

Avarius – Temperamental Collector of Exotic Items



Blisters cover your short, plump body and you wear orange robes. Your magic deals with fire and flame. You draw your magic from an eternal flame of Khandahur that you nurture in your sanctuary. You are paranoid and greedy. You are a devoted collector.

Motive for murder

Rapacus had a copy of a legendary grimoire, the Key of Solomon. You wanted it.

Agenda

You know how easy it is to destroy and how difficult it is to create something true, especially friendship. Paludasaxa and the Order of Magic are the best things that ever happened to you. You feel safe and calm when you are in Paludasaxa. However, sometimes your temper gets the best of you and things around you tend to break or start catching fire. Especially when someone accuses you of stealing.

You have your own private collection of exotic books and items. You have recently added a very nice book you found in the library of Pax Perpetuo called Feline Magic written by Sandra Silvertail.

You win if you possess both the Key of Solomon and the Talisman of the Serpent at the end of the game.

Uses excessive force

- ☐ Cause collateral damage to assistants of a wizard not in the conflict and reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ **Key of Romulus.** Opens any door locked by magic.
You may take one damage and search the sanctuary of another wizard.
- ☐ **Felicia,** a cat. Your familiar.
- ☐ **Absolon** the Dwarf, your manservant.

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Fortius – Brute Force Specialist



You are tall, with a firm voice, and wear studded leather armour and a gray cape. Your magic is strong in stone and the human body. You have a rich collection of amulets. You are pretentious and stubborn. You have a great fear of spiders.

Motive for murder

You wanted to steal the Talisman of the Serpent, buried in the flesh of Rapacus, so that you can bind and control the Creature in the Lake.

Agenda

Weak wizards remind you of your own weakness. Together with your ally Ferrusia at Pax Perpetuo, you want to kill or chase away the weak wizards and build a new conclave with only the strongest from both. Binding the Creature in the Lake to your command will help you overcome any resistance and show that you are definitely NOT AFRAID OF SPIDERS!

You win if you have defeated at least two wizards from Paludasaxa.

Likes a worthy challenge

- ☐ If your opponent has more dice than you do, reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ **Cape of Giants.** Shout the command word at the top of your lungs and grow into a 30' giant. Deal +1 damage.
- ☐ **Cassandra,** your apprentice.
- ☐ **Savino,** your manservant.

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Mirabella – Beautiful and Terror-inducing Valkyrie



You have blond hair and wear chainmail over a red dress. Black tattoos cover your pale skin. Your magic deals with fire and destruction. You are brutal and ruthless.

Motive for murder

Taking over Paludasaxa is the first step in taking over the Order of Magic.

Agenda

Everyone knows that women are better at magic than men. With men involved, there is bickering, botched magic, and twilight.

The Order of Magic is strong and has a great potential but is ruled by weaklings. Men who do not have the guts to wield the power in their hands. The Order could take over the World instead of hiding away in cold, wet, and creepy

places like Paludasaxa. When the time is right, you and your sisters will take over the Order.

The Creature of the Lake protects Paludasaxa from the infernal corruption in the swamp. It would make a great pet.

You win if you are Primus of Paludasaxa at the end of the game.

Uses excessive force

- ☐ Cause collateral damage to assistants of a wizard not in the conflict and reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ Sword of the Dragon's Tooth. Deal +1 damage.
- ☐ Apprentice: Giselle
- ☐ Bodyguard: Alexandra

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Pestilentia – Friend of Creatures of the Night



You wear a black dress and your skin has a slightly yellow tone. You draw your magic from a nest of adders, hidden in the swamps in the roots of a dead tree. You shun daylight and are active at night. You are rude and vulgar. Your left eye sometimes traces off on its own.

Motive for murder

Rapacus discovered that you were removing books from the library and selling them to Pax Perpetuo.

Agenda

You and your allies in Pax Perpetuo are negotiating a proposal for how to share access to the source of magic at the Sulphur Pools. Demons and magical beasts such as the Creature in the Lake should be killed and harvested for magic experiments. Your spies have informed you that a Quasitor has infiltrated Paludasaxa. Better be careful with what you say.

You win if you hold the office of Librarian of Paludasaxa at the end of the game.

Prefers to be in charge

- ☐ If you have a higher office than your opponent, reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ The Broomstick of Sandra Silvertail
- ☐ Familiar: **Bera**, a crimson spider
- ☐ Bodyguard: **Borgo**, an 8' giant with arms like tree trunks

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Riqorius – Telekinesis Expert with a Dark Secret



You wear a dull brown robe and a rusty pot helmet. Your left arm is deformed and you wear a metal prosthesis. With your magic, you can animate and control inanimate objects. You are possessive and prone to complaining.

Motive for murder

Rapacus knew your dark secret.

Agenda

The creatures of Hell are playing their cards well. Impressive results. Of course, you could never completely join them. However, allowing them to help your studies for a small favour occasionally - why not?

The Order of Magic is a club for a small elite, serving only their own interest. It imposes stupid rules that keep wizards from doing magic research as it should be done.

You win if you are Primus or Defensor of Paludasaxa at the end of the game.

Dark Secret

Your studies took you deep into the Sulphur Pools. One day you came upon a lesser devil named **Malacoda**, and you brought it back to your sanctum, locked up in a cage. You have studied it for some time, it can reveal secrets even hidden by magic.

Take one damage. You may look at a secret of another wizard. If another wizard searches your sanctuary, you must reveal the presence of Malacoda.

Prefers to be in charge

- ☐ If you have a higher office than your opponent, reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ Metal Hand of Vulcan. Spawns a secret blade.
- ☐ Malacoda, a lesser devil
- ☐ Rapator, a black rat, the familiar of Rapacus.

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Sylvia – Brewer of Plans and Potions



You are of short stature, wear a tall green hat and your black robe is trailing after you where you walk. Your magic deals with plants and poison and you brew potions. You are stubborn and scheming. You are addicted to an herbal tea of your own brewing.

Motive for murder

In addition to his weak leadership skills, Rapacus stole your apprentice, Anaïs.

Agenda

You want to take over Paludasaxa, purge the infernal corruption that for too long have been brooding, and form a strong team of wizards to battle the forces of Hell. Perhaps trading the Talisman of the Serpent with Pax Perpetuo in exchange for their help in taking over Paludasaxa?

Regardless of its failures to resolve the disputes with Pax Perpetuo, the Order of Magic is the best place to work out solutions to our problems.

You win if you are Primus of Paludasaxa at the end of the game.

Herbal tea

You brew your herbal tea using the Ladle of Ursuline. You may offer a refreshing cup to another wizard. If they accept, they heal one damage to Body or Mind. You may then look at their secret.

Engages in diplomacy

- ☐ If other players have added dice to your side, reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ The **Ladle of Ursuline**. Brew healing potions.
- ☐ **Nosferatus**, a bat. Your familiar.
- ☐ **Florentin**, your manservant. A beautiful young man with blue eyes, blond hair and a soft voice.

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Ultor – Lightning From a Clear Sky



You are bald, with a long white beard, and you are well trained with the spear. You dress in a white robe with a red cape. Your magic talents are thunderbolts and lightning. You are scheming and temperamental.

Motive for murder

Anaïs, the apprentice of Rapacus, came to you a few nights before Rapacus died, not feeling safe. He said that Rapacus was studying an ancient grimoire and was preparing a dark ritual. You suspect Rapacus got hold of the Key of Solomon. Probably nicked it from Pax Perpetuo.

Rapacus was no longer acting in the best interest of the conclave. You want to take over Paludasaxa and restore order.

Agenda

The wizards in Pax Perpetuo are busy stealing your books and your research. They need to be distracted. What if some

infernal creature paid them a visit? If you can get your hands on the Key of Solomon that wish might just come true.

You win if you are Primus of Paludasaxa at the end of the game.

Engages in diplomacy

- ☐ If other players have added dice to your side, reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ The **Spear of Jupiter**. Fires thunderbolts. Deal +1 damage.
- ☐ **Anaïs**, the apprentice of Rapacus.
- ☐ **Albina**, your maid.

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Victoria – Ice Queen and Prideful Genius



You wear a blue dress with sparkling ice crystals on a strong body. Your magic deals with ice and cold. You are a genius and can do magic like no one else. You are prideful and destructive. You have an excellent hearing and are easily offended.

Motive for murder

Rapacus humiliated you and your talents while at the same time he was stealing your research.

Agenda

They say your magic is flawed. They say that you are weak. You will prove them wrong!

Rapacus had a copy of a legendary grimoire, the Key of Solomon. The grimoire contains a ritual that can bind a greater demon to your command. If only you can get your hand on it...

You win if you can bind and control a greater demon before the end of the game.

Balthus Ironclaw who trained you in the magical arts was banished from Paludasaxa by Rapacus and now lives at Pax Perpetuo. In their library, I have seen the book that is missing from our library. Do we have a thief among us?

Likes a worthy challenge

- ☐ If your opponent has more dice than you do, reroll your dice.

Health

- ☐ Body
- ☐ Mind
- ☐ Soul

Magic Items and Assistants

- ☐ Wand of Winter
- ☐ Dragon Scales. Protects against the flames of Hell.
- ☐ Apprentice: Leopold. Clumsy but with great potential.
- ☐ Maid: Céleste

Trivia

Paludasaxa. Literally, 'the rock in the swamp', the conclave of our story offers refuge for a small band of wizards.

Rapacus. The dead Primus of Paludasaxa. Feared for his bad temper and powerful magic.

Pax Perpetuo. Literally, 'Eternal Peace', relations with this neighbouring conclave have always been uneasy.

Key of Solomon. The grimoire of the great sorcerer is rumoured to contain conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

Talisman of the Serpent. The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The talisman has been lost for years.

Order of Magic. A secret order of wizards. All members have sworn to uphold the **Code of Wizards**.

Quasitors investigate breaches of the code. Major breaches of the code will result in the wizard being chased down and killed.

Twilight. When magic goes wrong, wizards enter temporary Twilight. Powerful wizards don't die but enter **Eternal Twilight**.

Chapter 6: Handouts

In this chapter you will find handouts that you will need during the game. You can also download and print these handouts from **Thoughtful Games**.

Offices

- ❖ Primus
- ❖ Defensor
- ❖ Librarian

Secrets

- ❖ Rapacus's Murderer
- ❖ Talisman of the Serpent
- ❖ Key of Solomon
- ❖ Quasitor in Disguise
- ❖ Spy
- ❖ Secret entrance

Legendary items

- ❖ Key of Solomon
- ❖ Talisman of the Serpent

Adversaries

- ❖ Antilla the Mad
- ❖ Posse from Pax Perpetuo
- ❖ Creature in the Lake
- ❖ Moloch the Horned

Rules summary

Scenes

- ❖ State where, when, and who
- ❖ Everyone present: Doing or thinking right now.
- ❖ Start scene: Action!
- ❖ Public: Everyone can enter
- ❖ End scene: Scissors & Cut!

Phrases

- ❖ Little did you know...
- ❖ Over my dead body! (Duel)
- ❖ Please remind me...

Duels

- ❖ Agree terms
- ❖ Everyone: Take dice and add detail
- ❖ Take dice and narrate the duel
- ❖ Audience: Vote with dice
- ❖ Roll dice and determine winner
- ❖ Select outcomes

Outcomes

- ❖ Give
- ❖ Take damage (Continue)
- ❖ Retreat (Act One, Two, and Three)
- ❖ Defeat (Act Four)



OFFICE

Primus

The Primus is the daily leader, the first among equals. **Prudencia the Wise** is the head of the servants and obeys your command.

Here are some specialists that may be found in Paludasaxa that you can boss around:

- ☐ Constance the Boatswoman
- ☐ Jacqueline the Messenger
- ☐ Damian the Blacksmith



OFFICE

Defensor

The Defensor oversees the defences and is second among equals. **Aperius the Boar** is the captain of the guard and obeys your command.

Here are some guards defending Paludasaxa that you can boss around:

- ☐ Brutus
- ☐ Cyrus
- ☐ Hannah

As defensor you also carry the key that will unlock the Diary Fragments of Lupus the Mad.

Librarian

The Librarian oversees the library and is third among equals.

Books that may be found in the library:

- ☐ At the Gates of Hell, Balthus Ironclaw
- ☐ Diary Fragments, Lupus the Mad (locked)
- ☐ 101 Recipes With Common Bat, Ursuline of the Black Forest
- ☐ Heavenly Bodies, Angelica the Pink (missing)

OFFICE



SECRET

Rapacus's murderer

"I murdered Rapacus!"

When revealed

Describe how you killed him and how much he deserved it.

Add one dice to your next duel.



SECRET

Key of Solomon

*"I stole the Key of Solomon from the sanctuary of
Rapacus!"*

When revealed

Describe the Key of Solomon and how you discovered that Rapacus had it. Take the legendary item.

If your sanctuary is searched you must reveal this secret.



SECRET

Talisman of the Serpent

*"I stole the Talisman of the Serpent from within the
dead body of Rapacus!"*

When revealed

Describe the Talisman of the Serpent and how you took it from his dead body. Take the legendary item.

If your sanctuary is searched you must reveal this secret.



SECRET

Secret entrance

*"I have a secret entrance to the sanctuary of
another wizard!"*

When revealed

Name a wizard. Describe how you created or discovered a secret entrance and for how long you have been able to come and go as you please.

You may search the sanctuary of this wizard when you reveal this secret. If the wizard has the Key of Solomon or the Talisman of the Serpent, the player must reveal this. If the wizard has the Key of Solomon or the Talisman of the Serpent, you may take it.



SECRET

Spy

*"An assistant of another wizard is secretly spying
for me!"*

When revealed

Name an assistant of another wizard that is not dead. Describe how you bribed the assistant to spy for you.

You may search the sanctuary of this wizard when you reveal this secret. If the wizard has the Key of Solomon or the Talisman of the Serpent, the player must reveal this. If the wizard has the Key of Solomon or the Talisman of the Serpent, you may take it.



SECRET

Quasitor in Disguise


"My real name is Tremor and I am a Quasitor in disguise. I have infiltrated Paludasaxa to find out what dark deeds Rapacus was up to!"

When revealed

Describe your appearance without the disguise.

Replace your Agenda with the following:

You win by defeating the murderer of Rapacus in a duel and having the Key of Solomon at the end of the game.



LEGENDARY ITEM

Key of Solomon

"I cannot believe it! The greatest treasure of all time and it is in my hands! For sure it will come in handy and I will not give it up easily."

The grimoire of the great sorcerer contains conjurations, invocations and curses to summon and bind demons to the will of the sorcerer.

LEGENDARY ITEM

Talisman of the Serpent

"The talisman was lost for years but now it is mine!

Buried deep in the flesh of Rapacus!"

The founders of Paludasaxa are said to have bound the Creature in the Lake to serve and protect the conclave using this talisman. The creature has not been seen for years, but you are sure it will make an impressive lab assistant. If it pops its head up, you are ready!

Antilla the Mad, Primus of Pax Perpetuo

"I shall have the Key of Solomon or Pax Perpetuo shall march on you!"

Antilla gets around on a handy broomstick and is furious because she can't find her most beloved secret treasure, the **Key of Solomon**. After searching all over Pax Perpetuo, she is convinced that Rapacus stole it from her. She wants the Key of Solomon back or she will return next full moon with her posse and burn down the place.

Leaves at the end of Act Two.

The Posse from Pax Perpetuo

In Act Four, Antilla the Mad returns to collect the Key of Solomon (unless of course someone was dumb enough to give up the legendary grimoire earlier). This time she is bringing her friends.

- ❖ **Antilla the Mad**, the Primus
- ❖ **Balthus Ironclaw**, the Librarian
- ❖ **Ferrusia**, the Defensor

They blow open the gates with magic and ask only once to get what was stolen. The Primus of Paludasaxa must answer!

If given the Key of Solomon, they return back to Pax Perpetuo immediately. If not, they attack until they get it or are fought off!

To fight off the Posse from Pax Perpetuo

10-12	You fight off the posse. The posse returns to Pax Perpetuo.
7-9	The posse deals 1 damage to all defenders and retreats back to Pax Perpetuo.
2-6	The posse deals 1 damage to all defenders, and takes the Key of Solomon if present. If not, they attack another wizard!

Creature in the Lake

The Creature in the Lake sleeps most of the time but wakes up for Act Three. It immediately devours the Captain of the Guard.

At the end of the Act, it attacks the wizard holding the Talisman of the Serpent. Unless you charm or slay the creature, it deals 2 damage, destroys the talisman and escapes into the swamp, leaving a trail of destruction.

To charm the Creature in the Lake

If you have the Talisman of the Serpent, you may attempt to charm the creature. Add two dice for the talisman.

- 10-12 You charm the Creature in the Lake.
- 7-9 The creature deals 2 damage and sinks back under the surface not to be seen for another 100 years.
- 2-6 The creature deals 2 damage, destroys the Talisman of the Serpent, and escapes into the swamp.

When you charm the Creature in the Lake

The Talisman is absorbed into your skin and can only be removed after your death. The Creature in the Lake serves you until you release it.

The Creature in the Lake adds +1 dice to your dice pool in duels and deals +1 damage. When taking damage, you may choose to discard the Creature in the Lake instead of taking any damage.

To slay the Creature in the Lake

- 10-12 You slay the Creature in the Lake.
- 7-9 The creature deals 2 damage and sinks back under the surface not to be seen for another 100 years.
- 2-6 The creature deals 2 damage and escapes into the swamp.

Moloch the Horned

The greater demon that Rapacus wanted to summon arrives to harvest souls in Act Four. Moloch the Horned attacks any wizard with a soul or an apprentice. Pick the next target. When attacked, unless you bind or banish it, the demon takes your soul and devours your apprentice.

Moloch prowls Paludasaxa until banished, daybreak or all souls and apprentices have been harvested.

To banish a demon

Add two dice if you have the Key of Solomon.

- | | |
|-------|--|
| 10-12 | You have banished the demon back to Hell. |
| 7-9 | The demon takes your soul, devours your apprentice, and leaves. |
| 2-6 | The demon controls you. Become the demon and destroy Paludasaxa. |

To bind a demon

Add two dice if you have the Key of Solomon.

- | | |
|-------|--|
| 10-12 | You have bound the demon. |
| 7-9 | The demon takes your soul, devours your apprentice, and leaves. |
| 2-6 | The demon controls you. Become the demon and destroy Paludasaxa. |

When you bind Moloch the Horned

Moloch the Horned adds +2 dice to your magic duels and deals +2 damage. When taking damage, you may choose to release Moloch the Horned instead of taking any damage.

Moloch serves you until daybreak or until released after which it takes your soul, devours your apprentice and leaves.

