

Special Abilities:

- **Acrobat:** Diamabel is graceful, gaining +1 to Parry (included above) and +2 on nimbleness-based Agility rolls.
- **Agent of Fate:** As a servant of Fate itself, Diamabel has four Bennies when he appears rather than two (as usual for a Wild Card). When Diamabel spends a Benny to reroll, he gains +2 to the final result.
- **Darklord of Pharazia:** Diamabel can close the borders of his domain through a brief invocation to Fate. When he does so, a mighty sandstorm blows up at the edges of the land. Anyone foolish enough to enter the storm suffers 2d10 points of damage each round and is completely lost; even turning back may not save the fool. This closure lasts until the next time the sun rises or sets. Diamabel then cannot close the borders again until the next sunrise or sunset.
- **Day/Night Cycle:** Diamabel is a very different creature during the day and night hours, though his statistics remain largely unchanged. During the day, he possesses the Very Attractive Edge and the Pacifist (Major) Hindrance. At night, he gains the Berserk Edge and the Bloodthirsty Hindrance.
- **Fear:** Anyone seeing Diamabel in his wrathful state at night must attempt a Fear check.
- **Fearless:** Diamabel is immune to Fear and Intimidation.
- **Fiery Sword:** Str+d10. Anyone struck by Diamabel's blade has a chance of catching fire (*SWDE* 88).
- **Flight:** Diamabel has great wings, allowing him to fly with a Pace of 10" and a Climb of 2.
- **Invulnerability:** Diamabel can only be Shaken by non-magical attacks, not wounded. He can be hurt normally by magic and magical weapons.

- **Level Headed:** Diamabel draws two cards for initiative and acts on the better of them.
- **Partially Divine:** Diamabel's status as something more than human gives him +2 to recover from Shaken and allows him to ignore wound penalties.
- **Spells:** Diamabel has the ability to perform several miracles. He has 20 Power Points and knows the following powers: *bolt* (flame bolt), *blast* (fireball), *burst* (cone of fire), *greater healing*, *healing*, and *smite* (fiery runes).

Malbus (Wild Card)

The sorcerer-king Malbus is a horrific creature to behold. His head is that of a diseased ram, while his body bears the marks of privation and dozens of scars and debtor's tattoos. His rich clothing is often stained and dirty, and he moves as though uncomfortable in his own skin. Despite his great power, he is miserable and unhappy, constantly on the verge of lashing out at those around him.

Much of the sorcerer-king's frustration comes from the nature of his powers. Due to a curse laid upon him, Malbus cannot regenerate his magical strength naturally and must propitiate his djinni allies to do so. Thus, every time Malbus uses his magic, he goes deeper into debt with supernatural forces, making him loathe to rely on his magic unless absolutely necessary.

Still, previous pacts have given Malbus a wide array of sorcerous powers outside of his spellcasting prowess. He is rarely without a bound elemental or demonic servitor, and he has become at least semi-immortal due to his bargains with the djinni.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Occult) d10, Notice d8,

Persuasion d10, Spellcasting d10, Stealth d6, Survival d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (2);

Charisma: -4

Hindrances: Mean, Ugly

Special Abilities:

- **Armor +2:** Enchanted silks.
- **Boon of the Djinn:** Because of his bound servants and many bargains, Malbus can spend 5 Power Points to use Persuasion in place of any other skill. This represents his ability to coerce his patrons into aiding him in various situations. This effect lasts for the duration of a single roll.
- **Darklord of Al-Kathos:** Malbus can close the borders of his domain by bargaining with the djinni who grant him his powers. Each hour he keeps the borders closed costs him 1 Power Point—a precious resource he expends only with the utmost seriousness. When the borders are closed, they become coruscating illusions that blind the eye and baffle the mind, eventually turning travelers back into the domain.
- **Horns:** Str+d4. Malbus can use his powerful horns to gore or butt his foes.
- **Indebted:** Malbus owes powerful supernatural patrons his power and position. He can only regain Power Points, heal wounds, or recover Fatigue by performing appropriate rituals and making extensive sacrifices.
- **Low Light Vision:** Malbus can see normally in conditions of Dim and Dark lighting.
- **Reliquary:** Malbus owns several powerful relics, though he generally only carries one or two of them at a time on his person. He is known to possess a ring that allows him to become invisible, a flying carpet, a dagger that seemingly warps time, and several other items.

- **Spells:** Malbus is a talented spellcaster. He has 30 Power Points and knows almost every spell with a Rank requirement of Veteran or lower except for healing magic. However, he is loathe to use his magic, since he cannot regain Power Points naturally.

Tiyet (Wild Card)

Despite being more than a thousand years old and one of the undead, Tiyet looks like nothing more than a woman of twenty years. Her lustrous black hair and healthy brown skin give no hint of her nature. Tiyet is a woman of remarkable beauty and poise, her presence all out of proportion to her petite height of barely more than five feet.

Tiyet awoke in Sebuia more than two centuries ago, a queen of nothing but the dead and a few feral children. Though she prefers to prey on unwary travelers who stumble into her domain, her hunger for blood and hearts sometimes grows great enough that she must prey upon the children instead.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d8, Persuasion d10, Stealth d8, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 8; **Charisma:** +6

Special Abilities:

- **Darklord of Sebuia:** Though she cannot close her domain borders (and would not even if she could), Tiyet can command any number of mindless undead at any range. She can control any of the undead native to her domain, even dimly perceiving through their senses. This gives her the ability to keep tabs on any travelers to Sebuia—and to push them toward her estate, if she so wishes.

- **Fatale:** Tiyet can perform a Test of Wills against a target using Persuasion, opposed by their Spirit.
- **Inhuman Charisma:** Tiyet is a woman of heartbreaking beauty. She has the equivalent of the Charismatic and Very Attractive Edges.
- **Fearless:** Tiyet is immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Immortal:** Tiyet can be wounded and even “killed” by ordinary weapons, but she rises again a few days later unless her

heart is found and destroyed. Her heart can only be pierced by a magical blade or burned by the hottest of fires but is otherwise indestructible.

- **Slam:** Str+d4.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison and disease; called shots do no extra damage; does not suffer wound modifiers.