saving throw. On a failed save, it is blinded and deafened for 1 hour.
2	Ravenous Leeches. While the party is traveling in a putrid bog, hideous leeches full of sores cling to the skin of every member and start feeding. Unlike standard leeches, these monsters slowly but relentlessly consume a host's flesh, releasing a tranquilizing substance that dazes the host. As soon as someone tries to kill or remove a ravenous leech, the creature painfully tears its host's flesh. Every creature plagued by ravenous leeches takes 2 (1d4) piercing damage and one level of exhaustion. At the start of every following hour, if the leeches are still attached to its skin, the creature takes an additional 2 (1d4) piercing damage. A creature can get rid of these vermin with a successful DC 12 Wisdom (Medicine) check. On a failed check, it takes 7 (3d4) piercing damage and an additional level of exhaustion. Once removed from a host's skin, a ravenous leech dies.
3	Limb Plague. The party is traveling in an area where the air is saturated by noxious pollens transmitting a disease called limb plague. Every creature must make a DC 15 Constitution saving throw. On a failed save, it is infected, and its muscles, limbs, and sinews begin to ache, reducing its walking speed by 10 feet. The day after the infection, the pain intensifies and the creature's walking speed is reduced by an additional 10 feet. Its walking speed can be restored by magic such as <i>heal</i> or <i>lesser restoration</i> . Alternatively, the limb plague can be cured with a resin called myrrh, which can be extracted from a rare plant growing in the marshes of the Armageddon Plain. Spending two hours, a character with an herbalism kit and proficient with it can work on the plant and extract a dose of myrrh. Once ingested, the disease is definitively cured.
4	Delirious Illness. This disease is rumored to be spread by pits filled with slowly rotting mushrooms, or by venomous plants tainted by Armageddon. Travelers crossing the areas saturated with this foul miasma are soon subjected to mental illness, visions, and hallucinations, slowly growing delirious. Every affected creature must make a DC 13 Wisdom saving throw. On a failed save it is infected by the delirious illness and subject to an effect from Long-Term Madness until cured by magic such as <i>heal</i> or <i>lesser restoration</i> .
5	Miasmic Fever. The most known and common calamity afflicting those who travel in these lands is the disease called miasmic fever. Every creature must make a DC 15 Constitution saving throw. On a failed save, it is infected and takes one level of exhaustion. Once an infected creature finishes a long rest, it must make another DC 10 constitution saving throw. On a failed save, it takes one additional level of exhaustion. This disease can be healed by magic such as <i>heal</i> or <i>lesser restoration</i> . Alternatively, the miasmic fever can be cured with a very rare lily of Gethsemane, a flower from the Throne lands that now grows in the marshes of the Armageddon Plain. Spending one hour, a character with an herbalism kit and proficient with it can turn a lily into one dose of healing poultice. Once applied to the affected creature's brow before a long rest, a dose prevents the disease from growing worse after that rest. Once two doses of poultice have been applied, the disease is definitively cured.
6	Green Plague. A fearsome and deadly disease lurks in the heart of Armageddon's putrid marshes: the green plague! The carriers of this plague are hideous centipedes which drool their saliva from their crawling nests among the branches. It strikes like a poison, it spreads like a disease, and it burns like infernal vitriol... Every creature must make a DC 14 Dexterity saving throw to avoid the drooling saliva. On a failed save, it is infected with green plague. An infected creature takes 9 (2d8) acid damage and begins feeling sick. Its belly begins to ache, and every time it tries to eat or drink, it must make a DC 15 Constitution saving throw. On a failed save, it takes 4 (1d8) acid damage, it throws up the food or water it tried to ingest (this counts as if the creature had not eaten or drunk), and it is poisoned for the next 24 hours. This disease can be healed by magic such as <i>heal</i> or <i>lesser restoration</i> .
7	Repulsive Fruit. This putrid, blackened tree grows apple-like fruits of a reddish-purple hue. Their scent is strong and alluring, but their core is rotten and crawling with worms. These fruits are actually very nutritious, provided that a creature can overcome their repulsion and eat them even if they crawl with disgusting larvae. Every creature that tries to eat these repulsive fruits must make a DC 10 Wisdom saving throw. On a failed save, it can't eat them and can't feed until it finishes a long rest. Ironically, each of these fruits can grant enough sustenance to feed a human being for 1 day.
8	Noxious Pollen. The air in this area is saturated with black, impalpable pollen which causes inflammation of the eyes and the nose. It also produces a swollen tongue that can cause a creature to choke. Every creature that needs to breathe and that cannot cover its mouth and nose must make a DC 13 Constitution saving throw. On a failed save, it can no longer breathe and is shaken by a harsh cough. While the creature is still conscious, it can make another saving throw at the end of each of its turns. On a successful save, the pollen's effect on that creature ends. The pollen's effect on a creature can also end if a <i>lesser restoration</i> spell is cast on that creature.
9	Plagued Wasp Swarm. A cloud of twisted and raging wasps emerges from a hive made of animal bones and skulls to attack the party. Every creature must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) poison damage and it is poisoned until it finishes a long rest.
10	Tar Pits. As the party is traveling in this area, their feet begin to sink into a thick broth of oily and stagnant sludge. Suddenly, the creature leading the party drops into a bottomless pit which begins to swallow it. The creature leading the party must make a DC 15 Dexterity saving throw. On a failed save, it begins to sink into the pit of thick and oily sludge. When a creature is swallowed by a pit, it is restrained and it takes 3 (1d6) necrotic damage. To free itself, a restrained creature must make a DC 15 Strength (Athletics) check. On a failed check, it keeps sinking. While it is restrained, a creature takes 3 (1d6) necrotic damage at the start of each of its turns. In addition, after three consecutive rounds in which it has been restrained, the creature is now engulfed in the sludge and begins to suffocate. If a creature tries to concentrate while it is restrained by the sludge, it must make a DC 15 Constitution saving throw. On a failed save, it loses concentration.
11	Sudden Crash. While the party is traveling in an area filled with rotten trees or forgotten ruins, a log or a wall crashes down upon them. Every creature must make a DC 14 Strength saving throw to avoid being crushed. On a failed save, it takes 14 (4d6) bludgeoning damage.
12	Spirit Vermin. The party is attacked by a particularly unsettling swarm of vermin which haunt their senses and their mind, eliciting hallucinations, phobias, persecutions, and harmful impulses. Every creature must make a DC 15 Intelligence saving throw. On a failed save, it takes 11 (2d10) psychic damage and it is paralyzed for 1 minute. Such a creature can make another saving throw at the end of each of its turns. On a successful save, the effect ends for it.

CONQUEST'S DOMAIN

A dark front of clouds hangs in the northern skies of the Plain of Armageddon, covering entirely the perennial eclipse that came with the opening of the Sixth Seal. Their sinuous, snaking shapes slowly crawl south and fold back on themselves, as if their advance were being halted.

Roars, lightning, and flashes share the stage with bolts and sudden thunderstorms. The landscape is still mostly covered by the Dead Forest, an expanse of pale trees, devoid of life but still somehow intact; the perfect hunting grounds for those predators that once prowled the wilder areas of north-eastern Europe. The land seems to have regressed to a time before time, long preceding the development of civilization in the Old World.

This is Conquest's Domain.

The dark sky, between one crash of thunder and the next, is often animated by lights and shadows, as if someone – or something – were fighting beyond its veil of clouds, as lightning bolts incessantly strike the ground below it.

Mortals who travel through these lands are reminded that threats do not simply come from otherworldly sources: the main inhabitants are a vast horde of barbarians, communities of survivors who devoted their lives to violence and pillaging, in honor and respect of the Power that protects them.

THE DEAD FOREST

The expanse of spectral trees can be seen at a distance: white, bare trunks jagged against the dark sky, despite the wind forcing them to constantly creak. Their visible roots join them in the wailing, as if the entire forest were lamenting the deafening thunder, even in its almost petrified state. Every so often, a bolt will strike a tree and set it on fire, though not for long. Anyone who steps into the forest is suddenly surrounded by threatening sounds, which prevent them from being able to listen for enemies or predators – many of which haunt the Dead Forest, driven mad or mutated by the Apocalypse.

Rumors tell of there being an imposing ash tree, still growing intact, at its center; it is allegedly under Enoch's protection, and its leaves have otherworldly healing powers.

THE PLAIN OF THE EVERSTORM

Vast clearings scar the thickets of the Dead Forest, covered by dark underbrush, marshes, and thorny vegetation. The ice-cold wind still blows here, and can turn into a storm with no warning. The few trees holding on to a semblance of life can only be found along the bodies of water that violently rush through the area.

Lethal lightning bolts constantly strike the ground; bodies can be found scattered all over, between pools of mud and burned trees, struck as they attempted to cross the region.

Only the steppe barbarians, who worship Conquest and the lightning, seem to be immune to these devastating forces of nature.

BARBARITY

At the center of the northern territories are several survivor settlements. The Last Ones that inhabit these lands have turned their back on civilization, and their eyes are ablaze with the power of the Horseman of Conquest, who has subjugated them all. They are raiders, barbarians, brutal and ruthless, living in large circular tents covered in skins. The structures are solid and stable, and can fit up to a dozen people, protecting them from the temperatures of the plains. They are also light, and easy to set up, take down, and carry, reminiscent of nomadic peoples of the Old World, with

one crucial difference: Conquest demands they be built, not with wood, but with human bones, the skins must be human skin, and the ropes human hair. Horses, indispensable animals for these populations, ignore thunder and lightning as they graze close to the settlements – and are also fed human flesh.

The main settlement counts a hundred tents, and at its center is the largest structure of them all, more fit for a giant than a human: this is Conquest's seat of power and home, in which his infernal lions and the cruelest of his slaughterers also reside.



THE TUNDRAS OF SILENCE

Conquest's Domain keeps expanding in all directions. The small communities that his barbarians encounter are pillaged and assimilated, sometimes literally. Tales tell of them being forced to enter, one by one, Conquest's tent; when they emerge, they are radically changed, as if unquenchable hunger for blood, for flesh, for glory were now their only motivation. There is, however, another region to the north of these, an area so empty and barren that Conquest has no interest in it. A few hermits have explored these areas on the outer rims of Armageddon, and brought back descriptions of tundras, plateaus, and mountain ranges steeped in silence, overlooking still seas. Any noise in these empty regions echoes loudly and eerily, rousing the Abyssal vultures that have claimed its caves as roosts – and all the other otherworldly creatures that have escaped the factions' control.

They lie in wait, hiding from Throne and Abyss alike, for some unfortunate traveler to cross their path, looking for a safe haven.

APOCALYPTIC GRASSLANDS

Conquest's domain and other similar terrains in Armageddon are considered Apocalyptic grasslands, plagued by unnatural effects and calamities.

The entire area is considered difficult terrain because of the constant lightning storms that scour the ground, provoking landslides and avalanches, and creating impervious terrain, in addition to the strong winds that constantly sweep the area and hinder all movements.

In these lands:

- ✦ Wisdom (Survival) checks to find food and water have a DC of 15.
- ✦ To travel in their intended direction without getting lost, characters must succeed on a DC 12 Wisdom (Survival) group check.
- ✦ Because of the continuous adversities plaguing this area, such as electrical discharges and shocks transmitted by metal objects, lightning bolts falling all around the area, and an electricity-saturated area, unless you find a suitable shelter, you don't gain any benefit from a long rest. You can still finish one or more short rests.
- ✦ Any creature traveling through this terrain must make a DC 12 Constitution saving throw at the end of every day of travel. On a failed save, it takes one level of exhaustion. A creature with immunity to lightning damage automatically succeeds on its saving throw.

When the party is lost or when the Guide wants to include an environmental danger, roll 1d12 on the "Apocalyptic Grasslands Calamities" table to determine what happens.

APOCALYPTIC GRASSLANDS CALAMITIES

d12	Calamity
1	Lightning Discharges. A rain of sudden and deadly discharges falls over the entire area as a deafening roar echoes in the air. Suddenly, a devastating bolt of lightning falls in the middle of the party. Every creature must make a DC 15 Dexterity saving throw. On a failed save, it takes 14 (4d6) lightning damage and it is stunned for 1 minute. On a successful save, it takes half such damage and is not stunned.
2	Sudden Lightning Bolt. The sky is overcast. Suddenly, a lightning bolt strikes a member of the party, randomly determined by the guide. The target must make a DC 15 Constitution saving throw. On a failed save, it takes 19 (3d12) lightning damage. On a successful save, it takes half such damage. The lightning ignites any flammable objects worn or carried by the target.
3	Lightning Storm. A fierce storm rages in the area the party is crossing. Lightning bolts and strong winds scour the entire area. The party is now visible even from a great distance and can easily be spotted by nearby creatures and monsters.
4	Relentless Wind. A fierce wind blows in the area the party is crossing. This strong gust of wind lasts 1 hour, and while it blows, every creature's movement is halved. Every creature must make a DC 12 Constitution saving throw. On a failed save, it takes one level of exhaustion. In addition, the wind extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.
5	Chilling Rain. A huge, ominous cloud covers the sky over the area the party is crossing, and a fierce frozen rain falls in the entire area. The area around the party is lightly obscured, and every creature takes 3 (1d6) cold damage. To leave the area, the party must spend 10 minutes and succeed on a DC 15 Wisdom (Survival) group check. On a failed save, every creature takes an additional 3 (1d6) cold damage and cannot elude the drenching rain. In addition, the area prevents any attack with a ranged weapon and any check to maintain concentration on a spell is made with disadvantage. Hailstones as large as fists suddenly fall over the party. Every creature must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) bludgeoning damage plus 7 (2d6) cold damage. On a successful save, it takes half such damage.
6	Devastating Hail. An intense shower of hail the size of small stones suddenly pellets the party. Every creature must make a DC 15 Dexterity saving throw. On a failed save, it takes 7 (2d6) bludgeoning damage plus 7 (2d6) cold damage. On a successful save, it takes half such damage.
7	Roaring Thunder. A deafening thunder echoes all around the party. Everything trembles. Every creature must make a DC 15 Constitution saving throw. On a failed save, it takes 11 (2d10) thunder damage and is deafened for 1 minute. On a successful save, it takes half such damage and is not deafened.
8	Shooting Star. The sky is filled with remote battles, shrouded beyond gloomy clouds. Suddenly, a vanquished angel falls to earth, turning into a fiery shooting star. It impacts on the ground near the party. Every creature must make a DC 12 Dexterity saving throw. On a failed save, it takes 13 (3d8) thunder damage. On a successful save, it takes half such damage.
9	Icy Overflowing River. The party must cross a tumultuous river whose icy waters are overflowing, carrying away anything that tries to pass through. A creature that begins its turn in the river takes 3 (1d6) cold damage because of the frigid temperature of the water. To swim across the river or to jump over it (30 feet), a creature must make a DC 17 Strength (Athletics) check. On a failed check, it takes 3 (1d6) cold damage and has disadvantage on the next Strength (Athletics) check.
10	Gully. The party must follow a narrow path at the edge of a gully, but a strong wind is blowing, and the party's members may fall over the edge. When a creature walks along the path, it must succeed on a DC 15 Dexterity (Acrobatics) check to keep its balance. On a failed save, it falls and takes 10 (3d6) bludgeoning damage from the fall. To climb out of the gully, a creature must succeed on a DC 15 Strength (Athletics) check, otherwise it falls again as it tries to climb out and takes an additional 3 (1d6) bludgeoning damage.
11	Seismic Tremor. While the party is crossing a pass among the hills, a brief earthquake causes an avalanche. Some rocks fall from the surrounding slopes and fall on the party members and all around them. Every creature must make a DC 13 Dexterity saving throw. On a failed save, it takes 9 (2d8) bludgeoning damage, it is knocked prone, and is buried beneath the rocks. To get free, a creature must succeed on a DC 13 Strength (Athletics) check. On a successful save, it takes half such damage, is not knocked prone, and is not buried.
12	Discharges from the Ground. The path leads the party through a flooded area, and as they cross the shallow waters, small and large electrical discharges spread through the water. Every creature must make a DC 13 Constitution saving throw. On a failed save, a creature takes 4 (1d8) lightning damage. On a successful save, it takes half such damage. This phenomenon continues for an additional 1d6 rounds. If a creature succeeds on a DC 15 Wisdom (Perception) check or Intelligence (Investigate) check, it finds a safe way and allows the party to avoid the electrical discharges. On a failed save, at the start of its turn, as long as the phenomenon continues, every creature must make a DC 13 Constitution saving throw. On a failed save, it takes 4 (1d8) lightning damage. On a successful save, it takes half such damage.

DEATH'S DOMAIN

The land toward the western coast of the Plain of Armageddon is frozen over, entirely barren, and leads to ice layers floating atop the sea, with an unnatural chill in the air. Death's arrival and permanence have ensured that this place is no longer hospitable to living creatures. An eternal glacier, lashed by icy winds that flay the skin, each of its borders a frozen sea, beneath which are new, more terrifying creatures of the depths.

Anyone who travels here is met with an expanse of ice and snow, a monotone and desolate landscape, in which all landmarks have been buried or frozen in time. The dark sky, in which the only light is that of the Perennial Eclipse, is crossed by shadows, diaphanous spirits, and sinister specters, as they echo the wailing winds with their despair.

At the center of these lands, a mountain range of stone and ice rises like black fangs emerging from the ground. The valleys around it sprawl forever, entirely devoid of life, with barely a handful of old, frozen ruins dotting the otherwise uninterrupted eternal snow.

The mountain range divides the valley in two, and culminates in three sharp peaks, looming over the Mausoleum, where Death resides. These are the Trinity, and they emit some form of strange influence over the land beneath them. Nine dark caves can be found between them, in which Death has hidden some of the most precious treasures from the Gloomy Kingdom – Hell itself.

The borders of these cold and inhospitable lands are carefully and decidedly drawn: the shift in climate is sudden, and the temperature of the ice-cold air suddenly drops. As you leave Death's domain, the thick layer of ice becomes frost after just a few steps, to then melt into puddles and streams.

A few communities of Last Ones have managed to survive precisely by living near these borders, and taking advantage of the water formed as the ice thaws: survivors who only live by their proximity to Death.

LAND OF KNIGHTS AND SPECTERS

With the opening of the Fourth Seal came Death unto Earth, accompanied by a drove of carcasses, ghosts, and infernal creatures. Even Cerberus and his progeny recognized Death as their master, along with all the specters, skeletons, and animated corpses of those who fell during the later cataclysms, right after the Resurrection of the Flesh – endless droves of the dead dragged themselves across the world, toward the west, toward their once and forever master.

To this day, decades later, the Fourth Horseman's Domain is still filled with the dead awaiting Judgment; at least, those who have not succumbed to the monsters in the depths of the sea beyond the icy borders of the world. Others are simple creaking servants and frozen carcasses, wandering aimlessly in servitude to Death and his envoys. There are, however, also beings of sentience and intellect, such as the Grim Reapers, those who were once tasked with collecting the souls of humanity. Some of these spirits still ride their spectral mounts as they hunt down the living who dare to step into the home of the deceased.

THE PALE RUINS

The plains of this region are only uniform and featureless in appearance. Temperatures – always freezing – can change drastically within a few hundred feet, and the ice can sometimes let through the large ruins and ancient cities of the Old World which lay beneath.

During the cataclysms of the Seven Seals, many of the European capitals were gathered and concentrated into this region. The buildings can sometimes be visible beneath the ice, though they have mixed and blended, and are no longer recognizable, though still structurally sound. Some even allow access via cracks in the frozen ground and dangerous drops. Many items from the Old World can be recovered here, perfectly preserved in the underground halls of the ancient structures.

THE MAUSOLEUM

Some call it the Infinite Necropolis, some Babilonia the White as a mockery of the Last Ones still trying to cling onto life even in the End Times. When Death stepped into the ancient cathedral, surprisingly still standing after the cataclysms, the building and its surroundings changed. Towers, fortifications, monumental structures, and ceremonial buildings of all sizes grew from it, and have since covered the entirety of the hill from which the cathedral overlooks the land.

The droves of specters and animated corpses have slowly started inhabiting the streets of this immense and inhuman Mausoleum, drawn by the power that Death exudes.



THE WINDMOUTH

To the south-west, where the ice tends toward the swamplands once more, a deep chasm opens, not dissimilar to the one slicing through Famine's Domain to the northeast. The Last Ones who have made it this far have reported a much difference experience to the warm, smoky entrance to the circles of Hell below; some claim it belongs to vestibules and passages of the Antinferno, which extended infinitely around the Acheron river.

The icy winds seem to be swallowed by the depths of this chasm. The darkness eats at the air, the ice-cold clouds, and anyone who gazes into it from its ledge.

This dark, unexplored underground world allegedly spiders across the entirety of the Plain of Armageddon, connecting the shores on the border with the Abyss all the way to the start of the Throne's sacred forests. There are a few maps that attempt to track the tunnels, and the beasts that dwell within, but they are regularly proven wrong, or entirely forged.

APOCALYPTIC ARCTIC

Death's domain and other similar terrains in Armageddon are considered Apocalyptic arctic, plagued by unnatural effects and calamities.

The entire area is considered difficult terrain because of the frozen wastes, the icy winds and the raging hailstorms that hinder any form of travel and movement.

In these lands:

- ✦ Wisdom (Survival) checks to find food and water have a DC of 22.
- ✦ To travel in their intended direction without getting lost, characters must succeed on a DC 17 Wisdom (Survival) group check.

- ✦ Because of the continuous adversities plaguing this area, such as extreme cold, hailstorms, and blizzards, you don't gain any benefit from a long rest. You can still finish one or more short rests.

- ✦ Any creature traveling through this terrain must make a DC 15 Constitution saving throw at the end of every day of travel. On a failed save, it takes one level of exhaustion. A creature with immunity to cold damage automatically succeeds on its saving throw.

When the party is lost or when the Guide wants to include an environmental danger, roll 1d12 on the "Apocalyptic Arctic Calamities" table to determine what happens.



APOCALYPTIC ARCTIC CALAMITIES

d12	Calamity
1	Freezing Blizzard. A fearsome blizzard scours the area where the party is traveling. The visibility in this area is lightly obscured. Every creature must make a DC 14 Constitution saving throw. On a failed save, it takes 7 (2d6) bludgeoning damage plus 7 (2d6) cold damage. On a successful save, it takes half such damage.
2	Frozen Lake. The party is walking on an ice sheet which breaks. One of its members risks falling into the lake. A creature randomly determined by the Guide must make a DC 15 Dexterity saving throw to avoid falling into the frozen water below. On a failed save, the creature takes 3 (1d6) cold damage. At the start of each of its turns in which it is still in the icy water, it takes an additional 3 (1d6) cold damage. To get out of the icy water, it must succeed on a DC 15 Strength (Athletics) check; on a failed check, the creature has disadvantage on the next Strength (Athletics) check to get out of the water.
3	Snowstorm. A gloomy snowstorm scours the area in which the party is traveling. For about 1 hour, the area the party is crossing is lightly obscured, and any creature in that area has disadvantage on Wisdom (Perception) checks that rely on sight and hearing. The snow extinguishes unprotected flames, and every creature must make a DC 13 Constitution saving throw. On a failed save, it takes one level of exhaustion because of the extreme cold caused by the snowstorm.
4	Wall of Stone and Ice. The party is crossing the ruins of a forgotten settlement, and they must climb over a thick stone wall covered in ice, whose surface is solid but slippery at the same time. Every creature must make a DC 13 Strength (Athletics) check to climb the wall. On a failed check, a creature falls and takes 7 (2d6) bludgeoning damage because of the fall. Using a rope and tying itself to its companions, a creature may have advantage on its check.
5	Avalanche. While the party is traveling along a steep ridge or among frozen ruins, an avalanche of ice and debris falls all around them. Every creature must make a DC 14 Dexterity saving throw. On a failed save, it takes 10 (3d6) bludgeoning damage, is restrained, and buried under a layer of rocks, ice, or debris. To get free, it must succeed on a DC 14 Strength (Athletics) check. On a failed check, it begins to suffocate. On a successful save, the creature takes half such damage, is not restrained, and is not buried.
6	Comet of Death. A shooting star of unnatural origins, the bringer of death, miasma, and destruction, falls from the sky and crashes in the area in which the party is traveling. Every creature must make a DC 15 Dexterity saving throw. On a failed save, it takes 9 (2d8) bludgeoning damage plus 9 (2d8) necrotic damage. On a successful save, it takes half such damage.
7	Haunted Territory. The party must cross a place haunted by wailing spirits and malevolent screaming shades, such as a plain filled with corpses buried under the snow, a destroyed city, or an ancient burial ground. Every creature must make a DC 12 Charisma saving throw. On a failed save, a creature is subjected to a long-term madness effect from the "Long-Term Madness" table until it finishes a long rest.
8	Skeleton Gorge. The party must cross a gorge whose walls are entirely frozen and covered with ice spikes which look like long bony claws. As they cross the gorge, a strong icy wind begins to blow. The members of the party risk losing their balance and falling onto the spikes. To avoid falling, every creature must succeed on a DC 15 Dexterity (Acrobatics) check. On a failed check, a creature is wounded by the spikes and takes 14 (4d6) piercing damage. To get free from the sharp spikes, a creature must succeed on a DC 14 Strength (Athletics) check. On a failed check, it takes 7 (2d6) piercing damage and is restrained for one round.
9	Ruins Under the Ice. The party discovers an ancient settlement covered by a thick layer of ice. It can still be explored, but who knows what it might hide...?
10	Boiling Pits. This area is occupied by a foul marsh whose white waters boil because of a mysterious underground phenomenon. A foul stench saturates the air. The pits do not freeze, but they are covered with a layer of ice of variable thickness. The party must succeed on a DC 13 Wisdom (Perception) group check. On a failed check, it is stuck in the foul sludge, and every creature takes 13 (2d12) necrotic damage.
11	Winds of Death. A deadly wind scours the party. The frozen breath of ultimate death rides on its wings. Every creature must make a DC 16 Constitution saving throw. On a failed save, a creature takes 3 (1d6) slashing damage and 3 (1d6) necrotic damage.
12	Despair. It looks like Death itself has laid its empty gaze on the party. Every creature must make a DC 15 Wisdom saving throw. On a failed save, a creature loses a number of hit points equal to thrice its proficiency bonus until it finishes a long rest.

FAMINE'S DOMAIN

Despite the constant twilight of the sky and the strong winds that blow across the Plain of Armageddon, this region appears lit up by a morbid, unhealthy, and subterranean warmth, radiating from below, at all times. This unnatural, torrid consumption raises temperatures so intensely that sight becomes blurry, freshwater sources evaporate, and all vegetation dries and withers.

All that is left in these silent deserts are sharp rocks, arid soil, flats of burned ground, and dunes of ash and dust, resulting from erosion and the elements.

Every so often, ash storms and caustic dust tornadoes sweep the land, unnatural phenomena that crumble any remaining structure, including cities, temples, forts, leaving behind rubble – or in some cases, nothing at all.

The heat is relatively bearable in other areas, and small green patches of land can be found closer to the rocky formations. They are, unfortunately, nothing more than bitter promises of salvation, one of the many that Famine's Domain offers to Last Ones that push themselves this far: a kingdom far from the otherworldly war, in which no one thrives but everyone is welcome. After a fashion.

The less dry areas of the desert can host life, though resources are scarce, and most of them are flavorless, corrupted, or poisoned. Last Ones fight with each other over any and all sources of food and water, only to be left with cramps and fever-induced hallucinations and mirages. No one is ever refused access. Famine seems to always be ready and willing to accept new subjects, testing to the extreme their survival instincts and extending each of their agonies.

Here, life does not end as it does in Death's Domain, there are no wars, no raiders – there is only

the constant and infinite erosion of the body and mind, consumption, endless famine and calculated scarcity, so that all survivors are on the brink of extinction at all times, never allowing them over.

BLACK SANDS DESERT

Deformed and transformed by the influence of the lord of the land, this desert region features a dry and scorching climate, in which arid ground, dust, and ashes dominate sight and sound. In the dark twilight of the Perennial Eclipse, tall dunes cast shadows darker still, so deep they form pools of black sand from which noxious dust scatters. Sharp rocks, boulders, towers of volcanic rock, eroded by the winds, confer an even more austere appearance to the region. The shape of some of the formations, additionally, makes them look as if carved by human hands – in fact, some have been hollowed out at the base, turning them into safe houses, long abandoned.

THE MENAGERIE

Every living thing in this desert exists in a perpetual state of agony. And yet, everything survives, despite the environment, the weather, the lack of food, and constant fatigue. It may seem strange, but many animals have found a home in this region. Most of them have been changed in appearance and behavior by Famine's power. Leopards, hyenas, snakes, monitor lizards, and vast predatory birds such as griffins and owls still inhabit the area, along with species from all the deserts of the Old World. Their mouths now gaping maws, their eyes bulging with yearning. They stalk the sands and dry soil in search of prey. The Last Ones call them the "Insatiable Beasts".

THE INFERNAL CHASM

To the northeast, deep in the least accessible part of the region, is a fissure in the sands that plunges below the surface. Miasmas and swarms of gadflies rise from the vapor-filled darkness. This is the entrance to the Gloomy Kingdom, once under the rule of Lucifero, now empty of devils and the damned, but accessible to all. Infernal creatures sporadically return to whence they came to retrieve items left behind during the opening of the Fourth Seal. Hell and its Circles can still be explored and might harbor a few forgotten relics. A few groups of Last Ones have attempted the descent in search of treasure, but none have made it back to tell the tale – except for one: it seems as though Infernal She-Wolves have made their home close to the Chasm, as if attempting to recreate the experience of defending the path through the Dark Forest.

THE MAZE OF WINDS

To the southeast, the desert becomes rockier as it rises into a plateau and overlooks two large basins of bitter, still water. The lakes are separated by a ledge of jagged rock carved by the howling winds. Some follow this natural path, believing the tales of a fabled salvation to the east – leading them straight into a natural labyrinth.

The rocky formations create intricate, snaking paths, between titanic walls risen from the ground as if by divine will. The constant wind is rumored to also impede travelers from ever finding their way out.



THE CAVERN OF HUNGER

No one can precisely say where Famine's abode is located, but everyone knows how to reach it: just follow the slow convoys of refugees fleeing the Plain of Armageddon through the desert. Dunes and dust fields soon turn into ruins, overcrowded with the wretched and the dying, and the make-shift camp that surrounds the entrance to the Cavern. An underground opening between hundreds of columns from a hundred different temples, leading to a maze of catacombs, tunnels, and nooks. Some tell of humans reduced to living skeletons which dwell here, not allowed to die, yet still kept alive by Famine's envoys; the latter move among the dying and pour upon their lips drops of black honey and contaminated, bitter water. The Horseman of Famine is rumored to be harboring relics and treasure throughout those hidden chambers; you can spot them glinting in the darkness, as torchlight reflects off the gold, and light filters through the cracks.

APOCALYPTIC DESERTS

Famine's domain and other similar terrains in Armageddon are considered Apocalyptic deserts, plagued by unnatural effects and calamities.

The entire area is considered difficult terrain because its sheer heat, poisonous dust, banks of sand which hinder all movements, and lingering torrid air which makes even breathing difficult.

In these lands:

- ✦ Wisdom (Survival) checks to find food and water have a DC of 20.
- ✦ To travel in their intended direction without getting lost, characters must succeed on a DC 15 Wisdom (Survival) group check.

- ✦ Because of the continuous adversities plaguing this area, such as its torrid air thick with noxious steam, dust clouds, tainted rains, and venomous fumes rising from the ground, unless you find a suitable shelter, you don't gain any benefit from a long rest. You can still finish one or more short rests.
- ✦ Any creature traveling through this terrain must make a DC 13 Constitution saving throw at the end of every day of travel. On a failed save, it takes one level of exhaustion. A creature with immunity to poison damage automatically succeeds on its saving throw.

When the party is lost or when the Guide wants to include an environmental danger, roll 1d12 on the "Apocalyptic Deserts Calamities" table.



APOCALYPTIC DESERTS CALAMITIES

d12	Calamity
1	Poisonous Wind. A sudden gust of wind blows in the area, raising a cloud of poisonous dust which enshrouds the party. Every creature must make a DC 13 Constitution saving throw. On a failed save, the creature begins to puke and stagger, is incapacitated for 1 minute, and is poisoned until it finishes a long rest.
2	Caustic Sands. The party must cross a dangerous quicksand zone with additional toxic effects. The creatures must succeed on a DC 14 Wisdom (Survival) group check to avoid the quicksand. On a failed check, the party is stuck in a dangerous zone and every creature must make a DC 14 Dexterity saving throw. On a failed save, the creature begins to sink in the quicksand. When a creature is sinking in the quicksand, it is restrained and takes 3 (1d6) poison damage plus 3 (1d6) acid damage. To get free, a restrained creature must succeed on a DC 15 Strength (Athletics) check. On a failed save, it keeps sinking. While restrained, at the start of each of its turn, the creature takes 3 (1d6) poison damage plus 3 (1d6) acid damage. In addition, after three consecutive rounds in which it has been restrained, the creature is now submerged in quicksand and begins to suffocate. If a creature tries to concentrate while it is restrained by the quicksand, it must make a DC 15 Constitution saving throw. On a failed save, it loses concentration.
3	Scorching Air. The party travels in a desert area where the air is still and torrid. Because of excessive heat, every creature must make a DC 15 Constitution saving throw. On a failed save, it takes one level of exhaustion.
4	Dust Devils. The party must cross an area infested with toxic dust devils which can appear in the blink of an eye. To find a safe path through this zone, the creatures must succeed on a DC 15 Wisdom (Perception) check. On a failed check, the creatures are assailed by a dust devil. Every creature must then make a DC 15 Dexterity saving throw. On a failed save, it takes 10 (3d6) poison damage and is blinded for 1 hour. On a successful save, it takes half such damage and is not blinded.
5	Tainted Waters. A patch of weeds, thorns, and twisted bushes has grown around a small natural pool. The water is tainted and sluggish, but it can be filtered or magically purified. Alternatively, a creature can drink it anyway, making a DC 10 Constitution saving throw. On a failed save, the creature is poisoned for 1 hour. In addition, the pool attracts every wild beast and other living being in the area and it is infested by poisonous plants and insects.
6	Dark Mirage. The scorching heat and the gruesome fumes rising from the ground get to the party's heads, and even the bravest souls begin to falter. Every creature must make a DC 12 Wisdom saving throw. On a failed save, a creature is subjected to an effect from the "Short-Term Madness" table for 1 hour.
7	Black Sand Pits. The party is forced to cross a territory dotted with pits filled with thin black sand. Deadly clouds of dust constantly rise from the pits. Every creature that breaths air in this land must make a DC 15 Constitution saving throw. On a failed save, a creature takes 11 (2d10) poison damage and is blinded and deafened for 1 hour by the tainted dust. On a successful save, it takes half such damage and is not blinded or deafened. A creature that succeeds on this saving throw is immune to this effect for 24 hours.
8	Necrotic Dust. A dark grey dust falls from the sky, covering everything. The dust seems to drain any liquid, erode matter, burn flesh, and choke lungs. Every creature that cannot find full shelter from these effects must make a DC 12 Constitution saving throw. On a failed save, a creature takes 6 (1d12) necrotic damage and must make another saving throw at the start of each of its turn, until it succeeds on two consecutive saves. Every additional failed save deals 3 (1d6) necrotic damage to the creature.
9	Scorpion Swarm. A horde of twisted scorpions full of sores pops out of the ground and attacks the party. They strike the incautious travelers again and again, then disappear beneath the sands once again. Every creature must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) poison damage. On a successful save, it takes half such damage.
10	Oasis. Hidden among ravines and rocky gorges, a small fortified settlement defends a well and a few healthy gardens. The village is populated and guarded by those who might be desperate survivors, brutal marauders, or Famine's servants.
11	Entrance to Hell. From a smoking crack crossing the zone rise swarms of huge flies and other foul denizens of the netherworld, now emptied of all devils and damned. This could be a chance to venture into the Dark Kingdom where once Lucifero ruled, and reclaim a few special relics (such as the <i>Hellfire Blister</i>) or other Infernal artifacts, eluding the vigilance of the last fiendish creatures remaining in the Nine Circles.
12	Ashstorm. A storm of black sands, necrotic ashes, and caustic dust, aglow with steel lightning, looms over the horizon and is heading toward the party. Getting caught by that storm probably means a hideous death. The party only has 4d4 rounds to find a shelter, such as a nearby cavern. If they don't, the storm scours the party, and every creature takes 13 (2d12) fire damage, 13 (2d12) poison damage, and 13 (2d12) necrotic damage.

BABILONIA

At the center of the Plain of Armageddon rises Babilonia, the Fallen City; a fortified citadel of maddening architecture, a product of the supernatural fusion of some of the capitals of the Old World.

Everything in the city – from its walls to its narrow alleys, from its winding staircases to its twisted spires – recalls places that existed before the cataclysms. Familiar urban landscapes which might bring to mind Rome, Granada, Paris, Jerusalem, Venice, Constantinople, or Prague, or even mythological Babylon. No one truly knows how these buildings were made to coexist, melded together, connected by narrow porticos, bridges, wells, and underground tunnels.

Not taking into account the Throne and the Abyss, Babilonia is home to the vast majority of the survivors of Armageddon, or at least of those who can still claim to be “human”: tens of thousands of people bunched together as in a surreal and twisting ant-hill. The city was never designed by people, and therefore it is hard for people to move through it, due to its clashing of styles, roads, ramps, elevators, and squares with no real reason to exist. And yet, those who found it ready and empty at the start of the Apocalypse immediately settled within it, in search of refuge against much greater evils and dangers. The wealthier and better organized claimed the Inner Circle, far from the outer walls, and have since been known as the First. Among them, the actually powerful took residence in the upper levels: the top of what is known as the Tower, which they very rarely and very unwillingly leave. Hundreds of younger humans, descendants of the First, know nothing of Armageddon other than the opulent residences of the Inner Circle and the Tower; most of them even avoid venturing into the outer areas of the city.

Babilonia is not only the name of the city, but also that of the faction gathered within. The city is the symbol, the banner, the hope and defense of all those who resist the Otherworldly Powers, no matter their nature: foolish idealists willing to defy the Four Horsemen, heroic revolutionaries retrieving relics from the Throne or the Abyss, arrogant mercenaries, who refuse the very idea of the Apocalypse.

WALLS AND GATES

The outer walls are imposing: over ten miles long, thirty to eighty feet thick, and over two hundred feet tall. This initial line of defense, already present at the time the first survivors found the city, is joined by several smaller rings, built by those same survivors for additional protection. The Seven Sages have had Enochian glyphs etched into all the walls and the outside of the Tower, wards to keep the Powers and their direct emissaries at bay, prohibiting them access to the city.

The outer walls have eight monumental gates, and feature over three hundred towers of different shape and sizes, each home to different people, families, and alliances. A series of barracks known as the Armory represents the heart of the city's defense forces.

Due to the considerable amount of resources, wealth, and defenses, secondary access points to the city have been sealed off. Travelers who wish to enter must do so from the North Gate, and only after checks, controls, and procedures that confirm their identities and intentions. These checks also include magical vetting from Mages of the Temple of Solomon. This has led to the creation of a sizable tent city of people waiting to be allowed inside; despite their meager lives, Babilonia's leftovers keep attracting more and more, calling for, at times, militia involvement to keep order.

A CITY OF LIGHTS AND SHADOWS

The light of torches and braziers tremble from the narrow windows of towers and buttresses. The dark twilight of the Perennial Eclipse shrouds the taller parts of the city. The lower ones, on the other hand, are plunged into darkness, pierced only by the passing light of travelers.

The city rises from a small mound, its different architectural styles climbing and clinging onto each other. The mound itself is run through with tunnels, dead-ends, and underground homes.

At the center of the city, close to the Temple of Solomon, is the chaotic Casbah, the market – and the opening to the colossal pit that leads to the true underground complex beneath the city.

This hypogeum is surrounded by a covered spiral staircase, inaccessible to anyone who has not received the blessing - or an order - from the Seven Sages themselves. The citizens of Babilonia know only that down here are the storage facilities for produce, along with grain silos, water reservoirs, and cellars. There are, of course, rumors of dark secrets skulking in the depths, but no one is truly willing to investigate the matter.

THE ENDLESS CONSTRUCTION

The Last Ones who survived the cataclysms brought about by the Seven Seals came across the ruins of a city, one that did not exist before the otherworldly quaking of the world. They initially inhabited its narrow alleys, sowed its terraces, and secured walls and bridges. They then started toiling ceaselessly to ensure that newborn Babilonia would become an actual fortified city. The building works, of course, never ended – still, they continue, with no end in sight. The Architects constantly add new improvements and fortifications, ever ambitious. Walking through the more haphazard

areas means ducking beneath scaffolding, avoiding temporary structures, and navigating buildings being taken down and rebuilt elsewhere.

THE HANGING GARDENS AND ONE HUNDRED SPRINGS

Everything is lacking on the Plain of Armageddon. Somehow, in Babilonia, a way to feed and quench the population has been found. This is possible, firstly, due to the presence of several fresh water springs from the bottom of the Pit, which are then redirected to the production areas. The median levels, behind imposing walls and threatening gates, are terraced gardens and fields, held up by dry stone walls. These flourishing gardens host vegetables, fruit orchards, and vineyards. The opposite side of the city houses stables, coops, aviaries, and large tanks for fish farming. Other areas still include buildings repurposed into greenhouses for medicinal herbs. The lack of sun does not seem to impede crops and farming, perhaps an involuntary miracle of the End Times – or the sign of some other dark influence, yet to be discovered.

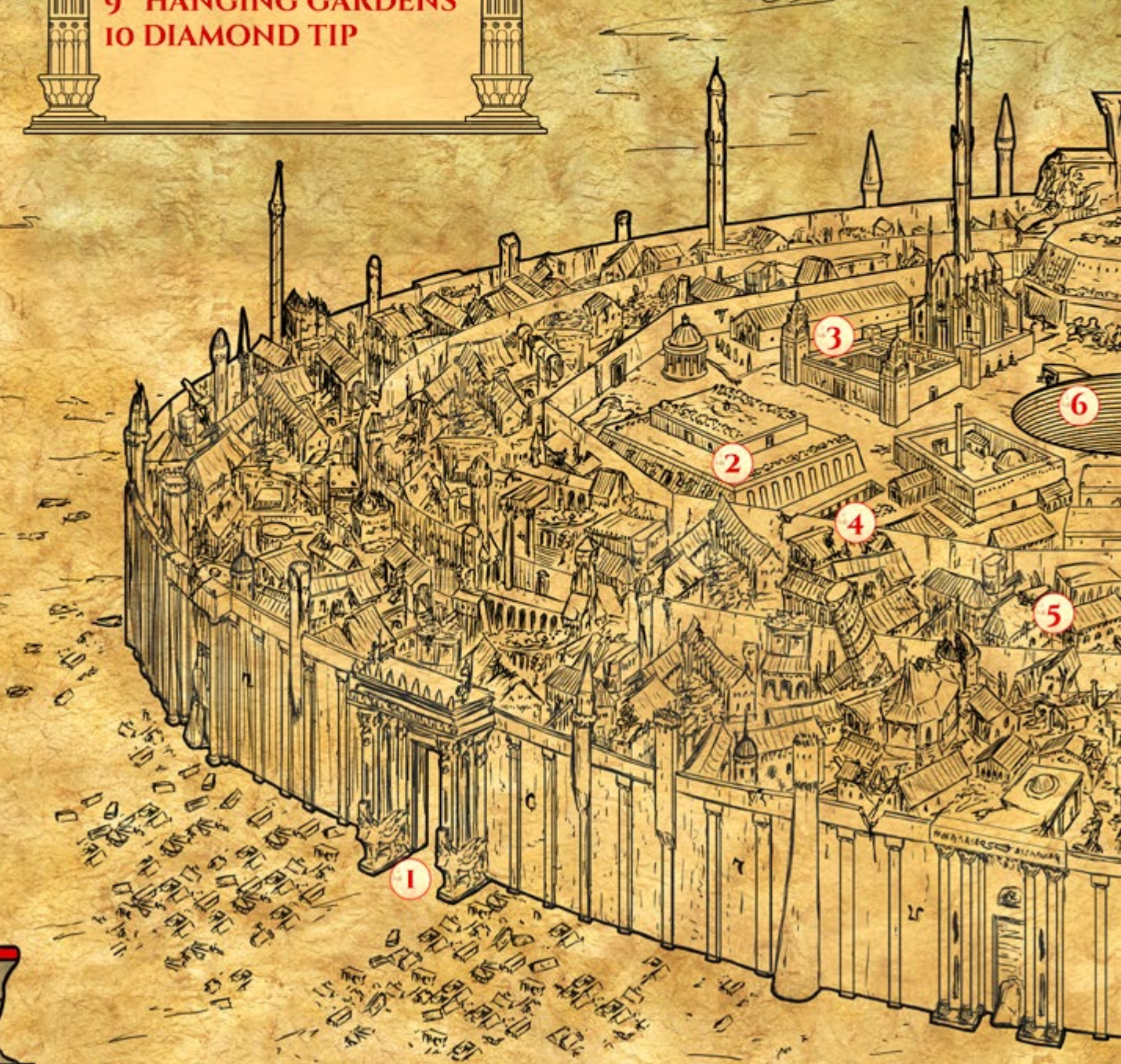
Babilonia is a dream come true. The dream of humanity free of its shackles, free of its chains to the otherworldly powers, who toil simply to gain their freedom. A privilege which requires laws, rules, and strict rationing of the products of its Hanging Gardens, well worthy of their fame as one of the seven wonders of the Old World.

Perhaps, even, the last one left.

LEGEND

- 1 NORTHERN GATE
- 2 ARMORY
- 3 TEMPLE OF SOLOMON
- 4 INNER CIRCLE
- 5 CASBAH
- 6 PIT
- 7 MINT
- 8 TOWER
- 9 HANGING GARDENS
- 10 DIAMOND TIP

BABILONIA





10

8

7

9

Ω

A DELICATE BALANCE

A multiplicity of experiences coexist within Babilonia. Life is hard for everyone in the city, but the farther you move from the walls and the lower levels, the more Old World luxuries appear. Living in the poorer areas of the Fallen City, on the other hand, brings one closer to the harsher, uglier side of humanity, to desperation and disillusionment. Despite the idealistic talk of the Preachers, found at any major crossroads, the city is prey to a slow moral decay.

The sharp weapons of the militias are often, and gladly, bloodied. Those who contravene the law are not as scared of prison and torture as they are of exile, of being thrown back out into a world where surviving is worse than a death sentence.

Justice is swift, and the Judges frequently rush through cases that would have required multiple hearings. Sentences have no appeal, and are more often than not brutal for the accused.

THE SEVEN SAGES AND EARTHLY JUSTICE

The Seven Sages are the highest position in the political and power hierarchies of Babilonia, a congregation of individuals who oversee justice, rationing, the militia, daily life, and city defenses. Each of the Sages is elected by their constituent power group: Mages of the Temple of Solomon, Judges, Prophets, Preachers, Merchants, Armed, and Architects – they also almost always belong to First families. Once elected, however, the Seven's say is final and applies to all aspects of life in the Fallen City, with no objections tolerated.

Causing trouble, breaking the Codex of laws, attacking the Armed, or plotting in favor of the Throne or the Abyss are all considered traitorous behavior and are ruthlessly punished.

The building which houses the Seven, along with a small court of functionaries, is on the upper levels

of the Tower, and known as the Diamond Tip due to how it appears from below: a diamond-shaped minaret, jutting outward and upward. Ten thousand blocks of white marble cover its surface, each etched with glyphs and wards, playing with perspective from all angles.

MINT AND COMMERCE

Babilonia has a set of rates for goods and services, decided by the Merchants, and its own currency, effectively accepted in all locations of Armageddon: Talents. These are coins of different materials that have entirely replaced all currencies from the Old World, and the only ones used to purchase goods and services. When ancient treasure is unearthed, it is immediately sold to the Mint in order to create more Talents, all overseen by the Merchants.

Babilonia is not open to trade. The various nomadic communities living outside of its walls have been trying for years to set up long-lasting deals, but no representative has been open to the idea. Babilonia is a city state, and must remain independent until the end.

The settlements that some survivors had managed to cobble together may be called "Last Cities", but survival and might are the only laws outside of Babilonia – meaning that the city's traders are wary of anyone from beyond the walls.

NOSTALGIA MARKET

The number of workshops, storefronts, shops, and stores found in the Casbah might give the impression that arts and crafts from the Old World have survived the Apocalypse. This is only partially true. While functional items can be found in Babilonia, it is very rare to come across any that are more aesthetic than functional. Beauty in craft, especially for the regular and lower classes, has been mostly abandoned in favor of nostalgia for the Old World. Artists and artisans, therefore, are more likely to be busy repairing or recreating – using mostly recovered materials – useful tools, instruments, and daily use items, including weapons, armor, and alchemical objects. The Temple of Solomon, on the other hand, is the main client and patron for all extremely rare objects that actually survived the great cataclysms, and spends a lot of its wealth on regal-looking items, relics, unique artifacts, books, gems, and special components, all required by the Mages to conduct their research and studies.

Even the wealthier Tower-dwellers are happy to acquire lost items, ancient art, and valuable trinkets of the past – the only way to distinguish themselves, vainly and pointlessly, from the lower city survivors. Adventurers and ruin scouts who pick up gems, treasures, and vestiges of the Old World know that there is always somewhere in Babilonia's market ready to purchase, roughly at half the price of their past worth.



TALENTS

In *Apocalisse*, "talent" is the name of the coins used in all usual in-game purchases. Thus, there are gold talents, silver talents and copper talents, whose value is 1 gp, 1 sp, and 1 cp respectively. There are no electrum or platinum coins, but the exchange values are unchanged. Thus, if an item from another source has a cost of 8 pp, it will be available for sale in Babylon's markets for 80 gold talents.

TEMPLE OF SOLOMON

It is unclear as to whether the Temple of Solomon is a replica, in form and shape, of the one mentioned in Holy Scripture. The current one is reminiscent of an ancient shrine and gothic cathedral, and it extends between the Inner Circle all the way to the foot of the Tower, equally distant from the rulers of the city and the poor folk in the outer areas. No religious rites take place inside, as it is the headquarters of the School of Solomon, the only true academy of arcane studies and magical wisdom in Babilonia – and probably the entire Plain of Armageddon.

The Temple consist of three main areas: the external courtyard, the sanctuary, and the Sancta Sanctorum. The external courtyard is a wide-open area surrounded by walls and also frequented by the Merchants, who sell their more expensive wares to the First and the Mages of the School, far from the hustle and bustle of the Casbah. This is also the access point to the smaller buildings, usually the size of mausoleums: these are study and focus

locations, known as the Thirteen Houses of Summoning, where the Mages practice their rituals.

The sanctuary is the central area of the Temple, only accessible to Mages of the Order and their apprentices. It features vast practice and study halls, libraries, the Mages' quarters, and the shared dorms for the apprentices and initiates. The Tabernacle of Tomes is also here, and under heavy surveillance; inside it are all the sacred texts relating to the Summoner King – and crucially, the Tome of Secrets and the Tome of Names.

Last but not least is the Debir, or Sancta Sanctorum. A cedar wood-paneled room, gilded in gold, 20 feet high and containing the True Mystery of the Temple; it can only be accessed by the Grand Master of the Order, who also acts as one of the Seven Sages on behalf of the Temple.

SECRET CULT OF LILITH

The Fallen City is famous for having become a gathering point for the people who do not recognize faith and belief, or have rejected them in favor of their own survival. There are, however, many who talk about the "First Woman" and her message of freedom and rebellion. Lilith's cult does not have precepts, places of worship, or priests. It is spread through word of mouth and inexorably reaches all corners of the city, usually starting from the lower levels.

No one dares call her by her name, lest they are discovered, but many claim that the First Woman mocks the Adversary as much as the Lord. That she asks no one to kneel before her. That her words go beyond the veil of lies, chains, and hierarchies. She is the spirit of freedom, the beating heart of Babilonia itself.

The Seven Sages are fully aware of the fact that the situation could slip out of control sooner rather than later, and that Lilith's followers could gather and unite and upend the city's order, plunging it into anarchy.

BEAUTY AND DECAY

Babilonia is a place like no other, across time. Narrow little alleys can open up into breathtaking urban views, infinite plays of flying buttresses, spires, and pinnacles, carved with writing from all languages of the Old World; they can open upon desolate views of beggars letting themselves die next to wastewater pipes. The city is a place in which beauty, dissoluteness, and disrepair coexist in unexpected ways.

This is particularly true of the lower levels, in the Casbah, in proximity of taverns and dive bars, where artisans, craftsmen, and farmers gather to drink the night away.

Despite there being so very little to celebrate, citizens with a few talents in their purse have become accustomed to treat every night like their last.

SURVIVING THE ALLEYS

No city in the Old World had quite as many alleys as Babilonia. These narrow little streets form a maze on every level of the impossible architecture of the city, and no citizen, from any level, can truly claim to know every passage, entryway, and destination. The alleys are inevitable passageways that allow for shortcuts in the chaos of the city's topography. Because of this, they are often guarded by "brigades", local armed groups, not always with the best of intentions, who take care of their entrances, traffic, and maintenance.

At the upper levels, alleys look like the smaller Venetian calle, while those on the lower levels are closer – in aspect and proximity – to sewage tunnels. Regardless of cleanliness or position, alleys are covered in symbols, inscriptions, and directions that only thieves and rogues can decipher. They lead to trapdoors, secret passages, shortcuts, and hidden routes across rooftops. Anyone who disrespects the crucial work of the brigades and refuses to tip a few copper talents should expect the worst.



MHA 23

CITY OF HEROES AND SAVIORS

Babylonia may not be constantly under attack, but War's Troops do pose a threat from the south. They even push as far as the city walls at times, and the encampment around the North Gate is inevitably destroyed in their advance, only to be rebuilt shortly after. The Lord's Host and the Adversary's Horde rarely attack, diving down from above or slithering toward the walls. All attempts to penetrate the city defenses have been in vain, so far – and not only thanks to the walls, towers, and fortifications, but also the heroes that Babilonia harbors within its ranks. Many actually worship the "Saviors" of the city, so much so that chroniclers and bards have a hard time keeping up with their alleged deeds. It is not uncommon, in the Inner Circle of the rich and powerful, to find small shrines at crossroads, small statues covered in beads and offerings. Each statue usually bears a wooden plaque, with the name of the deed performed by the Savior in question. A few commemorative sentences, which worshipers graze with their hands, almost like pagan icons of protection.

HE WHO WAS TAKEN

The Book of Enoch is a mysterious text, which secretly circulates around the city and is considered a book removed from Holy Scripture due to its potentially subversive contents. Many learned folk claim that, much like the Book of Revelation, it also contains crucial information to humanity's cause.

Recently, however, rumors have started circulating through the alleys of Babilonia, regarding the arrival of a mysterious, aloof individual – by the name of Enoch, or He Who Was Taken. Stories about his arrival tend to be contradictory, but they seem to agree on the fact that he is seeking all the pieces of the Book, for unknown reasons.

BABILONIA'S MYSTERIES AND SECRETS

Information about what the Seven Sages hide and the thousand mysteries of the Fallen City is hard to obtain. There are perhaps even more secrets to Babilonia than any other location in Armageddon, and many an adventure could easily take place within its walls.

The Temple of Solomon, headquarters of the Order of Mages, is filled with relics and occult knowledge; internal power struggles and political intrigue are at an all-time high; the Tower itself harbors many secrets dating back to the start of the Apocalypse, kept by the First survivors who found the place.

The glyphs and wards on the walls and Tower keep otherworldly Powers out, but are not effective on the Marked of either faction, who could already be infiltrating the city and acting on behalf of their masters. Additionally, the Fallen City is infamous for having made deals, in secret, with the Throne, the Abyss, and many a Power – deals that no citizen knows the details of.

There are also those who claim that the real Tower is not the visible structure rising from the Inner Circle, but rather an inverted version of the same, plunging into the depths of the Earth almost as a second infernal chasm, and of which the Pit is only the first, accessible level.

It is true that beneath the city there are not only the cellars and prisons, the stockrooms and necropolis – there are also long, winding complexes of which no one knows the function, wind-filled tunnels, and silent catacombs. Somewhere down there, tales tell, might even be the Palace of the Fallen Queen of Babilonia, whose real name is a secret.

DISCOVERIES AND ENCOUNTERS

Traveling through the Fallen City can lead to unexpected events. When the group gets lost in the alleys, gardens, or walkways, or when the Guide wants to set up an encounter, they can roll 1d12 and consult the “Encounters in Babilonia” table to determine what the characters come across, or use them as prompts to develop others.



ENCOUNTERS IN BABILONIA

d12	Encounter
1	There is a thud on one of the stairways, and a leather ball bounces down the steps. Three identical children look down from the top step; one of them runs their finger across their neck, in a very threatening and unsettling manner. Then the three children run away.
2	The sound of footsteps close-by, in the darkness. Every time the characters stop walking, the sound also stops. There is no one following them.
3	The torches in an alley seem to burn brighter. Anyone who steps closer suddenly casts two shadows. From the center of the passage, out of the darkness, a young woman steps out, casting a pale blue light. Her smile is sinister and unsettling.
4	A beggar dressed in what clearly used to be very good quality and elegant clothing approaches the group. He offers his services as a guide to the area, speaking eloquently and politely. His filthy fingers sport a shiny, clean ring with a red ruby.
5	In a secret square, on the other side of a hidden passage, are seven stones in a circle. They are barely two feet tall each, and there are multiple types of offerings at their bases. A woman, caught in the act of prayer, hurries away.
6	A reinforced crate falls out of a cart, spilling its contents: tasty looking peaches. The person leading the cart spots the group and starts yelling “Thief! Thief!”.
7	At the base of a knotted old tree, maybe an olive tree, is a handsome young man playing the flute. A mysterious creature is keeping its distance while dancing to his tune. As the group moves closer, the music stops and the creature disappears.
8	The lifeless body of a large woman is found by a gutter. Suddenly, something in the dark drags away the body, making it look weightless.
9	From the other side of a small door, a little too small for a person, comes a faint golden light. Inside is a workshop, filled with mysterious and bizarre contraptions, and an artisan half the size of a regular human. He is working on something.
10	There is sudden movement from the upper levels. Several ropes are dropped, and six figures covered in black from head to toe rappel down, brandishing wavy-bladed knives.
11	The light of the torch is reflected on something at the bottom of a muddy fountain basin: a silver figurine of a woman with the head of a goat. Suddenly, a woman’s scream breaks the silence in the alley.
12	A shifty looking man steps through a gate and does not close it behind him. It leads to one of the Hanging Gardens, with a tree at its center carved into a spiral staircase – the steps lead to an elevated terrace farther up the Tower.

BEYOND BABILONIA

Life outside of Babilonia's walls, to most Last Ones, means an early, and often violent, death. The lack of resources, extreme conditions, and scarcity of safe havens are nothing in comparison to the risk of being attacked and killed by savage and monstrous creatures. Additionally, the forces of the Throne and the Abyss are constantly on the move, and an encounter with either can prove lethal.

TRAVEL BY LAND AND SEA

Anyone who wishes to leave the Fallen City knows that survival rates are low, which explains the high demand for bastions. Where there is a convoy, there is often a bastion escort. A furious and a wizard of the School of Solomon might also accompany them if the convoy is carrying precious cargo. Nonetheless, traveling is kept to a bare minimum, as not many make it through, to the point that settlements outside of the main city regularly accuse the Seven Sages of ignoring their requests for support and trade. They are entirely correct.

Travel by sea is even more lethal, so much so that it is almost considered taboo. All the waters of the world have been contaminated and turned to acid, they are filled with nameless abominations (even though most abominable creature gather around the Abyss). The few ships left are beached, wrecked, or damaged in some way.

All the others are at the bottom of the sea, abandoned to the creatures that have since claimed them as home.

THE LAST CITIES

Shapes sometimes rise from the desolate landscapes of the Plain, profiles of ancient sacred buildings, surrounded by a few abodes and piles of stones. Though extremely rare, these Old World sanctuaries can still provide protection and shelter. Places of worship spared by the Lord's Fury which draw a variety of travelers, who often spend just enough time in them until all local resources have dried up again, and leave.

The luckiest were able to reach monasteries of decent sizes, with a handful of trees and a rivulet of clean water providing a couple of fighting chances.

These settlements are known as "Last Cities", as if to highlight how little is left of them in the End Times.

NOMADS OF ARMAGEDDON

Some of those who survived the apocalyptic cataclysms believe that staying too long in the same place can be more dangerous than constantly being on the move. Only a few communities, however, are capable of the nomadic lifestyle, moving from place to place in search of resources. In a world devoid of most goods, these groups rely on herding most of all.

They hunt and reuse skin and bone of the monstrous creatures they fell, constantly seeking treasures in the ruins of ancient cities, in order to trade them for prime necessities.

They live in tents or movable huts, never staying in one place for too long. They are usually organized into smaller tribes, each with a charismatic leader, directing those under their protection through their fight for survival. Some of these groups are not against attacking travelers in order to steal their resources. Babilonia's continual refusal to help or support has made them callous, diffident, and sometimes cruel.

Two tribes in particular are well known across the Plain: Gog and Magog, though no one is aware of the Holy Scriptural origins of those names. They are also known as “Enemy-to-All”, due to tales of their brutality.

SURVIVORS’ HAVENS

When the Mighty Angel opened the Sixth Seal, a massive quake shook the Earth. Some of those who knew how to read signs found shelter in caves and underground, saving their families as a result. Later, others led entire communities to these same locations, appointing the caves as

their new dwellings and havens against future cataclysms. These locations still provide “safe” shelter, and the people living in caves represent the other side of human life in the Lands of Armageddon, alongside the nomads. Some of the havens closer to Babilonia have developed a very basic alliance with the Fallen City, and are considered a form of outpost on the Plain by the latter.



DISCOVERIES AND ENCOUNTERS

Far from Babilonia's protection, a few accidents and unexpected events can happen at any time. When the group gets lost in the Lands, or when the Guide wants to set up an encounter, they can roll 1d12 and consult the "Encounters in the Lands" table to determine what the characters come across, or use them as prompts to develop others.



ENCOUNTERS IN THE LANDS

d12	Encounter
1	A milky vapor pours out of a crack in the rocks. It seems to react to the characters' presence, taking on the shape of something or someone from their past.
2	There is a secret haven behind a well-hidden nook. Inside it is the skeleton of someone surrounded by everything required for the life of a hermit. A worn sack contains a set of white robes and a metal harp with golden accents.
3	The characters come across a spring out of which clean water slowly drips. The place is covered by filaments of barbed lichen, which look like they could be edible. Those who are aware of this location are currently observing the group from a distance.
4	The characters are woken up by a gust of scorching wind. Almost touching their camp is a lake of boiling lava which was definitely not there the night before. Rumors tell that these "lakes of fire and sulfur" advancing across the Plain like sentient beings.
5	A whistling sound in the distance reveals the presence of something, perhaps a creature. More whistling starts up, from several directions – whoever or whatever this is, there are many, and they are seemingly organized.
6	A poisoned stream flows out of a landslide: it's wormwood. Rodents similar to desert rats are hiding on its banks, and they could be a source of food if they did not look so severely unhealthy. A closer look reveals that the pustules on their backs are actually small eyes.
7	A solitary traveler appears on the horizon, lacking any equipment that would be useful to survive out here. He introduces himself as a bard of Revelation, currently pursuing a vision. Before he moves away, someone in the group realizes he does not cast a shadow.
8	Human cries seem to come from inside a dark cave, followed by monstrous growling. A hidden haven is being attacked by goat demons.
9	The group spots a small plant, growing alone is a small crop of <i>Manna</i> (see Chapter 7). Finding <i>manna</i> this far from the Throne is a miraculous event.
10	The air fills with a familiar, coppery, and nauseating smell. The ground is suddenly swept by reddish rain: a blood storm is here.
11	A human voice rises from a gorge, asking desperately for help. If the group investigates further, they are attacked by a demon of temptation mimicking a human voice to ambush travelers.
12	A <i>Wormwood Censer</i> is deeply embedded in a stone wall, probably belonging to an angel of the Lord. Retrieving it will not be easy, but it might be worth the effort.

THE THRONE

To the southeast of the Plain of Armageddon is a domain that seems to have nothing to share with the rest of the apocalyptic environments and settings. There is no death or famine here, no violence is allowed, no ambition, old age, or ailment, there is no illness, no wild beasts, dangers, or poisons. At least, not for those allowed access.

The lands which were once ruled over by sultans, emirs, and dynasts of the Old World, all around Jerusalem, are now property of the Throne.

The Lord's Garden is a land of fertile soil, and the air is mild and sweet. All eastern shores of the inner sea have been blessed with abundance, even where once was only sand and barren fields.

This new land of promise and beauty is home to all those who came back to life with the opening of the Fifth Seal. The blessed people include those who dwelled in Heaven, the saints, martyrs, and all those who carried the Lord's Word through the centuries. They live a life of blessings, clothed in immaculate robes and incapable of wanting anything outside of the Garden.

The Holy Mount, also called the Throne, is where the angelic hierarchies gather. It is also the seat of power of Metatron, the Voice of the Lord, from which he governs and coordinates the forces in preparation for the Last Battle.



THE ORIGINAL GARDEN

The Lord's Garden is described in many passages from Holy Scripture. The Garden of Eden was a wonderful place, always fruitful and brimming with nourishment, surrounded by a river splitting into four. At the center of the Garden, among all the trees and plants of Creation, were the Tree of Life and the Tree of Knowledge of Good and Evil. The Tree of Life bore fruit twelve times a year and its leaves could be used to cure all illnesses. The Tree of Knowledge of Good and Evil was taboo to humans, despite always bearing fruit. The luxurious region blessed by the Lord is a reflection of the Original Garden and there are rumors of two trees growing within it, reminiscent of those from Holy Scripture. Vegetation around it is extremely dense, creating a natural barrier patrolled from above by the Lord's Host.

MANNA, MILK, AND HONEY

Manna is the blessing that the Lord grants to those under His protection. A source of nourishment that replaces all others, and which leaves those who feed of it satisfied and refreshed. It grows everywhere in this area, and all have access to it. Around the Throne, it grows with even more frequency and abundance. This nutritious food has the appearance of white flakes of frost and the consistency of soft bread. It tastes sweet, like bread dipped in honey, even raw. It never spoils and never loses its restorative properties. Along with manna, there are other peculiar "natural" sources of nourishment – here the expression "land of milk and honey" is very much literal. A liquid substance, uncannily similar to milk, flows out of cracks in the stone; it cannot be soiled or contaminated by what it touches or the ground it flows over. From trees, a resin-like substance drips along the trunks, indistinguishable from honey. All this, of course, in addition to all the produce and fruit that has existed since the beginning of time.



IMPECCABLE GUARDIANS

The beauty, peace, and abundance of these lands are a privilege for the few. Only the Lord's Hosts, the pure of soul, the chosen, and those who bear the Mark of the Lord are allowed to partake of them. Others must keep their distance from these lands of plenty, which are under strict and constant surveillance. The skies are patrolled by inhuman angelic beings as chosen troops keep watch over forests, paths, and gardens. No one must trespass and no outsider may be allowed to partake of the Lord's blessings. Anyone found trespassing is instantly executed and their immortal soul is sent to the Abyss or Death's Domain immediately.

The Throne's surveillance allows no recourse or exceptions.

There are, however, those who claim the existence of weak spots in an otherwise impeccable security system: natural caves in the shadows of the gardens created by cave-ins and structural collapse, as if the blessings bestowed upon the area were limited to the surface only.

These entry points have the appearance of natural pools of water, fresh and clear. One could dive into them, looking for a hidden route through flooded tunnels and dangerous underground whirlpools. A difficult challenge, for sure, but one perhaps preferable to the otherworldly threat of the Impeccable Guardians.

THE HOLY MOUNT

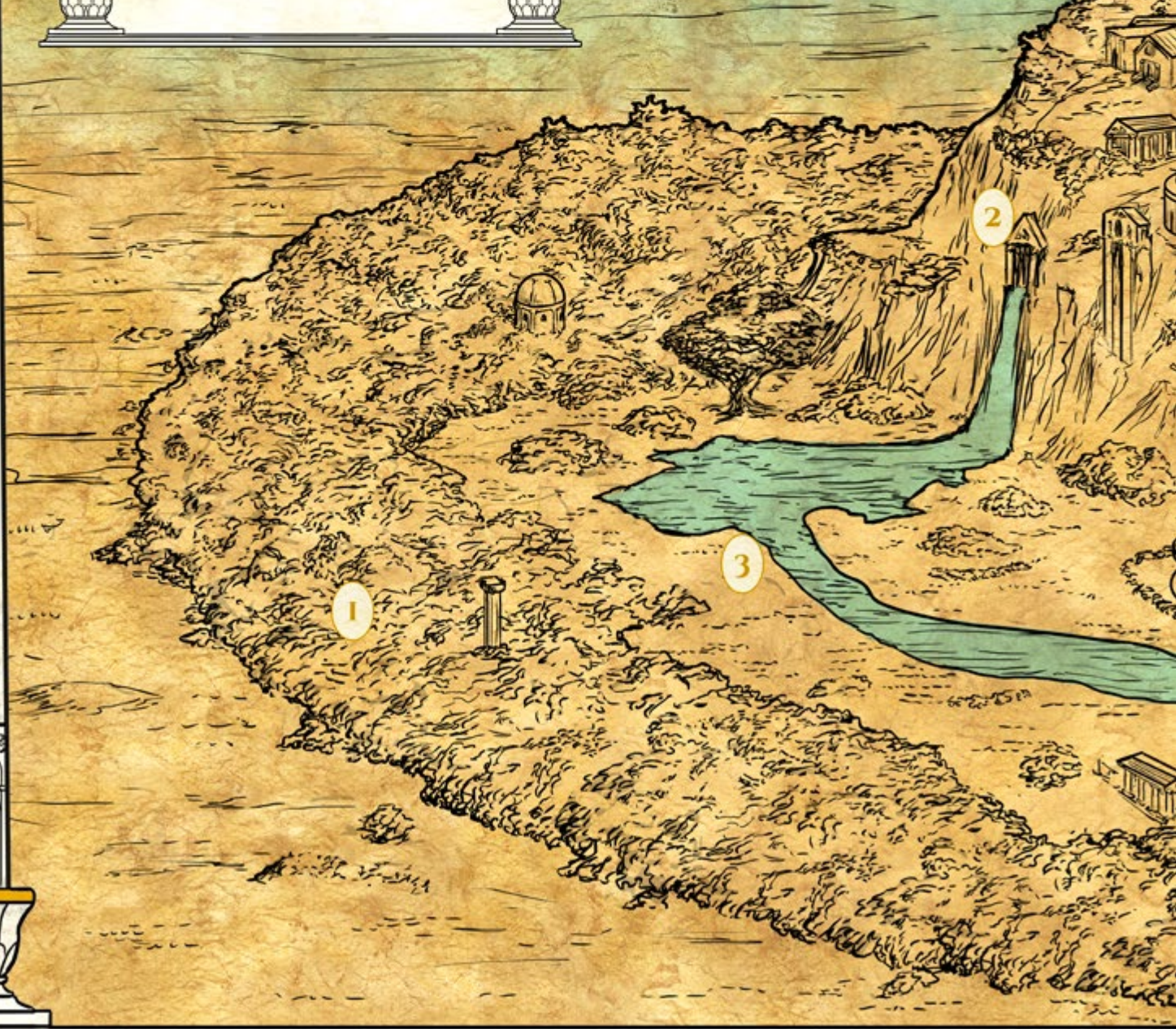
The Holy Mount is surrounded by a light opalescent mist, floating between peak and foot, revealing or concealing its majestic splendor. A solitary mountain, distant from any range. The peak shines with golden light, a titanic beacon that sheds afternoon light upon the mount and surrounding region: the columns, sanctuaries, and staircases that share the space with fields in bloom and verdant woods. The harmonious union of architecture and nature confers an unnatural appearance to the place, too enchanting to be fully real. Breaking the spell are the inhuman otherworldly creatures that dwell on land and in the sky. However, it is in the light at its peak that Metatron, surrounded by Twenty-Four Elders on their Seats, rules over the Lord's Kingdom upon Earth.

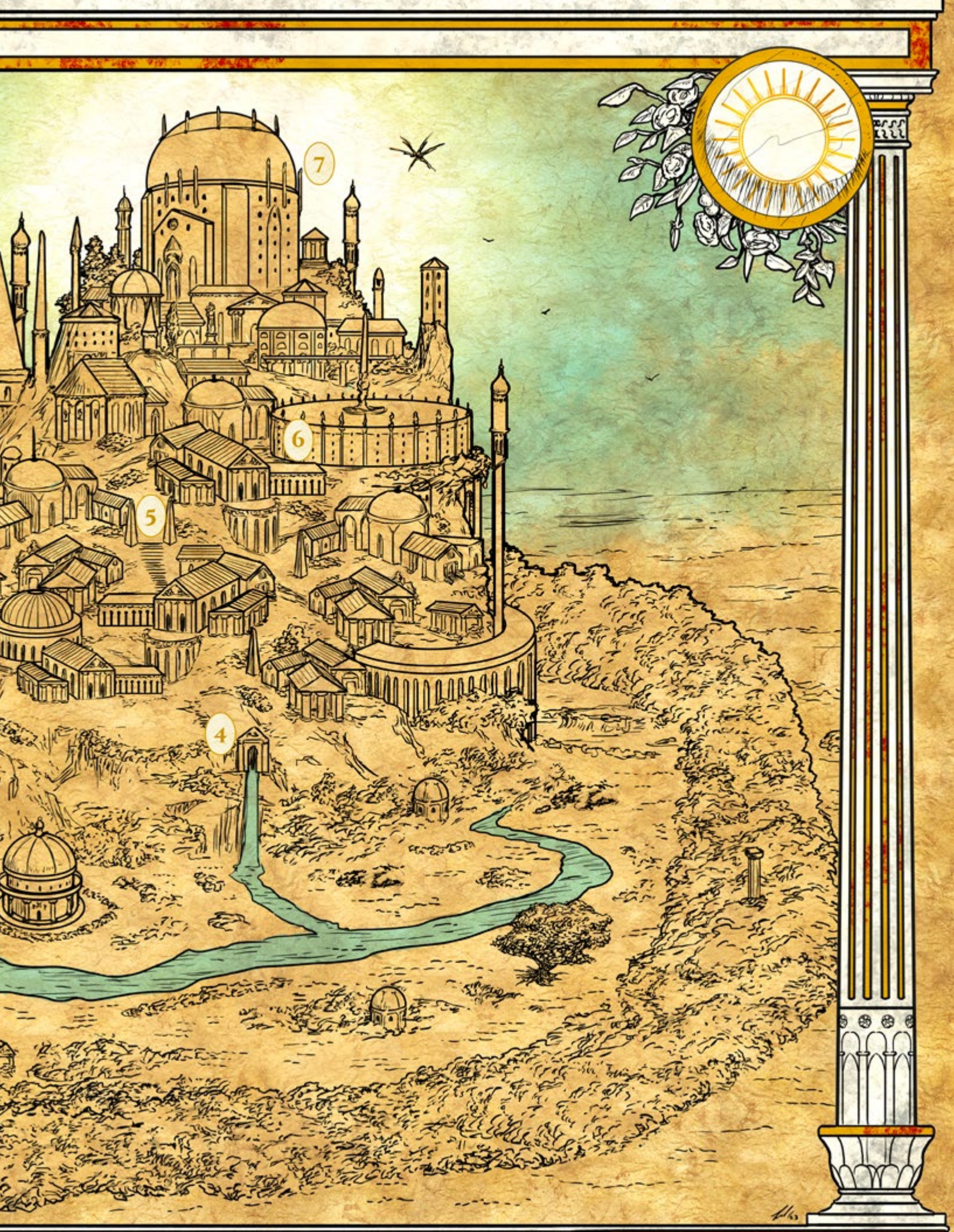


LEGEND

- 1 GARDEN OF EDEN
- 2 HOLY MOUNT
- 3 RIVERS OF MILK AND HONEY
- 4 CELESTIAL JERUSALEM
- 5 STAIRWAY TO HEAVEN
- 6 SEVEN EXALTED PALACES
- 7 SUPREME SANCTUARY

THRONE





7

6

5

4

APOCALYPTIC FORESTS

The entire region around the Throne's Domain has been turned into a new version of the Garden of Eden, and is effectively a heavenly resort, at least for those who are allowed to enter it. Anyone else, on the other hand, must face the Garden's vigilance: dangers and obstacles of every kind abound behind every corner to stop those that the Garden itself perceives as trespassers. These terrains are considered Apocalyptic forests, plagued by unnatural effects and calamities.

In these lands:

- ✦ No check or effort is required to find food and water.

- ✦ To travel in their intended direction without getting lost, characters must succeed on a DC 15 Wisdom (Survival) group check.
- ✦ You gain the regular benefits of a long rest, even outside, and without cover.
- ✦ Any creature traveling through this terrain must make a DC 12 Constitution saving throw at the end of every day of travel. On a failed save, it has disadvantage on Intelligence, Wisdom, and Charisma checks until it finishes a long rest.

When the party is lost or when the Guide wants to include an environmental danger, roll 1d12 on the "Apocalyptic Forests Calamities" table to determine what happens.



APOCALYPTIC FORESTS CALAMITIES

d12	Calamity
1	Avenging Vines. A thicket of vines and bushes detects the party and entangles the intruders' wrists and ankles, trying to ensnare them and alert one of the guardian angels flying nearby with a shrieking cry from the corollas of their thousand white flowers. Every creature must make a DC 15 Strength saving throw. On a failed save, a creature is restrained by the vines for 1 minute, enough time for the guardians to arrive. A restrained creature can use its action to make a DC 15 Strength (Athletics) check; on a successful check, it is free.
2	Deadly Scent. A gust of wind releases a glowing cloud of golden pollen from a beautiful tree covered with white flowers. Every creature except any celestials and any characters bearing the Mark of the Lord must make a DC 14 Constitution saving throw. On a failed save, it cannot breathe and is shaken by a hideous fit of coughing. A creature affected by the pollen is incapacitated and suffocating. While still conscious, the creature can make another saving throw at the end of each of its turns. On a successful save, the pollen's effect ends on it. The effect also ends if a <i>lesser restoration</i> spell is cast on the creature.
3	Fountain of Eternal Youth. A clear spring feeds a beautiful marble pool whose delicate edges are covered with perennial flowering vines. A creature that drinks this water regains all its hit points and its average lifespan is extended by one year.
4	Tree of Life. This huge and majestic tree stands in the center of a glade, and its branches are so wide that almost the entire glade lies in its shade. Its crimson fruits, never seen in the earthly world, look like apples, red oranges, and pomegranates at the same time. They never rot and never lose their nutritional properties, enjoyed by all penitents and wild animals in the garden. A fruit from the tree of life weighs 1/8 lb. and can sustain a human being in place of food and water for 15 days. In addition, a creature that eats a fruit removes all levels of exhaustion it has, any disease it was infected with, any one reduction to its ability scores, and any one reduction to its maximum hit points. A smiling angel watches over the tree, regulating the collection of fruits and making sure that not too many mortals crowd around it or damage it.
5	Extreme Blessing. An angelic figure flies down from the sky and blesses the entire glade where the party is, flooding it with divine power. Every creature must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) radiant damage. On a successful save, it takes half such damage. If a creature fails its save by 5 or more, it is also blinded until the end of its next turn.
6	Rivers of Milk and Honey. These streams of supernatural origin flow across the entire Domain of the Throne and offer sustenance to those who wander in this land. Half a gallon of this substance can sustain a human being for 1 day instead of food and water. Although it is possible to feed on them forever, their consistency is deadly and there is a risk of drowning. The only way to avoid immersion in their waters is through the many bridges that cross them along their course, although they are all guarded by censor angels. Alternatively, it is possible to jump over the narrowest streams. A creature that tries to swim across the river must make a DC 15 Strength (Athletics) check. On a failed check, it begins to sink and it cannot breathe. While conscious, a creature can make another DC 15 Strength (Athletics) check to get back to the surface, end the effect, and breathe again.
7	Tree of Knowledge of Good and Evil. This legendary plant grows in a wild, isolated glade, not far from the Tree of Life. It is no longer watched by the Snake, but it is surrounded by a dense thicket of thorny bushes. Those who try to approach the tree can find a safe path by succeeding on a DC 15 Intelligence (Investigate) check. On a failed check, or if a creature ignores the thorns and just pushes through them, a creature must make a DC 14 Constitution saving throw. On a failed save, it falls into a divinely-induced slumber for 24 hours. On a successful check, the creature arrives at the roots of the tree and can pick a <i>Forbidden Fruit</i> .
8	Guardian of the Wall. A 30-foot high wall made of white blocks runs along the entire area and blocks the way. A gate opens nearby, but it is watched by a tetramorph . The party can try to climb the wall, but the top of the wall is filled with very sharp crystal shards. Every creature that tries to climb the wall must succeed on a DC 12 Strength (Athletics) check. On a failed save, the creature drops from the wall and takes 7 (2d6) bludgeoning damage because of the fall. On a successful check, once on the top of the wall, a creature must make a DC 15 Dexterity saving throw to avoid being cut by the crystal shards. On a failed save, it takes 9 (2d8) slashing damage. On a successful save, it takes half as much damage.
9	Fountain of Light. The characters are attracted by a light shining at the center of a glade, shed by an enchanted marble fountain. Every creature, except any celestials and characters bearing the Mark of the Lord, must make a DC 15 Wisdom saving throw to avoid being charmed by the light. A charmed creature keeps staring at the fountain, enthralled, without realizing how much time is passing, until it falls unconscious. When that happens, a long rest is enough to let the creature regain its senses. If a charmed creature is dragged or pushed away, it struggles and is blinded for 1 minute. At the end of the long rest or the blinding effect, if the creature is no longer in sight of the fountain, the charm effect ends.
10	Penitents. The party encounters a host of blissful souls who seem dazed and idly walk around, chanting endless litanies. If they are not careful to avoid the penitents, they may be exposed, as the penitents will summon the guardian angels. If the characters try to hide, they must succeed on a DC 13 Dexterity (Stealth) group check. On a failed save, they are spotted by the penitents, who call upon the angels to help them. The outcome of their intervention is left to the Guide's decision.
11	Glade of Bees. An endless number of giant bees buzz in the area, industriously building fountains of honey for the blissful souls . If the party succeeds on a DC 14 Dexterity (Stealth) group check, they are unnoticed by the bees and can go on. On a failed check, the giant celestial bees spot the party and attack. Every creature must make a DC 14 Dexterity saving throw to avoid the bees' poisonous stingers. On a failed save, a creature takes 9 (2d8) piercing damage plus 14 (4d6) poison damage and is poisoned for 1 hour. On a successful save, it takes half such damage and is not poisoned.
12	Lethe River. Any creature that drinks water from this river forgets everything it did, becoming a stunned, amnesiac empty shell forever. A creature that drinks water from this river must make a DC 15 Intelligence saving throw. On a failed save it is cursed by the Lethe River: it is stunned for 1 minute and forgets everything it did until that moment. A character does not forget how to fight, its spells, features, or class skills, but every memory of its life is erased. The character is now a being without identity and without a past. A creature subject to this curse does not remember who it is, where it comes from, or which are its goals until a <i>remove curse</i> spell is cast on it.

THE LORD

He is the Lord of all things, omnipotent and omniscient, and He rules over the Earth with His divine power. His figure is pure light and majesty, such that He can see through and judge every living soul. His celestial throne has been described as resting in a kingdom beyond the vault of the heavens, surrounded by angels singing His name and offering praise and tribute. His voice is as strong as thunder and as sweet as a warm breeze, inspiring awe and fear in equal measure. Religions and beliefs that kneel before Him agree that the Lord has the power to condemn or spare the soul of believers and non-believers alike, sentencing it to further, differing otherworldly fates.

The truth is that no one, not even the penitent souls that crowd the Throne, not even the angels attending to Metatron or the Lamb and Lion, have ever seen Him. The true nature of His Plan, beyond what is filtered through His direct emanations, is not for the Last Ones to know.

METATRON AND THE TWENTY-FOUR ELDERS

Metatron is an angel of incomparable power and authority, the highest in the celestial hierarchy, messenger of the Almighty, and voice of the one true God. He is the Lord's Word and the only entity ever allowed to sit upon a throne. His titanic figure towers over all others. Six wings the color of flame are unfurled upon the vault of the immense hall which can barely contain him. His beauty is as indescribable as his aura of severity. For he is the Celestial Scribe, and he exists to rule and coordinate the forces gathering for the Last Battle.

Metatron is solely focused upon the Great Plan, and each and every mysterious force connected to it. His throne is surrounded by the Twenty-Four

Elders, cryptic celestial entities who sing hymns of power and glory. Anyone summoned by Metatron cannot lie or hide their intentions.

Only the worthiest will hear his Voice before being sent on a holy mission.

THE LAMB AND LION

He who was forced to die as a sacrificial lamb has returned in the End Times as a destructive lion. This anthropomorphic leonine figure is the Son of the Lord, Spiritual King of the Throne, and Messiah of the Penitent and Redeemed. He possesses miraculous powers and the hidden truth of Creation. Tales say that he sacrificed himself for the sake of humanity, out of love for them.

On the Holy Mount, the Lamb and Lion is a guide and a teacher. He aids the Penitent and confers upon them the Mark so that they may join the Throne and partake of its blessings. In his presence, all wounds are healed; his voice is sweet though his appearance is fearsome. He is not a second to Metatron, as their roles are somewhat coexisting and complementary – although Metatron is the one in charge of the angelic forces.

TAXIARCH MIKHAEL

The warrior prince of the Throne and commander in chief of the celestial forces: Taxiarch Mikhael, Archangel of the Seraphim. Hero of the first otherworldly conflict, he gained his position when Lucifero, the Morningstar, rebelled against the Lord. Archangel Mikhael led the forces of the faithful against the rebels, chasing Lucifero and his followers out of the heavens and casting them into Hell.

In the End Times, Mikhael is even more fearsome and war-bent than he ever was. He flits from one strategy meeting to the next, one battle to the next, always ready to set off on missions that demand his presence.

As Arch-strategist of the celestial forces, he does not rest; neither does his heart, shaken by the resurrection of Lucifero. The two have a complex, deep relationship, beyond the limits of disgust and attraction, and some claim they used to be lovers, or siblings, though the words cannot fully describe the nature or existence of archangels.

THE LORD'S HOST

The celestial armies are strictly organized according to angelic hierarchies. These divine entities, divided by form, nature, power, and function, are often radiant beings who punish with fire those who defy the will of the Lord, as given to them by the Taxiarch or Metatron. Their presence on the Holy Mount and across the Throne's domain betrays the authoritarian nature of this faction.

They impart and obey orders, and avoid all empathy (where not completely devoid of it). Life in these lands, even as a Penitent, means adhering to rigid rules, interrogations, and surveillance.

DISCOVERIES AND ENCOUNTERS

Even on the Holy Mount unexpected events can happen at any time, especially if the characters are not invited. When the group wanders through the inner areas of the divine domain, or when the Guide wants to set up an encounter, they can roll 1d12 and consult the "Encounters on the Holy Mount" table to determine what the characters come across, or use them as prompts to develop others.

ENCOUNTERS ON THE HOLY MOUNT

d12	Encounter
1	Three arielim , resplendent winged lions, plunge from above to assess the situation, whatever that may be. They ask insistent questions and do not seem to be inclined to leave.
2	All up the Mount, every divine hall is filled with song, as if each were a different musical instrument. Except for one, which appears empty, silent, and sinister.
3	The characters come across a group of Penitents as they are muttering a prayer in an isolated clearing. One of the characters recognizes two of them: family members, who returned from Heaven during the Resurrection of the Flesh.
4	The sky lights up with a mysterious phenomenon: a ray of iridescent light, forming a ring out of which several voices start speaking.
5	One of the characters feels faint. As they fall to the ground, convulsing and sweating, they receive a revelation about Creation – a spiritual discovery that will never leave them.
6	An older woman appears, wearing an iridescent white cloak. She is a festive saint of days gone by, willing to tell her story and share some wisdom. She is kind and welcoming to the group.
7	The characters walk down a stairway that leads them to a small square, framed by statues of saints and thinkers of the past. At the center of the square is a banquet, which they will be invited to join.
8	A pulpit covered in flowers is the stage for a young man's ascension. Above him is an inhuman angelic being, and the boy is crying, shaking, moaning, and twisting in ecstasy before he is swallowed by the light.
9	A number of blissful souls are laying in an asphodel field. They are resting, not sleeping, in contemplation. Still, happy, smiling, and unsettling, listening to music only they can hear.
10	A celestial military unit is gathering: there has been an attack on the southern shores, opposite the Throne's Domain. A seraph descends from above and confers a blessing upon the soldiers.
11	A philosopher is voicing a lesson from within an imposing building, through the open door. One of the characters, however, notices a beautiful young woman exit from a side door, carrying a heavy sealed scroll. She cautiously looks around and swiftly escapes down a stairway.
12	At the center of a dome-less temple is a dark well covered in smilax vines. Two angels fly in, and cast into the well a number of items and pieces of equipment retrieved after a battle. The sound they make as they hit the bottom reveals a large trove of armor and weapons that used to belong to the Adversary's Horde.

THE ABYSS

Off the northwestern shores of the Plain of Armageddon is a domain that seems to drain all light from the already dim sky of the Perennial Eclipse. It is known in Holy Scripture as the Pit of the Abyss: miles and miles of dangerous and unpredictable currents open into a whirlpool that pulls everything into its depths. At the center is a city, dark and cold, in the shape of an inverted cone. This is the center of all corruption, this is the lair of Satan, the Beast. This is the Great Red Dragon of Holy Scripture, earthly manifestation of the obscure and devastating powers of the Adversary, and it slumbers coiled around the maelstrom of the Abyssal City. Cradled by the currents, it inhabits the thoughts of the Dark Prophet, and through him rules the entire domain.

The Pit of the Abyss shares some similarities with Dante Alighieri's *Inferno* – his vision of Hell: it is also a seemingly endless chasm gathering all those who have strayed from the Lord's graces. Alongside them are the infernal jailers, yet unknown evils and horrifying monstrosities which could only appear in the End Times. There is no law protecting those who may venture into this region of the Plain, but the Adversary's Horde is not allowed to defeat in battle those who do. This leads to a surprising coexistence of creatures, at times very different from each other, in a delicate truce between territories.

Those not anointed by the Beast are not under its protection, and are considered flesh to be consumed or butchers to be feared.

TAINED WATERS

Primordial darkness permeates every sea storm, every handful of foam, every breath of salt air. Tumultuous force and ancient vitriol which has excited, drawn, and quashed humanity since its beginnings. A darkness so tangible that it can drain every body, trap all hope, and haunt every thought. Only the *Sword of the Taxiarch* could, perhaps, and only for a moment, shed light through this blackened sky which pours over places and beings, which corrupts all things. The sea and skies that surround the Pit of the Abyss swarm with creatures that once belonged to Creation but are now irredeemably changed. Swollen and cursed, they flail upon the shore and haunt the rocks that rise from the sea. Some have melded together, others have even learned the language of humanity.

THE SECRET WAY

The shores of the Edge of the Abyss are a fragmented landscape, with narrow, deep, seawater canals. The acid waves reach the interior and penetrate the surrounding hills, forming fjords and swamps of noxious, corrosive water. Dark bays shrouded in deceitful mists give way to low, sharp, rocky outcrops. This maze of sailing canals and treacherous hidden sandbanks conceals a rocky path, just below the water, which only the Corrupted know. In order to receive the Mark of the Beast, aspirants must prove their loyalty by facing several challenges, capable of torturing both body and soul. One of the said challenges is the Secret Way that leads from the shore to the outskirts of the Abyss: a rocky formation that rises only briefly, and has become a hunting ground for monstrous beings and demonic creatures.

THE ABYSSAL CITY

The paradoxical architecture of the Abyssal City does not seem to yield to the acid currents that swirl around it, akin to walls or the new empty ledge of Hell. Its buildings rest upon a spiral rocky formation, which descends and grows narrower with each turn. Every ledge of this accursed metropolis grows wider or narrower, allowing for areas not dissimilar to squares and neighborhoods to be born, which its inhabitants call “meanders”. The frames connecting each meander sometimes are so narrow that even a single person can barely make it across. These slim and twisting licks of rock are known as “spires”. The Abyssal City counts at least three hundred meanders, connected by five hundred spires. Buildings, barracks, and prisons are usually low rises, though they exist beside tall aristocratic palaces, complete with jutting towers, dark beacons, and rising pinnacles.

Most buildings are imposing and decadent, though all appear abandoned and worse for wear. The stone is blackened by mold and algae, and all wood – sourced from shipwrecks – is rotten and about to break. Nonetheless, the City is home to many a creature: the ranks of the Adversary's Horde and their Monarchs.

SHIP GRAVEYARD

No one lives at the nadir of the pit. The lower one travels, the less breathable the air of the Abyss becomes: marine acids, gangrene, mold, and stagnant blood permeate the area. The maelstrom's vortex seems to slow down here, as if thicker and heavier in nature. Tales tell of remnants of ships from all ages found down here, which are the source of building materials and furniture. No sane soul would ever push this far, despite the many tales of incredible treasures carried by the currents that opened the Pit of the Abyss.

THE DARK ONE'S TEMPLE

At the center of the City is a temple built entirely out of blackened, corrupted mother of pearl. Its structure blends pyramidal shapes, gothic arches and belltowers, and classical pillars. The entrance is preceded by two rows of columns sporting serpent scale motifs, leading to a large central atrium. The interior features a domed vault with a twisted mockery of the night sky. Its halls see only the Priests of the Dark One and Idols of the Beast, guardians of the temple and conferrers of the Mark on behalf of the Prophet.





ABYSS

LEGEND

- 1 EREBOS
THE ABYSSAL CITY
- 2 MEANDERS
- 3 SPIRES
- 4 DICTATOR'S PALACE
- 5 SHIP GRAVEYARD
- 6 TEMPLE
OF THE DARK PROPHET



4

3

5

6

4/23

APOCALYPTIC COASTS AND SEAS

The entire area of the north-western coasts of the world is considered difficult terrain, because of their steep, crumbling, and jagged shores, beaches drenched in caustic waters, and the marshy and noxious coastal lagoons, which hinder all movements.

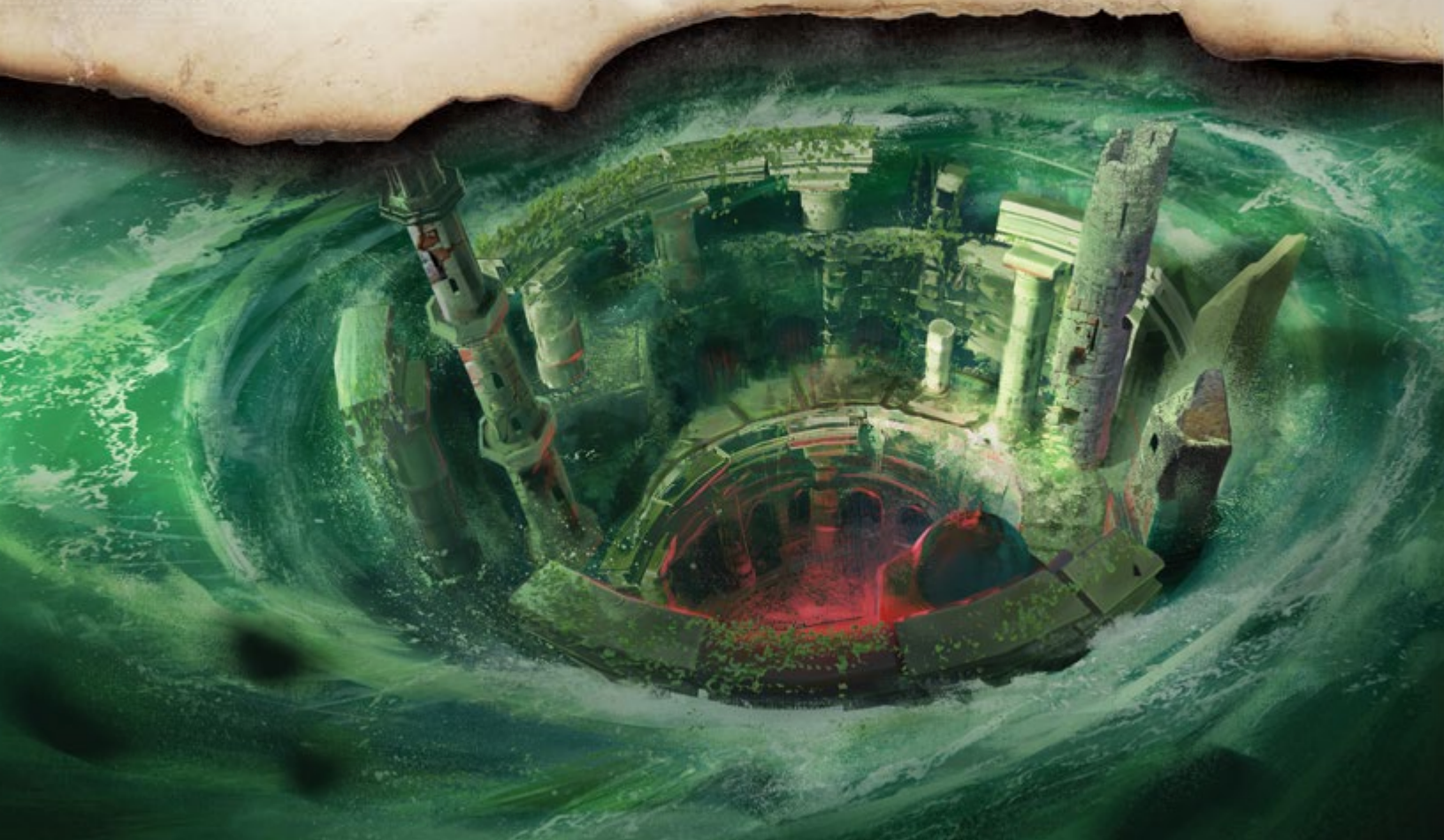
Swimming in the open sea is even more dangerous, because of the tainted water itself, the constant storms of acid rain, and the monstrous predators lurking among the waves and in the depths. No ordinary boat has dared to leave the shores from quite some time. Only in a very rare or desperate need, do some travelers decide to salvage a grounded boat and put it back into the sea, exposing its hull to erosion and disintegration.

These seas, the adjacent coasts, and other similar regions in Armageddon are considered Apocalyptic coasts and seas, plagued by unnatural effects and calamities.

In these lands:

- ✦ Wisdom (Survival) checks to find food and water have a DC of 18.
- ✦ To travel in their intended direction without getting lost, characters must succeed on a DC 17 Wisdom (Survival) group check.
- ✦ Because of the continuous adversities plaguing this area, such as tidal waves, storms, coastal landslides, tides and floods, unless you find a suitable shelter, you don't gain any benefit from a long rest. You can still finish one or more short rests.
- ✦ Any creature traveling through this terrain must make a DC 15 Constitution saving throw at the end of every day of travel or navigation. On a failed save, it takes one level of exhaustion. A creature with immunity to acid damage automatically succeeds on its saving throw.

When the party is lost or when the Guide wants to include an environmental danger, roll 1d12 on the "Apocalyptic Coasts and Seas Calamities" table to determine what happens.



APOCALYPTIC COASTS AND SEAS CALAMITIES

d12	Calamity
1	Acid Gale. An acid storm rising from the Abyss scours the party. Every creature must make a DC 15 Constitution saving throw. On a failed save, it takes 9 (2d8) acid damage plus 9 (2d8) necrotic damage. On a successful save, it takes half such damage. The acid rain also deals damage to the items worn or carried by the party.
2	Abyssal Tides. An endless series of stronger and stronger waves lashes out in the area in which the party is traveling, either along the coast or on the open sea. For 2d4 rounds, every creature must make a DC 12 Strength saving throw at the start of each of its turns. On a failed save, it takes 3 (1d6) bludgeoning damage plus 3 (1d6) acid damage and is knocked prone, either on the ground or on the bottom of the vessel it is using. On a successful save, it takes half such damage and is not knocked prone.
3	Tidal Wave. The endless ebb and flow of acid tides has eroded the coast where the party is traveling or the side of an island along its course. Finally, the corrosion produces a huge landslide: a rain of rocks falls into the sea and unleashes a huge acid wave that strikes the entire area. Every creature must make a DC 17 Strength saving throw. On a failed save, it takes 14 (4d6) bludgeoning damage plus 14 (4d6) acid damage and is pulled 60 feet into the water, in the wave's direction. In addition, any Huge or smaller boat hit by the wave takes 28 (8d6) bludgeoning damage plus 28 (8d6) acid damage and has a 50 percent chance of capsizing.
4	Fury of the Leviathan. One of the leviathans rises from the water and attacks the party for a round, then it disappears back into the depths.
5	Hideous Swarm. A school of carnivorous, corrupted flying fish rises from the waves and swarms over the party, soaring into the air. Every creature must make a DC 15 Dexterity saving throw to avoid this swarm of abominations rising from the depths. On a failed save, a creature takes 9 (2d8) piercing damage plus 9 (2d8) poison damage and is poisoned for 1 hour. On a successful save, it takes half such damage and is not poisoned.
6	Deadly Trade Winds. An ominous wind blowing from the Abyss sweeps over the sea, spreading a breath of death and corruption. Every creature must make a DC 14 Constitution saving throw. On a failed save, a creature spends its action coughing and puking in pain, takes 13 (2d12) necrotic damage, and is poisoned for 24 hours. A creature that does not breathe or is immune to necrotic damage automatically succeeds on this saving throw.
7	Dark Shoals. Whether the party is coming from the land or the sea, this area of shoals, sandy straits, and protruding rocks stands in its way: Crossing it will be difficult and dangerous, and there is a chance that a hideous monster may rise from the depths. Any Large or smaller boat that tries to cross the area will run aground, unless the navigator succeeds on a DC 20 Wisdom (Perception) check to spot the shoals and change course. A creature must spend 1 minute to set free a run aground boat. During this time, that creature takes 3 (1d6) acid damage, and one or more monsters may rise from the water to attack the party.
8	Rocky Outcroppings. Whether the party is coming from the land or the sea, this area of rocks, spikes, and black islets, devastated and eroded by the waves, stands in its way: boats risk breaking apart, and the ebb and flow of the waves can push the travelers against the rocks. If the party is on a boat, the boat takes 1d4 + 2 turns to leave the area with the sharp rocks. Every turn it remains in the area, it takes 21 (6d6) bludgeoning damage because of the waves that push it against the rocks. If the party is traveling along a coast on foot, every creature must make a DC 13 Dexterity saving throw to avoid being pushed against the rocks by the waves, taking 10 (3d6) bludgeoning damage.
9	Drowned Crew. A horde of rotten and emaciated corpses emerges from the waves and rushes toward the party, shambling toward them on the shore or climbing aboard from the side of the boat. If the party is on a boat, every creature must make a DC 13 Dexterity saving throw. On a failed save, a creature falls into the water. If the party is not on a boat, it is dragged into a vortex. Every creature that starts its turn in the area of the whirlpool must make a DC 14 Strength (Athletics) check to climb back onto the boat or swim away. On a failed save, a creature takes 3 (1d6) piercing damage plus 3 (1d6) acid damage and is still stuck in the whirlpool.
10	Unearthly Calm. The air is stale and still, and deadly fumes linger over the entire area. If the party does not leave quickly, either on foot or rowing, the calm may corrupt every creature remaining in the area. If the party is on a boat, the boat stops due to the lack of wind for 1d6 + 1 days and cannot move, unless by oars, or other mundane or magical methods. Every time a creature finishes a long rest in this area, the curse of the deadly fumes lingering in the air forces it to make a DC 17 Constitution saving throw. On a failed save, the creature takes one level of exhaustion, 9 (2d8) necrotic damage, and does not gain the normal benefits of a long rest.
11	Unnatural Vortex. Whether the party is coming from the land or the sea, this area of shallow and venomous waters suddenly reveals a watery gurgling chasm thick with fangs, vaguely recalling the gargantuan vortex of the Abyss itself: any boat and even those who travel along the shore risk being dragged into this huge vortex, which lasts 1 minute. Every boat is caught and destroyed by the vortex, while every creature, either on a boat or traveling along the shore, must make a DC 15 Strength saving throw to avoid being caught in the vortex. On a failed save, a creature is caught in the vortex, and at the start of each of its turns in which it is still caught, it takes 3 (1d6) bludgeoning damage plus 3 (1d6) necrotic damage plus 3 (1d6) acid damage. To get free and get out of the vortex, a caught creature must succeed on a DC 15 Strength check.
12	Deadly Tentacles. A mass of black and suppurating tendrils suddenly emerges from the water and tries to grab them, whether they are on a boat or traveling along the shore. Every creature must make a DC 14 Dexterity saving throw. On a failed save, it takes 7 (2d6) necrotic damage plus 7 (2d6) acid damage and is restrained by the tentacles for 1 minute. A creature that starts its turn restrained by the tentacles takes 7 (2d6) necrotic damage plus 7 (2d6) acid damage. A restrained creature can use its action to make a DC 14 Strength or Dexterity check (its choice). On a successful check, it is free.

THE ADVERSARY

In Holy Scripture, the Lord's Adversary is described as pure evil, the absolute enemy, the antithesis of the Almighty – the utmost blasphemy – a deceiver trying to lead humanity along the path of temptation and sin, just as he did with Lucifer and his followers at the beginning of time. There are no physical descriptions, though there are multiple references alluding to a demonic, serpentine, dark form.

There has been no revelation about his nature or goals, even in the End Times. All the information that exists about him comes from the Throne and its followers and their perspective.

The only certain thing about him is, much like the Lord, the Adversary intervenes upon Creation through his emissaries.

His main goal appears to be casting doubt upon the Lord's authority and drawing humanity away from His truth. The Adversary is a celebration of conflict, of survival by all means, of twistedness and dissolution. He is the destroyer of morality, devourer of dogmas, and corrupter of absolute truths. The struggle between light and dark within religion and spirituality only exists because of him – and it has now spilled over onto the Plain of Armageddon.

SATANAS, THE GREAT RED DRAGON

As Metatron is the face and Voice of the Lord, so is the Great Red Dragon the earthly manifestation of the otherworldly entity known as the Adversary, incarnated into a single, titanic creature. A being so vast as to have made the entire Abyssal City into its watery lair.

It has seven heads, each belonging to a different creature, and it has the power to defeat an entire armada.

No one seems capable of stopping it, except the one who is fated to do so: Taxiarch Mikhael.

Satanas has very rarely acted directly. It speaks in a language only available to it, but understandable by all. All blasphemous names, all reverse liturgies, all upended vestments belong to it.

Since the End Times, Satan has overseen the Abyssal forces through its Dark Prophet. No one else can ask it questions or even ask for an audience – except perhaps Abaddon, the Destroyer angel, who opened the pit of the abyss for Satan.

THE DARK PROPHET

The Dark Prophet is the sinister pontifex of the Abyssal City. An inhuman necromancer, with floating, unsettled robes, almost entirely one with the darkness beneath his hood. His delicate gait does not seem to touch the ground, as he is escorted by his priests toward the pulpits from which he offers his sermons. The Dark Prophet waits for visions from the Great Red Dragon, and zealously passes on his gospel. Rumors claim that he was once a human man, the opposite to the Messiah, a prophet soiled by the blessing of evil, transfigured by the perverse knowledge received after sealing a deal with the Great Dragon.

He is also known as the Minister Creator, as he designs and builds the Idols of the Beast: magical constructs in possession of some of his arcane abilities – such as conferring the Mark to those who pass the Adversary's trials, making them into Corrupted in service to the Abyss.

THE BEAST FROM THE SEA

The Book of Revelation had foreseen its arrival, and so it has been. The Beast from the Sea is an enormous and fearsome chimera of both land and sea creatures. Its creation is relatively recent, such that there is no memory of it in Hell or prior to the End Times. It possesses an unstoppable urge to destroy, and it impatiently gathers around it demons and monsters. It does not wish to take part in the Last Battle, and neither do its followers, and its rage is barely contained. Rumors have it that some of its champions in the Abyssal City are organizing secret missions and expeditions to force the hand of the Throne. This would mean that the Beast from the Sea is quietly in conflict with the Dark Prophet, whose actions are zealously loyal to the Great Red Dragon.

THE ADVERSARY'S HORDE

The Abyssal horde is a chaotic ensemble of beings of all appearances and natures. A turbulent group of blood-thirsty cohorts, often fighting with each other. The Dark Prophet spends much of his time trying to motivate them with common goals. And yet, the more the ranks grow, the less they become balanced. Insurrections, betrayals, and sudden duels are, nonetheless, swiftly and ruthlessly punished.

Living in these lands or in their proximity, even as a Corrupted, means having folly and terror as bedfellows, weapons always at the ready. The high-ranking generals of the Abyss try very hard to maintain the cohesion of the Horde, but no one truly knows how much longer the truce can last.



DISCOVERIES AND ENCOUNTERS

For those foolish beings who attempt to venture into the Abyssal City, unexpected events can happen at any time. When the group wanders through the spires of the Pit of the Abyss or when the Guide wants to set up an encounter, they can roll 1d12 and consult the “Encounters in the Abyssal City” table to determine what the characters come across, or use them as prompts to develop others.



ENCOUNTERS IN THE ABYSSAL CITY

d12	Encounter
1	Five priests of the Dark Prophet approach the group. The characters must follow them to answer a few questions. “This will not take long,” they all hear in their minds, despite no one speaking the words.
2	There is screaming coming from the ruins of an abandoned building. The harsher voice implores his brother not to kill him. Peeking into the building reveals a young man striking another on the temple – only for the spirits to immediately vanish.
3	A young woman is crossing a dangerously narrow bridge connecting two islands a few spires up. She suddenly breaks into manic laughter and throws herself over.
4	Three abyssal mastiffs trample over two passers-by as they run across a square. They are wearing heavy iron collars and dragging partially broken chains behind them. Someone, in the distance, appears to be chasing them.
5	There is a field on a remote island, far from the surface, covered in scarlet anemones, almost entirely withered. At the center is a pool of dark blood, as if there were a spring beneath it. There is someone on the shore.
6	A fully armored fighter appears surrounded by a parade of shades. She carries a banner and her eyes are veiled – a Corrupted Saint who returned from Hell.
7	A character suddenly falls ill, and collapses due to the cramps and pain. As they convulse, they live through a memory that is not their own: Lucifero’s Rebellion, as he is being speared by an angel of the Lord.
8	At the center of a square, around a low pyre, someone is celebrating a sacred union. More or less human shapes twisting and writhing around each other in pleasure. One of the creatures invites the characters to join them.
9	A tainted spirit in the form of an anthropomorphic frog is swiftly exiting the scene, as a body is left face down in a fountain. The spirit is in a rush and drops a piece of paper on their way.
10	A screaming mob is gathering, as an attack on the shores bordering the Throne’s Domain has been successful, but reinforcements are on the way. An archdemon emerges from the bottom of the Pit, ready to lead the charge.
11	An attractive noblewoman in silk clothing, velvet, and jewels smiles at one of the characters from the top of a small white stone tower. The door at the base of the tower swings open.
12	At the center of a dome-less temple is a dark well covered in algae, emitting radiant gold light. Two demons fly in, and cast into the well a number of items and pieces of equipment retrieved after a battle. The sound they make as they hit the bottom reveals a large trove of armor and weapons that used to belong to the Lord’s Hosts.

HELL

Hell is a terrifying and horrific pit that reaches to the center of the Earth. A dark void that annihilates everything and in which nothing can be born. It was created when Lucifero was cast out in punishment, and his fall formed the chasm described by renowned poet Dante Alighieri in his *Divina Commedia* – a long-form guide to navigating the Inferno.

THE BEGINNING OF TIME

The war, after the Morningstar was cast out, ended with the defeat of those who rebelled. The infernal abyss was sealed forevermore behind the Eternal Gate, and surrounded by a Dark Forest – a threshold between worlds, in which dark and thorny vegetation acted as home to terrifying beasts. One step through the Gate, and you would find yourselves in the Antinferno, the Blind World's vestibule, a twilight dimension inhabited by indifferent spirits and angels who had never chosen a side in the war between Lucifero and the Taxiarch. Another border awaited in the Antinferno: the dark waters of the Acheron, first of the infernal rivers, which separated Antinferno from Limbo – the widest circle of the Dolorous Kingdom. The abyssal chasm expanded from Limbo down to the high walls of Dite and beyond, through rounds and bolge, moving farther and farther still from the light of the Lord, the Nine Celestial Spheres, and the Empyrean.

At the nadir of the world, in the Ninth Circle, Lucifero gnawed upon traitors forever, furiously pondering and smoldering in pride, waiting...

HELL AS THE UNDERDARK

The presence of Dante's Inferno in this setting allows a unique opportunity to exit the Plain of Armageddon and face very different threats. Much like the Underdark, Hell is a stratified and mostly unexplored kingdom, in which all slumbering horrors can rouse at any moment. Its specific topography provides an evocative journey to the center of the Earth, the place where Lucifero abandoned after his resurrection.

What revelations, artifacts, and characters will players encounter along the way?

Hell is considered equivalent to Apocalyptic Terrain – Underdark in terms of features for ranger and druid classes.

THE END TIMES

Millennia later, the unthinkable has happened: the Apocalypse. Some claim it was due to living humans making it out of Hell, subverting the Lord's laws and defeating or avoiding Inferno's Keepers relatively unharmed. Others claim that Lucifero was just one of the ancient and powerful archangels, equal to the Taxiarch, but that Powers more vast and darker still existed, and they were the ones to bring about the End of the World. Others still claim that nothing happens in creation beyond the Almighty's will, and so Armageddon is entirely part of the divine Plan.

Whatever the case may be, the opening of the Fourth Seal brought with it the Horseman of Death, who stepped onto the Plain of Armageddon. In tow, he brought all who had been relegated to Hell, who were atoning in Purga-

tory, who enjoyed the blessed divine light in Heaven. The Eternal Gates were pried open and cracked forever. The plant life of the Dark Forest bowed its head to Death and his parade. Nothing would be the same any longer.

The single remnant of those events is an opening to the northeast of the Plain, a pit of smoking darkness, infested with gadflies and poisonous miasmas. This is all that is left of the entrance after Death's arrival, and leads to an imposing buried cave beneath the mountains. Inside it is what is left of the Dark Forest: an underground thicket, where trees crawl like obsequious subjects – somewhere, in this twisted forest, is what is left of the Eternal Gate.

The sand deserts are not the sole way, however, of reaching the Gate which can never be closed. All across the Plain of Armageddon, or rather, beneath it, is a complex of caves and tunnels, cracks in the ground that opened during the immense cataclysms that shook the Earth: nooks and maze-like canyons, endless corridors and pits, leading to the nadir of the world, to what once used to be Hell.

THOSE-WHO-REMAINED

Hell and its Circles can still be explored. In fact, its lower regions are no longer even afflicted by the Darkness that once permeated the Blind World – most of that supernatural darkness has dissipated. Hell is exposed, and for the most part empty, no longer adhering to the rules that once dictated its behavior. This does not make it less lethal, at all. In fact, all the dangers of each Circle could still apply, or have become diametrically opposite to what they used to be. Some of its Keepers might still be haunting the area, too, uninterested in the events taking place on the surface. The higher-ranking entities may have ordered everyone to leave this place for the Abyss, but some have definitely defied those orders.

Among the Adversary's Horde, these traitors are known as "Those-Who-Remained", and some still maintain relations with them, usually for the retrieval of relics which might turn out useful during the Last Battle.



INFERNAL ARTIFACTS

The journey through the Nine Circles does not lead to earthly possessions or wealth. Hell is pure pain, torment, and annihilation of all hope. And yet, it has always contained extraordinary relics and vestiges of incredible power. These Infernal Artifacts can be taken and used by both otherworldly Powers and Last Ones alike, at least those foolish and daring enough to descend into Hell.

Each supernatural treasure used to be found in a specific circle, and had to be removed from its rightful owner. Everything has changed in the End Times: the emptying of Hell was sudden and chaotic, and some primordial entities took advantage of the situation to settle millennia-old scores. Many Infernal Artifacts have gone missing as a result, others are in the hands of different creatures, in some cases even more dangerous than their previous owners.

THE IRON CITY

After crossing the marshland and reaching the Fifth Circle, one reaches the river Styx. On the other side of the Profound Moats are the iron walls of Dite, the Dolorous City of the Sixth Circle, under the rule of Hecate, Queen of Everlasting Lamentation. Its walls separate High Hell from the horrific lower regions of the Blind World. A citadel, of sorts, fortified as the ones in the Old World could be. All the buildings within it, however, are made of a soiled, black metal, warm to the touch where it once was scalding. Flames still pour out of the sepulchers that dot the main roads, though no longer as high. Its alleys are quiet and maze-like, similar in form and shape to those of Babilonia.

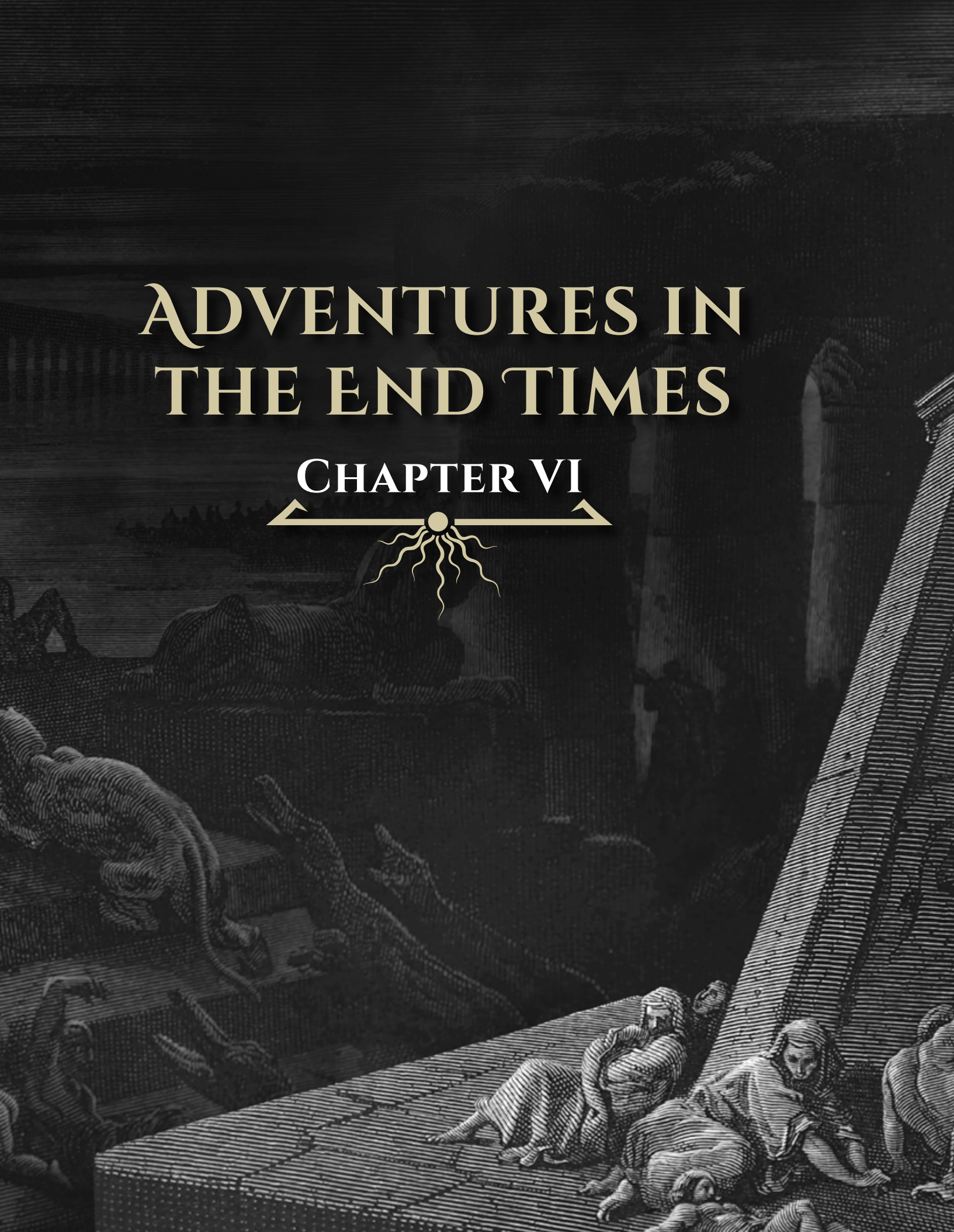
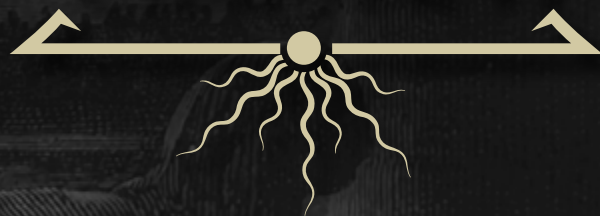
At the heart of the city is the Palace of Underground Fire, once Hecate's seat of power and home, along with her Furies and inner court. Now its halls are empty, though something still haunts them. Perhaps a painful memory of previous glory, perhaps an unbreakable court. Some even claim it is the Queen herself, uncaring toward the various factions fighting for Armageddon.





ADVENTURES IN THE END TIMES

CHAPTER VI



CAMPAIGNS IN ARMAGEDDON

There came a time for humanity, in the Old World, of inevitable and clamorous events. The Lord unleashed His Fury throughout Creation. It struck the evil and the corrupt, but with them were uncountable collateral victims. Thus came the time of the Apocalypse, the prelude to the Last Judgment. How do you build a campaign set in a world in ruins? What are the motivations behind characters starting an adventure?

This section contains suggestions for the Guide to set up a successful campaign, which fully reveals to the players the desperation and epic scale of the setting.

MISSIONS, MISSIONS, AND MORE MISSIONS

The best way to start is to use something like what is offered in the introductory adventure: a mission.

The characters start their adventure in a location controlled by one of the factions. This implies that all of them sympathize with said faction, or at least pretend to for their own reasons. Each faction employs the Last Ones it protects as pawns for use in the war, without ever reaching open conflict. This leads the characters to move from mission to mission with increasing awareness and knowledge of the entities threatening Creation. The easiest starting location is Babylonia, with its neutral and mysterious positioning, and its similarity to cities of the Old World. It is, however, easy enough to imagine characters starting in the Garden of Eden or the Edge of the Abyss, Lucifer's abode or Conquest's pavilions, a remote outpost, or even as they emerge from Hell.



COMPLETE THE MAP

Missions aid the group in noting down routes and borders of their own and other factions. They also bring the characters face to face with the horrors, injustices, and extreme conditions of the Apocalypse. As missions lead them closer and closer to the legendary entities of the Plain, the clearer it will become that there will be only one true loser in the Last Battle: humankind. The only hope is that the characters, with adequate preparation, several allies, and an exorbitant amount of magical and apocalyptic relics, will be able to change that fate.

THE GREATEST SHOW

Exploring the Plain of Armageddon is in itself an incredible experience. Each and every landscape is majestic and awe-inspiring. Ruins of the Old World can be found in all places, and underground passages can lead to a network of

caves and tunnels; these will be incredibly useful in case the characters choose to abandon their faction and start fighting for their own survival – or victory.

NOW OR NEVER

Beyond epic encounters and battles with immeasurable legendary creatures, each character will also have to face their own choices, origins, past, and sins. Choosing a faction or even a Mark – were those wise choices? Were they the right choice? NPCs and other PCs can show them a different path forward, and though there will be a price to pay for betraying the original faction, there is no better time than the End Times for one last swan song.



LEGENDARY ENTITIES

All the creatures and beings mentioned in this book, from Metatron to the Great Beast, can be encountered by the players. The right mission, after enough experience, can lead Lucifero, Abaddon, Enoch, Lilith, even the Dark Prophet or The Lamb and Lion to interact with the characters. These famous figures from Abrahamic mythology, religious texts, and history books can become powerful mentors, terrifying final bosses, or at least provide intriguing perspectives. This is the Apocalypse, after all.

THE LAST BATTLE

The final confrontation is not only the looming threat used to keep humanity afraid and under control. Despite the Thousand Year Reign potentially lasting, well, a thousand years, the truth is that two decades after the opening of the Seven Seals – the time that *Apocalisse* is set in – all plots, alliances, and dalliances are being defined, and the Last Battle is nigh.

All campaigns, ideally, are a race against time to gather as much power, as many relics, deals, and secrets as possible, before the all-out war, when all factions will converge on the center of the Plain of Armageddon. The characters must be led toward this event by intensifying the skirmishes they encounter as they complete missions and gain levels. Soon enough, the group will have to decide who to side with, and publicly do so, so that they may have a chance at influencing the fate of the known universe.

After all, that's what heroes are for.

RACE AGAINST TIME

The Last Battle is nigh.

At the start of the game, it may seem like Armageddon is a new state of being for the world, in which humanity, demons, and angels, are somehow drawing up a new kind of balance – this is very much not the case. Everything is precipitating toward the final confrontation. Finding uncontaminated food and water is getting harder, havens outside of Babylonia are being abandoned, decimated by cataclysms, massacres, or deprivation. The Horsemen of the Apocalypse expand their Domains day after day, and humanity pays the price, as angels and demons concern themselves with preparing for the Last Battle.

This is the best and last moment for each and every faction to gain advantage over the others. No one wants to expose themselves more than necessary, in order to avoid revealing military secrets and wasting forces. Nonetheless, some risks are inevitable at this stage of the war. All powerful roles, emissaries, messengers, and commanders of each faction will use the Last Ones in their ranks to complete espionage, recovery, and infiltration missions before open battle commences. Final deals are made, the last few relics gathered, and the last secondary threats eliminated.

For months now, the focus has shifted to the search for the Seven Seals. These incredibly powerful artifacts are what started the Apocalypse, and their power still influences the whole world. They are the final objective for all factions, each aiming to own as many as possible before the Last Battle begins; as such, all field agents are closing in on them. It is also, however, a desperate race against time: the Last Battle will end all missions.

MOVING PIECES ON THE CHESSBOARD OF THE APOCALYPSE

The factions each have their own approach to advancing their objectives.

The Throne acts cautiously, and will only enter the battlefield after careful consideration; when they do intervene, however, they do so swiftly and intentionally, leaving behind no prisoners, no witnesses, eradicating the Adversary's "evils" with divine fire. It usually sends the Penitents in advance to gather information, move in the shadows, observe, and complete minor missions, only to then send its otherworldly entities when it becomes inevitable.

The Abyss is more daring, and ready to risk more. It often sends expendable infernal creatures alongside the Corrupted. There is no reticence to act, to fail, to be discovered; they mystify and discredit the Throne and its followers, they plan ambushes and assassinations of sensitive targets. At the same time, they also avoid open conflict between the Horde and the Hosts, knowing full well that the current situation sees them at a disadvantage against the celestial forces.

Babilonia currently acts fairly conservatively. They very rarely attack an enemy force, while also being the faction that sends the most spies in search of strategic information, artifacts, and allies. Its strength, other than the fortifications and position of the Fallen City, lies in its magic oligarchy. The School of Solomon is constantly seeking out new sources of power to withstand the End Times; the secrets of Solomonic, kabbalistic, and Enochian wisdom are one of the possible needles on the scales of conflict.

Time has run out. Maybe we never had any. It took us so long to become accustomed to this new reality that abandoning it already feels impossible.

Things are not going well. Things are getting worse, actually. We, however, have changed. We know how to keep our fragility under control, we have learned how to hide it.

All we need are dusty rags, an old brigandine, and a tattered cloak.

But knowing that the Last Battle is here? That's terrifying.

We will never be ready. Never enough.

The ground has already started shaking, the seas are twisting into unnatural tides, and the sky is filled with dark shapes. Winged monsters of the Abyss and the Throne alike, gathering for the Last Judgment.

HUNT FOR THE SEALS

The Seven Seals are the manifestation of the inevitable authority of the Lord and the actuation of His Plan for the fate of the world. Even in their state as otherworldly lyrics, impossible to comprehend, they have a precise and tangible physical manifestation. These clots of divine power appear as spherical, metallic artifacts, large in size, made of an unknown material and covered in mysterious symbols pulsating with magical energy. They fell onto the Plain of Armageddon after they were “opened”, marring it with their influence. All factions are after them, in order to use them to their advantage. The opening of the Seals, it turns out, was only partial.

The Throne aims to complete the opening of each Seal, to unleash the remaining power and alter even more decisively divine laws. This would bring the Last Judgment closer and would modify the entire planet to their advantage.

The Abyss aims to corrupt the Seven Seals, twisting to its advantage the divine power within them and to make up for the disadvantage they find themselves against the Hosts. They would impose upon Creation new rules, which would favor them in the times before and during the Last Battle itself.

Babilonia wants to damage or even destroy, where possible, the Seven Seals. They are following the teachings of Solomon, which claim that the divine laws can be reverted to before the Apocalypse.

The missions involving the Seven Seals are the most crucial, contended, and delicate. Factions will sacrifice a vast amount of resources on them and deploy their most capable warriors.



THE SEALS' INFLUENCE

These enormous End Times relics are the material executioners of divine judgment. Each Seal, once opened, unleashed a series of catastrophic events that led to a period of suffering – and, in the eyes of the Throne, purification. Each

Seal is charged with primal energies, pulsating destructive forces, and they each power a divine domain with their presence. Manipulating a Seal means influencing the associated aspect of reality.

First Seal	Seal of Conquest	Lightning	Tempest Domain
Second Seal	Seal of War	Fire	War Domain
Third Seal	Seal of Famine	Poison	Trickery Domain
Fourth Seal	Seal of Death	Cold	Death Domain
Fifth Seal	Seal of Resurrection	Radiant	Life Domain
Sixth Seal	Seal of the Perennial Eclipse	Necrotic	Twilight Domain
Seventh Seal	Seal of Silence	Psychic	Order Domain

MILESTONE ADVANCEMENT

We recommend that the Guide confer experience points through milestones, or even remove experience points entirely, using instead milestones based upon the progress and events that the characters take part in.

This more narrative progression is crucial to underscore the more important moments in the story and allows players to get involved directly in key events of the Apocalypse. It also provides the Guide with a tool to set the pacing of the campaign. The End Times reward those who dare, as only the daring can aspire to a glorious fate.

Below are some possible milestone events:

- ✦ Completing a mission or quest on behalf of a faction.
- ✦ Taking part or bearing witness to a key event, likely to change the outcome of the Last Battle.
- ✦ Discovering a location, a piece of information, or item that will change the course of the adventure or campaign.
- ✦ Defeating a key figure of the otherworldly conflict, or consolidating an alliance with the same.
- ✦ Thoroughly exploring an unknown location or location considered impossible to navigate.
- ✦ Revealing a key plot or secret pertaining to the otherworldly conflict.

REINFORCING THE CAMPAIGN THEMES

Characters in *Apocalisse* may initially feel insignificant before the vast, overwhelming events taking place on the Plain and the entities fighting for the opposing factions. The Guide should ensure that the players know they have a role in the conflict.

Perhaps there is a prophecy about them facing off against seemingly impossible threats. Maybe there are apocryphal texts or lost pages from the *Book of Revelation* that contain a reference to one of their deeds. Or perhaps, more simply, one of the factions was just waiting for someone like them to use as pawns in their strategy for Armageddon. The feeling of powerlessness, once they reach second or third tier, should be replaced by a yearning for revenge and morbid curiosity about their own fate.

QUESTS IN THE LAND OF THE PERENNIAL ECLIPSE

The Plain of Armageddon is a land which can only be explored and inhabited by extraordinary people. Not all missions, however, are great deeds conferred by legendary members of a faction. Heroes, travelers, and saviors are also tasked with minor requests, seemingly less risky. There is usually very little reward once completed, maybe some food, a few comforts, or specific items.

Below is a list of possible quests, which the Guide can choose from or determine randomly by rolling 1d20.



QUESTS IN THE LAND OF THE PERENNIAL ECLIPSE

d20	Quest
1	Lost Delivery: The characters are hired to retrieve a valuable packet lost during an ambush by nomadic raiders. They must track the latter and recover the item, bringing it back to its owner: a powerful lady of Upper Babilonia.
2	Village Safety: A village on the border with Conquest's Domain is threatened by raiders. The characters must organize a fake defensive strategy, while the villagers are evacuated and secretly escorted to the south.
3	Old World Mystery: The characters find out about a collection of tomes and notebooks that survived the Day of the Cataclysm. They probably contain incredibly important information. Researching these items will lead to uncovering their author's identity: a famous Renaissance scientist, inventor, and artist from Italy.
4	Lost Loved One: A family member or friend of the characters has suddenly disappeared, but no one in their faction is willing to start an investigation. The group is convinced to start gathering clues and following tracks to find them, coming under attack from a secret cult along the way.
5	Miracles of the Orphan: The characters are tasked with looking after a young orphan, who has become the target of persecution. The boy is of otherworldly heritage and can perform small miracles. The characters must find a safe haven for the boy, and defend him against the more violent harassers.
6	Hunting the Hunter: A dangerous bounty hunter is gaining fame for their particularly cruel violence. The characters are tasked with finding, stopping, and handing them to the authorities. No one knows who the Hunter is siding with, or what their long-term plans might be.
7	Impossible Heist: Hard to find goods have gone missing from a location that is supposedly impossible to access. The characters must investigate the theft, find the people behind it, and how they did it. Magic was probably used.
8	Volcano Rescue: A group of Bastions have gone missing during a mission in War's Domain. The characters must follow their tracks through the high impossible weather and terrain conditions, in order to find them and bring them back to safety.
9	The Old Castle: Rumors of mythical creatures and specters abound about the ruins of an old abandoned castle. The Last Humans that have attempted to occupy it have met a swift end. The characters must explore the castle, uncover its secrets, and the truth hiding behind the supernatural events.
10	Call of the Sea: A ship thought lost for decades has reappeared off the coast. As absurd as it may sound, there might be survivors. The characters must organize a rescue mission through the dangers of the apocalyptic seas, alongside a group of ruthless Corrupted. The expedition will lead to an island whose existence was unknown to all.
11	Well of Souls: The characters are sent to investigate a water well, which has been poisoned by wormwood. They must investigate the cause of the corruption, but in doing so, must navigate underground tunnels filled with abominations.
12	Cursed Sacrifice: A mysterious cult is kidnapping children from shelters and outposts across the Plain. No one knows which faction they report to, but there are rumors of them serving a hag that used to haunt Hell. The characters must find her secret den without being noticed. More experienced heroes than them will take care of the rescue mission.
13	The Wild Hunt: A fierce and blood-thirsty creature is terrorizing those who live far from Babilonia's protection, slaughtering their herds and cattle without feeding off them. The characters must track down the beast and eliminate it, saving the lives of the nomadic shepherds who rely on their animals.
14	The Last Seed: Agriculture is high impossible on the Plain of Armageddon. The characters are tasked with finding a precious, rare seed that only grows in the lands around the Throne. It could be the last hope for new crops and curbing hunger for the entire community.
15	The Fallen Tower: An ancient and mysterious tower has emerged from the Black Sands Desert, unleashing dark creatures upon anyone who approaches. The creatures seem to be ancient evils, almost at the end of their tether, but desert travelers are nonetheless no match for them. The characters must explore the ruins of the tower, destroy the creatures, and find anything of value still in the building.
16	Shadow Reaper: A wizard formerly belonging to the School of Solomon is stealing people's shadows, collecting them as arcane components. It seems he is going to attempt a dangerous ritual against the Abyss. The characters must find him and stop him before he can complete the spell.
17	Messengers from the Mausoleum: A small group of undead creatures has been spotted to the west. They do not seem threatening, and one of them appears sentient. The characters must intercept and find out their true intentions.
18	Garden of Illusions: An enigmatic enchanted garden has appeared in the middle of the mountain range to the north of Babilonia, promising joy and luxury – but those who journey to it have never returned, falling prey to the garden's dark secret. The characters must investigate the true nature of the location.
19	The Den: A group of ruthless raiders has taken over an ancient shrine, obtaining a twisted form of blasphemous divine powers. The characters must infiltrate the shrine's catacombs to locate the source of this power.
20	Last Hope: A community of survivors has found safety in an underground fortress, which collapsed under the surface during the Cataclysm. A Relic of the Lord is providing them protection from the goat demons. The Abyss, however, is interested in their outpost – and the characters must break the siege and aid the fortress' rulers.

FACTIONS

The Apocalypse came when the Lord ordered the start of the Last Judgment. The earthly creation was prepared for the end in His ineffable design. Ever since the opening of the First Seal, however, there have been those opposed to the divine work. With time, the Lord's plans caused a deep rift between those who were not overwhelmed by destruction, hunger, and pain.



Three factions emerged, each with their own motivation and plans regarding the End Times: the Throne, the Abyss, and Babilonia.

These opposing forces have never openly fought each other in the field, preferring a more cautious and secretive warfare. Their objective is to gain an advantage, fill out their ranks, and damage the others before the prophesied Last Battle. The settling of scores which will determine who is deserving of a say in the fate of the world.

THE THRONE

Behold, there was a throne set in heaven, and one sitting on the throne that looked like a jasper stone and a sardius. There was a rainbow around the throne, like an emerald to look at. Around the throne were twenty-four thrones. On the thrones were twenty-four elders sitting, dressed in white garments, with crowns of gold on their heads.

The Throne is the Lord's faction. Those who belong to it can experience life with light, warmth, and abundance of food and water on the holy mountain of the same name.

The leader of the Throne is Metatron, the angel who received from the Lord Himself the power to rule on His behalf. He is the Voice of God. His right hand is Taxiarch Mikhael, archangel of the Seraphim. This faction is predominantly comprised of the angels and the Penitent, the Last Humans who accepted the Mark of the Lord to join the fight in the name of the light and all which is sublime.

The aim of the Throne is to support the End Times, seeing the Divine Plan to its conclusion.

THE ABYSS

The fifth angel sounded, and I saw a star from the sky which had fallen to the earth. The key to the pit of the abyss was given to him. He opened the pit of the abyss, and smoke went up out of the pit, like the smoke from a burning furnace.

The Abyss is the Adversary's faction. He is the sole mysterious entity who can stand against the Lord. The Abyss is his kingdom upon Earth, and it is both the name of the physical location and of his armies. A city rises upon the dark northern shores, akin to an inverted cone at the center of an eternal whirlpool.

The ruler of the city is Satan, The Beast, a titanic seven-headed dragon who speaks to its followers via the mouth of a Dark Prophet. This faction is mostly comprised of the demonic legions and the Corrupted, the Last Humans who accepted the Mark of the Beast to serve the Adversary.

The aim of the Abyss is to prevent the Lord's Plan and take control of whatever survives the Last Battle.

BABILONIA

*'Woe, woe, the great city,
Babylon, the strong city!
For your judgment has come in one hour.'*

Babylonia is the faction that has gathered in the Fallen City. The free Last Humans have taken over the ruins of a city formed after the geological disasters of the Sixth Seal. They repopulated its narrow streets, tended to the gardens, and reinforced spires and bridges. They were able to make its fusion of architectural styles into an armed fortress.



Babylonia rises to the sky as a blasphemous and regal tower, a challenge to both the Lord's Fury and the brutality of the Adversary. Many of the people who inhabit it only wish to survive as long as possible within the protection of its walls. And yet, the faction that uses it as base is the one that actively opposes the otherworldly entities: mad idealists, heroic revolutionaries, and mercenaries who resist the very idea of the Apocalypse.

ECLIPSE OF LIGHT AND SHADOWS

Tn a world devastated by the Apocalypse, in which angelic and demonic forces clash in their never-ending conflict, the concepts of “good” and “evil” retain very little meaning. The war raging around everything makes it hard to assign any moral standing to the factions involved. Otherworldly entities, be they angelic or demonic, may have their own reasons and aims, but they are inscrutable to any who do not share their nature. Neither side has any claim on virtue or depravity, not exclusively.

Angels may be the incarnation of purity and justice, but they often reveal a darker side, fueled by desire to control and dogmatic directives. Demons, even in their representation of the darkness of corruption, can show openness of mind, reason and logic.

The factions are complex, neither a full monolith, both hiding secrets and yet unseen facets. In this fierce dance of conflicts and secret missions, many doubts, hues, and ambiguities can emerge, challenging the Last Ones’ convictions.

THE DARK SIDE OF THE THRONE

The society formed around the Throne is constantly under strict surveillance. Fearsome angelic shapes patrol the skies around the Holy Mount and the borders of the Plain. Chosen military units control with an iron fist all reclaimed lands and territories. The Throne’s vigilance is unstoppable, and does not admit justifications or exceptions. This leads to constant internal investigations, persecutions, sentences, and even capital punishment. Observance of the rules must be absolute, all infractions are zealously tracked down, which fuels an atmosphere of constant terror and

wary respect for authority. Fertile ground, idyllic landscapes, and over-abundance of resources hide a rigid system in which individual liberties are sacrificed upon the altar of discipline and loyalty to the Lord. Additionally, the entire faction has a single objective: the complete extinction of Creation according to the divine Plan. No one talks about it openly in front of Penitents and other mortals, but the truth is known to all. The world is coming to an end and billions of souls will be destroyed forever – such is the Lord’s will.

THE HIDDEN SIDE OF THE ABYSS

The society contained within the Abyss is crowded and varied, housing creatures of incredibly different backgrounds: humans, mortals, specters, shadows, monsters, Hell-spawn, demons from beyond the world, where they had been cast at the beginning of Time. These creatures have goals, shape, sentience, needs, and even values – though all differing, often conflicting openly against each other. Some feed on the weaker within their own faction, subjugating them, or fight with peers to obtain control of some kind. This precarious balance is held at bay by the common enemy: the Lord’s Host, and the threat of extinction looming over all of them. Still, infinite struggles for power and control bubble beneath the surface, alongside hunger, folly, and the chaos of the void. The Adversary and the Great Beast cannot be deposed, but that does not prevent the Horde’s infighting, especially between commanders and ranks of sly monsters conspiring for mutual ruin, barely kept together by lashings – both from their superiors and their common enemies. Similarly frayed is the relationship with the Last Humans and the Horsemen of the Apocalypse.

The Abyss knows it cannot win the Last Battle on its own, and requires powerful allies – especially the relatively neutral powers of the Four Horse-



men, Lucifero, Abaddon, the Mages of the School of Solomon, Lilith, and the rebellious angels. Even the Corrupted, and plain old humans. The Dark Prophet has sanctioned certain areas of the city as safe for mortals, especially those arriving in the great Abyssal City. Official and respectful ambassadorial missions are regularly sent to Babilonia, seeking the alliance of the Seven Sages for the war; similar missions are sent to Death, War, Famine, and Conquest.

This has generated a peculiar closeness between humans and otherworldly beings, unique in its form upon the Plain of Armageddon. There are even some Corrupted who can claim to be “friends” with demons who were responsible for centuries of torture in Hell.

INVERTED BABILONIA

Beneath the overpopulated streets of Babilonia lies a dark secret, one which many of its inhabitants ignore entirely. A mysterious figure pulls the strings of the politicking in the upper spheres of the city, and secretly controls the Seven Sages. The Queen of Babilonia is sometimes mentioned in songs and sonnets, at times as a real, actual woman, at others as a savior deity or an ancient witch. What, though, if she were to be connected to Hell and the Abyss? Is it possible that the safety and survival of Babilonia is part of the Adversary’s intricate plans, only to be revealed with the Last Battle? All of its citizens could be unwilling pawns in a powerful play against otherworldly entities. The Queen’s secret goals might have devastating consequences, only fully realized at the most crucial moment of the conflict. Very few ask these questions, and perhaps no one truly knows the answers.

THE STRAYED

The cult which has evolved around Enoch is shrouded in a thick web of secrets, faith, and twisted fanaticism. Its roots are twined with desperation and aspirations of survival in an apocalyptic world in which any spark of power appears as a beacon of hope. Within the cult itself are a number of sub-groups, some of which venerate their leader as an actual saint. These radical Strayed, all bearing the Mark of Enoch, have developed an obsessive worship of their spiritual leader, to the point of ruining their own mental and physical well-being. They are ready to undertake any action that might aid their leader, even if it involves enormous sacrifices and the loss of human lives, justifying them as necessary for the greater good. It is unclear how much of it is known to Enoch himself, who has never shown any bloodthirsty or violent dispositions – in fact, all of his appearances are of an enlightened wise man who preaches balance and harmony with nature.

THE HOSTS' RANKS

At the heart of this apocalyptic world is a vast oasis of light and hope, controlled by the Throne's faction and defended by celestial militias. These lands, inhabited by those who worship the Lord, stand as beacons of harmony and beauty amidst all the chaos and the desolation of the Plain.

Below is a list of some of the characters that inhabit these lands, where nature is lush and mixes with divine intervention, or those sent on missions across the world to enact the Lord's will.

LAST ONES

- I. **Wilhelm the Striking** – Child of the Old World, noble researcher of forbidden knowledge, ambitious and arrogant. After he left Babilonia, smuggling out a few powerful artifacts from the School of Solomon, he asked for a pardon from The Lamb and Lion – and obtained it. He is a scholar and a thaumaturge, knowledgeable in arcane arts and divine miracles, and he is currently trying to obtain the Mark of the Lord, which he believes will save him from the Last Judgment.
- II. **Cornelia** – Risen from Limbo, field medic, compassionate and determined in her duties, and also deeply devoted to the Lord. She is an expert in rare herbs and their uses, especially the ones that grow on the Holy Mount, which she uses to heal with the imposition of her hands. Cornelia is held in high esteem by the celestial forces. She rarely occupies a single location, moving wherever she is most needed. She refuses the Mark, believing it is not needed, and she has always refused it when offered.
- III. **Waldemar** – Child of the Apocalypse, young scion of a family of Templars of the Lord, possessing sinister divinatory powers.

This enigmatic young man speaks with the words of a wise man and knows both the Celestial and Abyssal languages. There are many tales of his deeds and those of his companions – though he is the sole survivor of his group. He has allegedly attempted multiple times to obtain the Mark, but has never successfully completed the trials and challenges.

PENITENT

- I. **One-Eyed Otto** – Child of the Old World, skilled demon hunter, brave and solitary. Despite a miraculous cure having been offered to him, One-Eyed has never allowed the scar that splits his face in half, and caused him to lose his left eye, to be healed – instead, he let part of the Mark cover it. He is a brusque Bastion with a good heart, ready to teach what he knows to those he deems worthy, such as building kabbalistic bullets that can take down any target.
- II. **Aurelius** – Risen from Heaven, captain of the Lord's land troops, loyal and disciplined. One of the few Penitents to have scaled the military ranks and be allowed into the war rooms with angelic entities. He is one of the heroes of the Throne that everyone talks about, and has even received angelic armor and weaponry.
- III. **Violante** – Risen from Hell, spy behind enemy lines, subtle and sly. After her resurrection, she obtained a pardon and the Mark of the Lord, and now serves the Lord with her skills, like a shadow between wormwood fumes. Rumors say that she can take on the features of anyone she wishes, and only takes care of crucial tasks and missions.

ADDITIONAL OTHERWORLDLY CREATURES

- I. Nemamiah** – Archangel, Guardian of Discernment. Severe, cold, and rational, he is often contacted by the Hosts to proffer sentences upon those to betray the Lord's law, though he only takes care of minor infractions and crimes. He has very little sympathy toward the Last Humans, and prefers spending his time alone.
- II. Ariel** – Archangel, Overseer of the Garden. Powerful, vigilant and insightful, she wanders the forests around the Holy Mount in complete harmony with its natural wonders, which she tends to with care. She is accompanied by beasts, friendly to all those who approach her. At times, she changes shape into one of them, making it hard to find her immediately; other times she wanders off, looking for Enoch and his disciples, whom she secretly admires.
- III. Gallistur** – Cherub, Guardian of Divine Secrets. Appears as an angel like any other, but conversations with him reveal a mysterious wisdom in his words. He often carries a large book that contains knowledge of magic, of True Names, and divine geometries. He is tasked with gathering, in minute detail, all magical knowledge, and is particularly keen to find out more about the School of Solomon.
- IV. Camiel** – Archangel, Guardian of Pure Love. So radiant that those who approach him often required a blindfold, he was forged in the light of the sun. He is the incarnation of love towards the Lord, a feeling capable of destroying those who are not pure enough to withstand it. Despite this, he is amicable and often acts as intermediary for Mikhael, his superior.

- V. Hesediel** – Archangel, Guardian of Mercy. Kind, patient, and prone to forgiveness, he seems to understand the plight of humanity. He has a good rapport with the Last Humans, and appears merciful toward those who "have yet to atone". Rumors tell that his loyalty toward Metatron is shaky, especially due to the Hosts' cruel raids – as such, he could be a useful ally for Babilonia.
- VI. Shamsiel** – Cherub, Watcher of Watchers. Almost human in appearance, stories claim that they are actually an ancient entity who lost their place beside Metatron due to events which took place at the Beginning of Time. They can see everything, no matter the distance, without being seen in return. Despite serving the Lord in this station, they wish to become a leader of the Hosts once more, and has an entire faction of angels ready to support them in the endeavor.



THE HORDE

Off the northeastern shores of the Plain of Armageddon, at the heart of an endless maelstrom, is Erebos, the majestic and cursed Abyssal City. This lost and evil place dives into the sea itself, between whirlpools of darkness and furious currents, and is the seat of power of the demonic horde who control the region and yearn to invade the world. Life inside is reserved for otherworldly creatures and the Corrupted – or rather, these are the only individuals who choose to live here. Below is a list of some of the characters that inhabit these regions, united beneath the banner of throbbing darkness, or those sent on missions across the world, scheming and plotting on behalf of the Adversary.

LAST ONES

- I. **Leonora of Algiers** – Child of the Old World. Leonora is a human, whose altered traits and enormous size betray her affiliation with the Horde. Her already powerful muscles are made even more intimidating by her armor, shaped like a black dragon. She leads the only ship which sails between the shore and Erebos, and patrols the rim of the Abyss: an iron-clad vessel. She has never desired nor obtained the Mark, as she values her freedom above all else.
- II. **Lady Isabella** – Child of the Apocalypse. Priestess of Oblivion, worshiper of the Great Beast, and claims to have been deconsecrated to its will – she has no need for the Mark, as it is inferior to her powers. She grants dark miracles and moments of ecstatic vision to those who join her in Dionysian celebrations. She is a concubine, as well as a spy and healer, and wishes to meet the Queen of Babilonia to understand who she might side with.

- III. **Nur ad-Din, the Transmuter** – Child of the Apocalypse. Druid of the Plague, skilled skinchanger and beast form user during battle. Powerful and cruel, he has honed his skills in eliminating all survivors from the last cities, his preferred targets. He does not wish for the Mark, as he claims it might interfere with his powers – while most Erebos dwellers claim, in fact, that it is because he awaits the last moment to turncoat. Corrupted travelers in the lazaretto of the Fallen City and Famine's Sepulcher possess cursed items that allow them to communicate with him, ensuring that his network of contacts is both feared and appreciated by his superiors.



CORRUPTED

- I. **Augustus the Black** – Risen from Limbo and Abyssal City Dictator. Ruthless governor who holds the highest position of civic power in Erebos (for a mortal, anyway). He is tasked with maintaining the truce between demonic and mortal entities within the city. Tales claim that he is the first to have received the Mark of the Beast. He trains new recruits with an iron fist and knows all the details of the City's defenses.
- II. **Lucius of Dite** – Risen from Hell. Strict, severe, and unstoppable Inquisitor, who blindly believes in the Dark Prophet and often acts on the latter's behalf. He often talks about his experience in the Iron City of Hell



in order to inspire fear or devotion in the Last Humans living in the Abyssal City.

- III. **Zorion** – Though they try passing as human, no one truly knows Zorion's real nature. No one knows what lies beneath the black leather that covers their entire body. They are, however, a skilled and feared assassin, deployed on important missions. Some believe them to be a wormwood demon capable of hiding their nature, or a mortal, born from the unspeakable union of humans and demons.

ADDITIONAL OTHERWORLDLY CREATURES

- I. **Helena the Tongueless** – Infernal witch, mute, mysterious and sly, who wanders through the dreams of the Corrupted, seeking out spies from the Throne or Babilonia. She is obsessed with secrets and some claim she can distill them directly from dreams through the use of potions. She is accompanied by a small demon who goes by the name of Caliban, who speaks for her.
- II. **Buer** – First Archiater of the Horde, uses his knowledge of nature and anatomy to manipulate illnesses, reabsorbing and collecting them inside his demonic body. This practice is incredibly painful for those who are "healed" but often the only option to remove the effects of apocalyptic ailments. Often referred to as "The Doctor", his appearance is

vaguely humanoid despite everyone knowing that his true form is that of a misshapen beast.

- III. **Lilithia** – Succubus of Temptation. Seductive and manipulative, uses her charms to corrupt the Last Ones she likes. She finds it incredibly difficult to not use her powers on any Corrupted she has to deal with. In the past, she has been called Atirat and Astoreth, but she chose her new name herself, to mock Lilith, whom she claims to be her mother.
- IV. **Phoenix** – Mysterious Infernal Spirit. Used to haunt the Bolgia of Thieves and oversaw their cycle of metamorphosis, death, and rebirth. Phoenix is a dark enchanter who manifests as a bird of trembling flames and scalding fumes, and speaks with the voice of a child. They are the patron of arcane and scientific secrets, and are often summoned to aid in solving enigmas and situations which require strategic, calculating thinking.
- V. **Ceto** – Admiral of the Horde. Commands the water demons and sea monsters under the Great Beast's power. Her aspect has always been that of an immensely large sea creature, but she has taken on a new, humanoid form – with a few amphibian features. She is the personification of the dangers of the sea, and oversees all related missions.
- VI. **Orobas** – Mid-Air Commander. Similar in aspect to an equine satyr, he commands the Abyss' locusts, ready to wreak chaos and destruction upon the world. He is a demon with enough experience to now aspire to ascension and become a Lord of the Abyss. He has not, however, reached his goal and is ready to take on any task if it means proving his worth.

BABILONIA'S MILITIA

Babilonia is a fortified city at the center of the Plain of Armageddon. It has been occupied by the majority of the surviving Last Humans, and is the headquarters of idealists, revolutionaries, and mercenaries opposed to the rule of otherworldly powers. It is the new homeland of those who refuse the seemingly inevitable fate of the world.

Below is a list of some of the characters that inhabit these areas of human resistance, or those sent on missions across the world to seek ultimate safety for the entirety of the Last Humans.

LAST ONES

- I. **Celestino** – Risen from Heaven. Archivist and scholar who abandoned his Penitent path, as well as his faith in the Lord, and was able to remove his Mark to become an important figure in the city. He maintains a small secret library that no one has been able to locate. He has an innate power to see through illusions and lies.
- II. **Isolde, Lady of the Tower** – Child of the Old World. Brave and daring woman, with mature and spartan tastes, and a background as a fighter. She has been a captain of Babilonia's Armed, and one of the Seven Sages, but has now retired to the Tower, and taken on the role of chamberlain. Rumors claim that she is still in possession of a large angelic sword which can summon divine flames, whose owner has not stopped searching for it.
- III. **Cedric the Technologist** – Risen from Limbo. Genius inventor and engineer, behind many of the weapons and contraptions in the Armory, where he spends most of his time. He's an eccentric, fascinated by the advanced technology of the Old World.

He is also famous for having married – via pagan ritual – Valerius the Great, one of the more famous wizards of the School of Solomon. Cedric owns a pistol, magically augmented by his husband, which shoots kabbalistic bullets infused with enormous power.

- IV. Rosalba Da Vinci** – Child of the Apocalypse. Young and secretive alchemist with a propensity for ceremonial magic. She has been approached several times by the School of Solomon, hoping to welcome her into their ranks. Rosalba, however, sees herself as a “free thinker” and an admirer of Lilith. She has power over fire and concocts prodigious potions. Her laboratory is within the Hanging Gardens.
- V. Leander the Young** – Child of the Apocalypse. Talented diplomat of the Inner Circle, known for his astute political strategies. He is a great orator and very skilled in spinning events to his advantage. He holds the post of intermediary with the Last Cities, and travels between them often, despite the dangers. Many consider him one of the most attractive men in Babilonia, and a probable candidate for a position as Sage.
- VI. Vittoria, Pearl of the Plain** – Risen from Hell. Extremely charming noblewoman, with exquisite taste, but a little too much ambition. She organizes regular galas and debauched parties in her family’s palace. Her ostentatious jewelry and dresses hide a cunning spy who collaborates with powerful minds in the city, and perhaps even Babilonia beneath.
- VII. Master Palladio** – Child of the Old World. Experienced architect who survived the Day of the Cataclysm, one of the Seven Sages, and representative of Babilonia’s Architects. His role now is to design, build, and maintain the city’s powerful defenses, along with

its sources of food and water. He is cunning and tireless, capable of many a creative solution for the safety of Babilonia.

STRAYED

- I. Lucretia** – Child of the Old World. Famed scholar, herbalist and linguist, and powerful healer and poisoner. She possesses the power to heal supernatural wounds, curses and maladies, bringing relief to the suffering. After she accepted the Mark of Enoch, however, she contracted a form of the Plague that has deformed her body. She has since not left the lazaretto, refusing to use her skills anywhere else.
- II. Enea Aldrovandi** – Risen from Purgatory. Solitary explorer and respected cartographer, who openly shows his Mark. He reportedly enjoys travel journals, unusual findings, atlases, plants, and secret pathways. He only accepts payment in food, spices, and fine wines in order to gain access to his private library – a rare cost for rare items of knowledge, in the End Times.
- III. Elijah of Tishbe** – Risen from Heaven. Talked about as one of the great prophets of the Lord who, once returned from the Kingdom of Heaven, found himself starkly against the Lord’s Plans for the Apocalypse. Though he no longer has the power to perform miracles, his ardor in the fight against the Adversary still blazes high. Elijah feels that he can only do so alongside the Last Humans, and has long been one of the Seven Sages, as representative for the Prophets. He is a wise man, of unknown age, simple lifestyle, and open mind. As the most influential Strayed in the city, he is also considered Enoch’s right-hand man, or at least, the only person left to know where he might be, if he actually exists, and what his goals actually are.

Some claim that Enoch does not actually exist, and that Elijah is the one controlling the Strayed, using Enoch as a pawn.

THE QUEEN'S VOICE

An additional individual worthy of special mention is **Her Excellency Serafina**, Enlightened Keeper of Celestial Mysteries, Guide of the Horizons, Mistress of Prophecies.

She was probably an angelic servant who left the Holy Mount to find shelter among the Last Humans, and is now formally an advisor to the Seven Sages – in fact, she is the intermediary of the secret Queen of Babilonia, and the conduit of the latter's power in the city. Serafina is neither fully a person nor an angel: her body is made of ivory and gold, hidden beneath clothing similar to that of a nun. The magic aura that surrounds her is believed by many to be a type of protective armor used to spare a frail, immaculate body from damage; Serafina is actually more than capable of lifting a fully armored champion with a single hand. She is known in the Diamond Tip of Babilonia as the powerful court astrologer, responsible for many a crucial change in plans during battles and missions thanks to her divinatory powers. Only the Seven Sages are privy to her actual motivations and loyalty.



AT THE HORSEMEN'S ORDERS

No one can foretell what unsuspecting or unexpected alliance and deals might be struck on the eve of the Last Battle. The Four Horsemen are aware of the fact that there will be no space for their Domains once the Lord puts an end to Creation, or even if the Adversary were to conquer the Plain. The Evils of the World could easily see the Last Ones as one final opportunity to make one last move in the game of factions. They will, in that case, definitely test the group before even entertaining the notion of a deal with its members. Below are a few suggestions of quests for the Horsemen, for higher tier characters.



CONQUEST'S MISSIONS

LIKE A STORM

The White Horseman orders the characters to prove their worth and conquer a human settlement – or perhaps, even one of the Last Cities. He will appoint one of his celestial executioners, to act as eyes and ears throughout the mission, alongside a trove of chosen vandals from his Scores. They will have to descend upon the target with fierce ruthlessness, no quarter given, no prisoners taken. Any hesitation will result in failure.

THE BLOODIED

Conquest tasks the characters with locating an ancient magic weapon linked to the forces of the Apocalypse, such as the *Lance of Longinus*. The spear is embedded somewhere on the Plain of the Everstorm, and warm blood pools out of the crack

in the ground from which it rises. The spear may confer enormous power upon Conquest, but it must be retrieved before it falls into the hands of any other party – specifically, the group will have to fend off rival adventurers sent by the Horseman of War after the same relic.

THE INVISIBLE FORTRESS

The Horseman wishes to take hold of a hidden fort, protected by powerful wards and defenses. The characters only know that the building is somewhere in the Dead Forest, and is currently home to an entity from Hell. They must find the fort, infiltrate it, and deactivate its magical defenses, allowing the Horseman to conquer it and expand their Domain.



WAR'S MISSIONS

GLADIATOR'S CHALLENGE

The Red Horseman organizes a special fighting tournament in the Colosseum. The characters must participate as gladiators to prove their skills. They will face increasingly fearsome and powerful foes, until they will be forced to fight unexpected allies or enemies from their past. It is hard to tell whether these are tangible illusions, shapeshifters under War's control, or actual acquaintances. Every encounter is to the death, of course.

ARMS RACE

War asks the characters to locate and intercept a convoy of pilgrims on their way to the Holy Mount, stealing all of the carried resources.

Allegedly, these include armor, weapons, and even relics recovered from a battlefield after a clash with the Horde. Celestial soldiers are escorting the convoy, ready for anything – among them is also a Mighty Angel, a celestial being of colossal size. War might be very generous with a reward should the characters be able to bring back the loot and the giant's head.

THE ASHEN MARCH

The Horseman forces the characters to wear an iron helm just like his. As they do, their features take on a skeletal and malicious appearance, indistinguishable from a regular undead creature. They must make use of the disguise to deliver a message to Death himself, in his Mausoleum – the journey is dangerous, but the true danger is facing the Horseman of Death and making it back out alive.



FAMINE'S MISSIONS

HANGING GARDENS NO MORE

Famine orders the characters to prove their worth by infiltrating Babilonia. They must disguise themselves as Plains nomads wishing to trade in rare furs and skins. They must then find their way to the various Hanging Gardens around the Tower and poison their freshwater springs with a "false bezoar", given to them by the Horseman. This will wither the crops and bring hunger and starvation all the way inside the walls of the Fallen City.

THE AFFLICTION

The Green Horseman infects all the characters with an apocalyptic illness. Their eyes start developing gray spots that will eventually lead to full blindness. He then asks the characters to spread the illness in a remote outpost, adding more chaos to the End Times. They must infiltrate human settlements and come into contact with as many people as possible. Should they be discovered and taken care of before they can return, they will not receive the cure to the affliction.

DEPTHS OF THE SEPULCHER

The Horseman does not know what lies beneath his Sepulcher, beyond the Last Humans awaiting death, the rooms brimming with treasure, and hallways full of traps. Not even he has ventured that far – some form of vibrating energy has been interfering with his powers, perhaps even an entity slumbering beneath the desert, listening to the sweet sounds of dying mortals wandering the corridors above. Famine tasks the characters with finding out what lies in the depths of his abode.

DEATH'S MISSIONS

THE UNDERWORLD'S SEAL

Death wishes to acquire an ancient seal which confers on mortals a ward allowing them to venture into the worlds beyond life. The item had been stolen from him centuries prior by a Magician King who had successfully summoned the Horseman and used a philosopher's stone against him. The characters must travel to an ancient tomb beneath the Pale Ruins to retrieve the seal.

DEATH'S FAVOR

The Black Horseman wishes to summon back to the Mausoleum a powerful necromancer, currently living in an isolated tower in the Tundras of Silence. The magician has isolated themselves to avoid dealing with the Apocalypse altogether, surrounded by creatures following their bidding. The characters must negotiate with the necromancer and convince them to join Death's cause, offering in return occult knowledge and powers beyond mortal comprehension.

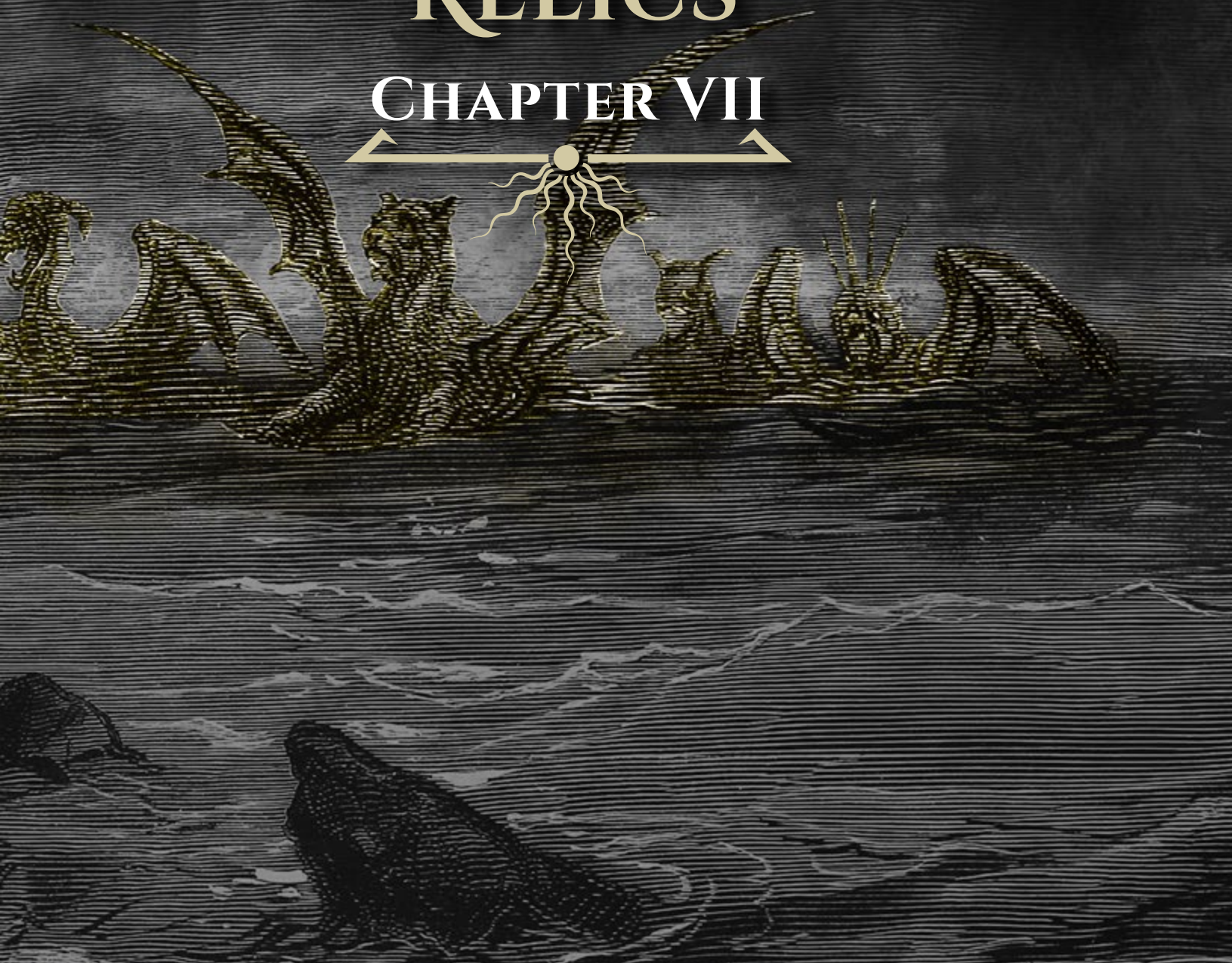
THE PROPHECY OF HE WHO WAS TAKEN

Death is after a dangerous prophecy which reveals a possible fate – one not considered in the Lord's Plan – contained within the Book of Enoch. The characters must infiltrate the Prophets' secret library in Babilonia, and retrieve the vellum upon which it is inscribed, and bring it back to Death. The Horseman does not offer any information about the prophecy's contents, and all of his followers and servants seem unsettled by the ordeal.



APOCALYPTIC RELICS

CHAPTER VII



In the End Times, earthly belongings have relative value, and most art objects, treasure and books of knowledge of the past have been lost. There are a handful of smiths, artisans, and scribes scattered across the Plain of Armageddon, brimming with wisdom and arcane abilities gifted by the Powers; magic items, mystical artifacts, grimoires, components, miracle oils and unguents, and potions are rare, if not unique, finds.

On the other hand, there is no dearth of weapons, gems, instruments formerly belonging to angels, demons, devils, and other supernatural beings; there are artifacts brought upon the Earth from Heaven or Hell, relics mentioned in sacred texts which have reappeared with new powers, tangible vestiges and witnesses of divine grace, of the Evils of the World, or the Abyss' aberrant nature.

All these prodigious vessels of power and knowledge are known, as a group, as Apocalyptic Relics; a list is presented below.



INFERNAL ARTIFACTS

The manual *Inferno – Virgilio's Untold Tales* contains several Infernal Artifacts, additional relics that might be useful to characters in *Apocalisse*. The Guide can easily choose to add them into the game, as the devils and demons that haunt Armageddon come from that very same Hell, meaning they probably brought special equipment and other secrets from the Blind World. Additionally, as described in Chapter 5, Hell – the Inferno – is still there; particularly daring adventurers might choose to explore its depths in order to recover its lost treasures.

To use Infernal Artifacts in *Apocalisse* (or other settings), ignore all mechanics that relate or refer to Hope; additionally, all abilities that require Hope Points to be activated cannot be activated. To common entities and individuals, anyone who isn't a Lost One from *Inferno*, Infernal Artifacts appear as common, real, tangible items, and there is no need to bind them to one's semblance to use them; they do, however, require attunement.



MVA 23

ABYSSAL ARMOR

Armor (light, medium, or heavy), Apocalyptic Relic (requires attunement to a character bearing the Mark of the Beast)

Last Ones who long to gain the Mark of the Beast and to join the ranks of the Corrupted must travel to the edge of the Abyss itself. The types of armor that are forged there, among the islands and the bridges of the Abyssal City, allow them to cross the Pit more easily. The materials used in their construction always look wet and worn, if not dripping and encrusted. They belong to the Horde of the Adversary and are made for creatures of any shape and size.



When wearing this armor, you gain a +1 bonus to AC and saving throws, you gain resistance to radiant damage, you have a swim speed of 50 feet, and you are always considered under the effect of a *water breathing* spell. In addition, when you finish a short rest, you regain one Mark Die.

ARK OF THE COVENANT

Wondrous item, Apocalyptic Relic

The *Ark of the Covenant* stands majestically in its magnificence. It is a sumptuous wooden chest, large in size, covered in finest gold. Each of its parts is also made of gold or inlaid with that metal. Two statues, also made of gold, stand guard over the lid, depicting two angels with unfolded wings. It is rumored that these two statues depict the celestial lords Metatron and Sandalphon, and that the Lord himself may appear between them, sitting on the lid of the Ark. This relic was created to contain other relics and protect them. It is both one of the symbols of the radiant power of the Throne and a way to directly commune with the Lord.



When the ark is opened, and a host of angelic spirits rages all around the ark. This effect is not considered a trap and cannot be disabled or altered by any magic or ability. Once exhausted, this effect cannot be triggered again for the next 24 hours.

When a creature lifts the Ark's lid, a bright light shines in a 120-foot radius, and, if any of this area overlaps with an area of darkness created by a spell of 2nd level or lower, the spell that created the darkness is dispelled.

Every creature within 120 feet of the ark must make a DC 18 Wisdom saving throw. On a failed save, it takes 20d12 radiant damage and is blinded for 24 hours. On a successful save it takes half such damage and is not blinded. The chest holds the *Clothes Made of the Sun* and the *Tablets of Law*, or maybe other Apocalyptic relics or powerful artifacts chosen by the Guide.



ASCALON

Weapon (lance), Apocalyptic Relic (requires attunement)

Ascalon is the spear wielded by Saint George, the legendary holy knight, known for vanquishing a dragon, an incarnation of the Adversary, in ancient times. It is said that the spear acquired its magical properties precisely after that confrontation, becoming a threat to all the enemies of the Lord, and especially to those otherworldly entities that take the shape of a dragon. It is considered a holy weapon and its owner is enshrouded in an impalpable aura of holiness.

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. When you hit a dragon with this weapon, the weapons' point turns ruby-red and buzzes with mystical power, and the dragon takes an extra 2d12 force damage. In addition, when you roll a 20 on an attack roll made against a dragon with this magic weapon, the dragon is paralyzed until the end of your next turn.

BEADS OF PRAYER OF THE SEVEN SEALS

Weapon (whip), Apocalyptic Relic (requires attunement to a monk)

This relic is an imposing whip made of metal prayer beads. Each bead is engraved with arcane symbols that glow with pulsing light when you hold the whip, revealing the mysterious inner power. Each time the whip strikes a target, the beads emit a bright flash, enveloping the target with a whirlwind of invisible forces.

The *Beads of Prayer of the Seven Seals* is considered a monk weapon, and every monk is proficient with it. You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. In addition, when you hit with an attack made with this whip, the target takes an extra 1d8 force damage, and if the target is a Large creature or smaller, you can try to immobilize it. In this case, the target must make a DC 17 Strength or Dexterity saving throw (its choice). On a failed save, it is grappled. While grappled, a creature is restrained. A creature restrained by the *Beads of Prayer of the Seven Seals* can use its action to make a DC 16 Strength (Athletics) or Dexterity (Acrobatics) (its choice). On a successful check, it is free. While the target is restrained, you can't grapple another target.



BELL OF THE APOCALYPSE

Weapon (battle bell), Apocalyptic Relic (requires attunement to a cleric)

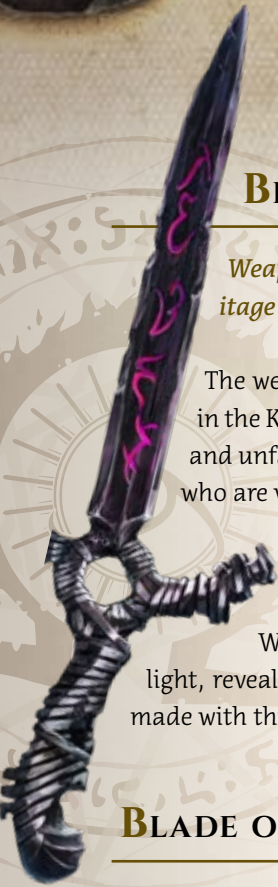
Clerics of ruin fight with unique weapons, forged according to a design of unknown origins. Their battle bells can unleash a devastating, thundering boom, echoing with power. These bells are heavy weapons, difficult to handle, that can release a thunderous vibration. This one is the masterpiece of an unnamed blacksmith, the largest and deadliest of all battle bells.

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. When you hit with an attack made with this weapon, the target takes an extra 1d8 thunder damage.

Death Toll. Using an action, you can invoke the bell's most devastating power, a sinister toll that reverberates all around you and that can be heard up to a distance of 400 feet. Every enemy creature within 40 feet of you must make a DC 17 Constitution saving throw. On a failed save, it takes 6d8 thunder damage, is knocked prone, and is deafened for 1 minute. On a successful save, it takes half as much damage, is not knocked prone, and is not deafened. Any creature or object made of glass or crystal has disadvantage on their saving throw and takes 12d8 thunder damage instead of 6d8.

Once used, this property can't be used again until the next dawn.





BLADE OF GLOOM

Weapon (shortsword), Apocalyptic Relic (requires attunement to a sorcerer with an unearthly heritage and Unearthly Ancestor: Demon)

The weapons wielded by certain sorcerers dates back to before the fall of Lucifer. This blade, forged in the Kingdom of Heaven, was then corrupted by the Abyssal Chasm, and it belongs to those ancestral and unfathomable ages. The blade's materials, shape, and carved symbols are unknown even to those who are versed in Abyssal weapons and languages.

When you hold this magic weapon, engraved with Enoch's glyphs, you can use it as a spellcasting focus for your sorcerer spells.

When a celestial is within 120 feet of the sword, the blade darkens and glows with a grim purple light, revealing the presence of any celestials nearby. In addition, when you hit a celestial with an attack made with this magic weapon, you deal an extra 1d6 necrotic damage.

BLADE OF ABYSSAL GLOOM

Weapon (shortsword), Apocalyptic Relic (requires attunement to a sorcerer with an unearthly heritage and Unearthly Ancestor: Demon)

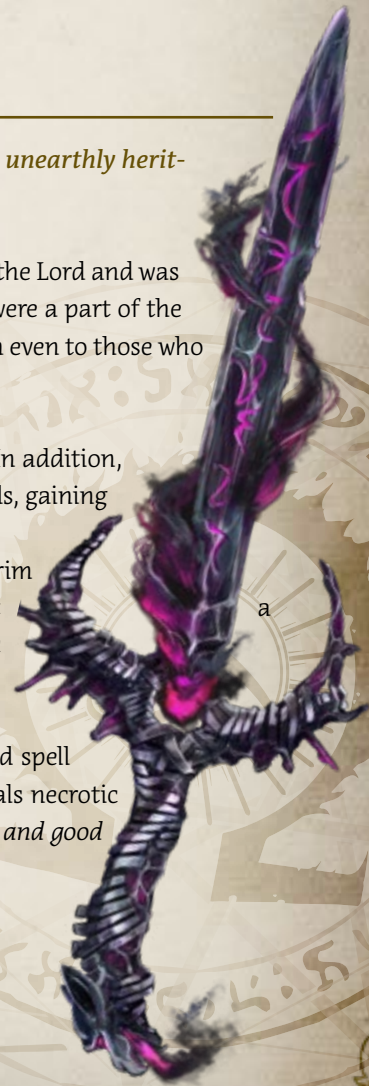
This blade dates back to the first unearthly conflict, when the Adversary clashed with the Lord and was bound in the Abyss. This relic is whole and perfectly preserved, and it throbs as if it were a part of the bearer it is attuned to. The blade's materials, shape, and carved symbols are unknown even to those who are versed in Abyssal weapons and languages.

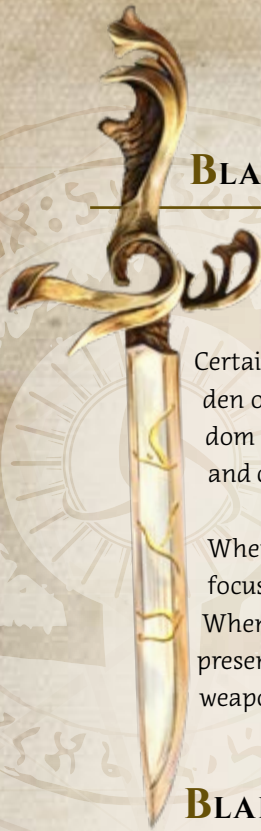
You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. In addition, when you hold this weapon, you can use it as a spellcasting focus for your sorcerer spells, gaining a +1 bonus spell attack rolls and to the saving throw DCs of your sorcerer spells.

When a celestial is within 120 feet of the sword, the blade darkens and glows with a grim purple light, revealing the presence of any celestials nearby. In addition, when you hit celestial with an attack made with this magic weapon, you deal an extra 2d6 necrotic damage.

The blade has 10 charges. When you hold it, you can use an action and expend 1 or more charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *acid arrow* (2 charges), *spirit guardians* (3 charges, fiendish, always deals necrotic damage), *detect good and evil* (1 charge), *death ward* (4 charges), *protection from evil and good* (1 charge).

The blade regains 1d6 + 4 expended charges daily at dawn.





BLADE OF SPLENDOR

Weapon (shortsword), Apocalyptic Relic (requires attunement to a sorcerer with otherworldly heritage and Otherworldly Ancestor: Angel)

Certain sorcerers wield unknown weapons or mysterious artifacts dating back to the days of the Garden of Eden, the creation of the Abyss, or the fall of the first angels. This blade, forged in the Kingdom of Heaven, belongs to those ancestral and unfathomable ages. The blade's materials, shape, and carved symbols are unknown even to those who are versed in Celestial weapons and languages.

When you hold this magic weapon, engraved with Enoch's glyphs, you can use it as a spellcasting focus for your sorcerer spells.

When a fiend is within 120 feet of the sword, the blade glows with a bright golden halo, revealing the presence of any fiends nearby. In addition, when you hit a fiend with an attack made with this magic weapon, you deal an extra 1d6 radiant damage.

BLADE OF SUPREME SPLENDOR

Weapon (shortsword), Apocalyptic Relic (requires attunement to a sorcerer with otherworldly heritage and Otherworldly Ancestor: Angel)

This blade dates back to the first otherworldly conflicts, even before Lucifer's rebellion. This relic is whole and perfectly preserved, and when you hold it near a flame, you can still see the marks of those forgotten wars reflected on its surface. The blade's materials, shape, and carved symbols are unknown even to those who are versed in Celestial weapons and languages.

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. In addition, when you hold this weapon, you can use it as a spellcasting focus for your sorcerer spells, gaining a +1 bonus spell attack rolls and to the saving throw DCs of your sorcerer spells.

When a fiend is within 120 feet of the sword, the blade glows with a bright golden halo, revealing the presence of any fiends nearby. In addition, when you hit a fiend with an attack made with this magic weapon, you deal an extra 2d6 radiant damage.

The blade has 10 charges. When you hold it, you can use an action and expend 1 or more charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *spirit guardians* (3 charges, angelic, always deals radiant damage), *detect good and evil* (1 charge), *death ward* (4 charges), *thunderwave* (2nd level version, 2 charges), *protection from evil and good* (1 charge).

The blade regains 1d6 + 4 expended charges daily at dawn.



BOOK OF REVELATION

Wondrous item, Apocalyptic Relic (requires attunement to a bard of Revelation)

This ancient and worn copy of the *Book of Revelation* radiates a strong otherworldly aura. It feels as if the words held in its pages could reveal every secret and meaning of the Apocalypse. A bard from the College of Revelation instantly senses that the book is a unique relic and hears John himself whispering from its pages while perusing its contents. The book almost seems eager to become attuned to those who are worthy of its contents.

Once you have established a bond, you realize that every passage in the books contains a spell. To recall that spell, though, you will have to physically ingest the page where it's hidden.

When you hold this book, you can use it as a spellcasting focus for your bard spells, gaining a +2 bonus to your spell attack rolls and to the saving throw DCs of your bard spells.

When you find it for the first time, the book has already had many owners, and the number of pages and passages you can swallow is reduced. Thus, the book has the equivalent of $6d6 + 10$ charges. When you hold it, you can use an action to tear and swallow its pages, expending 1 or more charges to cast one of the following spells from it, using your spell save DC: *legend lore* (5 charges), *divination* (4 charges), *detect evil and good* (1 charge), *detect magic* (1 charge), *tongues* (3 charges), *augury* (2 charges).

The charges cannot be regained in any way. If you spend the last charge, you can still use the book as a spellcasting focus for your bard spells when you hold it, gaining a +2 bonus to spell attack rolls and to the saving throw DCs of your bard spells.

This book can't be damaged by fire or by immersion in water. In addition, it cannot be worn by the ravages of time.



BOW OF CONQUEST

Weapon (shortbow), Apocalyptic Relic (requires attunement)

This legendary bow is impossibly large and cannot be held. It seems to be entirely forged from metals such as bronze and steel. When it becomes attuned to a new bearer its size becomes appropriate to the bearer's size.

The *Bow of Conquest* looks like the composite bows used by the warlords of ancient times: It is perfect for fighting on horseback and it ensures a fast reload. This weapon is enshrouded in restless winds and has no string. Although the technique to nock an arrow remains unchanged, this magical weapon then infuses the arrow with power, turning it into a lightning bolt.

You gain a +3 bonus to attack rolls and damage rolls you make with this magic weapon. In addition, when you hit with an attack made with this bow, the target takes an extra 2d10 lightning damage.

When you attack a creature with this weapon and roll a 20 on an attack roll, the target is stunned until the end of your next turn.

In addition, while you hold this weapon, you gain immunity to lightning damage.

Storm of Bolts. Using an action, you can invoke a storm of lightning bolts which appears at a point of your choice that you can see within 120 feet of you. The storm's area is a 4'-foot cube.

Every creature in the area must make a DC 19 Dexterity saving throw. On a failed save, it takes 10d10 lightning damage. On a successful save, it takes half such damage. If a creature fails its save by 5 or more, it is also stunned until the end of your next turn. The lightning bolts deal damage to any object in the area and ignite any flammable objects in the area that aren't being worn or carried.

Once this property is used, it can't be used again until the next dawn.

Rally the Host. Using an action, you can rally your allies, filling them with renewed grit and resolve. For 1 minute, every creature of your choice that you can see within 60 feet of you can roll a d8 and add that roll to its attack rolls, saving throws, and damage rolls.

Once this property is used, it can't be used again until the next dawn.

BOW OF LILITH

Weapon (longbow), Apocalyptic Relic (requires attunement)

The *Bow of Lilith*, or Bow of Serpentine Shadow, is a composite bow used by Lilith, the queen of dark creatures, and her followers. This primeval weapon is made from a mix of mundane and magic resistant materials that grant it an extraordinary range and an unequaled precision. The handle, wrapped in snakeskin, is also echoed by the scaled engravings on the points. It is rumored that the string is made of female hair, and that it cannot be damaged. Every time an arrow is nocked, the scales of the skin seem to come to life and whisper ancient curses. The Bow of Serpentine Shadows seems to have a life of its own and often twitches, pulses, or hisses.

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. A creature hit by ammunition fired by the *Bow of Lilith* takes an extra 1d8 force damage and must make a DC 16 Strength saving throw. On a failed save, it is restrained until the start of your next turn.



CELESTIAL ARMOR

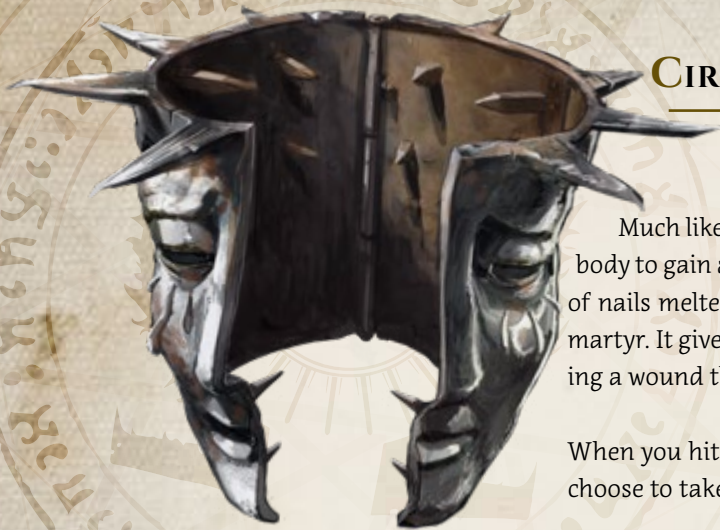
Armor (light, medium, or heavy), Apocalyptic Relic (requires attunement to a character bearing the Mark of the Lord)

Last Ones who long to gain the Mark of the Lord and to join the ranks of the Penitent must travel to within sight of the Throne itself. The types of armor that are forged there, on the Holy Mount, allow them to support the servants of the Lord in their tasks. The materials used in their construction are precious, glowing, and never stay sullied for long. They belong to the Militia of the Lord and are mostly made for humanoid creatures, although of many different sizes.

When wearing this armor, you gain a +1 bonus to AC and saving throws, you gain resistance to necrotic damage, and if you can fly, your fly speed increases by 30 feet.

In addition, when you finish a short rest, you regain one Mark Die.





CIRCLET OF NAILS

Wondrous item, Apocalyptic Relic (requires attunement)

Much like the masks of the martyr, this circlet is also meant to punish the body to gain an advantage from that sacrifice. Sometimes it looks like a crown of nails melted together, other times it seems like the iron face of a weeping martyr. It gives you the power to transfer your own pain to the enemy, exploiting a wound that has just been inflicted.

When you hit a creature with a melee weapon attack, once per turn, you can choose to take 6 piercing damage. If you do, add +10 to your damage roll.

CLOTHES MADE OF THE SUN

Wondrous item, Apocalyptic Relic (requires attunement)

The *Book of Revelation* mentions a mysterious “woman wearing the sun, holding the moon under her feet and a crown of twelve stars over her head.” This is the veil worn by that woman, which allowed her to grow huge phoenix-like wings. When the relic is not worn, it is just a very thin, translucent drape. It changes shape when it becomes attuned to its bearer, revealing the aspect which best embodies its inner purity.

While wearing this robe, you gain immunity to fire and radiant damage, and have a flying speed of 60 feet.



CROWN OF THORNS

Wondrous item, Apocalyptic Relic (requires attunement)

This crown's thorny branches, intertwined with cruel precision, symbolize the weight of mankind's sins manifested in a single artifact of torment. Its appearance exudes a twisted beauty, with each thorn piercing the wearer's flesh, a reminder of the price paid for salvation. The *Crown of Thorns*, designed as a tool to torment and mock the Son of the Lord, has become in the End Times a symbol of royalty, spiritual victory, and sacrifice. Every time a bearer becomes attuned to the crown, it must make a DC 15 Wisdom saving throw. On a failed save, it takes one level of exhaustion.

When you are attuned to the *Crown of Thorns* and wear it, you gain resistance to nonmagical damage and you are immune to the frightened condition; in addition, if you die, you are brought back to life after 7 days in the place where you died, as if a *true resurrection* spell was cast on you.



CUP OF LORD'S WRATH

Wondrous item, Apocalyptic Relic

Much like the Son of the Lord once sacrificed himself as a lamb, only to return at the End Times as a lion, so the mysterious Holy Grail, the ancient cup of salvation and healing, has become a weapon of relentless destruction in the Apocalypse. There were once Seven Cups of Lord's Wrath, just like the Seven Seals and the Seven heavenly Trumpets, and they were assigned to as many archangels.

Still, during the war with the demons, some of them were lost, and they are now in the hands of the enemy, or maybe hidden in remote corners of the Plain of Armageddon.

The *Cup of Lord's Wrath* is always filled with a hot reddish liquid representing the Lord's blood. The cup weighs 4 pounds.

You can use an action to cast the liquid in the cup against a creature within 5 feet of you, or throw it up to 10 feet of distance. In both cases, you make a ranged attack against the targeted creature, considering the liquid an improvised weapon. If you hit, the target takes 9 (2d8) radiant damage plus 9 (2d8) necrotic and it must make a DC 18 Constitution saving throw. On a failed save, it is poisoned for 1 minute. While poisoned in this way, the target takes (1d8) acid damage at the start of each of its turns. A creature makes another saving throw at the end of each of its turns. On a successful save, the effect ends for it.

The reddish liquid kept in the cup ignores resistance to acid, necrotic, and radiant damage. In addition, any immunity to acid, necrotic, and radiant damage counts as resistance to acid, necrotic, and radiant damage for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Once you have cast the reddish liquid, the cup refills immediately.



DEATH'S SCYTHE

Weapon (glaive), Apocalyptic Relic (requires attunement)

This legendary scythe, so huge that it is impossible to hold, is rumored to be made of the bones of every living thing. When it becomes attuned to a new bearer, its size becomes appropriate to the bearer's size, although it keeps its shape. It has a unique and disturbing appearance that recalls a reaper's scythe, but its shaft is made of vertebrae, and its head looks like a gigantic bird skull sharpened like a blade. This weapon is also infamously known in the Plain of Armageddon as the Blade of Bones, although very few have actually seen it.

When you make a melee attack with this magic weapon against a target, you needn't make an attack roll: the attack automatically hits and the target takes an extra 1d10 cold damage. In addition, the scythe ignores resistance and immunity to slashing damage. If the attack's target is a creature, its maximum hit points is reduced by an amount equal to the cold damage it takes. This reduction persists until the target finishes a long rest. If this effect drops its maximum hit points to 0, the target dies. A creature killed in this way can be restored to life only by means of a *true resurrection* or a *wish* spell.

If a humanoid dies because of this effect, a **shade** rises from the corpse after 1d4 + 1 rounds. The shade acts freely, but it never attacks a character attuned to *Death's Scythe*.

In addition, while holding this weapon, you gain immunity to cold damage.

Summon Soul. Using an action, you summon 1d4 + **specters**. The summoned creatures magically spring from the ground, or take shape in other ways in any unoccupied spaces within 120 feet of you. They start their turn right after yours and obey any mental commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Every summoned creature disappears after 1 hour, when it drops to 0 hit points, when you die, or when you dismiss them with an action.

Once used, this property can't be used again until the next dawn.

Frost of the Grave. You can use an action to slowly hit the ground with the handle of your scythe, releasing a wave of deadly frost from it. Each creature within 40 feet must make a DC 19 Constitution saving throw. On a failed save, it takes 10d8 cold damage. On a successful save, it takes half as much damage. If the creature fails its save by 5 or more, it is also restrained until the end of your next turn. The deadly frost also deals damage to any objects in the area.

Once used, this property can't be used again until the next dawn.

FAMINE'S SCALES

Weapon (spear), Apocalyptic Relic (requires attunement)

These scales are a relic whose magical and symbolic value is invaluable. It can be wielded and thrown like a spear. It is impossibly large and cannot be held, and it seems to be made of radiant, antique gold. When it becomes attuned to a new bearer, its size becomes appropriate to the bearer's size, although it keeps its shape. *Famine's Scales* is a majestic sight: it stands like a holy scepter, recalling the forgotten treasures of ancient times. It is made of two inlaid arms supported by a central rod, and is entirely adorned with enigmatic carvings and precious inserts. Everything about this relic, from its materials to its craft, is invaluable.

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. In addition, when you hit with an attack made with this spear, the target takes an extra 2d6 poison damage.

If the poison damage drops the target to 0 hit points, the target is stable but poisoned, and it is paralyzed as long as it remains poisoned in this way. The poison persists until removed by a *lesser restoration* spell or a similar magic.

When you attack a creature with this weapon and roll a 20 on your attack roll, the target is poisoned until the end of your next turn.

In addition, if you throw *Famine's Scales* to make a ranged attack, whether you hit or miss, the weapon flies back to your hand after the attack. If you don't have a hand free, the weapon lands at your feet.

While holding this weapon, you gain immunity to poison damage.

Scales of Judgment. You can use your action to choose up to 3 creatures within 60 feet of you which you can see, and you weigh their body and mind, decreeing whether they are worthy or lacking. Each creature must make a DC 19 Wisdom saving throw. On a failed save, a creature takes one level of exhaustion and is poisoned for 1 minute. While poisoned in this way, the creature is paralyzed. A creature makes another saving throw at the end of each of its turns. On a successful save, the effect ends for it.

Once used, this property can't be used again until the next dawn.

Consumption. Using an action, you can trigger the scales' nefarious power and cast an aura of scarcity and consumption over everything you have in front of you, within a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, it takes 14d8 poison damage. On a successful save, it takes half as much damage. If the creature fails its save by 5 or more, it is also poisoned until the end of your next turn.

Once used, this property can't be used again until the next dawn.

FORBIDDEN FRUIT

Wondrous item, Apocalyptic Relic

According to the Holy Scriptures, when the Lord, placed the Tree of the Knowledge of Good and Evil in the Garden of Eden, He forbade Adam and Eve from eating its fruit. The Snake, deceptive and seductive as ever, persuaded Eve to disobey the Lord, suggesting that if she ate of that fruit, she would gain wisdom and knowledge. The *Forbidden Fruit* still grows today on the branches of the Tree of Knowledge of Good and Evil, in the forest around the Throne, and some of its specimens may be stolen and smuggled into the Plain of Armageddon. It looks like a golden apple and exudes an irresistible scent.



If you eat the *Forbidden Fruit*, you are always considered under the effects of a *detect evil and good* spell.

GRIM REAPER'S SCYTHE

Weapon (glaive), Apocalyptic Relic (requires attunement)

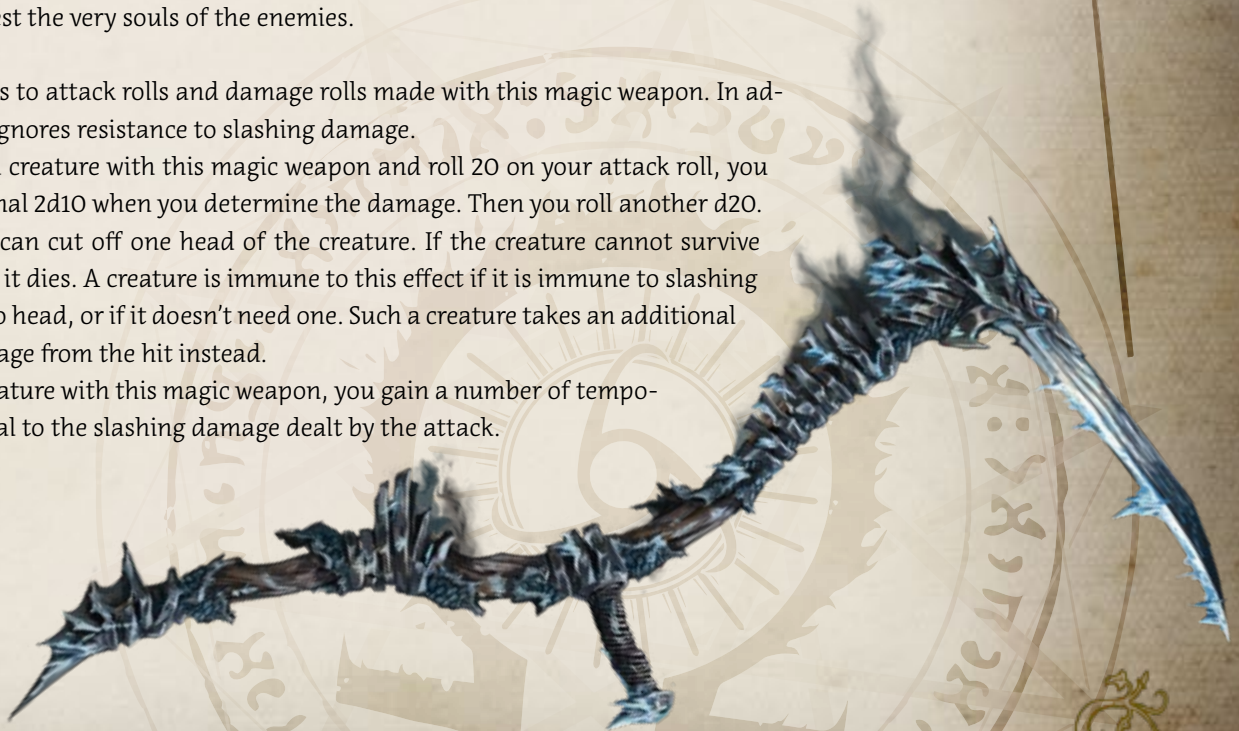
Death's most loyal servants wield a magical weapon similar to a traditional scythe, but with a sinister and dark appearance. Its blade, forged from dark metals and tempered in the cold fire of the abyssal depths, seems to absorb light itself. The weapon appears worn but is chiseled with subtle, otherworldly seals etched across the blade and the hilt, only visible upon close inspection. It is rumored that such weapons were used before the End Times to harvest the very souls of the enemies.

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. In addition, the scythe ignores resistance to slashing damage.

When you attack a creature with this magic weapon and roll 20 on your attack roll, you can roll an additional 2d10 when you determine the damage. Then you roll another d20.

If you roll 20, you can cut off one head of the creature. If the creature cannot survive without that head, it dies. A creature is immune to this effect if it is immune to slashing damage, if it has no head, or if it doesn't need one. Such a creature takes an additional 2d10 slashing damage from the hit instead.

When you hit a creature with this magic weapon, you gain a number of temporary hit points equal to the slashing damage dealt by the attack.



GRIM REAPER'S SCYTHE

229

JUDAS' COIN

Wondrous item, Apocalyptic Relic (requires attunement)

This silver coin is ancient, cold to the touch, and if you watch it for too long, it exudes a sinister aura. It is rumored to be one of the thirty coins with which Judas was paid when he sold out the Son of the Lord, delivering him to his executioners. The holy texts tell different versions of this tale, but it seems that Judas repented, returned the money, and hung himself.



If you put the coin in a simple pouch, a pocket, or another container holding up to 28 silver talents, every day, at sunset, other coins appear next to that one to reform a pile of 30 silver coins in total, including *Judas' Coin*. All coins created by *Judas' Coin* are like that coin and look ancient and tarnished. Still, they are just plain silver coins that can be normally spent, although certain superstitious merchants may fear them.

Curse. *Judas' Coin* is cursed and its curse passes on to you when you become attuned to it. While cursed in this way, you don't want to part ways with the coin and never lose sight of it. You also share part of the coin's nefarious influence: Until you get rid of the coin, nobody trusts your word anymore, you are considered a traitor, a craven and a cheater, and you have disadvantage on your Charisma checks.

KABBALISTIC BULLET

Weapon (bullet), Apocalyptic Relic

This mystical ammunition for firearms is engraved with enigmatic Kabbalistic symbols. It was designed to deal devastating damage: once the bullet penetrates the target, the gematric elements engraved on its surface activate and trigger an internal explosion, releasing a powerful flow of astral energy which floods the target's mind.



A creature hit by this bullet must make a DC 17 Constitution saving throw.

On a failed save, it takes 3d6 piercing damage plus an extra 3d6 psychic damage, and is stunned until the start of your next turn. On a successful save, it takes half as much damage and is not stunned.

Once it hits a target, the *Kabbalistic Bullet* becomes an unusable non-magical projectile.

LANCE OF LONGINUS

Weapon (pike), Apocalyptic Relic (requires attunement)

According to holy traditions, the *Lance of Longinus*, or the Spear of Destiny, is the weapon that was used to wound the Son of the Lord in his side during his sacrifice. According to some texts, the weapon belonged to a soldier called Longinus. It is rumored that since then, the tip of the spear is always bathed in sacred blood, and that it has the miraculous power of corrupting the flesh of its enemies.

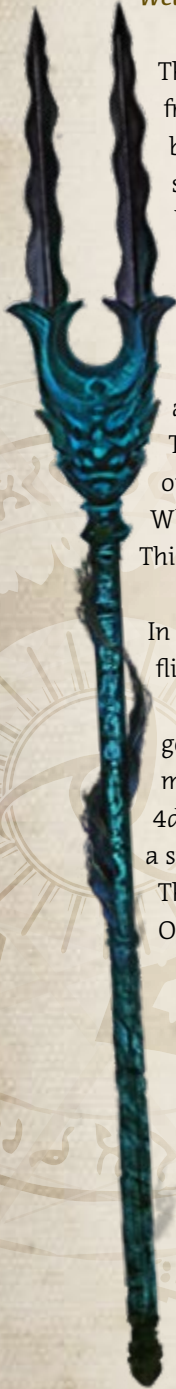
You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. When you hit a target with this weapon, the target takes 1d8 necrotic damage plus an extra 1d8 radiant damage, and if it is a creature, its maximum hit points are reduced by an amount equal to the sum of the taken necrotic damage and radiant damage.

This reduction persists until the target finishes a long rest. If this effect drops its maximum hit points to 0, the target dies.



LUCIFERO'S BIDENT

Weapon (trident), Apocalyptic Relic (requires attunement)



This legendary weapon is impossibly large and cannot be held. It is made of a dark metal covered with frost. When it becomes attuned to a new bearer, its size becomes appropriate to the bearer's size. The bident used to belong to the fallen ruler of Hell: Lucifero wielded it as a weapon and symbol of rulership over the Dark Kingdom. This long and tapered bident was forged in Cocytus, the frozen lake at the bottom of the Infernal Chasm.

You gain a +2 bonus to attack rolls and damage rolls made with this weapon. When you hit with an attack made with this weapon, the target takes 1d12 cold damage plus an extra 1d12 necrotic damage.

When you attack a creature with this weapon and roll a 20 on your attack roll, the target is poisoned and restrained until the end of your next turn.

The points of the bident radiate a wave of frost around it, and the speed of every creature within 30 feet of the bident is reduced by 10 feet.

When you unsheathe this weapon, you can extinguish every nonmagical flame within 60 feet of you. This property can only be used once per hour.

In addition, if you throw *Lucifero's Bident* to make a ranged attack, whether you hit or miss, the weapon flies back to your hand after the attack. If you don't have a hand free, the weapon lands at your feet.

Diabolic Diapason. You can use an action to hit the ground or a hard surface with the bident, generating an icy echo of Cocytus, where it was forged. Every creature within 60 feet of you must make a DC 20 Constitution saving throw. On a failed save, a creature takes 4d10 cold damage plus 4d10 necrotic damage plus 4d10 psychic damage, and is restrained until the end of your next turn. On a successful save, it takes half such damage and is not restrained.

The ground within the area is covered with slippery ice and become difficult terrain for 1 hour.

Once used, this property can't be used again until the next dawn.

MANDYLION

Wondrous item, Apocalyptic Relic

Each *Mandylion* is an ancient canvas which has been passed down from one century to another. Their origins are always different, but each one of them is a testament to divine presence. Although always made of humble fabric, its iridescent surface mesmerizes whoever dares to look at it. Its center is occupied by the face of the Son of the Lord, imprinted on the canvas through sheer divine will. Each *Mandylion* is kept in a reliquary and displayed in a precious case, or fixed to a shaft and held like a banner. It is used to instill fear in those soulless beings that keep wandering in the lands of the Creation.

Using an action, you can wield and brandish the reliquary and speak a prayer to the Lord. Every fiend that you can see within 60 feet of the reliquary must make a DC 17 Wisdom saving throw, unless it is immune to the frightened condition. On a failed save, it is frightened by you for 1 minute or until it takes damage. While frightened, the creature is knocked prone, it has a speed of 0, and cannot benefit from any bonus to its speed.

The *Mandylion* can't be used again in this way until the next dawn.



MANNA

Wondrous item, Apocalyptic Relic

Manna is a very nutritious food that comes in the form of flakes as white as frost and as soft as bread. If raw, it has a sweet flavor, like bread dipped in honey. It never spoils and always keeps its beneficial properties intact.

Manna does not have weight in terms of encumbrance. Every serving, equal to an intangible pinch of substance, can sustain a human being in place of food and water for 10 days. In addition, whoever eats a serving removes all levels of exhaustion accumulated until the moment they eat the manna.

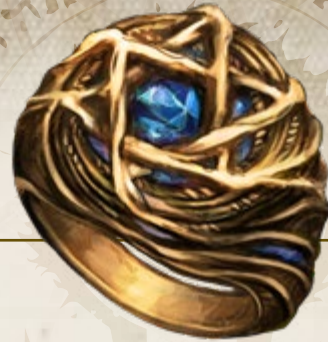


RING OF SOLOMON

Ring, Apocalyptic Relic (requires attunement to a wizard)

The *Ring of Solomon* is an intricate jewel in solid gold, brimming with arcane power. A star made of two overlapping and intertwined triangles frames a precious gem. It was considered the most famous talisman of all time, and was rumored to grant the Summoner King a power rivaling that of a god. Many copies have been made to emulate the original ring's effects and assist wizards in their conjurations. This jewel is one of those replicas.

While wearing this ring, you can use it as a spellcasting focus for your wizard spells. In addition, while wearing this ring, you cannot be charmed or frightened by celestials and fiends.



SUPREME RING OF SOLOMON

Ring, Apocalyptic Relic (requires attunement to a wizard)

This ring is rumored to be one of the authentic talismans worn by the Summoner King, one of the most renowned and ancient arcane tools. The supreme ring is a heavy and intricate jewel in solid gold. The central stone, which looks different to the eyes of every mortal being, is framed by a star made of two overlapping and intertwined triangles. It is rumored to grant the Summoner King a power rivaling that of a god, and a part of that power is still held in that ring. When you wear it, your body is blessed with an uncanny vigor and your mind is protected from otherworldly dangers.

While wearing this ring, you can use it as a spellcasting focus for your wizard spells. You gain a +1 bonus to spell attack rolls and to the saving throw DCs of your wizard spells. You also gain +1 to all your saving throws and you cannot be charmed, possessed, or frightened by celestials and fiends.

In addition, while wearing this ring, when you are attacked by a fiend or a celestial, that creature must make a saving throw against your spell save DC. On a failed save, it must choose a different target, or the attack automatically misses. The creature is aware of this effect before making its attack against you.



אֵלֶּיךָ יְיָ אֱלֹהֵינוּ

SKIN OF HELLFIRE

Wondrous item, Apocalyptic Relic

Certain devils of the Third Circle used to put the magic potions they had been concocting for centuries and centuries in special leathery pouches called skins. Some of these mixtures have surfaced in the Plain of Armageddon, and can be used by whoever manages to claim them. Every *Skin of Hellfire* is marked with the symbol of a lit torch surrounded by an upside-down star.

Using an action, you can throw this skin up to 20 feet of distance (the skin ruptures on impact, releasing its contents). You make a ranged attack against one creature or object, considering the skin as an improvised weapon. If you hit, the target ignites and takes 1d10 fire damage plus 1d10 acid damage at the start of each of its turns. This type of fire cannot be extinguished by water, but a creature can end this damage using its action to smolder the flames with a successful DC 15 Dexterity check.

A flammable object hit by this skin ignites if it is not carried or worn.



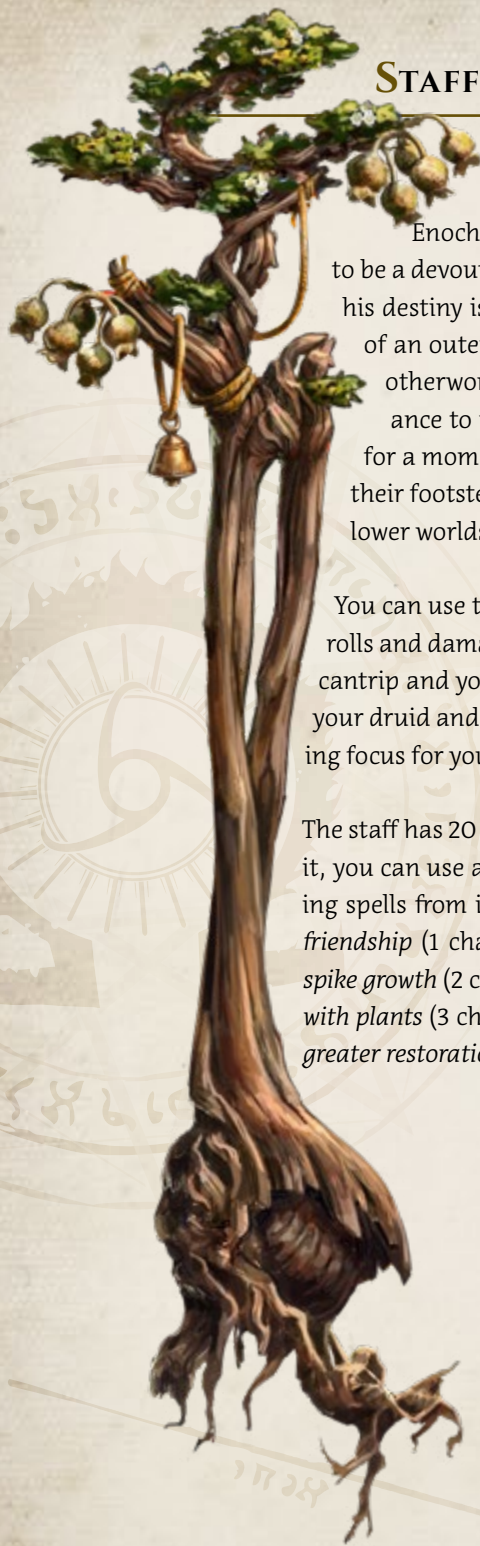
STAFF OF ENOCH

Staff, Apocalyptic Relic (requires attunement to a druid or a cleric)

Enoch the Vanished is a mysterious loremaster who is considered by many to be a devout follower of the Lord. His story, however, is full of contradictions, and his destiny is shrouded in mystery. Sometimes he is also depicted as the prophet of an outer force, separated from every other faction, who does not bow to any otherworldly design. This particular staff seems to exhibit a remarkable resistance to ruin. Those who attune to it see the arid waste around them turning for a moment into a green and lush land. Small flowers and soft grass appear in their footsteps. All earthly forms of life, those that do not belong to the higher or lower worlds, seem to answer the call of this relic.

You can use this staff as a magic quarterstaff that grants you a +1 bonus to attack rolls and damage rolls made with it. While holding the staff, you gain the druidcraft cantrip and you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your druid and cleric spells. In addition, you can use the *Staff of Enoch* as a spellcasting focus for your druid and cleric spells.

The staff has 20 charges. It regains $2d8 + 4$ spent charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *animal friendship* (1 charge), *calm emotions* (2 charges), *create food and water* (3 charges), *spike growth* (2 charges), *plant growth* (3 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), *purify food and drink* (1 charge), *lesser restoration* (2 charges), *greater restoration* (5 charges), *awaken* (5 charges).



STAFF OF MOSES

Staff, Apocalyptic Relic (requires attunement to a spellcaster)

The *Staff of Moses* is one of the most emblematic and powerful objects mentioned in the Holy Scriptures. According to the biblical story, the staff was used by the leader of the chosen people to perform miracles and manifest the power and authority of the Lord over the Creation.

According to an ancient legend, the staff was created at the dawn of the world, on the sixth day of creation, and then it was passed down as a relic by the great patriarchs over the following centuries, unaware of its true nature. Moses himself held it when the Lord himself appeared to him in the shape of a burning bush, and it was then that the Heavenly Father told him to use the staff as a sign of his power.

You can use this staff as a magic quarterstaff. While holding it, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells. The staff has 15 charges for the following properties. The staff regains $2d6 + 3$ expended charges daily at dawn.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell-casting ability modifier: *bless* (1 charge per spell level, up to 4th), *water walk* (3 charges), *control water* (4 charges), *create or destroy water* (1 charge per spell level, up to 4th), *cure wounds* (1 charge per spell level, up to 4th), *mass cure wounds* (5 charges), *purify food and drink* (1 charge), *water breathing* (3 charges), *lesser restoration* (2 charges).

Snake Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal unexpected special damage instead of your regular damage: The head of the staff becomes that of a poisonous snake that viciously bites the target. The target must make a DC 16 Constitution saving throw. On a failed save, it takes 3d6 poison damage and, if it's a creature, it is poisoned until the start of your next turn. On a successful save, it takes half as much damage and is not poisoned.



SWORD OF THE TAXIARCH

Weapon (flamberge), Apocalyptic Relic (requires attunement)

This sword is one of the most famous weapons in the entire Plain of Armageddon, and according to rumors, it will play a key role in the Last Battle. It is so huge that it is impossible to hold, and seems made of sheer blinding light. When it becomes attuned to a new bearer, its size becomes appropriate to the bearer's size, although it keeps its shape. Its most special feature is the fact that it is an only partially physical item: It is pure radiant power in the shape of a sword. Ancient formulas and holy prayers can be glimpsed along the blade, among the flickering light. These formulas date back to the first otherworldly war, and linger in splendor to burn the enemies of virtue and purge corruption with divine fierceness.

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. When you hit with an attack made with this weapon, the target takes 1d12 radiant damage plus an extra 1d12 thunder damage. When you attack a creature with this weapon and roll a 20 on your attack roll, the target is blinded, deafened, and stunned until the end of your next turn.

The weapon's shining blade sheds bright light in a 40-foot radius and dim light for an additional 40 feet. This light is considered sunlight.

Crack of Divine Fire. You can use an action to hit the ground at your feet with the weapon and open a rift in the world, from which a wall of divine fire rises into the air. The wall is 120 feet long, 5 feet wide, and 30 feet high. Each creature within its area of effect must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 6d12 radiant damage plus 6d12 fire damage, and is blinded until the end of your next turn. On a successful save, it takes half as much damage and is not blinded.

The divine fire deals damage to any objects that aren't being worn or carried, and ignites any flammable objects in the area that aren't being worn or carried. In addition, it dispels any darkness created by a spell in its area.

Once used, this property can't be used again until the next dawn.



TABLETS OF LAW

Armor (shield), Apocalyptic Relic (requires attunement)

According to the Holy Scriptures: "On the morning of the third day there was thunder and lightning, with a thick cloud over the mountain, and a very loud trumpet blast. Everyone in the camp trembled."

This is how Moses was given the *Tablets of Law*, also known as the "declogue", directly from the Lord on Mount Sinai. The tablets are a sheet of pure sapphire, broken and then reshaped to form a shield filled with divine power.



While holding this shield, you gain immunity to radiant and thunder damage, you can use your reaction to automatically succeed on a saving throw to avoid being charmed or frightened, and you have advantage on your Intelligence (Religion) checks.

VEIL OF VERONICA

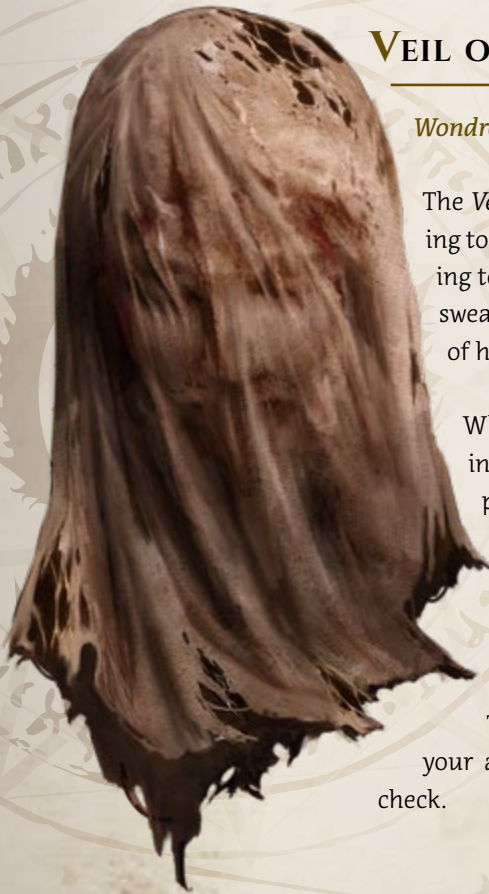
Wondrous item, Apocalyptic Relic

The *Veil of Veronica*, or Holy Face, is a relic infused with divine power. According to legend, Veronica, a pious woman who watched the Son of the Lord walking to his final sacrifice, approached him and offered him her veil to wipe his sweaty and bleeding face. The image imprinted on the veil was not a product of human hands, thus making the veil a holy item.

While wearing this veil over your face, you can change your appearance, including your clothing, armor, weapons, and other belongings on your person, to look different, until you use an action to remove it. Your appearance changes both in height and build, to look like a **malakh**.

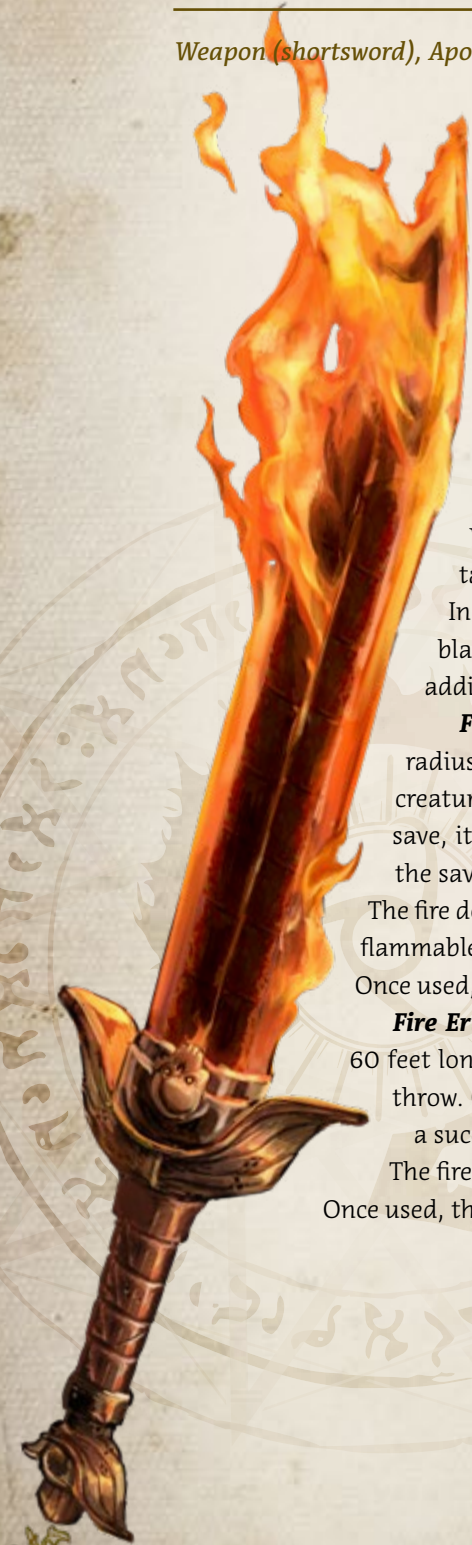
The changes wrought by this spell fail to hold up to physical inspection. For example, if a Small creature uses this veil to appear taller than it is, the hand of someone who reaches out to touch the creature's head would pass right through it.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a DC 15 Intelligence (Investigation) check.



WAR'S SWORD

Weapon (shortsword), Apocalyptic Relic (requires attunement)



This sword is one of the most famous weapons in all of the Plain of Armageddon. It is so huge that it is impossible to hold, and seems to be made of red-hot metal just come out of the forge. When it becomes attuned to a new bearer, its size becomes appropriate to the bearer's size, although it keeps its shape. Its blade is constantly burning and scorching, shedding an ominous glow and palpable heat. Every blow dealt with this weapon echoes like the hammer of an other-worldly forge, spreading flames and sparks among enemy ranks.

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. In addition, when you hit with an attack made with this weapon, the target takes an extra 2d12 fire damage.

When you attack a creature with this weapon and roll a 20 on the attack roll, the target is blinded until the end of your next turn.

In addition, while holding this weapon, you gain immunity to fire damage, and the blade produces a flame that sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Flaming Pyre. Using an action, you can summon a column of fire filling a 20-foot radius, 80-foot high cylinder centered on a point within 90 feet that you can see. Each creature in the cylinder's area must make a DC 19 Dexterity saving throw. On a failed save, it takes 10d12 fire damage, or half as much damage on a successful one. If it fails the save by 5 or more, the creature is also blinded until the end of your next turn.

The fire deals damage to any objects in the area that aren't being worn or carried and ignites flammable objects in the area that aren't being worn or carried.

Once used, this property can't be used again until the next dawn.

Fire Eruption. Using an action, a gout of fire erupts from your sword, forming a line 60 feet long and 5 feet wide. Each creature in the line must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 18d6 fire damage, or half as much damage on a successful one.

The fire ray ignites any flammable objects in the area that aren't being worn or carried.

Once used, this property can't be used again until the next dawn.

WORMWOOD CENSER

Wondrous item, Apocalyptic Relic (requires attunement)

This thurible is a heavy, lavish, and finely crafted item. Each of its metal parts hides a mystery that reaches its peak in the carvings depicting kabbalistic signs, mysterious symbols, and long strings of arcane formulas. When lit, the black fire which burns inside it is mixed with grayish tongues of flame. This censer does not really burn incense, but is always full of a nefarious essence, a mix of poisonous herbs and cursed resins that sizzle and seem to whisper with a human voice as they burn.

This censer is 1.5 feet wide and high. It weighs 6 pounds.

While holding the censer, you can use an action to speak its command word and conjure a sphere of deadly mist in a 30-foot sphere centered on the censer. You also gain true sight in a 30-foot radius for 1 minute. The mist spreads around corners, and its area is heavily obscured. The mist remains for 1 minute, or until you use an action to speak the command word and dissolve it. It moves along with the censer.

Each creature starting its turn in this area of thick, poisonous mist must make a DC 16 Constitution saving throw. On a failed save, it is poisoned until the start of its next turn.

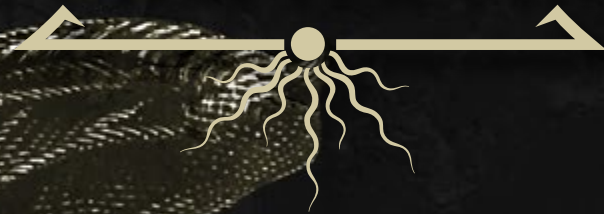
Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. Once used, this property can't be used again until the next dawn.





THE KEY TO THE SEAL

CHAPTER VIII



THE KEY TO THE SEAL

INTRODUCTORY ADVENTURE FOR 4 3RD-LEVEL CHARACTERS

A long-hidden Relic has been found on the border of the Domain of War, the Second Horseman of Apocalisse. It is invaluable and has drawn the yearning of all the Horsemen, of the Throne, and of the Abyss alike. Only the prophets of Babilonia, however, know its location, and only a small group of experienced survivors can retrieve it. The search for the Key to the Second Seal has just begun!

INTRODUCTION FOR THE PLAYERS

When the mission begins, you are already traveling, and Babilonia is far behind you. The sound of the large gates closing still echoes in your mind. This is not the first time you have tempted fate by leaving the Fallen City. Hopefully, this is not the last one either. With each new mission, however, the unease within you grows. This feeling of inevitable estrangement fills you with questions. How many more times will you make it home unscathed? Will you remember the names of those who did not return? Their faces?

When will all of this end?

How will all of this end?

As these thoughts weigh down your stride, you make your way across a landscape of sand, rubble, and rocks. You advance toward a mountainous horizon, partially concealed by clouds of black ash. The flows of lava are visible even at this distance, oozing like rivers between the sharp peaks of the region ahead, moving down toward the valley. You are headed south, toward the lands controlled by War, the Sec-

ond Horseman of Apocalisse. A few survivors await you on its border, still in their mountain outpost.

The Seven Sages of Babilonia have told you nothing else, even your final destination is still unknown in order to avoid revealing anything to your many enemies, should any of them capture you too early. You have only been told to reach the outpost, where you will receive more information. Despite the lack of details, you understand that this mission is crucial. Something about a discovery for the ages, something that might change the course of the Last Battle.

Unless, of course, it is a trap.

The rulers are keeping this important and reserved information from the ears and eyes of the Council of Babilonia. The secret resides in its entirety with the seer of Hollowmount, your current destination.

This mission could change the fate of humanity, and being chosen for it is both an honor and a burden.

Your determination does not waver.

You will do your part, no matter the cost.

BACKGROUND FOR THE GUIDE

The mission given to the characters is a lethal treasure hunt, in which the rivals sent to slow the party down or beat them to the result are the very forces of the Throne and the Abyss.

At stake is the Key to the Second Seal, a Relic intrinsically tied to War and his Domain.

A follower of the College of Revelation, the seer hiding in the Hollowmount outpost, has found in her blood-soaked book the location of a Key which can grant the power of the Second Seal to whom-ever might wield it. War has hidden said Key in a remote location of his Domain, covering it with a

ritual of oblivion in order to prevent otherworldly powers from finding it. The ritual does not, however, hide it from mortals.

The Seven Sages of Babilonia, after receiving news of the vision, have gathered a secret group of trusted explorers, sharing as few details as possible. They may not be the most capable, but they are the best that Babilonia could offer in that moment. They must contact the seer of Hollowmount and follow her directions to find the powerful artifact.

When they return the Key to Babilonia, it can be used against the enemies of humanity or as a bargaining chip to strike a deal with one of the other factions. These developments, however, are beyond the scope of this adventure, and could easily be a starting point for a campaign set in the world of Apocalisse.

The perils that await the characters, after they accept their mission, are many.

First of all, the inevitable environmental threats of the Lands of Armageddon, and more specifically, those of the mountainous, volcano-ridden region they must traverse. Secondly, the defenses that War has set up to protect the Key. And finally, the emissaries of the Adversary and of the Lord, both seeking possession of the Key.

The characters themselves, however, can also pose a threat to the mission. Their deeper motivations and secret goals are not that aligned, with each other or the faction of Babilonia.

WHY DO THE CHARACTERS TAKE ON THE MISSION?

- ✦ **Faith.** They believe in Babilonia's cause or at least are very opposed to the other factions. Despite the danger posed by this mission, they might consider Babilonia to be a worthy enough cause to risk their lives.
- ✦ **Reward.** They have been promised wealth, resources, and favors. Though there is no real "wealth" to be earned in the End Times, in a world where everything is lacking, a little of anything can make a real difference.
- ✦ **Conspiracy.** Characters may lean more toward one of the factions other than Babilonia and hope to gain an advantage from this situation. There may even be someone already aligned with the Throne or the Abyss, working as a double agent.

Even more so than facing external threats, the only way to reach the desired ending is to find a way to reconcile the internal friction within the group. If they work efficiently despite their differences, they will find the Key and receive a great wealth of knowledge. If not, Apocalisse will bring about enmities and irreconcilable conflicts, typical of these unstable, brutal, and war-stricken times. Perhaps the only true guide for the group is the motto found carved on one of the many arches of Babilonia, leading them to choices devoid of bonds and prejudices. .

Alterius non sit qui suus esse potest

"One who can belong to oneself must not belong to others"



The mission is structured as follows:

SCENE 1 – BEYOND THE GATES OF BABEL.

The group of characters sets off on a secret mission, the details of which are not known to them or their guide. After a few days of travel and several dangers, they reach the outpost awaiting them, where they learn of their true objective: the Key to the Second Seal.

SCENE 2 – IN WAR'S DOMAIN.

Set on the right path by the outpost's seer, the group heads toward their journey's true destination: a ruined cathedral on the border of War's Domain. To reach it, the characters must face unnatural calamities and perils.

SCENE 3 – CASUALTIES OF THE ETERNAL WAR.

During their travels, the characters must protect themselves against the devastation caused by the warring Powers above them. They reach a small community of survivors, who fight to live another day.

SCENE 4 – THE NAMELESS CATHEDRAL.

The characters finally see their destination in the distance, make their way inside, and gain access to the crypt where the Key has been hidden. After several threats and sudden dangers, they finally hold the Relic.

SCENE 5 – FINIS GLORIAE MUNDI

Once out of the crypt with the Key, the characters are surrounded by adversaries beyond number: the time of reckoning has come!

SCENE 1 – BEYOND THE GATES OF BABILONIA

“The apocalyptic plain that extends around Babilonia is barren and lashed by winds. Life left this region a long time ago, skeletal trees the sole memory of a flourishing age which shall never return. Ancient ruins emerge from the rocks, a morbid commemoration of the Old World, their original shapes now long lost. Columns, domes, bridges, and bell towers, all constantly eroded by the winds. Most of the cities were destroyed by the cataclysms of the Seven Seals, this is all that remains – and you walk among them.”

The adventure begins with the group already on the road, Babilonia far behind. The characters are on a mission, tasked with a search for which they still lack most details. A trusted guide is leading them toward the outpost of Hollowmount. They have been sent here by the Seven Sages, the highest authority in Babilonia, and therefore the de facto rulers of what remains of humanity. A brief summary of what has passed will clarify the destination and motivations for the group. This part of the mission does not allow for the benefits of a Long Rest, due to the difficulty of travel and the constant threats.

EXPANSION – LAND RAIDERS

The mission has only just begun, but already on the third day of travel the characters may have to face a series of encounters and threats. This option is recommended to allow the players to gain some familiarity with their characters’ abilities, and to begin interacting with each other. It can also be the right moment to see for themselves just how dangerous the world of *Apocalisse* is.

If the Guide chooses this option, they will pick from or roll twice on the “Apocalyptic Mountains Calamities” table on page 134. During the resolution or after they have ended, a group of raiders appears and attacks the characters, attempting to steal their belongings. There are 4 **bandits**, 1 **thug**, and 1 **bandit captain**, all desperate outcasts who survive by ambushing the few travelers on the road between Babilonia and Hollowmount.

The combat scene should be arranged among old city ruins and detritus, rocks and landslides. The raiders arrange themselves strategically, following a well-rehearsed ambush tactic.

If, after defeating them, the characters choose to follow the faint tracks of their assailants, they can find the bandits’ miserable camp. Inside a well-hidden cave are a few common items and a few herbal concoctions: 2 *healing potions*, 2 *potions of resistance*, a dozen rancid rations, 1 bed roll, 1 tent, 4 torches, a 50-foot hemp rope, and other similar equipment, at the Guide’s discretion. Additionally, the group can use the cave to take a Long Rest, with all its beneficial properties.

The characters must overcome the threats and perils without losing their guide (**scout**). Should they fail in this endeavor, they will lose the path to Hollowmount, and they will need to face a third Calamity of War’s Domain event before finding it again.

The path to the outpost snakes its way through the deserted plains around Babilonia first, then rises to the south between dark gorges and apocalyptic mountain ranges. Despite the characters being able to see the mountainsides covered in lava rivers and magma explosions, the path does not traverse them. The journey is hard, insidious, and filled with hidden perils, but not that much more difficult than others. The characters' rations are enough for three days, and the guide is certain that will be enough. The final day, however, the path gets harder, and the group starts feeling the effects of War's Domain.

The outpost is not visible from a distance, and the end to their journey comes quite suddenly. The group can finally receive the answers they seek. Their guide, if still alive, will let them go eat and rest with a few terse parting words: "My task ends here, you're on your own now."

Hollowmount is a natural cave complex that can only be accessed via one side of the mountain. All the access points to the underground labyrinths sprawling beneath the Plains around Babilonia have been unusable for decades. The tunnels connect a number of different underground areas which could, after a fashion, be considered buildings. There are about a hundred people living in the outpost: thick skinned survivors, with very few ambitions or demands, mostly fighters and hunters, long-time allies of Babilonia. They settled in this area to defend the mountain passes, act as watchers, and gather some rations for the more isolated communities on the Plain. Their real duty, however, is to "protect the seer" who will not leave these ancient, sacred caves.

The group is welcomed and very swiftly summoned. Deep within a cave, burrowed far into the heart of the mountain, is a makeshift war room. This place is secret, impossible to find and spy

upon. A powerful-looking veteran welcomes them, happy to explain what their mission actually entails and unburden himself of that dangerous revelation; but first, he will ask the group some questions. There are heavy bags under his eyes, and a noticeable paranoia in his demeanor. He believes in the good faith of the Seven Sages, but only truly trusts his instincts and his ability to read people and recognize spies on sight.

Once convinced of their good intentions, the veteran will confirm only the few details the group is already privy to. To know more, they must follow him into the belly of the mountain, through a secret passage, toward the cave of the seer who received the Revelation.

"The woman is not small, on the contrary: she is tall, very tall, and pale. Her silvery hair frames an otherwise young-looking face, marked by a still fresh wound connecting her eye to her upper lip. Her body is swaddled in layer upon layer of a simple black veil, beneath which are visible comfortable footwear and a few trinkets to adorn herself. Her arms and legs, as the veil shifts, reveal a series of patterns – though it is impossible to tell whether they are tattoos or more scars. The veteran introduces her. You may address her by the title of Sibilla."

The Sibilla can reveal the following information:

- ✦ The Key came to her in a recent Revelation. She is unable to describe its appearance other than vaguely, and no one has any memory of similar items.
- ✦ She is unsure as to what might be the use for a "Key to the Sigil", though this is War, so it must be some kind of powerful artifact or even a weapon which might change the course of the Last Battle.
- ✦ Babilonia's spies are already aware that both the angels of the Throne and the demons of

the Abyss are seeking the artifact. The Second Horseman, however, has shielded it with an oblivion ritual that prevents both the servants of the Lord and those of the Beast from locating it. She believes, therefore, that being the first to find it is tantamount – the item must clearly be something of crucial importance.

- ✦ The item is somewhere in the crypt of an ancient cathedral, buried within a tomb that was never opened. (*Bonus information 1:* as all the characters are already aware, after the Resurrection of the Flesh at the beginning of Apocalisse, the dead walked the earth once more. An unopened tomb means that it was already empty to begin with – was this planned in advance?)
- ✦ The ruins are located, of course, in one of the worst places on all of Armageddon: the mountainous lands riddled with volcanoes and earthquakes, which War has claimed as his own domain.

- ✦ *Bonus information 2:* The veteran will pull aside the more “reliable” among the characters, or at least the one that has shown themselves as such, and will whisper something to them: *“The Relic must be retrieved or destroyed at any cost. Destroy it if you must, but do not let it fall in the hands of either of the Powers.”*

- ✦ *Bonus information 3:* The Sibilla will talk to the Bard of Revelation, if present, and offers some advice: *“Should you be faced with the choice to leave the Key in the hands of the Abyss or the Throne, choose neither. Better for it to be handed back to War, if it comes to that. After all, he has been the one to prevent the Lord and the Adversary from prevailing so far.”*

As the conversation with the Sibilla ends, the group can proceed with preparations for the next leg of their journey. They will gather information about the destination and enough rations for a week, and gains the effects of a Long Rest before they leave.

SCENE 2 – IN WAR’S DOMAIN

“You take the hidden paths that lead south. The volcanic landscape extends before you like an alien world. The path looks over expanses of black rocks and fumaroles spitting out heavy miasmas. The top of the closest volcano is crowned by lava and rises majestically against the leaden sky. The path you follow snakes up between the peaks, through valleys of ash and falls of petrified lava. You are forced to rise and descend several times as the wind howls against you, bringing with it the smell of sulfur and the sound of distant eruptions. You cannot but feel small and insignificant before the majesty and power of this place. There is no more space for bandits, hunters, or smug-

glers. Only warriors, true fighters, can make it through these lands”

The characters proceed among devastation, crumbled and cracked mountain ranges, crevasses and wounds in the ground, out of which ooze lava and streams of boiling mud. As they reach a particularly high peak, a rare moment of visibility between the ash clouds might grant them a glimpse, in the distance, of War’s Coliseum. In the sky, far above it, angels and demons clash. Not a frantic battle, but rather a tired skirmish. There has recently been combat on the ground, too, but it has fortunately already moved elsewhere, leaving behind only a wake of ruins, landslides, and debris.

The characters can take advantage of this situation to move, unseen, closer to the cathedral. After all, they are just tiny little humans wandering through the aftermath of a battlefield. Nothing unusual, nothing new.

From this point forward, the Guide must consider the effects of the Apocalyptic Mountains Calamities:

The entire area is considered difficult terrain due to the cracks and crevasses, the ground's inclination, the boiling mud, the rocky ridges, and the sharp stones scattered all around.

In this region:

- ✦ Wisdom (Survival) checks to forage for food and water have a DC of 20.
- ✦ Wisdom (Survival) checks to travel in the desired direction without straying have a DC of 20.
- ✦ Due to the innumerable and constant perils of the land, such as quakes, landslides, and poisonous miasma, the characters cannot benefit from the effects of a Long Rest unless specified.

- ✦ Each character traveling through these areas must succeed on a DC 13 Constitution saving throw at the end of each day, or suffer one level of exhaustion. Characters with resistance or immunity against fire damage automatically succeed on the saving throw.

In order to reach the cathedral ruins, the group must also succeed on three group DC 18 Wisdom (Survival) checks, one for each day of travel.

On a failure, the group strays from the path and wanders lost for hours, and ends up facing an unexpected calamity. The Guide rolls 1d12 on the "Apocalyptic Mountains Calamities" table to determine the result. As soon as the characters obtain all three successes, the group reaches the ancient cathedral at the end of that day of travel.

If, instead, they continue to fail, after the third Calamity, a group of survivors come to their aid (see next Scene), after they spot the characters from a distance.

MIRACULOUS FINDING

If the characters choose to forage for more food or search for any interesting items during their journey to the cathedral, the Guide can let them roll a DC 20 Wisdom (Survival) check. Even on a success, no food or water can be found, but the character making the check can find a small amount of *mana* (1d4 + 1 portions).

Manna is the blessing from the Lord to those under his protection. A source of nutrition that substitutes for any other type of food, and leaves any who eat of it nourished and satiated for a long time. It frequently falls in the lands around the Throne, and it is considered a precious and rare item anywhere else in Armageddon. The story goes that, due to some exceptional event, such as the shedding of copious amounts of angel blood, small *mana*-producing plants are born. Almost as if returning to creation part of the light that was lost. Finding *mana* this far from the Throne is exceptional, almost miraculous. So much so that, no matter what faction one belongs to, it could easily be interpreted as a good omen.

After this, all successful checks made to forage do not lead to *Manna*, but regular food and water (edible roots, clean water, lichen, algae from wells or springs).

SCENE 3 - CASUALTIES OF THE ETERNAL WAR

"The celestial clash between angels and demons seems to have escalated in brutality. Their collective unleashed fury lights up the heavens, as the two factions fight for control over the fate of the world. The angels, with their white and gold wings and swords of blazing light, are trained and methodical fighters. The demons, on the other hand, are devoured by frenzy. Horns, black wings, and lashing tails join their infernal weapons in a vortex of powerful yet uncoordinated blows. The sky is lit up by lightning and explosions that the otherworldly Powers call to their aid in a blinding, deafening clash. None of you know what has started this particular battle, maybe you never will. You only hear endless, glorious angelic choirs among the clouds, as the demons yell, roar, and face off against the celestial voices with their Abyssal blasphemies."

The characters are finally able to make it to the foot of the mountains, headed toward the cathedral, by their own means or with the help of the survivors sent to guide them (see previous Scene).

Suddenly, a crash of thunder, louder than the others, stops everyone in their tracks. A twisted demonic bident plummets from the sky and rends the earth where it lands in two. The blazing weapon is too heavy to be lifted by human means, made as it is for someone or something twice as tall as a medium creature. The ground breaks, and a river of lava flows out to swallow the area around the impact.

The group risks being swallowed with it, and each character must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) fire damage.

Fire, weapons, and debris rain down from the sky, as angels and demons are in the heat of the final acts of their terrifying clash, which is nothing more than yet another episode in the ongoing war that the Powers have been fighting for the past two decades.

Forced to seek shelter, the characters must hide in one of the many caves nearby. Here they will find (or be led to) a group of desperate and hungry survivors and their makeshift refuge. Unlike the ones in Hollowmount, these people are too weak or scared to join Babilonia, or even just to leave the relative safety of their caves. They have enough water, sourced from underground springs, but there is very little food in War's Domain. It is clear for everyone to see that they are exhausted.

The encounter and interaction with these survivors is left entirely to roleplay, leaving space for character relationships and dynamics, and can be used to gather news, information, advantages, or to gain inspiration. Some of the survivors know the precise location of the cathedral, and can convey more information or even agree to guide the group.

Additionally, this is the only place between Hollowmount and the Nameless Cathedral where the characters can take a Long Rest.

Some suggestions for this Scene are as follows:

- ✦ The survivors are hungry. The characters could offer the oldest/weakest/youngest of them a few portions of *mana* if they found any, or of their own rations. Gifting them the divine food, or at least a week's worth of rations, to the "right" person will gain their help and the hospitality of many of the other survivors.

- ✦ If the characters have any manna or a large amount of rations, but share none of it with the survivors, the latter will attempt to steal the food or attack them as soon as they see an opportunity, in order to feed the more needy among them (2d6 **commoners**).
- ✦ Among the survivors is a man (**thug**) who is in no particular need of anything, but still wants the food for himself. He is one of the slyest members of this community, and has a couple of henchmen with him (**thugs**). He can be very persuasive, and promises support during their journey; however, if the characters offer him food in exchange for his help, the other

survivors do not take well to this injustice, and will attack the group.

- ✦ Among the survivors is a particularly devout woman who sympathizes with the side of the angels and tells endless stories of divine riders who saved her a long time ago. The tales always end in delirious eulogies for the end of the world that will cleanse everything and everyone.
- ✦ *Bonus:* Among the survivors is an emaciated young man bearing the Mark of the Beast who approaches one of the characters belonging to his same faction, if applicable: maybe they could work together?

SCENE 4 – THE NAMELESS CATHEDRAL

“Emerging back out of the caves you step into the dark and silent sky above. A cloud bank, the color of ruby and rust, is moving in from afar: a storm of blood, one of the many unnatural phenomena taking place in the Lands of Armageddon. The air saturates with the scent of iron, familiar and nauseating. It takes a few seconds for the gray and black ground to be washed by a rain of blood, raising even more nauseating vapors and fumes as it meets the lava. It is hard to see through it, though it does not last long. Just as it appeared, the storm moves away. What it leaves behind is a soaked landscape, shrouded by a mist of unnatural color.”

When they are ready to leave the shelter and set back out on their way, the characters might have received more detailed and precise information about their destination, depending on the events of the previous Scene – alternatively, one of the survivors (**commoner**) will offer to guide them to the cathedral.

If they are alone, if they are fleeing from the survivors, or if their guide is the thug or the devout

woman, the group is in grave danger. After leaving the caves, a few roaming demons will attack them during the first break, trying to take them in their sleep.

A group of 6 **goat demons** will attack at night, aiming to kill. The demons have no reserves or caution and will advance with cries and bleating, so it will not be hard to spot them and prepare for 1 round before they arrive. The demons, however, fight to the death.

The following morning, following their guide if they have one, following the tracks of the goat demons, or simply finding their bearings, the group will reach the nameless Cathedral foretold by the seer. Their new guide, if present, will take this moment to bid them farewell and flee.

“At the center of the valley is an ancient settlement from the Old World, completely ruined, of which no one remembers the name; it sits atop a blackened tuff hillock. This city, once, was surrounded by fortified walls, with stone houses and their red terracotta roofs dotted

all up the hillside. Even at this distance, the cathedral towers over the other razed buildings, and must have been one of the landmarks of the city, with its facade of white and dark stone proudly rising in the main square. Today, the cathedral is the sole recognizable structure amidst a mound of ruins and debris."

The city ruins and the surroundings of the cathedral itself are swarming with demons, who have taken care of any living creature in the area. These creatures have been sent by their Abyssal commanders to infest any nook and ancient settlement around War's Domain. The Abyss suspects that the Key does indeed exist, and it is located in a place like this one. However, not privy to any other detail, the demons simply roam among the ruins and devastation, striking as thoroughly as possible. They have yet to bring any results to their masters.

"The cathedral's facade is made of white and black stone, with some remnants of white marble decorations, golden mosaics, and stone sculptures. The upper part is adorned with an imposing circular stained glass, partly smashed, and several sharp spires. The main entrance features a bronze door among the rubble, framed by four pillars bearing bas-reliefs of sacred icons. The building is still majestic in its own way, though clearly a shadow of its former glory, as it barely withstood the opening of the Seven Seals."

A herd of 4 **goat demons** roams around the cathedral, wandering distractedly through the rubble and ruins.

The characters can sneak past them with a successful DC 14 Dexterity (Stealth) check, or with other plans to distract and divert, and avoid fighting the creatures. If their plans fail, however, they are spotted and attacked on sight.

Once they make it inside the silent building, the group is overcome by a wave of solemnity, but also a deep and unfounded sense of melancholy. This place is mostly intact, especially from certain angles, as if Apocalisse had left it standing. It is a memory of the Old World and of life before the End Times. Three wide and bright naves are carved out by ten tall circular pillars, connected by round arches. A marble band motif of green and white repeats itself across the entire building. The walls are covered by frescoes.

As they search inside the building, the characters can easily spot the access to the crypt, but the entry arch is protected by a thin plate of orichalcum – a concealment ward. It has been etched with mystical glyphs in Enochian, and are reserved to otherworldly beings. None of the Powers have been able to even perceive the power of the Key, never mind locate it, thanks to the ward. Mortals are not subjected to its influence, though they do feel a sense of disorientation, melancholy, and unease as they step through the archway toward the underground crypts.

Each character must succeed on a DC 15 Wisdom saving throw to maintain their determination, or be shocked and afraid, gaining disadvantage on all ability checks and attack rolls for as long as they are within the crypt; characters can attempt the saving throw again at the end of a Short Rest within the crypt, and the effect ends immediately on a successful save.

Once they step through the entrance and down into the crypt, characters are safe from goat demons, who can no longer track them or hear them. The group can explore this dark and dusty area and will soon realize that it is much more in disrepair than it initially seemed, and could collapse at any moment. The burials and tombs are all open or cracked. The dead rose again as the Fourth Seal was opened, more than twenty years ago.

The right tomb, devoid of name and never moved,
is well hidden at the end of a secondary corridor.

EXPANSION – LOST IN THE CRYPT

At this point in the mission, instead of making a simple check to find the right tomb, the characters might have to explore vast catacombs, riddled with traps of natural and mystical origins and terrifying keepers guarding the Key.

This optional expansion is recommended for groups interested in exploring an old school dungeon, with the classic hurdles and threats of these types of scenarios. We recommend that the Guide prepare or use a dungeon of medium or small size (4-12 locations) and fill it with monsters, traps and themed dangers. Keeping in mind, of course, War's intention in hiding the Key and the goals of the creatures who serve him.

Some examples:

- ✦ **Monsters: animated armor, skeletons, flameskulls.** These crypt keepers are simply lifeless guardians, minor servants of War's will. Their task is to attack anyone entering the crypt and rend them to pieces.
- ✦ **Mechanical traps.** Traps such as bear-traps, war machines or siege machines with blades, spikes, arrows, cables and gears. Whoever has set these up is clearly possessed by sadistic folly.
- ✦ **Magical traps.** Glyphs, sigils and emblems capable of causing fire damage, but also radiant or necrotic. After all, unlike the mechanical traps, War has placed them to prevent otherworldly creatures from taking the relic, especially fiends and celestials.
- ✦ **Physical obstacles and natural dangers.** Caved in passages, heavy boulders, unstable walls. The characters might come across structural failures that they will have to overcome by digging or making their way on hands and knees through the tunnels created by claws and nails of the Risen, as they escaped their burial sites.
- ✦ **Curses and moral effects.** War might have placed curses and otherworldly effects upon these passages, linked to his Domain. The characters might feel the urge to fight against each other, hurt themselves, flee in terror, or leave the crypts and head back outside to fight the goat demons.

As the exploration of the crypt ends, the characters find the tomb they were seeking as above.

To find it, the characters must succeed on a DC 15 Wisdom (Perception) check as they explore the perilous crypt.

Anyone who fails the check takes 7 (2d6) bludgeoning damage due to a number of minor cave-ins, settling shocks, and ruinous falls. In this case, however, the first character to fail happens to fall unto another unopened tomb. If the latter is opened, the characters will find a man in religious clothing who woke up in his tomb like all the others, but who died again of hunger and madness as he failed to make it out. The man wears a golden necklace from the Old World, a precious trinket which might draw attention from someone in the group. Said character can try obtaining it, if they want to do so, and gain Inspiration on a successful attempt.

On the headstone of the false burial is a sentence in Latin referring to the Second Seal.

*Ut sumeret pacem de terra
Ut invicem se interficiant*

“To take peace from the earth, to force them to kill one another”

Behind the carved headstone is the Key to the Second Seal, the otherworldly relic they were sent to find.

SCENE 5 - FINIS GLORIAE MUNDI

“The Relic that everyone has said so much about and that everyone is seeking lies before you. At least, so it seems. Placed on a cushion made for an emperor’s crown is a shining, sharp instrument. A weapon the size of a dagger. Two twin blades dance around each other in a spiral. Each blade, made out of red gold, is carved with Enochian symbols. The weapons, however, lacks a proper guard or hilt. Nothing that would allow anyone to wield it safely. The guard is a broken pentacle with jagged edges, while the hilt and pommel are a mass of razor-sharp black blades.”

The mysterious item looks more like a torture instrument than a proper Key. It looks incredibly sharp and cutting, both for someone wielding it and for its intended target, but it has no detectable powers or aura. Not right now, not in the characters’ hands.

Its true power is concealed by the wards placed by War at the entrance of this hiding place. When the group leave the crypt, the Key will start emitting a radiant glow, pulsating rhythmically like a beating heart.

This display of power will immediately draw the attention of the goat demons outside the cathedral.

Before they leave the crypt, the characters might have the good idea to take one more rest, taking advantage of the orichalcum’s protective wards, and no one will interrupt them if they do so.

Once they step out of the crypt, however, the Relic’s otherworldly aura will act as a beacon to the demons outside, and they will start pouring in from all over, climbing walls and swarming through the roof. There is no mistaking their intentions: they have sensed the Key and will destroy everything in their way to take it.

The characters might be able to take down the first line, but it will soon be clear that there is no way out of this situation.

As they realize how dire the situation is, it gets worse...

Also drawn to the Key, now fully pulsating with power, an Ariel lands in the cathedral from above, akin to a meteor of light and fire. The Ariel is an angelic lion of the Seraphim. Its body is imposing and emits a celestial light that no mortal is used to seeing. As the creature touches the ground, the resulting sonic wave of its impact and its roar takes out all the goat demons around it, destroys

THE KEY TO VICTORY

If the characters who took part in this adventure are about to die, it is possible to deploy a final twist, a *deus ex machina* that might change the situation while also making the dynamics of the group more complicated. During the fight with the Ariel, the Key to the Second Seal activates and becomes a Relic of mystical power. Depending on who is currently holding it, the Key grants them a wave of otherworldly power: it seems sentient, or at least aware of the situation, and resists being traded so easily!

Some ideas on how to run this resolution, based on the four pre-generated *Apocalisse* characters, are as follows:

- ✦ **Furiosa:** Your body tenses, shuddering under a painful jolt of adrenaline. Your muscles burn, your senses expand and you fling yourself against the Ariel in an instinctive, lethal blow. The Mark of the Beast, however, expands across the entirety of your body, burning with dark energy and becoming fully visible to all.
- ✦ **Wormwood Specter:** Your body collapses like a marionette held up only by your strings, and wormwood fumes pour out of your open mouth. The smoke blocks out the Ariel's breathing, who starts contorting and twisting until it explodes. The deflagration harms everyone in the scene.
- ✦ **Bard:** The eye affected by the prophetic Gift starts copiously bleeding, revealing to you the secret of how to defeat the Ariel. As the blood threatens to suffocate you, pooling into your mouth, you speak the prophecy that will see your enemy fall. *"And as the Ariel turns to him, eyes wide, voice tight in its throat as it realizes its end is nigh. A silent companion shall come to its back and plunge their weapon into its heart, impossible to avoid. Thus, it shall be destroyed..."* Which is exactly what happens.
- ✦ **Sorcerer:** In your mind, suddenly, something unlocks memories of your time beyond the heavens. A sudden awareness takes over and a holy aura surrounds you, forcing the Ariel to bow before you. The creature is now at your command for the next few hours.

the external cathedral walls and whatever was left of the city beyond it. It then turns to the characters and speaks with a deep and echoing voice, as if twelve different otherworldly choirs unified their chants into intelligible words, out of the incoherent sounds they constantly produce. The timbre is alien, the rumble deafening, but the meaning of the demand is unequivocal.

HAND IT TO ME.

HAND IT TO ME. HAND IT TO ME, MORTALS.

AND ALL SHALL BE WELL.

AND ALL SHALL BE WELL.

AND ALL SHALL BE WELL.

If the characters agree to hand the Key over to the creature, the Ariel will be satisfied – partly. It perceives that something, no, someone among them is corrupted. If there is a character present who bears the Mark of the Beast, the ariel reveals them to all. The group must hand them over too. If the characters refuse, whether to hand over the Key or the Furiosa, a terrible battle ensues. The Ariel has no intention of retreating and will fight to the death in order to obtain what it came for.



EPILOGUE

If the characters are still all alive and together, the biggest problem they now have to face is keeping the Key hidden. If barely a few steps out of the cathedral it drew hordes of goat demons and an Ariel, it will not be long before more powerful soldiers of the Throne and the Abyss come looking for it.

In that case, there is no hope of survival for the group.

The solution is almost intuitive: the orichalcum plate with the Enochian sigils can be removed from the entrance to the crypt, folded and hammered around the Key itself as a metal container of sorts. Even if misshapen and heavy, it will get the job done.

The characters can then leave the ruins of the nameless cathedral; the road ahead is long and filled with danger.

The group must decide what to do with the Relic. Take it back to Babilonia as planned, or hand it to another faction? Anyone who had a moment of contact with the mystical powers within it might see the extreme danger of the latter option. Might it be easier to bring it to the Sibilla, and ask what its true purpose is? Or stop dithering and head straight for War's keep, where the Second Seal is held, and directly find out what the Key opens?

The characters are not aware of it yet, but whatever their choice, the final phase of the Last Battle has just begun!

INDEX

A

Abyss **174**
Abyssal City **175**
Adventuring in the End Times **18**
Adversary **180**
Alignment **28**
Apocalyptic Archetypes **69**
Arctic, Apocalyptic **146**
Ark of the Covenant **216**
Armageddon **126**
Armor, Abyssal **216**
Armor, Celestial **223**
Ascalon **217**

B

Babilonia **150**
Babilonia's Militia **205**
Barbarian of the Path of Martyrdom **70**
Bard of the College of Revelation **75**
Bastion **113**
Battle Bell **82**
Beads of Prayer of the Seven Seals **217**
Bell of the Apocalypse **218**
Blade of Abyssal Gloom **219**
Blade of Gloom **219**
Blade of Splendor **220**
Blade of Supreme Splendor **220**
Book of Revelation **221**
Bow of Conquest **222**
Bow of Lilith **223**

C

Campaigns in Armageddon **188**
Cavern of Hunger **150**
Character Creation **24**
Character Origins **35**
Child of the Apocalypse **36**
Child of the Old World **35**
Circlet of Nails **224**
Cleric of Ruin **78**
Clothes Made of the Sun **224**
Conquest **11**
Conquest's Domain **140**
Crown of Thorns **225**
Culverin **115**
Cup of the Lord's Wrath **226**

D

Dark Prophet **180**
Dead Forest **140**
Death **11**
Death's Domain **144**

Death's Scythe **227**
Desert, Black Sands **148**
Deserts, Apocalyptic **150**
Druid of the Circle of Plagues **85**

E

Edge of the Abyss **137**
Encounters in Babilonia **161**
Encounters in the Abyssal City **182**
Encounters on the Plain **164**
End Times **8**
Enoch **160**

F

Factions **196**
Famine **11**
Famine's Domain **148**
Famine's Scales **228**
Fatal Retribution of Enoch Table **63**
Fatal Retribution of the Beast Table **57**
Fatal Retribution of the Lord Table **51**
Final Battle **190**
Flamberge **93**
Forbidden Fruit **229**
Forests, Apocalyptic **170**
Four Horsemen **10**
Furioso **90**

G

Grasslands, Apocalyptic **142**
Grim Reaper's Scythe **229**
Guide **8**

I

Infernal Artifacts **214**
Infernal Chasm **149**
Inferno - Dante's Guide to Hell **4**
Iron City **185**
Italy **130**

J

John's Apocalypse **4**
Judas' Coin **230**

K

Kabbalistic Projectile **230**
Key to the Seal **244**

L

Lamb and Lion **171**
Lance of Longinus **231**
Languages **25**
Last Heroes **18**
Last Ones **26**
Lilith **158**
Lord **172**
Lost Ones **24**
Lucifero's Abode **137**
Lucifero's Bident **232**

M

Mandylin **233**
Manna **233**
Mark Dice **47**
Mark of Enoch **61**
Mark of the Beast **54**
Mark of the Lord **48**
Marks **46**
Mausoleum **145**
Maze of Winds **149**
Menagerie **148**
Metatron **171**
Milestones **193**
Missions, Conquest **209**
Missions, Death **211**
Missions, Famine **211**
Missions, War **210**
Monk of the Way of the Seven Seals **103**
Monsters **20**
Mount, Holy **167**
Mountains, Apocalyptic **132**
Mountains, Ash **130**

P

Paladin of the End of the World **106**
Pale Ruins **145**
Plain of Armageddon **126**
Plain of the Everstorm **140**
Protectorate of Babilonia **131**

Q

Quests in the Land of the Perennial Eclipse **195**

R

Relics, Apocalyptic **214**
Removing Marks **46**
Ring of Solomon **234**
Ring of Solomon, Supreme **234**
Risen from Heaven **38**

Risen from Hell **37**
Risen from Limbo **42**
Risen from Purgatory **40**

S

Satanas **180**
Seal, Fifth **12**
Seal, Seventh **15**
Seal, Sixth **12**
Seals **192**
Seals' Influence **193**
Serafina, Her Excellency **207**
Seven Sages **156**
Shores and Seas, Apocalyptic **178**
Sins **33**
Skin of Hellfire **235**
Solomon **157**
Sorcerer of Otherworldly Heritage **116**
Staff of Enoch **236**
Staff of Moses **237**
Swamps, Apocalyptic **138**
Sword of the Taxiarch **238**

T

Tablets of Law **239**
Talents **157**
Taxiarch Mikhael **171**
Temple of Solomon **157**
Temple of the Dark One **175**
The Beast From the Sea **181**
The Lord's Garden **166**
Throne **165**
Tiers **19**
Tundras of Silence **142**

U

Underdark **183**

V

Veil of Veronica **239**
Virtues **31**

W

War **11**
War's Domain **131**
War's Sword **240**
Warlock of Lilith **121**
Windmouth **146**
Wizard of the School of Solomon **98**
Wormwood Censer **241**
Wormwood Specter **95**



**ACHERON GAMES. MADE IN ITALY.
SHARED WORLDWIDE**

WWW.ACHERONSTORE.COM

OPEN GAME LICENSE Version 1.0a

Legal Information

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You"
- The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non exclusive license with the exact terms of this License to Use, the Open Game Content.

- Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwallb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.



5E



APOCALISSE

JOHN'S GUIDE TO THE ARMAGEDDON



FIGHT FOR HUMANITY,
CONQUER THE SEVEN SEALS
OF THE APOCALYPSE!





APOCALISSE IS THE FIRST BIBLICAL ARMAGEDDON SETTING FOR THE 5TH EDITION OF THE WORLD'S MOST FAMOUS RPG

The End Times are here. The world is ravaged by the opening of the Seven Seals. Lakes and rivers have vanished from the face of the Earth, and Europe is now one vast desert. And yet, the last of humanity has survived...

Gather your weapon, prepare your spells, and choose your side. Will you fight for the Throne and its angels, ready to lead the world to Universal Judgment? Will you join the demons of the Abyss, to fight the angels and rule over the ruins of creation? Or will you try stopping both, joining the resistance in Babilonia – and canceling the effects of Armageddon?

This book includes:

- ✦ A description of the End Times, from the arrival of the Four Horsemen of the Apocalypse to the war between Throne and Abyss.
- ✦ 1 new playable race, with new options such as Sins and Virtues, and new Origins.
- ✦ New setting rules, such as the new Mark dice mechanic, which bind characters to the various factions at play.
- ✦ 12 new apocalyptic archetypes.
- ✦ A description of the Plain of Armageddon and all the factions participating in the Final Battle.
- ✦ Hooks and suggestions for adventures, campaigns, and the search for the Seals.
- ✦ 37 apocalyptic relics.
- ✦ The introductory adventure *The Key to the Seal*.
- ✦ And much more...

45.00 \$

WWW.ACHERONSTORE.COM

