

THE LOST SOUL BLUES ^{beta}

PLAYERS

CRIMSON LIGHTNING LICKS THE SKYBOUND TOOTH MOUNTAINS ABOVE THE PLAIN OF MAGMA. THE LANDSCAPE OF HELL ROILS BEFORE YOU. A FELL POWER HAS BECKONED YOU FROM THE WASTES AND BOUND YOU TO A CAUSE. ACCOMPLISH IT TO GAIN YOUR FREEDOM.

MAKE A LOST SOUL

1. Pick a **CREATURE**: Half-breed, Elemental Imp, Sinner-soul, Fallen Angel, Succubus / Incubus, Primordial, Bound Godling, Shoggoth, Artifact
2. Pick a **ROLE**: Brawler, Charmer, Spellmaker, Tactician, Diplomat, Surgeon, Sneak
3. Pick a power **SOURCE**: Shadow, Bone, Blood, Belief, Souls, Love, Sorrow, Destruction, a Grimoire
4. Pick a **GOAL**: Freedom, Redemption, Revenge, Ascendance, Domination, Service, Rebellion
5. Write down 6 **HEALTH**.
6. Choose a **NAME**.

RANDOM NAMES

Yok, Indanoth, Zul, Anul, Athok, R'wogg, Donove, Phemoloch, Liligorgon, Abelzebus, Molocarni, Mephel, Demyaza, Viala, Stenloshax, Ithius, Hales, Myaza, Mal, Hadath, Yug, Lotep, Yaddith, Ztrotheleth, Hydranithast, Majak, Gethix, Hyrek, Tix, Aestrah, Salignari, Ignacio, Argostina, Ilbargo, Amator, Glepto, Carmelis, Elbradim, Milenix, Magnebrech, Traddova, Bastrulf, Aeon, Vel, Meel, Levicto, Rasmoloch, Hanith, Lincus, Roseri, Erius, Mephis, Belpheon, Molocambion, Paimagapula, Aap, Baelphis

DIFFICULTY	PENALTY	EXAMPLES
Normal	-	Climb a craggy cliff, wound hellspawn, temporarily bind a lesser creature to service
Challenging	-1d6	Shatter a stone wall, wound a powerful demon, break a potent enchantment
Extraordinary	-2d6	Wound a demon major, break down a huge obsidian edifice, endure holy light
Unbelievable	-3d6	Wound a god or dark lord, travel between planes of existence

WAYS TO GAIN DICE

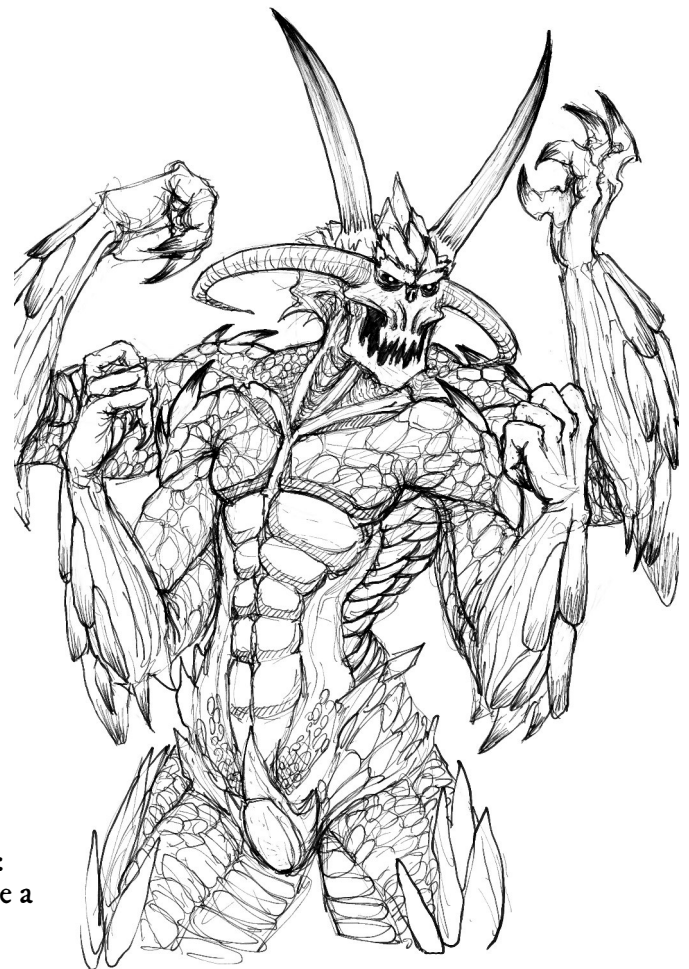
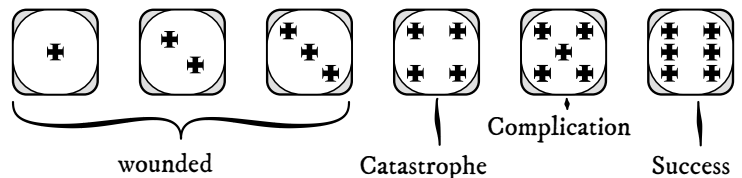
1. Base Roll
2. Applicable Traits (creature, role, power source, goal)
3. Pay 1 Health
4. Directly Relates to Cause
5. Applicable Artifacts (after advancement)

DEFEAT

If a character takes more than 6 wounds, they have 2 options: recover for a scene, thus changing one of their traits, or create a new character to replace them. What exactly happens to the defeated characters is up to both the player and the GM.

HOW TO PLAY

When you do something risky, say what you're doing. By default, you roll 1d6. If you've got one or more traits that that sounds like they might help, suggest them to the GM who can choose to give you +1d6 if it's applicable. If it directly affects your Cause, the GM may also give you +1d6. You can also spend 1 health to gain +1d6. If you get to roll more than 1d6, roll them all and *pick* your outcome from those dice. If you try to do something very hard, the GM may take one or more of your dice away.



RUNNING THE GAME

Play to find out. Plant doubt that their master will free them. Complicate their mission. Describe bizarre lands & terrible creatures. Don't stop the action, keep the story rolling. Roll or pick fresh opposition when you're out of ideas. Use 1d6 for small tables and 2d6 for large.

CREATE A HELLISH ADVENTURE

Roll or pick your way through each table to construct an adventure. Alternatively, you go around the group, having each player roll for 1 table until all tables are rolled. Roll opposition as often as needed.

Your Master...

- 1: Shirow, The Queen of Nightmares
- 2: Ibelica, Mother of Monsters
- 3: Nakaryon, Collector the Forgotten
- 4: Shyri-Rahul, Eater of Stars
- 5: Vulcanox, Red Wyrms of Avarice
- 6: Otomoe, Goddess of the Endless Void

...Wants you to...

- 1: Retrieve / rescue
- 2: Steal / capture
- 3: Plant / place
- 4: Corrupt / convert
- 5: Defend / escort
- 6: Destroy / create

...The objective...

- 2: A demon princess / prince of
- 3: A divine Superweapon hidden by
- 4: A primal artifact of Hell
- 5: A metaphysical concept held by
- 6: A mortal king / queen in the clutches of
- 7: A useful mortal soul held by
- 8: Information from
- 9: An apocryphon / codex owned by
- 10: The cooperation or allegiance of
- 11: A chalice of the blood of
- 12: A visiting angel in the court of

...The adversary...

- 2: Belial, The Lord of Deceit, and his wicked sons of pestilence
- 3: Azathoth, The Chaos Beyond Infinity, and its gibbering shoggoths
- 4: Yanluo, Judge of the Dead, and his great dragons
- 5: Aka Mainu, The Wrong God, his daevas of disorder
- 6: Lilith, The Unfettered, and her coven of succubi
- 7: Lucifer, The Betrayer, and his armies of fallen angels
- 8: Set, The Typhonic Beast, and his burning scorpions
- 9: Hun Ahau, Prince of the Devils, and his army of spined fiends
- 10: Legba, The God of the Crossroads, and his smoking hounds
- 11: Yama, Who Opposes Enlightenment, and his fallen saints
- 12: Abraxas, The Great Archon, and his dark syzygies

...In the...

- 2: Furnace
- 3: Viper
- 4: Lava
- 5: Tar
- 6: Ash
- 7: Flesh
- 8: Acid
- 9: Nightmare
- 10: Grasping
- 11: Frigid
- 12: Fungal

....

- 2: Shrine
- 3: Storm
- 4: Pit
- 5: Waters
- 6: Seep
- 7: City
- 8: Mountains
- 9: Maw
- 10: Spine
- 11: Arena
- 12: Shard

...while opposed by...

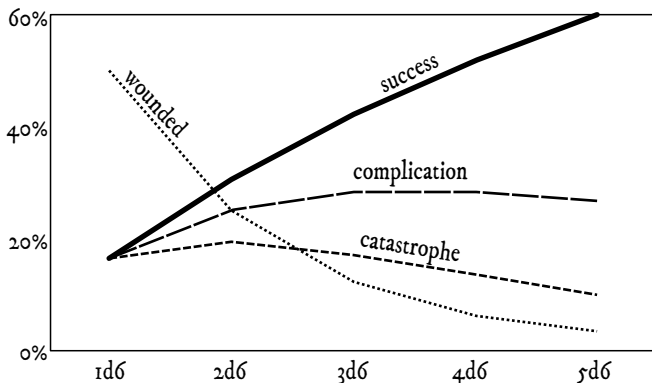
	Opposition Type	1	2	3	4	5	6
2	Fiendish Beasts	Bat Harpies	Obsidian Rhinos	Lunar Spiders	Jackal Imps	Magma Leviathan	Gnashing Megaserpent
3	Native Demons	Abyssal	Ancient Ashwalker	Hundred Handed One	Ashwalker Overlord	Roving Nephilim	Primordial
4	Potential Allies	A small tribe of weak demonlings	A wizened mortal occultist	A chained titan	A traitorous agent of the enemy	Roll on the Adversary or Master table	An angel pretending to be a demon
5	Complications	A prerequisite Task	A new Adversary interferes	The Adversary knows	It's the wrong Adversary	Betrayal	Success was only a small step
6	Adversary's Minions	Hordes of Adversary's soldiers	Fiendish mercenary company	Bloodhound bountyhunters	Nightgaunt assassins	Adversary's chosen spellmage	Adversary's Powerful Lieutenant
7	Physical Barriers	Forest of blades	Cliff or canyon	River of lava	The route has changed	Fortifications	Avalanche of ice and lightning
8	Foul Weather	Rain of meteorites	Mist of salt and acid	Icy razor wind	Hallucinatory blood fog	Nether storm	Divine deluge
9	Wildcards	Belphis, the Slither in the Dark	Demoloch, King of Steel	Nabbaelzebus the Demagogue	Ivalech, the Softest Knife	Valhant the Necromancer	Roll on the Adversary or Master table
10	Desperate Sinners	Offers soul for escape	Mortal punishment for venial sins	Made a deal with the devil	Here only by treachery	Sacrifice themselves for a loved one	An actual innocent soul
11	Metaphysical Barriers	A series of magical wards	Virtue or vice must be proven	Holy relic causes psychic pain	Lethal holy light shines down	A sacrifice is required	Direct interference from Heaven
12	Internal Conflict	A new option becomes available	Second thoughts about cause	Maybe master lied	2 option sadistic choice	A counter-offer from Adversary	Master definitely lied

ADVANCEMENT

If you choose to play more than one session of The Lost Soul Blues, you may want to reward the player characters. Here are some options. When you grant the characters advancement, give everyone the same type of thing.

- * 1 more trait (player makes it up)
- * 1 more health
- * an Artifact (special weapon, armor, tool, or item)
- * Special Powers
 - * Diplomatic Honors (You can request audiences with the great powers of Hell)
 - * Traveling Merchant (You can travel just about anywhere as long as you have goods to trade)
 - * Agent of the Master (You're on your master's side, and the enemy knows it)
- * Escape & narrate your what you do afterwards

DICE PROBABILITIES



MODS

If you've played The Lost Soul Blues more than once, you may want to try a different experience. Here are some mods you can employ. They have to be selected and agreed to by the whole group at the beginning of the game.

- * Hardcore Mode
 - * When a PC is defeated, their character becomes a soul. They are stripped of all power and abilities. They effectively become a talking item, but cannot perform actions or roll dice.
- * Meat Grinder
 - * When you roll 1-3, you take that many wounds, instead of just 1.
- * Bargain Basement Souls
 - * Skip Power Source trait in character creation.
- * Sinners Only
 - * Skip Creature type trait in character creation.

ABOUT

This game is in beta. There may be problems with it. I'll also be adding content as time goes on, so stay tuned.

Bugs & Issues: Submit on [/r/voidspiral](https://voidspiral.com) or on our Discord: <https://discord.gg/r2rPW5c>

Social Media: <https://tabletop.social/@voidspiral> & <https://twitter.com/Voidspiral>

Inspiration: Lasers and Feelings by John Harper / onesevendesign.com

Themes: God's Demon & Barlowe's Inferno by Wayne Douglas Barlowe, Diablo by Blizzard Entertainment, Inferno by Dante Alighieri, Metallica, The Blade Runner soundtrack by Vangelis, The Sling Blade soundtrack by Daniel Lanois, Jirel of Joiry by C. L. Moore

Patrons: Ellie Vyle, KillrGruve, Mathew

Contributions: Vince Mascoli

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