

PAUL "WIGGY" WADE-WILLIAMS

FREE

ALL FOR ONE

Régime Diabolique

RICHELIEU'S GUIDE TO

Creatures of the Barbary Coast

❧ Introduction ❧

This free supplement is an expansion for *Richelieu's Guide to the Barbary Coast*. Within these pages are a few of beasts and demons found in Islamic and pre-Islamic lore. *All for One* is a game, and some creative license has been taken for the sake of giving Gamemasters new resources with which to terrorize the player characters.

Iblis & Shaytan

Also known as Shaytan, Iblis ("He who causes despair") is the Islamic Devil. A senior member of the order of jinn, whose high rank gave him the same status as an angel, and initially a devoted servant of Allah, Iblis refused to prostrate himself before Adam, who he saw as an inferior being for being cast from clay.

For his crime of hubris, Iblis was cast out of Paradise. Although sentenced to spend eternity in Hell, Allah suspended the punishment until the Day of Judgment on the request of his servant. Far from being grateful, Iblis, vowed to spend his time leading men from Allah's grace. Cast from Paradise, Iblis became Shaytan. Unlike his Christian counterpart, Shaytan has no direct powers over mortals or jinn, save to whisper evil thoughts into their minds and hearts. Since men have free will, it is not Shaytan who is directly responsible for evil actions, but mortals. Against angels he has no authority, for they cannot be swayed from Allah's grace (lacking free will, and thus the ability to change their nature).

Fire & Earth

In the beginning, Allah created three sentient races. Angels were born of spirit, the jinn were born of smokeless fire, and mortals were born of clay. While angels were created knowing only good, both humans and jinn were given free will. Thus, as there are men of virtue and men of wickedness, so there are jinn of similar benevolence and malevolence.

Man was actually Allah's third creation, and his most loved. Allah decreed that the angels and jinn should bow down before Adam, the first man, but his decree was shunned by Iblis (the Devil). In an act similar to Christian theology, Iblis led a portion of the jinn in open rebellion, a crime for which he was cast from Paradise (whereupon he became Shaytan). Rather than devils and demons, it is these rogue jinn who plague mortals.

In the age of King Solomon, mankind was much tormented by evil jinn. Several tales of the *Thousand and One Nights* dwell on this topic, and describe how Solomon led an army of mortals, animals, and jinn against the fallen host. Those vile jinn who recanted

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their wicked ways were given permission to resume their wandering through the mortal realm, while those who refused were imprisoned until the end of days, when Allah would judge them.

In Islamic lore, jinn live much like humans. They have two genders, nobles, law courts, marriages, and funeral rites. For the purposes of *All for One*, jinn are immaterial spirits, not turbaned entities that dwell in lamps and grant wishes to their liberators. Magicians, through the allowance of Allah, summon and control jinn (both good and evil) with their spells.

Supernatural Creatures

Al-Basti

Originally found only in Turkey, al bastis have followed the expansion of the Ottoman Empire in search of new victims. Always described as female, they torment those with guilty souls or families whose crimes have gone unpunished, and induce miscarriages and stillbirths in wicked women.

While they are quite capable of taking material form, they also operate as ephemeral spirits. Those who wake with a fever and memories of bad dreams may have been visited by an al basti—such a visit should not be taken lightly, and those affected are urged to mend their ways before more serious punishment is meted out. They also target the horses of wicked mortals. These they steal and ride at a gallop all night, leaving the best exhausted come morning and unable to do any work.

Their physical form is that of a woman, with snake-like hair, brass fingernails, and iron teeth. Although there is a passing resemblance to medusa of Greek myth, that is where the similarities end.

Whether the al basti are truly evil has been much debated by Ottoman scholars. That they punish only sinners leads some to believe they are Allah's servants. Others argue that punishment comes only on the Day of Judgment. As such, those who follow the latter belief suggest the al basti are servants of Iblis, sent to the mortal realm to gather wicked souls before they see the error of their ways and repent.

Archetype <i>Demon</i>	Motivation <i>Revenge</i>
Style: 1	Health: 5
Primary Attributes	
Body: 2	Charisma: 0
Dexterity: 2	Intelligence: 2
Strength: 3	Willpower: 3
Secondary Attributes	

Size: 0	Initiative: 4			
Move: 5	Defense: 4			
Perception: 5	Stun: 2			
Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Empathy	2	2	4	(2)
Intimidation	0	4	6*	(3)
Stealth	2	2	4	(2)
Talents				
Fearsome (Temporarily frighten opponents)				
* Skill Aptitude (+2 Intimidation rating)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Bronze claws	1L	0	6L	(3)L
Iron teeth	2L	0	7L	(3+)L

Al-Miraj

As the Enlightenment dawns, so natural philosophers are beginning to dismiss the creatures found in Medieval European bestiaries as fanciful creations or early attempts to describe beasts not native to Europe. However, not every creature mentioned in this archaic tomes can be so easily dismissed.

An al-mi'raj has the appearance of a yellow rabbit. From its forehead protrudes a single black, spiral horn. Although it appears docile, and comical, the creature is actually a fearsome predator, more than willing to attack much larger animals, as well as humans. Unlike a standard rabbit, the al-mi'raj is an omnivorous glutton, capable of devouring prey many times its size with minimal effort.

Originally confined to the island of Jezirat al-Tennyn, which lies in the distant Indian Island, the creatures have spread. None have been known to swim, and its most likely migration route was through explorers who stopped at its island and captured a baby specimen. Given its fearsome reputation, it is likely the mariners were unaware of the creature's true nature.

Archetype <i>Beast</i>	Motivation <i>Survival</i>
Style: 0	Health: 3
Primary Attributes	
Body: 2	Charisma: 0
Dexterity: 3	Intelligence: 1
Strength: 3	Willpower: 3

Secondary Attributes

Size: -2				Initiative: 4
Move: 6				Defense: 7
Perception: 4 [8]*				Stun: 2
Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Intimidation	0	4	4	(2)
Stealth	3	1	6**	(3)
Survival	1	3	4	(2)

Talents

* Keen Sense (Smell; +4 to Perception rolls)

Resources

None

Flaw

Bestial (Character cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Horn	2L	+2	8L	(4)L

** An *al-mi'raj* has a +2 Size bonus to Stealth rolls.

Ghul

While the Arabic word ghul (“demon”) gives Europe the word ghou, and the two creatures share many traits, they should not be confused.

Whereas European ghouls are demonic spirits who engage in gluttony or consume human flesh, Arabic ghuls are the spawn of Iblis, a species of jinn commonly associated with the earth. Though of demonic origin, they are entirely corporeal creatures, albeit ones who do not age like men or succumb to disease or other infirmity. Their natural form is bestial, but ghuls have the unholy power to transform their physical appearance.

A ghul who devours the flesh of a corpse, whether ages old or recent, takes the physical appearance of the deceased. It has the deceased’s voice and is an exact physical duplicate, but lacks its memories and mannerisms. In game terms, the ghul retains its Attributes, Skills, Talents, and Flaws, regardless of those of its victim.

Like European ghouls, they are often found in graveyards, for here food is plentiful. Many, though, live in the wilds, preying on unwary travellers.

Archetype <i>Demon</i>	Motivation <i>Survival</i>
Style: 0	Health: 6

Primary Attributes

Body: 4	Charisma: 1
Dexterity: 2	Intelligence: 2
Strength: 4	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 4
Move: 6	Defense: 6
Perception: 4 (8)	Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Intimidation	1	3	4	(2)
Stealth	2	4	6	(3)
Survival	2	5	7	(3+)

Talents

Keen Sense (+4 to smell-based Perception rolls)

Resources

None

Flaw

Glutton (+1 Style point whenever his appetite causes problems for him or his comrades)

Weapons	Rating	Size	Attack	(Average)
Claws	7L	0	7L	(3+)L

Nasnas

One of the more horrific demons, a nasnas looks like a human, save that it has been cut in half down the middle. Thus, it has half a head, half a body, one arm, and one leg. Despite this seeming impairment, it hops about with remarkable agility. Some nasnases are missing their left side, while others lack the right side. Most gruesome is that the severed section is not coated with skin, but exposes the creature’s muscles and internal organs.

Its other half does exist, but it is spiritual rather than physical. A nasnas is the unholy offspring of a union between a jinn and a human. As jinn were born of smokeless fire and men of clay, the creature has dual heritage, but only one half of its body is physical.

Some scholars have argued that nasnases are in fact jinn, not a union of spirit and flesh. Cursed to reside in mortal form by King Solomon, he then severed each down the middle, creating two versions. These were ordered to travel to opposite ends of the earth. Until they repent of their sins, they must live separate lives. Only when they accept Allah will they be permitted to rejoin into a single being, and so enter Paradise.

Archetype <i>Demon</i>	Motivation <i>Survival</i>
Style: 1	Health: 4

Primary Attributes

Body: 2	Charisma: 0
Dexterity: 3	Intelligence: 2
Strength: 3	Willpower: 3

Secondary Attributes				
Size: 0		Initiative: 5		
Move: 6		Defense: 6		
Perception: 5		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Athletics	3	1	4	(2)
Brawl	3	1	4	(2)
Intimidation	0	5	5	(2+)
Survival	2	2	4	(2)
Stealth	3	1	5*	(2+)
Talents				
Jump (Jumping distance is doubled)				
Resources				
None				
Flaw				
One Arm (-2 penalty on rolls requiring two hands; +1 Style point when it drops something or makes a critical blunder because of its missing arm)				
Weapons	Rating	Size	Attack	(Average)
Claws	1L	+1		(0)L

* A nasnas has a +1 Size bonus to Stealth rolls.

Horrific Appearance: When an opponent first sees a nasnas, he must make a Willpower roll (Difficulty 4). Failure means the opponent suffers a -2 penalty to his attack and Skill rolls for a number of turns equal to the number of successes by which he failed the roll. On a critical failure, he flees in terror for a number of turns equal to the total number of extra successes you rolled.

If you're using the Horror Mechanic rules from *Richelieu's Guide to Creatures of Sin 2*, a nasnas has a Horror Rating of 4. Those mechanics replaces the entry above.

Zalambur

A son of Iblis, and one of five brothers, Zalambur's name is now applied to a host of demons associated with dishonest and fraudulent business transactions. They seek out merchants who overcharge for their wares, deliberately under evaluate goods they buy from others, sell false measures, pass shoddy goods off as more valuable items, and sell goods that do not exist.

Those possessed by a zalambur undergo no physical transformation, but their souls become darker and their hearts lust for more and more wealth. They are notorious misers, unwilling to spend money on anything but the bare essentials, and uncharitable to the extent they would allow a person to die of thirst rather than give them a single drop of life-saving water.

As well as damning themselves to burn in the fires of Hell, most are eventually hunted down by mortal authorities and charged for their crimes.

Archetype <i>Demon</i>		Motivation <i>Greed</i>	
Style: 1		Health: 4	
Primary Attributes			
Body: 2		Charisma: 3	
Dexterity: 2		Intelligence: 3	
Strength: 2		Willpower: 3	
Secondary Attributes			
Size: 0		Initiative: 5	
Move: 4		Defense: 4	
Perception: 6		Stun: 2	
Skills	Base	Levels	Rating (Average)
Con	3	2	5 (2+)
<i>Bluff</i>			6 (3)
Diplomacy	3	2	5 (2+)
Empathy	3	2	5 (2+)
Intimidation	3	1	4 (2)
Streetwise	3	2	7* (3+)
<i>Haggling</i>			8 (4)
Talents			
* Skill Aptitude (+2 Streetwise Rating)			
Resources			
Wealth 1			
Flaw			
Stingy (+1 Style point whenever his reluctance to spend money or insistence on haggling causes trouble for himself or his friends)			
Weapons	Rating	Size	Attack (Average)
Punch	0	0	0N (0)N

Mundane Animals

A variety of mundane and not so mundane creatures are presented below in short format. While few are native to the Barbary Coast, these creatures may be found here in the world of *All for One* (perhaps as the pets of some crazed or decadent nobleman).

Note that the Follower Levels are approximated. Use the Follower Level as a guideline when creating your own beasts, rather than forcing a beast to have a nonsensical attribute simply to balance the math. Most animals should have either Alertness or Keen Sense as a free Talent, as befits the creature's nature.

Unless otherwise stated, all entries in this section possess the following traits:

- Archetype:** Animal
- Motivation:** Survival
- Style:** 0
- Flaw:** Bestial (Cannot communicate or use tools)

Camel

Follower 1

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 7 (Run 14), Perception 4, Initiative 2, Defense 4, Stun 3, Health 8

Skills: Brawl 6, Stealth 4, Survival 6

Talents: Skill Aptitude (+2 Survival rating)

Weapons: Kick 6N

Cobra

Follower 0

Primary Attributes: Body 1, Dexterity 4, Strength 2, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size -1, Move 4, Perception 2, Initiative 2, Defense 6, Stun 1, Health 2

Skills: Brawl 4, Stealth 6, Survival 2

Talents: None

Weapons: Bite 4L + Venom 3L

Crocodile

Follower 2

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 4 (Swim 9), Perception 6, Initiative 4, Defense 8, Stun 5, Health 10

Skills: Brawl 8, Stealth 6, Survival 6

Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)

Weapons: Bite 10L, Tail 8N

Elephant

Follower 2

Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 2, Move 8 (Run 16), Perception 6, Initiative 2, Defense 8, Stun 6, Health 12

Skills: Brawl 10, Stealth 2, Survival 6

Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)

Weapons: Tusks 12L, Stomp 10N

Gorilla

Follower 2

Primary Attributes: Body 5, Dexterity 3, Strength 5, Charisma 1, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 8 (Climb 16), Perception 4, Initiative 4, Defense 8, Stun 5, Health 8

Skills: Brawl 8, Empathy 2, Stealth 6, Survival 6

Talents: Climb (Double Move rating), Skill Aptitude (+2 Survival rating)

Flaw: Near-human (Cannot communicate but may use tools)

Weapons: Bite 8L, Punch 8N

Lion

Follower 2

Primary Attributes: Body 3, Dexterity 5, Strength 3, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 8 (Run 16), Perception 6, Initiative 5, Defense 8, Stun 3, Health 7

Skills: Athletics 8, Brawl 8, Stealth 6, Survival 6

Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)

Weapons: Bite 8L, Claw 8L

Monkey

Follower 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size -2, Move 4, Perception 4, Initiative 4, Defense 6, Stun 1, Health 2

Skills: Brawl 2, Stealth 6, Survival 4

Talents: None

Flaw: Near-human (Can't communicate; may use tools)

Weapons: Bite 2L

Rukh

Follower 3

Primary Attributes: Body 8, Dexterity 4, Strength 8, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 4, Move 12 (6)*, Perception 4 [8]**, Initiative 4, Defense 8, Stun 8, Health 16

Skills: Brawl 12, Stealth 4***, Survival 6

Talents: **Keen Sense (+4 on sight-based Perception rolls), Skill Aptitude (+2 Stealth rating), Skill Aptitude (+2 Survival rating)

Weapons: Claw 10L, Sting 10L

* *Rukh* uses its full Move rating for flying and half its move rating when on the ground.

*** *Rukh* suffers a -4 Size penalty on Stealth rolls.

Scorpion, Giant

Follower 1

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 9 (Run 18)*, Perception 6, Initiative 4, Defense 8, Stun 5, Health 10

Skills: Brawl 10, Stealth 4*, Survival 6

Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)

Weapons: Claw 10L, Sting 10L

* A giant scorpion suffers a -1 Size penalty on Stealth rolls.

Venom: After a successful attack, a giant scorpion injects venom into its victim. A poisoned character makes a Body roll against a Toxin rating of 4. If the character fails this roll, he takes one point of nonlethal damage for each point by which he failed the roll. A giant scorpion may use its venom five times per day.