

EVOLUTION CHARACTERS

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1 FIENDLING TO PIT LORD

1. Start with the Fiendling. Whenever BOTH attributes reach 5, it loses 1 turn, and then emerges as the Fiendish.
2. After becoming a Fiendish it then must accumulate 10 Strength and Craft.
 - Only Honest attribute points can be used.
 - No points added by Followers or weapons qualify.
 - Any points over 5 are lost in the transformation. For example, if the Fiendling has a 7 Strength and then earns 5 Craft, then it will lose 2 points when it changes. The change cannot be stopped, earning points bring about the change.
 - Special Abilities do not transfer to the newly evolved Character. Like a caterpillar, the Fiendling is a child, when it becomes a Pit Lord it is a completely different creature. What it could do at a previous stage is no longer possible.
 - Here's the "kicker" - the Fiendish CANNOT enter the Inner Region, whereas the Fiendling could if it felt able. So once you begin evolving - KEEP GOING!