

ELDRUDEN

GODCHILD

ELDRUDEN: GODCHILD: ROLEPLAYING GAME

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GODCHILD

ROLEPLAYING GAME

FIRST EDITION

GEMMON

DEDICATION

To God

The weaver of fates and judge of all
You will forever be revered and cherished

AMN

WITHOUT GOD...

“And I, when I am reborn as the Eldruden, all shall behold and witness it, that I am dead, yet live on as Son of Man. And it will be a time when my servants and those that love me, once decked with majesty and excellence, once arrayed with glory and splendor, are now treaded down, low like the wicked were, when they were once in their place. Tremble yet not, greater evil commands thy attention. But know now, when I am such, the truth of my name shall be revealed.”

Jehovah
The True Testament
Khenubis 7:13

Earth is a wasteland. Ninety percent of the Human population has been wiped out during the 666 year Angel Wars, a battle between the Righteous Angels of Heaven and the fallen, Dark Angels of Hell.

A war the LORD of the Holy Bible and his infinite host of angels had prophetically lost.

WHAT IS ELDRUDEN EARTH?

Flesh cutting winds roiled from the hell rifts and blasted into the urban blight of Zhov. Blood stained snow beat upon the slack, white wings of impaled angels and settled on wrecked, crumbled cars. There was no light to part the darkness that blanketed the Earth, the Sun long ago destroyed and the Moon in dull pieces. Only the lights wrought by humanity, however few in number, would part the freezing, endless night.

-Excerpt from Godchild Saga, Episode One, Chapter One

Welcome to the world of Eldruden. God is dead and so are his Angels. Demons and Devils maraud the haunted landscape of Eldruden Earth, where humans hang from the skies, Hell has fused with nearly ninety percent of the Earth, and the oceans, seas, rivers and lakes have turned to blood.

Humanity is threatened with extinction. Hell Storms frequent the remaining cities. Butcher men prowl the streets in packs, preying on innocents. Serial Killers are initiated into demonic cults where their deadly art is refined and skills honed.

WHAT DO YOU NEED TO PLAY?

This TTRPG Scroll contains a portion of what is needed to run a Fable of Eldruden where players role-play a Godchild. What is required is a) 1 or more Fblers b) 1 or more Thespians c) Bestiary scroll d) Setting scroll e) a discipline scroll containing the rules of play for your discipline of choice (in this case, this scroll).

The Fbler is what may be referred to as a Dungeon Master, Game Master or Storyteller in other TTRPG's. His job is to run (act out, pretend to be) every constituent element of the Eldruden Metaverse from the skin cutting winds of a Hell Storm to Artificer Skelton of Skelton's Warez Emporium.

The Thespian is the Player Character. The job of the Thespian is to interact with the Metaverse the Fbler fables. The Thespian, unless powered by here unnamed abilities, can only control his/herself and no other being.

Eldruden is a dice-less TTRPG.

WHAT IS GODCHILD?

This scroll features the Godchild Discipline. Contained within this scroll are all the rules necessary to get started playing as a Godchild.

Godchilds are conscious shards of the slain deity Jehovah. They possess many magical powers and are masters of wielding Kavashem. They are also known as "Eldrudens". To learn more about Godchild, read this scroll in its entirety.

**Ba'aliem wrought the ideal
of wicked manifest form.
-Gaethen 7:18**

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**And the kemthem waged a war,
three was its number.
-Gaethen 26:10**

GODCHILD

“And I, when I am reborn as the Eldruden, all shall behold and witness it, that I am dead, yet live on as Son of Man. And it will be a time when my servants and those that love me, once decked with majesty and excellence, once arrayed with glory and splendor, are now treaded down, low like the wicked were, when they were once in their place. Tremble yet not, greater evil commands thy attention. But know now, when I am such, the truth of my name shall be revealed.”

Jehovah
The True Testament
Khenubis 7:13

When Jehovah was murdered by the Master God at the end of the Angel Wars, his soul, his consciousness, was shattered into decillion upon decillion of pieces. Each shard became a separate, conscious being, each shard capable of attaining (learning to acquire complete control of) to the Sacred Name and ruling the Metaverse for a duration which is eternal.

Each shard is known as an Eldruden, which means, in the language of the Angels: “power extended, forever...”. Each shard has its own moral makeup and sense of individuality, purpose and self devised direction. Each shard is in no way once what it used to be. Instead of an immensely powerful God, each shard is mentally and physically weak and frail.

Together, the Godchilds can put an end to the scourge of evil plaguing the Metaverse. Unfortunately, some of the Godchilds have risen to embrace the morality of the Wicked and are actively at war with the Godchildren that have embraced the righteous path of being.

In the Table Top Role Playing Game, Godchild, the player role-plays one of these beings, one of the Eldrudens. Where and how the game begins is determined by the Fabler. I encourage you to read this TTRPG Scroll and the free Novelette included at the end of this scroll to learn more about the Metaverse that I have created. Additionally, one may visit www.eldruden.com for a lexicon, timeline and fragments of the True Testament.

SACRAMENTS

Julian's eyes widened as he beheld the truth he so long had sought. "I am a God! There is no part of me that was not forged by God! I am! I am! I am!"

"And three was its number. Forever more, I shall not slumber." The Master God whispered in Julian's mind.

"Who? What? Where are you?" Julian yelled, looking around wildly, but only the blood soaked snow that blanketed the streets of Zhov, shrouded in the pale white mist of the aftermath of Vodriator fire could be seen.

"That is the key to endless power! And with it, thou shall devour." The Master God said.

"Three? Binah?"

"That is the key to destruction. Wield it, and thou enemies shall not function."

"And if I embrace a power greater than thee?"

"Thou shall forever scream."

Before understanding what Sacraments are, one must understand the Sacred Name! Tetragrammaton, another word for the Sacred Name, is that which controls all things, all of reality. During the War of the Kemthem, when Ba'aliem battled Jehovah, permutations, fixations, of the Sacred Name were locked into place. For example, when Jehovah planned for the Gazelle to play cheerfully with the cheetah, Ba'aliem perverted the cheetah with fangs and the frenzy of the hunt. Making matters all the more worse, in a complex way, a permutation of the Sacred Name preventing further permutations of a said permutation was permuted. Meaning, it was impossible for either Ba'aliem or Jehovah to undo what each had wrought.

Sacraments are permutations of the Sacred Name that have impact on the Godchild's entire existence whether of now, the past, or the future. There are seven sacraments. The amount of Sacraments the thespian begins with is determined by the Fabler. I recommend choosing at least one. There are seven:

Blessings, Resurrection, Power, Persecution, Angels, Holiness and Haven.

Blessings

A Godchild with this Sacrament is blessed with at least one major beneficial event occurring every twenty six hours. The event is determined by the Fabler and must be positive and helpful to the player where logic allows.

Resurrection

A Godchild with this Sacrament is blessed with always coming back to life if death is administered. The Fabler must resurrect the character in a zone of relative safety as this Sacrament is one of a blessing, writ by the Sacred Name.

Power

A Godchild with this Sacrament begins the game with an immense, immense, immense power level (the only character trait – see chapter: System, for more information) numbering in the billions (7,000,201,303 to be exact). Although the exact particular of the Eldruden game system, known as “Diceless Interactive Storytelling”, is detailed in the chapter on system, death occurs when the Power score is depleted to zero.

Note that the average Human has a power score of 304.

Note that the starting power score of a Godchild without the Power Sacrament is 7.

Godchildren, unless starting the game with the Power Sacrament, begin the game very weak and frail. To help understand how, note that the average Power trait score of a mouse is 26 and that of a Godchild, 7.

Persecution

The Sacrament of Persecution brings an excessive level of conflict into the daily happenings of the Godchild’s life. The Fabler must understand that a Godchild with this Sacrament is akin to being hunted and will face conflict seven

times more often than the average Godchild. The exact nature of the conflict is determined by the Fabler and depends on the Fable the Fabler is running. If the Fabler allows, the Thespian may detail why the Godchild is being persecuted.

Dark Angels

Although all the righteous angels have been impaled, save but one, this Sacrament enables the Godchild to call upon an army, thousands, of dark angels bound by the magickal will of the Godchild. These dark angels will do anything the Godchild commands. Should the dark angels die, they can be resurrected and called into action again within twenty six hours.

Holiness

With this Sacrament, the Godchild is respected and loved by any entity that not only believes in, but also loves, God. These entities will treat the Godchild with utmost respect, provided the Godchild does not do anything to offend the entity. Note that the God referred to here is Jehovah. For example, an entity that believes in and loves Ba'aliem would not be affected by the Holiness Sacrament.

Haven

With this Sacrament, the Godchild knows, without knowing exactly how, the location of a haven of the Fablers choosing. Havens are sectioned off dimensions where righteous beings can dwell should the wicked reign come to pass. No wicked aligned character can enter a Haven or destroy it, not even Ba'aliem, the Master God. For more information about the Wicked Reign and the War of Prophecy, see the chapter: Alignment and Prophecy.

During the Age of the War of the Kemthem, Ba'aliem desperately tried to penetrate the force protecting the Havens, to no avail. A permutation of the Sacred Name, that cannot be undone, neither by the Lord or the Master God, has been wrought, which makes it impossible for any being to enter a Haven unless they are of righteous alignment.

Interestingly, Good aligned beings (of the blind to truth category) can enter Havens. However, should they engage in acts of Evil or Neutrality, they will immediately be warped out of the Haven.

Should an entity of an alignment within the blind to truth category embrace the morality of the wicked, they will immediately and permanently be warped out of the Haven.

VIRTUES

Odis frowned. “And Jehovah choose seven powers to wield should he succumb to the genius of the Master God and need incarnate as Son of Man.”

Amadi nodded. “I see. Why seven?”

“That is the most blessed of numbers. For, there are a number to the Jehovahs and it finds its end in the number seven, in all ways, places, manners and things.”

“Jehovahs?”

“That is what you are, Amadi. You are a God. You are *the* God.”

Amadi smiled, happy to be a God and happy to be free of Madhiem’s menacing.

The Godchild begins the Fable with seven powers that can be wielded at any time where logic allows: Gleaning, Telepathy, Flight, Kavashem, Sense Power, Fabler and Righteous Fire.

Gleaning

All Godchilds possess the ability to acquire “information” on any subject through the art of meditation. To accomplish this gathering of facts, the Godchild simply focuses his/her mind on the subject at hand. Each hour of meditation reveals several seconds worth of “information” which is revealed in the form of visions.

Gleaning provides exactly what the player is looking for (information) but in small amounts. And, use is unlimited.

Telepathy

All Godchilds possess the ability to communicate with any sentient being telepathically. Recipients, whether telepathic or not, will receive the Godchild’s message as an internal voice different than their own. Replies simply require one use their inner monologue. Use is unlimited.

Flight

The Godchild is capable of flying at Mach 7 speeds throughout any atmosphere and the vacuum of outerspace. With higher and higher power scores, the Godchild is even faster.

Kavashem

Kavashem is the "Light" of God. It has a variety of uses from manifesting perceptible light to lightning like strikes used to destroy Demons. Kavashem is brilliant white in color. The ancient Kabbalists of Terra Earth called it "Mezla".

When used to destroy Demons, the amount of damage doled out is determined by the Godchild's power score. For example, with a power score of 7, the starting score for a Godchild without the Power Sacrament, each successful hit inflicts 7 points of damage. These points are depleted from the enemies power score.

Sense Power

All Godchilds possess the ability to sense the power level of any being in question. The sense of power is instant and use is unlimited. The Godchild need only have knowledge that the entity exists and who this entity is, to use this power. The Power trait score is the power level of the being.

Fabler

Being a shard of God, all Godchilds possess the ability to, limitedly, control the entirety of the Metaverse. For seven seconds, the player can take control of the fable, once every twenty six hours. The only thing the player cannot do is alter phenomenon that the Sacred Name prohibits, such as killing Ba'aliem. The Fabler determines what phenomenon is prohibited by the Sacred Name.

Righteous Fire

Jehovah is of humanoid form, wrought of brimstone, burning with scarlet fire (righteous fire) and eyes burning with the white brilliance of Kavashem. The Godchilds reflect this form when fully developed but begin the game with a human form merely burning with scarlet fire and eyes of glowing white brilliance. The brimstone slowly grows throughout the adventure as the Godchild ascends in power. Thus, righteous fire is the scarlet fire burning from the body of the Godchild and causes immense pain to any entity that may come into contact with it. With the might of will, the Eldruden can project this righteous fire from his/her body and throughout the Metaverse. Note that Righteous Fire is a different manifestation of Kavashem.

SKILLS

**“Skill chips? I’ve got most of ‘em. What you lookin’ for in particular?”
Skelton said.**

Kelmthor pondered a moment, then said, “Weapon skill chips.”

Skelton smiled. “I’ll be right back. Which weapon?”

“All of them.”

Skelton nodded as he vanished into the lift.

Minutes later, Skelton emerged holding a small black case. “This is the Ultima MC7 skill chip. It contains every Weapon skill known to Humankind. Question, what race are you? You look rather Human but-”

“You’re wondering if the Ultima MC6 will work with my biological makeup?”

“Yes.”

“I was going to ask you the same question. I am Godchild”

Skelton’s eyes widened. “Godchikd? You’re an Eldruden? Last Eldruden I ...”

Skills are acquired during the creation of the character. The player, unless the Fabler rules otherwise, may choose as many skills as logic allows based on their character background. For example, the player may desire to be absolutely without skill or a genius and competent in all skill areas. What follows is an assortment of skills the player may choose to be efficient in. Choose wisely and logically based on the background of your character.

Communications

Audio/Video Communicon

This skill enables one to understand and use Communicons of the current era.

Cryptography

This skill enables one to crack and design secret messages based on learned or self devised coded alphabets.

Laser

This skill enables one to understand and use laser communications systems with relative ease.

Optic Systems

This skill enables one to understand and use optic systems such as infrared, ultraviolet, thermo-imagers, et cetera.

Radio

This skill enables one to understand and use radio communications systems such as scramblers, satellite relays, walkie-talkie, et cetera.

Surveillance

This skill enables one to understand and use Surveillance systems such as alarm systems, motion detectors, video and camera equipment, miniature listening devices, et cetera.

A/V Communicons and Radios are different. Communicons have replaced the use of radio for communications. However, some do still use Radio systems for communication.

Computer

Hacking

This skill enables one to hack into computer systems and understand hacking code and lingo.

Programming

This skill enables one to understand and code programs.

Repair

This skill enables one to repair damaged computer systems.

Domestic

Cook

This skill enables one to prepare meals with requisite materials.

Dance

Enables one to dance impressively.

Electrical

Electronics

This skill enables one to understand electrical wiring, circuits and electricity.

Engineering

This skill enables one to create electrical equipment.

Espionage

Detect Ambush

This skill enables one to spot ambushes before they occur.

Detect Concealment

This skill enables one to detect concealed 'things'.

Disguise

This skill enables one to alter their appearance and look like someone else with requisite materials such as masks and makeup.

Escape

This skill enables one to manipulate binds and the body and successfully escape from said binds where reason allows.

Forgery

This skill enables one to create falsified official documents with requisite materials. This skill also enables one to understand what requisite materials are needed to create a false document.

Intelligence

This skill enables one to recognize and analyze sources of information about the enemy, such as enemy troop counts, direction of movements, prisoners, et cetera.

Impersonation

This skill enables the character to impersonate other characters with requisite impersonation equipment such as make-up, wigs, et cetera.

Interrogation

This skill enables the character to interrogate other characters. Although interrogation can be role-played without this skill, this skill ensures success (provided the player meets or exceeds the skill difficulty score).

Navigation

This skill enables a character to successfully navigate a region based on external landmarks such as stars, landmarks, et cetera. Essentially, the character is familiar with a given region. Characters should note which region they possess the Navigation skill in. For example: Zhov, Shattered Isles, Righteous Germany, et cetera.

Prowl

This is the ability to move with stealth and remain undetected.

Tracking

This is the ability to determine the direction another being may be moving by observance of tracks, blood, displaced vegetation, overturned rocks, litter, soiled bandages, et cetera.

Survival

This is the ability to survive in a given region. Those with this ability have knowledge of where to find food, water and shelter within said locale. Characters should note which region they possess the survival skill in (forest, tundra, desert, etc).

Mechanical

Automotive

This is the ability to repair, rebuild, and modify conventional automotive vehicles with gas engines.

Aircraft

This is the ability to repair, rebuild, and modify aircrafts including single and twin engine airplanes, fan jets, fighter jets, and helicopters.

Locksmith

This is the ability to repair, rebuild and modify locks with requisite tools.

When, during character creation, a player selects a skill for their character, they must allocate a number which indicates the level of proficiency the player's character has in that

skill from one to infinity. For example, my Godchild character, Damien, is skilled in the Escape skill. Unless otherwise determined by the Fabler, the player can allocate any number to their skill selection. Thus, for various "background" reasons, I allocate six hundred and one for my Damien character.

This number is compared, during gameplay, by the Fabler and blind to the players knowledge, against another number to determine if skill use was successful. For example, my Damien character is attempting to escape a horde of Ophan demons. For storytelling reasons, the Fabler sets the difficulty at three hundred. My character, with a Escape skill of six hundred and one, easily escapes their pursuit and returns to the Thoria Haven.

Literacy

Silirian

This is the ability to speak, understand, read and write the language of the Angels: Silirian.

Infernal

This is the ability to speak, understand, read and write the language of the Wicked, collectively known as Infernal. It is spoken by all variety of Wicked entities from Gazers to Iviq.

Human

This is the ability to speak, hear, read and write the languages spoken by Humans.

Medical

First Aid: Human

This is the ability of bandaging wounds, and stopping bleeding. A failure in a first aid skill check means that the patient continues to suffer health penalties from blood loss. A success means that not only has bleeding stopped, but that a +1 bonus to Power is acquired.

Pathology: Human

This skill deals with the understanding of diseases and their cause and functioning.

Physical

Body Conditioning

This is the conditioning of the physical body by the way of intense physical exercises. +101 to Power.

Fighting

This is the conditioning of the physical body via Martial Arts Katas and sparring sessions (work out, in your character's history, who trained the character). +101 to characters Power trait score.

Body Hardening

This is the hardening of the physical body via manipulation of inner Majin energies. +101 to characters Power trait score.

1 Day Meditation

This is the conditioning of the physical body via training of the mind. +106 to characters Power trait score. Once the player has acquired this skill, they can always increase their power by 106 points for every twenty six mystic hours of undisturbed meditation.

Athletics

You are competent in athletics.

Alertness

Where others do not notice, you take important note.

Pilot

Vehicle

This is the ability to pilot a vehicle.

Science

Astrobiology

This is the knowledge of Cells, anatomy, and genetics of living, alien organisms.

Astrophysics

This is the knowledge of the celestial firmament.

Biology

This is the knowledge of Cells, anatomy, physiology, evolution, genetics and living organisms.

Botany

This is the knowledge of plants, and their categories and functions.

Chemistry

This is the knowledge of chemicals, their principles, and chemical formulas.

Mathematics

This is the knowledge of algebra, geometry, trigonometry, and calculus.

Weapon Proficiency

Weapon

This is the knowledge in use and handling of a particular weapon.

CHARACTER BACKGROUNDS

Odis smiled. “And that is what they are. Each one is an ability essence. A power of old that you once wielded with great efficiency.”

Amadi nodded, studying the glowing, twinkling ember of light quizzically. “And it is called...Maeatra?”

Odis nodded. “That is correct, my child.”

“Where is the power to kill Ba-”

“Shh!” Odis said quickly. “Speak his name and he knows where you are, remember what I told you earlier.”

Amadi nodded. “I see. Where is the power to kill the Master God?”

Odis frowned. “That maeatra ember is you, my child, should you succumb to death. That is why you must live and live strong. Come, let us meditate.”

Character Backgrounds are essential to the characters makeup. The Fabler determines how many backgrounds the character may select, from one to all.

Influence

This background regards the characters influence throughout not only Eldruden Earth but the entirety of the Ilsilium (work out why in your character history). Players should choose between two influences: being feared, being loved or both (again, work out why in your character history).

Item

This background is fleshed out by the Fabler and Thespian working together. An Item is a special item that player begins with, designed by the player, unless the Fabler deems otherwise.

Mentor

This background, translates into a Fable (what is a campaign or chronicle

in other RPG's) as a powerful character that will occasionally teach the Godchild a thing or two every now and then. It is a good idea for the player to weave their mentor into their character history, working with the Fabler, who will assist in detailing who the mentor is and why the mentor is helping the player. The mentor differentiates from a contact in the sense that a contact is a source of information whereas the mentor will actually teach or train the player something.

Nexus

The Ilsilium is interwoven with powerful streams of energy (Maijin) that are akin to the Ilsilium as nerves are to a Human. Where these streams intersect, a Nexus is created, which can have any number of numerous effects, listed below:

1. Power can be drained from the nexus and absorbed into the Godchild. For each hour spent within the Nexus, seven points of power are absorbed into the Godchild. These extra points of power are permanent. Use of this ability is unlimited.
2. Nexus to Nexus travel. The Godchild can enter one Nexus and emerge from the other, instantly. Use of this ability is unlimited and travel time is instantaneous
3. Ability essences can be collected. An ability essence is a power that floats throughout the Maijin streams. A Godchild can acquire this ability, permanently, by absorbing it into his/her mind. Use of this ability is unlimited.

Prophecy

A War of Prophecy is now being fought. The winner claims eternity. Before selecting this background, one must decide what side they are on. The

Wicked or the Righteous. The Wicked are allied to Ba'aliem. The Righteous to Jehovah. Once a character point has been expended, one can expect to regularly receive assignments from the force they have pledged allegiance too. For example, a righteous prophecy background could result in Demon hunting missions, whereas a wicked prophecy background could mean joining a mass assault on a Cemorian tower. Remember to weave into your character's background, working with the Fabler, how the character came to ally with either the Righteous or the Wicked.

History

When creating your character, answer the following questions: 1) Who is the character's mother (see chapter thirteen)? 2) How did the character acquire his/her starting equipment? 3) What is the worst thing that has ever happened to him/her? 4) Does s/he stay in contact with his/her family? 5) How did the character come to Earth? 6) What does the character want out of life? 7) What makes the character angry? 8) What does your character look like?

Avatar

A powerful, mysterious being protects you. Before you can take any damage, a shield wrought of Maijin must be destroyed (this shield will always appear when danger threatens). If you die, you will awaken in your Avatar's Realm. The Fabler should design the Avatar and its realm and how it fits into the Fable. This background is available to characters of any alignment. Note also that this being may not necessarily be of the same alignment of the character (this is up to the Fabler). Note also that the Fabler may allow the player to design this being.

Destiny

No matter what you do, an event will transpire that involves your character. It can be either benign or malefic and is determined by the Fabler.

This event is a secret (unless the Fabler deems otherwise) and created by the Fabler.

Familiar

You possess an intelligent and loyal creature of alignment similar to yours. This familiar can be any creature of choice. It can speak to you telepathically and understands your language as well as its own natural language (in the case of a wolf, it would be the language: howl). The Power score of your Familiar is identical to yours. Note also that when your Power increases, so too does your familiar's. And, when you die, so does your familiar.

Incarna

If you so choose, your character has lived many incarnations (if you do not know what an incarnation is, see the lexicon at www.eldruden.com—it's free!). For every CP expended in this background, create an entire lifetime you have lived, from birth to death. Note however, that you cannot currently use abilities from one lifetime past in the current. You can, however, create friends, enemies and families. Work with your Fabler here, as your past life may be important to the current Fable.

Resources

Your starting wealth, measured in Dacchurs.

ALIGNMENT AND PROPHECY

“I’ll tell you this...Jehovah may be dead, and Ba’aliem reigning in Vurdor, but destiny is yet to be claimed. That’s what the War of Prophecy is all about. Whoever wins, rules eternity for...eternity. So far, the Righteous have the lead.” Asclas Said.

“And the Wicked Eldrudens?”

“They are part of us. Are one with us. Thus, when we move, they move and when they move, we move. That is the key to the mystery of the one.”

“Then let us be one and hold pattern.”

This chapter details alignment, of which there are three categories, and five alignments. You *must* choose an alignment for your Godchild character and role-play it appropriately. One can change alignment during the course of play as long as one is one of the alignments within the Blind to Truth category (good, neutral and evil). If one has chosen to be either righteous or wicked, one cannot alter their alignment during gameplay as the choice is one of *truth + destiny of self*.

Blind to Truth

Entities that are blind to truth may think they are good, neutral or evilly aligned but may be mistaken. True knowledge of one’s moral makeup is acquired when one eats the apple from the Tree of Good and Evil (in this case, one must choose between the alignments of Wicked or Righteous).

A **good** aligned individual believes in respect for life, dignity, honor, and “doing the right thing.”

A **neutral** individual is a mix between both Good and Evil.

An **evil** aligned being believes in hurting, killing and conquering others.

Righteous

A Righteous being has eaten from the Tree of Good and Evil and has

decided who s/he will aide in the War of Prophecy: Jehovah. Once this decision has been made, it cannot be altered, as it is a decision of *truth + destiny of self*.

A Righteous entity is a protector of the innocent, a hunter of the Wicked, one who acts with dignity, respect and honor towards life, and all things holy.

A Righteous entity will regularly receive assignments from another righteous being of greater rank in command to help in winning the War of Prophecy.

Wicked

A Wicked being has eaten from the Tree of Good and Evil and has decided who s/he will aide in the War of Prophecy: Ba'aliem. Once this decision has been made, it cannot be altered, as it is a decision of *truth*.

A Wicked aligned being believes in hurting, killing, raping, conquering others and oppressing others.

A Wicked entity will regularly receive assignments from another Wicked being of greater rank in command to help in winning the War of Prophecy.

War of Prophecy

Jehovah may be dead, and Ba'aliem reigning in Vurdor, but destiny is yet to be claimed. That's what the War of Prophecy is all about. Whoever wins, rules eternity for...eternity. So far, the Righteous have the lead.

The War of Prophecy is relatively simple. It's an If-then war, powered and backed by the Sacred Name. If the righteous complete a certain set of tasks, then they win. For example: In the Novelette, *Angels of a God Reborn*, Amadi must attain to interior revelation before a set time. If he does, he can escape Labyr. If he doesn't, the Wicked Reign comes to pass: Ba'aliem acquires control of the Sacred Name and rules the Metaverse for eternity.

This War of Prophecy is poised to go on for many more epochs. For as

the righteous must complete a set number of tasks to win eternity, so must the Wicked. For example: Ba'aliem or his minions must find the Protomos Cell before the Godchilds find each other and fuse their consciousness, bringing back Jehovah to reign throughout the Metaverse.

However, there exists brands that can bind Ba'aliem in a Hell Realm should he escape Vurdor. If these brands are found and assembled, the War of Prophecy comes to an end, with the righteous winning.

SYSTEM

Odis raised a gnarled finger. “That is the lesson, Godchild, you are the Eldruden.”

Amadi nodded. “The Eldruden? Does that mean...Godchild?”

Odis smiled. “In the language of the Angels, it means Power extended, forever...”

“What does that mean?”

“It means that your power will continually increase, throughout all time, until the seventh and final age comes to pass.”

“The Age of Righteousness!”

Odis smiled. “That is correct, that age will bring an end to the evils which suffuse the kingdom.”

Amadi smiled and stood. “Kavashem, Odis!”

Odis smiled.

Amadi clenched his fists. “I know how to fight now, Madhiem. Kavashem!”

Eldruden utilizes the dPS: Diceless Power System. This chapter explains how to use the dPS in gameplay.

Power

There is one trait score: Power. All creatures have a measure of Power. From tiny black ants, to monolithic brimstone Gods, the measure of Power is certain and absolute. However, the Fabler must apply logic to all Power comparison situations.

For example, the average Power Score (or, Power Trait Score) of a Human is 304. The power score of a tiny, black ant, without human crippling venom, is 4. Is it possible for said ant to take down a mighty human? Logic applies here. For example, the human can easily step on the ant. Any human reading this knows how easy this is. However, what if the Ant manages to hide under the blade of a leaf? Or, what if the Ant manages to enter the ear of a Human while

it is sleeping and tear at the soft inner eardrum tissue with its mandibles, causing the Human to bleed to death if medical attention is not provided. Thus, although Power Scores can range from 4 to 304, and it seems likely that a being with immense levels of power can kill an entity of lesser power, it is still possible, if logic allows, for a weak entity to kill something of greater power.

It is up to the Fabler to determine the outcome of power score comparisons. The Fabler must take into consideration every element of play and every element of the Metaverse the Fabler is fabling and ultimately logic.

3 Rules

There are three core rules of Diceless Interactive Storytelling:

1. The Fabler (or Fablers) embodies the element of control of the entire game world, with the exception being the player's character which the player controls.
2. There is only one character trait: Power. It is up to the Fabler to logically determine the outcome of two or more characters pitted against one another with differing power scores.
3. The player may take any action that they would like, provided it is allowed by the Fabler as the Fabler may be governing elements of the story that cannot be revealed to the player for logical reasons. For example:

Fabler: Ok, you are still floating in the sky. Kavashem is radiating from your being. Arcs of scarlet flame are burning from your body.

Thespian: I want to float down to the ground.

Fabler: For some reason, you cannot move.

The player should not argue and say this is impossible, looking for rules

to back him up, as the player has no idea what mechanisms of the game-world are in play. For example, in this example, the player cannot move because a permutation of the Sacred Name is at work, preventing him from moving. If the player were to argue and say: "it's illogical for me not to be able to move, it says in the rulebook that I can fly!" then the player would not be thinking logically because the player is not aware of this hidden element the Fabler is using in the fable.

THE METAVERSE

Lucifer frowned. “I am the last, the only, the one. Shogoth Lor, the only weapon, sword, capable of killing The Master God, has been taken from me. Gifted with the power of deception, before being permuted into an Archangel that practices the acts of the Wicked, I deceived The Master God into believing that his perversion of me was complete. I am now known as Satan, the Angel of lies and deception. I have written this book to aide the righteous in attaining to complete control of the current of destiny...winning the War of Prophecy.”

Aliliel studied the black, leather bound book.

“Take this copy. Distribute it amongst the Kavaddans. Let all who are righteous see this book.”

Aliliel smiled, yet her eyes glistened with teary sadness. “Lifeseed?”

Lucifer smiled and reached into the inner folds of his robe.

Siliria

What is the name of Heaven you might wonder? Its name is Siliria. It is a realm at the center of the Ilsilium. It is a vast, infinite dimension, wrought by Jehovah before The Master God revealed his wickedry to the populace of the Metaverse. It is the habitation of Jehovah and his wives, which number a countless infinity of souls.

The Silirian Fields is a vast, endless garden of immaculate design, rivaling the Garden of Eden that was wrought by the multitude of wicked Kemthem that allied with Ba’aleim during the Age of the War of the Eternals and were smote from existence and cast into Hell by Jehovah (after all, why would a sinister serpent exist in a paradise, capable of seducing an innocent Eve?). During the Age of Trickery, the Silirian Fields was a place where the wives of Jehovah would frolic naked, joyfully.

The Vahana is a colossal palace, wrought of the sacred Vadnas crystal. Within, Jehovah would sit upon the Merkabah and reign as the one true God of

the Metaverse.

The Anoch is a parallel realm superimposed over Siliria, where Jehovah imprisoned and tortured all the multitude of wicked souls for their sinful intents. The hell beings were cursed to watch, whilst in Hell, the pleasures of the Righteous.

The Litraeium is a vast library containing all the secrets of Jehovah's power, and mind, which was to be shared with the Righteous. It no longer exists, destroyed by Jehovah when the Age of Trickery came to an end and Ba'aliem revealed his true will to all the denizens of the Metaverse. According to legend, some of the secrets, in the form of scrolls and grimoires, have been cast into the Ilsilium, scattered throughout the Metaverse.

The afahava is a series of immaculately designed dining halls where the righteous would eat foods wrought of the substance of infinite, good taste.

The Ilsilium

Extending, infinitely, from Siliria, are infinite universes and cosmoses. Within each universe can be found infinite galaxies, planets, stars, et cetera. Realm after realm, world after world, inhabits the Ilsilium.

Phaejaras

Phaejaras are planes of existence, following an ideological rule set. For example, the realm of Earth, is a realm within the Corporeal Phaejara. The Corporeal Phaejara being a Phaejara of physical realms. There are infinite Phaejaras, extending from Siliria. For example, the Phaejara of Elemental Fire is a plane of existence composed of pure flame.

Realms

Realms are dimensions within Phaejaras. For example, within the corporeal Phaejara, can be found the realm of Earth and Mars, along with other planets, or anything physical. For every Phaejara, there are realms within (with

the exception of the Phaejara of Nothingness).

Divisions

The Ilsilium has been divided into seven divisions. Each division is infinite in its entirety and in form, appears as a slice of the Ilsilium, which is an infinite sphere.

Elder Kings

Jehovah created seven, immensely powerful beings to help reign over the Metaverse should the Age of the Damned come to pass. Unfortunately, most of these beings have been seduced by evil.

The Infinite Hells

Superimposed over the entirety of the Ilsilium, are Phaejaras known as the Infinite Hells. Each of these "hells" is a dimension where those of Righteous moral alignment, if within the Phaejara, are captured and tortured beyond ken.

Ahneous

This is *the* grand Hell Realm. It was created by Ba'aliem, The Master God. His intention was to imprison all Righteous beings in Ahneous for all eternity.

The Shredder Realm is where one is fed through a wood chipper over and over again.

The Burning Realm is where one is burned without end in sight.

The Drowning Realm is where tortured beings are drowned over and over again, endlessly.

The Rape Realm is where beings are raped with knives and other painful instruments, endlessly.

The Pain Realm is where beings are cast into a perpetual state of ever increasing pain.

The Griller Realm is where beings are placed on flat food grillers from the realm of ancient earth.

Zhov

Once known as the Isle of Manhattan, Zhov is a city of some one to two million Humans. The city is wracked constantly by Hell Storms and marauding Demons that Hail from the Hell Rifts and Chatorak Wastes.

Zhov is also the seat of the 2SE, the Solaj Sovereign Empire, which is the remnant of a united Earth empire which consisted of unity amongst all nations.

Zhov is home to Roach Men, Spider Men, Weredogs, Werewolves, Demons, Weresharks, Carcass Servitors (Zombies), Vamps (Vampires), Rat Men, and many alien races.

The Chatorak Wastes

Surrounding Zhov on all sides, and wrapping around seventy percent of the desolate Earth, is a portion of the Hell Realm Ahneous, known as the "Chatorak Wastes". This nightmarish landscape is one of true horror. Here, hanging from the skies can be found writhing Humans and hungry demons feeding off of the dripping blood. The twitching Humans are held in a state of suspended life and cannot die despite endless prayers.

The Chatorak Wastes extends for some one hundred and one miles around Zhov. Here, demons have established comfortable dwellings and wicked paradises: humans are kept in pens for food and distasteful sexual pleasures.

To this day, the Wastes continue to grow. According to Sense-10 Scans, the wastes are contracting around Zhov at a rate of one foot every year. The 2SE is currently in the developmental stages of a shield that will protect Zhov from the threat of consummation by the Chatorak Wastes.

The Shattered Isles

Extending from the East and West of North America can be found the Shattered Isles. Here, Ba'aliem, the Master God, during the Angel Wars,

unleashed a terrible, deadly, horrific bolt of Hell Fire. Consequently, the North American land mass, between the eastern and western coasts, shattered into tens of thousands of islands.

The Carcass Wastelands

Inhabiting most of the western Shattered Isles, can be found millions of Carcass Servitors (another title for zombie or ghoul). These ghouls answer to Grugorra, the Eldruden God of the Undead. For more information, see the Carcass Servitor scroll.

The Blood Lands

The Great Lakes of North America are now that of blood. And here can be found countless Vampires, in the millions. The Vamps feed from the great bloody lakes and only some travel to human habitations to feed and/or make more Vamps.

Righteous Germany

Ba'aleim resurrected Hitler and all the Nazi's during the Angel Wars. Within days, Germany and much of Europe was conquered and became a Nazi nation. As a form of mockery to The Righteous and all things Righteous, Hitler renamed Germany and the conquered lands: Righteous Germany.

The Slave Lands

The Southern Shattered Isles are known as the Slave Lands. Here can be found the resurrected Slave Masters of the old American south and millions of blacks taken from Heaven and delivered into the hands of their old oppressors.

Guardia

Guardia consists of seven rings belting the Earth, each which are movable into any position. The rings serve as satellites, hangars for Tsaeghen and primary base of operations for the 2SE. Guardia is also capable of erecting a

planetary shield and moving the planet to any desired location in outer-space. Unfortunately, much of it was damaged during the Angel Wars.

Solai Sovereign Empire

The Solai Sovereign Empire, also known as the 2SE, is a remnant of a once united Earth Empire, consisting of all nations ruling in harmony with one another. However, during the Angel Wars, many nations broke free from the 2SE and sought independence. Other nations were totally destroyed by The Master God.

Currently, the Solai Sovereign Empire maintains dominance in the North American Sector only, Zhov being the seat of the Empire.

Neo China Regime

Although much of the East of Eldruden Earth is overrun with Demons that were set free by Gordoza when the Hell Gates of Diyu were destroyed and the Yama Kings slain, some portions of China still harbor Human life that have banded together in a makeshift government. Despite incessant urgings to join the 2SE, the Neo Chinese Regime refuses and instead insists on a cooperative world government. Fortunately, despite division, there is peace.

Praetohk

What was formerly South Africa is now known as Praetohk; a small nation of Humans that survived the Angel Wars. In the post Armageddon aftermath, Praetohk has come under rule of a renegade Demon: Sohmka. This being has supplied the 2SE, Neo China Regime, and Cemoria Kingdoms with priceless information regarding the Wicked's military makeup and strategies.

Cemoria Kingdom

Earth is not the only Realm that was attacked by the Wicked. Long ago, ages ago, the Cemorians battled with the Master God and his minions in a

brutal battle (known as the Cek Na Ka by Cemorian historians) that destroyed ninety nine percent of the Cemorian Realm. Furthermore, for mysterious reasons, the realm of Cemoria fused with not only Ahneous, but Earth during the Angel Wars.

There are only several hundred of the bird like Cemorians that survived the Angel Wars. These survivors live on Eldruden Earth, within Sovereign Heights of Zhov.

Additionally, There are some Cemorians that live within isolated towers found scattered throughout Eldruden Earth.

CHARACTER MANAGEMENT

EXPERIENCE POINTS (EXP)

As one progresses through Fable after Fable, one will acquire experience points. These experience points are in essence points of power that can be applied directly to the characters Power trait score. It is up to the Fabler to determine how many experience points are acquired and why.

For example: Kelmthor has vanquished a Ritan Demon and acquires 7 EXP. This 7 EXP is essentially equal to seven points of power. Thus, Kelmthor, who previously had a Power of 7, now has a Power of 14. The increase in Power is role-played as a session of meditation (it could also be role-played as a sudden mystical epiphany that leads to greater power).

For a chart of which occurrences yield EXP, consult the *Fablers Scroll*.

CHARACTER CREATION PROCESS

The idea here is to create your ideal "fantasy" character. **Your imagination is the limit.** Either immensely powerful or weak, create a character that you've always dreamed of. Work with your Fabler here.