

## Bloody Bone

The bloody bones, sometimes known as skin-thieves, skulk through the gloom of night, their claws clicking, their hands and feet leaving wet streaks of bright crimson from their oozing, exposed muscle and sinew. Cursed by hags and other powerful fey, the bloody bones lost their skin from their bodies and exist in horrific, maddening pain. To ease their suffering, they hunt the living and flense the flesh from their bodies, donning the stolen hides to mute the electric agony that wracks their bodies day and not.

A bloody bone typically knows Elvish and a few words in High Archaic or the Common Tongue. They whine and gibber, weep piteously or shriek at their victims while raking them with their long, tangled claws.

**Faerie:** Faeries are immortal and grow no older after reaching maturity. Faeries find the touch of iron painful and become impaired for as long as they remain in contact with it.

### Bloody Bone

|                  |         |                   |                      |
|------------------|---------|-------------------|----------------------|
| <b>Strength</b>  | 10 (+0) | <b>Health</b>     | 25                   |
| <b>Agility</b>   | 15 (+5) | <b>Defense</b>    | 15                   |
| <b>Intellect</b> | 9 (−1)  | <b>Perception</b> | 11 (+1); shadowsight |
| <b>Willpower</b> | 9 (−1)  | <b>Size</b>       | 1; <b>Speed</b> 12   |

#### Horrifying

**Immune** charmed, insanity

**Slippery Body** Creatures have one bane for attack rolls made to grab a bloody bone and the bloody bone has one boon for attack rolls made to escape from a grab.

#### Weapon Attacks

**Claws** (melee) Agility attack roll with one boon; Success: 2d6 damage plus Bleeding Wound.

**Bleeding Wound** A living creature must make an Agility resistance roll with one bane. On a failure, the creature becomes impaired until the end of the next round. While impaired, the creature also takes 1d6 extra damage at the end of each round.

#### Encounters

**Difficulty** II (Challenge 25)

Most bloody bones lurk in warm, damp places such as in shallow caves, sinkholes, and shadowy cellars. They emerge from their hiding places under the cover of night, ranging far from their lairs to find a suitable victim from which they might take new skins. Bloody bones prefer attractive victims to ugly ones, but when truly desperate they may steal hides from animals.

Although their claws appear large and monstrous, bloody bones use them with great skill and dexterity. Each swipe of their claws can lift the skin from the muscle and sinew with a surgeon's precision. It's important to the bloody bones to keep as much of the hide intact as the pain only subsides when fully covered.

Stolen skin rots, tears, and eventually falls away. Bloody bones once clad spend much of their time patching holes and sewing up the rips, only giving up when the vermin become too great and the skin too turned to tolerate.

In spite of the incredible pain they must endure, bloody bones demonstrates great patience when hunting their prey. They creep through the shadows, watch from hidden positions where they can be certain no one will find them, and hold those positions for several nights until they learn their victims' habits, mannerisms, and movements. Bloody bones choose their times to strike when their victims are most vulnerable—when asleep, alone, or distracted. When possible, bloody bones drag off their victims so they can take the time to flense them properly.

## Demon

The Void belongs to the demons, malevolent shadows that flit through the emptiness and infest the wreckage littering the endless darkness from the untold world destroyed by the Demon Lord. As slaves to the End of All Things, evil and madness consume these entities and their obsession with killing and destroying makes them utterly unreasonable and unpredictable.

Demons cannot pierce the boundary that separates the Eternal Darkness from the universes beyond. They must scour the edges for the rare gaps through which their master's influence bleeds or rely of foolish mortals to let them loose to visit ruin onto their summoners. Upon escaping the Void, demons do not return unless forced by the utter annihilation of their physical forms or the being cast to there by powerful magic.

When demons bother to speak, they do so in the Dark Speech.

### *Binding Demons*

Dark magic can bind demons into special containers. The container can be any item: a doll, a glass ball, a sword, or an iron bottle. The vessel must be readied before it can hold a demon. Preparations are sinister and involved, taking about 8 hours and using 10 gp of rare ingredients. Once performed, the vessel is ready and a creature that knows at least one Demonology spell may attempt to bind it at any time thereafter.

The creature responsible for the container's creature may use an action to choose one demon it can see and attempt to force it into the container. The creature makes a Willpower attack roll against the demon's Willpower score. If creature speaks the demon's true name, it has boon for the attack roll. On a success, the demon dissolves into a cloud of putrid smoke that streams into the container and remains there until something releases it. On a failure, the container breaks and the demon has one boon for attack rolls it makes against the creature that attempted to bind it for 24 hours.

An object with a demon trapped inside it is a powerful relic for those who dabble in the dark arts. Anyone carrying the container has one boon for rolls to attack with Black Magic, Demonology, and Sorcery spells.

In addition, once per day, a creature holding the container may use an action to release the demon. The demon appears in an open space within 1d6 yards and is compelled by the creature that released it for up to 1d6 minutes. If the creature drops the vessel, the compelled condition ends and the demon acts freely until the duration expires. At the end of the time or when the creature holding the container uses an action to command the demon to return, the demon turns into smoke and flows back inside the container.

The demon within is malicious and vengeful. It causes strange things to happen around it. Milk spoils, animals panic, knocks sound in empty rooms, and foul smells hang in the air. A creature that goes mad while holding the device becomes possessed by the demon contained in the jar.

If the container is destroyed, the demon appears in an open space it chooses within 1d6 yards of the broken container.

### *Demonic Possession*

If a creature goes mad as a result of gaining insanity from a demon, the demon may use an extra action to possess that creature. The demon makes a Willpower attack roll against the creature's Willpower score. A success causes the demon to disappear and takes control of the creature, replacing its Intellect and Willpower with its own scores and modifiers, and supplanting that creature's personality with its own. The demon makes a prisoner of the creature's soul and learns everything the creature knows and remembers.

Once a demon possesses a creature, it remains in control of that creature until it is forced out, usually by magic. A demon can hide with the creature it possesses, thus allowing the creature's soul to take charge of the body once again. The creature has no recollection of what happened while the demon is in control and does not know that its body harbors a demonic presence. The demon can reassert control at any time it chooses.

A creature compelled by a demon typically displays some physical manifestation of the evil presence. The creature might reek of rotting meat, expel foul liquids of unlikely colors, being sexually aggressive, display weird markings in the flesh, change color, become afflicted with boils, sores, and bruises, or anything else the GM decides.

Once a demon is forced out of a creature, the demon makes a Willpower resistance roll. On a success, the demon appears in an open space it chooses within 10 yards of the creature whose body it left. On a failure, the demon disappears into the Void.