



NIGHT IN HELL



INTRODUCTION

You are a mighty *Star Warrior*, a veteran of a hundred battlefields, and currently fighting in the Third Demon War, a wretched conflict fought for over a hundred years already. Who would have predicted that Mankind would encounter demons in outer space, well outside of Florida? A famous Twitter content creator said, "...after the 1st Alien War, the Vampire Oppression War, the Vampire Freedom War, The Clone Rebellion, the 72nd Alien War and more- humanity really shouldn't have been surprised by a Demon War and the two sequels which followed it."

On your way to reinforce a distant frontier colony planet, the military transport ship you were on was destroyed by a colossal spacefaring demon the size of Texas, and with too many eyeballs.

You managed to escape on a drop pod and made landfall on a nearby demon-infested planet. No one else made it. According to your scans, there is an ancient warp gate on the planet, one that could take you back into the safety of human space.

You are armed with only basic weapons, but your power suit has a built in nanoforge that could forge some of the most useful weapons this side of the galaxy, provided you can find the materials for it.

The demons are hunting for you. Will you survive?

The contents of this game are easy to adapt to any Old School RPG systems, or may serve as inspiration for your adventures. Hack away!

WHAT DO I NEED?

- * A standard set of polyhedral dice (D4, D6, D8, D10, D12, D20). It would be more convenient to have multiple D6s and D4s.
- * A standard 52 Card Playing Card Deck (sans Jokers).
- * Writing Utensils and Sheets of Paper to keep track of wounds, resources, and equipment.
- * **Optional:** cubes, coins, markers, dice, etc for keeping track of wounds and resources instead of using pen and paper.

SET UP

For a quick game, shuffle 15 cards together and form an Encounter Deck. For a longer and harder game, Shuffle 20 cards. You may modify this length as you wish depending on your gameplay preferences.

You start the game with **2d6+5 Material**, and may forge any number of weapons or items as you see fit to equip yourself with. Any left over Material are placed in your inventory. You always have access to **Fist** (which isn't technically considered a weapon).

You begin the game with **20 HP (hit points)**. This is your maximum HP amount and you cannot heal back to a HP amount greater than this amount. You are now ready to begin your journey. Good luck, soldier.



THE RULES OF PLAY

OVERVIEW

* The Game is divided into **Encounters** and **Rest**. During Encounters you fight enemies and during Rest you may spend resources to forge weapons and heal.

* At the start of each Encounter, draw 1 card. Consult the **“Demonology” section (pg.13)**. The **Rank** of the card tells you what kind of Demon you are fighting.

* If there is a ♦ or ♥ on the card, roll on the **“Stuff that happens before the fight” Table (pg.11)** to see what additional complications or advantages is applied to the upcoming battle. This happens BEFORE combat begins.

* If there is a ♣ or ♠, you only resolve this AFTER combat is over and after you have rolled for Loot, but before REST. Roll on the **“Complications” Table (pg.12)** to see what complications or rewards you accrue after the Encounter.

* Combat is very fast and fluid. You choose a weapon, and then attack the enemy, and then depending on how successful your attack was, the enemy may or may not counter-attack. Enemies never roll for attack.

* After the enemy for a given encounter is defeated, you roll once on the **“Loot” table (pg.6)**, and then you resolve any complications, and then move on to the **Rest (pg.5)**.

* If you clear the entire deck of encounters, you reach the Warp Gate and win the game.

COMBAT – Choose an enemy to attack. Roll d20 to attack. If you rolled a successful attack (10+), you roll for the damage indicated by your weapon, and remove that much HP from the enemy. If you roll 10 or less, regardless of success or failure, the enemy counter-attacks by dealing their attack damage to you (they do not roll for attack).

15+	Successful attack. Roll for damage.
10+	Successful attack. Roll for damage. And then the enemy counter-attacks.
0-9	Failed attack. Enemy counter-attacks.

Critical Success (Hit a weak spot!)

Rolling a Natural 20 when attacking means you get to roll for damage twice, and stack them.

Critical Fail (Weapons Jam)

Rolling a Natural 1 when attacking with a Ranged weapon causes that weapon to jam, it cannot be used until you unjam it. You may skip an attack to unjam that weapon, allowing your enemy a free attack against you. Melee Weapons do not jam.

Ammunition

If a Weapon is *ranged*, you need to spend **1 shot** from that weapon to attack with it. If a weapon has 0 shots left, it cannot be fired.

Reloading

If a weapon has no more shots, you may skip your next attack and spend **1 ammo clip** in order to reload it back to its full ammo capacity, however this gives your enemy a free counter-attack against you.

Flame Damage

Flame damage removes twice as much HP from an enemy (ie, 4 flame damage removes 8 HP).

REST

There are several activities you can do during the Rest phase, you may perform *all* of the following:

1. Healing after the Fight (*one time per Rest*)

Once per Rest phase, you may heal d4.

2. Reloading

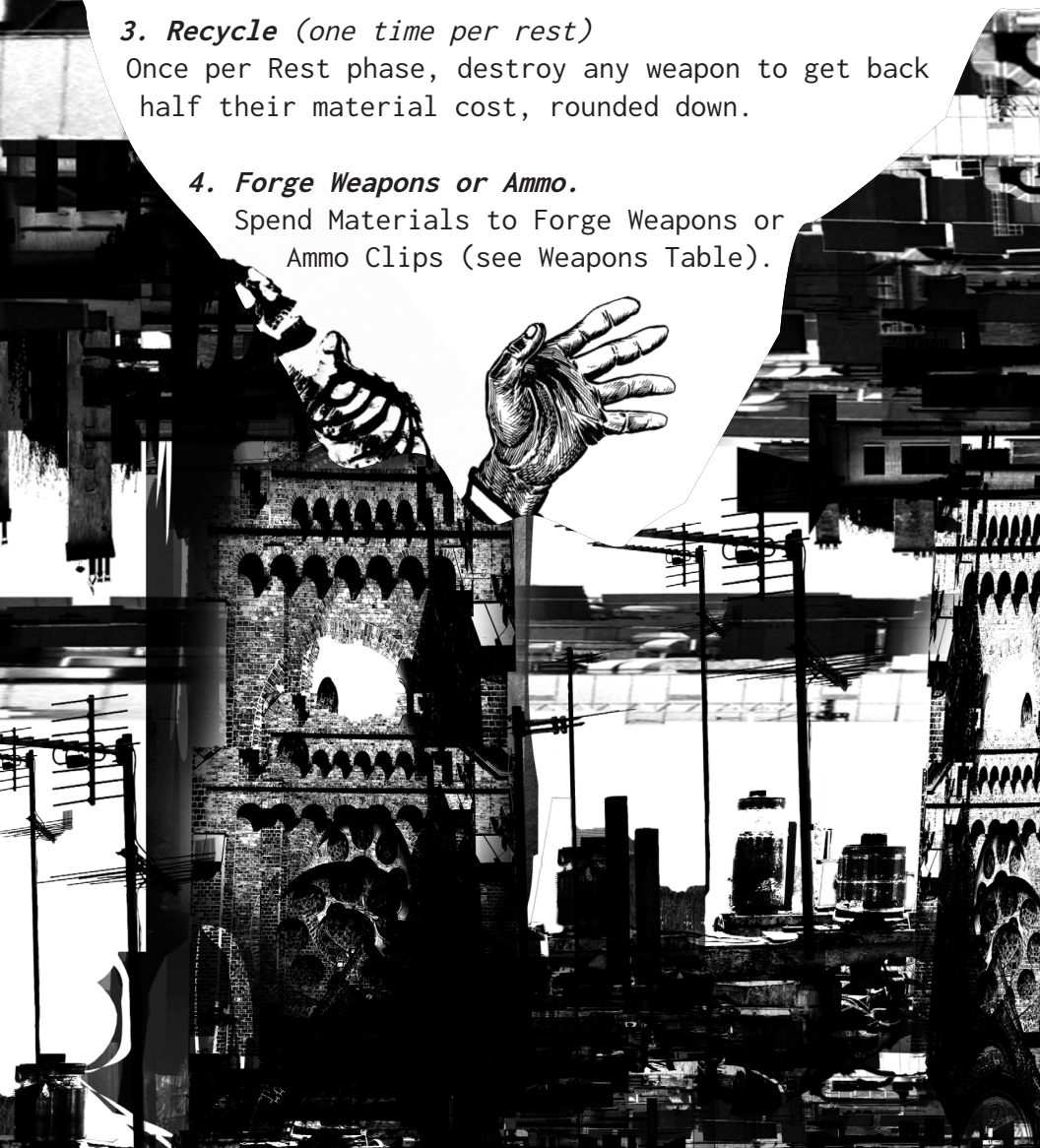
Spend an Ammo Clip to reload a weapon back to their full ammo capacity.

3. Recycle (*one time per rest*)

Once per Rest phase, destroy any weapon to get back half their material cost, rounded down.

4. Forge Weapons or Ammo.

Spend Materials to Forge Weapons or Ammo Clips (see Weapons Table).



LOOT

Roll on this Table immediately after each Encounter to find out what items or resources you were able to loot from the corpse of the slain demon. Add it to your inventory.

1	Gain 1 Ammo Clip
2	Gain 1 Medical Kit (use anytime to heal d4)
3	Gain d4 Material
4	Gain 2 Ammo Clip
5	Gain 1 Combat Drug (drink anytime to gain +1 to attack rolls. Lasts one Encounter)
6	Gain d6 Material.
7	Gain 1 Emotional Support Hand Grenade (see Weapons Table for details)
8	Gain 3 Ammo Clip
9	Gain d8 Material
10	Gain 1 Regeneration Potion (drink anytime to heal d6)
11	Gain 1 Purifying Agent (drink anytime to remove poison and curses, and heal d4)
12	Gain 1 vial of God Blood (drink anytime to deal d6 damage to you, and all of your attacks deal Flame Damage this Encounter)

THE WEAPONS TABLZ

AMMO CLIP

You may spend *3 Material* to create 1 Ammo Clip.

FIST

I cast Fist.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
n/a	melee	d4	n/a

EFFECTS

You always have access to it. Doesn't count as a Weapon.

Doom Knife

A stainless steel knife model produced by the Demon Flaying Company. A popular legend says that when the Messiah returns, he will carry this knife to kill Time itself and destroy the Universe. It is thus popularly known as the Doom Knife.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
3	melee	d4+1	n/a

G3A99 Laser Pistol

Standard Andromedan Patriotic War era laser pistol model. The 99th revision to this model was the last one made before the species that designed it was destroyed by black magic.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
4	ranged	d6	4 shots

M7A11941 “Mother Wrecker”

The most popular assault rifle amongst freedom fighters and communist revolutionaries the galaxy over for hundreds of years. Both the 8th model and the 9th model versions were criticised heavily for being gimmicky and lacking durability. The M7 series remains the gold standard.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
5	ranged	2d6	3 Shots

R82 “Pain Caster”

The Pain Caster is a magical rod that causes debilitating pain by directly assaulting the soul of the target. This weapon has been banned in every major war for a millenia. It is the 82nd most restricted weapon of all time.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
6	ranged	d6	3 Shots

EFFECTS

If you roll a natural Odd Number on the damage roll for this weapon, the enemy you attack does not counter-attack this turn.

Needle Slinger

A barbaric weapon that is forged from the remains of an Aether's Shark jaw. With the right thaumaturgic catalyst and electromagnetic signal, the needle-like teeth of the shark can be fired in semi-automatic bursts.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
7	ranged	4d4	4 Shots

Teeth Breaker

A knuckle duster made of starship grade alloys. Light, and nearly indestructible.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
7	Melee	d6	n/a

Hellfire Crossbow

A crossbow design which launches thin vials of portable hellfire. The reason for the crossbow mechanism is because hellfire is too volatile when fired using modern firing mechanisms.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
9	ranged	d8	2 Shots

EFFECTS

All damage this weapon deals is flame damage.

Vampiric Wrist Blades

This gauntlet has two bloodsucking blades that can be extended from their sockets via a neurological link. The blades have tubes connected to needles in the gauntlet that are inserted directly into the veins of the wearer, allowing one to steal the blood of their enemies.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
10	melee	d6	n/a

EFFECTS

Heal 1 damage whenever you deal any damage with this weapon.

Giant Fucking Sword v.66.9

A giant fucking sword made by the Old Russian Colonists of Alpha Centauri. A classic weapon for a more civilised time.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
12	melee	2d6	n/a

Gauss beam shooting Sensor Gear

This Sensor Gear is worn over one eye and feeds sensory information directly into the brain of the wearer via magic. It fires inconsistent streams of gauss energy.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
9	ranged	d8	2 Shots

EFFECTS

Rolling a 15 or higher when attacking with this Weapon instantly deals an additional 2d6 flame damage to the enemy.

Emotional Support Hand Grenade (EMO-grenade)

Ever since the Third Demon War began, you have found comfort in holding a hand grenade when you sleep. Sometimes, you have to sacrifice it to blow some bastards up.

MATERIAL COST	TYPE	DAMAGE	AMMO CAPACITY
8	Special	n/a	n/a

EFFECTS

You may destroy this weapon at any time to instantly deal 3d6 flame damage to an enemy.

SHIT THAT HAPPENS BEFORE THE FIGHT...

When you draw an Encounter with a ♦ or ♥, roll on this Table.

1	Found some combat drugs. Expiry date was 200 years ago. Better drink fast. Gain +1 Attack this Encounter.
2	Found corpse of a dead god. Do you want to drink their blood? If you do, take d6 damage, and all of your attacks deal Flame Damage this Encounter.
3	Stepped on a Bear Trap (for demon bears, not your average Californian one). Take 1 damage, and you take 1 additional damage whenever you take damage during Combat this Encounter.
4	Found some stale snacks. Heal 1d4 now or save it for later (make a note that you have this item, use it whenever you want, even during combat).
5	Got ambushed. Draw the top card of the Encounter deck, that enemy attacks you once, and then put it at the bottom of the deck. That mother fucker. You will get your revenge.
6	Jackpot! Roll on the Loot Table to see what you found.
7	You see your enemy before they see you. +10 to your first attack roll this Encounter.
8	Found a dead angel. Praying to it lets you heal d8 HP, but you have -1 to your Attack Rolls next encounter.
9	You knew they were coming and rigged an abandoned oil barrel to explode. The enemy takes 1d6 damage at the start of combat.
10	One of your weapons inexplicably explodes, dealing 1 damage to you. Destroy 1 of your weapons.

COMPLICATIONS

If you draw an Encounter with a ♣ or ♠, roll on this Table after combat is over and after rolling for Loot.

1	You are poisoned. You can't heal this Rest period.
2	The fighting tore your belt. Lose 1 Ammo Clip.
3	They sent out a distress call during the fight. Skip your next Rest period, and go straight into the next Encounter.
4	Suit Malfunction. -1 to attack rolls until end of next Encounter.
5	Roll a d6 to scavenge materials from a wreck on the verge of exploding. If you roll a 1, 2, or 3, the wreck explodes and you lose 2 HP. If you roll a 4, 5, or 6, you recover 1d6 material.
6	Your shoulders were hurt. Until end of next Encounter, you cannot use Melee weapons to attack an enemy.
7	You were hit with a demon's death curse. -1 to all damages dealt to demons until end of next encounter.
8	A Demon Ship in orbit begins to bombard your location. Roll 1d20. On a roll of 15 or higher, you were able to avoid any damage. Otherwise, take 1d12 damage.
9	Due to the radiation and heat from the environment, your most recently used weapon has melted into your gauntlet. You cannot change weapons next Encounter. You may skip a Rest period to fix this huge problem.
10	You must have wacked that demon extra hard. Your most recently used Melee Weapon (except Fist) is destroyed.
11	The fighting destroyed 1d6 of your Materials.
12	You were temporarily blinded somehow. Can't use ranged weapons until end of next Encounter.

DEMONOLOGY

A	<p>Night Mare</p> <p>HP: 5</p> <p>Kick: 1</p> <p><i>A dark mare wearing a fearsome grecian styled helmet. Baleful red eyes examine the battlefield carefully, thinking of the best strategies to employ to destroy their foes.</i></p>
2	<p>Wailing Hermit</p> <p>HP: 5</p> <p>Serrated Knife: 1</p> <p>Acid Blood: Whenever you damage Wailing Hermit, you take 1 damage.</p> <p><i>These demons look like infants crawling backwards stuffed inside the shell of a giant Hermit crab. Their eyes glow with baleful malevolence, and their teeth are rotten and black.</i></p>
3	<p>Aether Shark</p> <p>HP: 7</p> <p>Maw of Needles: 2</p> <p>Fly: You have -5 to your attack roll when you use a melee weapon against Aether Shark.</p> <p><i>Flying sharks the size of elephants with massive jaws and six bulging eyes. These demons are nimble and quick to avoid attacks.</i></p>

4

Pale Mother

HP: 5

Freezing Touch: d4 (if Pale Mother rolls a natural 4 on their damage roll, the victim gets -5 to their next attack roll).

Wailing spectres of mothers lost to the birthing bed or worse. They tear apart their victims, and survey their guts in search of their lost child.

5

Cleaver Knight

HP: 8

Cleaver: 3

Rage: If a Cleaver Knight's HP is 4 or lower, their Cleaver deals d12 damage instead of 3.

Armour-clad Knights wielding giant cleavers, they stalk the ruins of hell, butchering any they come across, demons or mortals alike. When provoked, they have a tendency to go into a berserker rage.

6

Big Head

HP: 7

Head-butt: d8

Explode: If a Big Head rolls a natural 1 on their damage roll, they explode and die, dealing 1d6 damage to you instead.

A giant floating head that groans in pain. Whatever explosive concoction is churning inside them eventually grows to be too much and they explode spectacularly hurting the people in close proximity.



7

Infernal Foot

HP: 9

Mighty Stomp: d8

Moves Slowly: Before the Infernal Foot counter attacks with Stomp, roll a 1d6. On a roll of 4, 5, or 6, you manage to roll out of the way and take no damage.

A floating spectral foot made of a jelly like substance that still hits hard with sufficient velocity. Easy enough to dodge, but you don't need to be stomped on too many times before you're dead.

8

Brain-jack Mycelium

HP: 9

Nerve-burning Spores: d4

Tiny but flammable hazard: Brainjack Mycelium can only be damaged by flame damage.

Escape this Miasma: You may roll a d20 three times instead of attacking Brain-jack Mycelium (they still counter attack each time). If you roll a 16 or higher, or after the third attempt, whichever happens first, you escape and this demon is considered destroyed.

You can't see them, but you know they're there. The tingling sensation in your nose. The way your nerves feel numb and your legs grow weak. You have to run away as soon as possible. The only way to kill them is with fire, or to outlast them, as the spores don't live for very long.



9

Gut-Guzzler Hare

HP: 6

Bloodsucking Tentacles: 1d6 (each damage dealt with this attack heals Gut-Guzzler Hare by that many HP)

Imagine a cute fluffy rabbit the size of a poodle, with tentacles emerging out of every orifice. They drink blood.

10

Necromantic Oil Rig

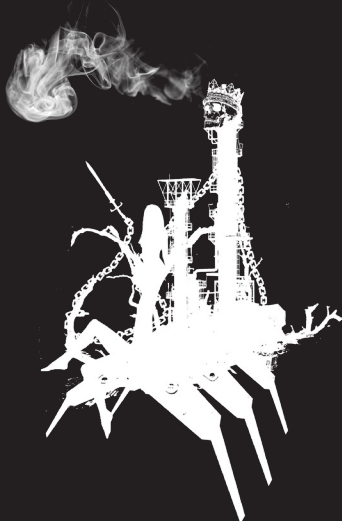
HP: 9

Flying Sword on Chain: d6

Flammable: Flame damage are doubled against this demon.

Anti-tech Aura: The Player cannot use any weapons that requires any d6 for damage rolls until Necromantic Oil Rig has been destroyed.

Roving oil rigs made of flesh and metal, kept mobile by six mechanical legs and two organic ones. They are fueled by the corpses of innumerable slain foes. The oil produced from the corpses also generate an aura that makes certain weapons and machines non-functional in thier presence. Fortunately, they are quite flammable.



J	<p>Iron Enchantress</p> <p>HP: 6</p> <p>Pain Curse: d6</p> <p>Strange Luck: If Iron Enchantress rolls a natural 6 on Pain Curse, they deal an additional 4 damage.</p> <p><i>Their skins are covered in iron. They have the upper body of a woman and the lower body of a snake; these animated iron golems contain the souls of hundreds of sacrificed virgin women. They afflict a horrific pain upon thier prey.</i></p>
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Q	<p>Sand Devil's Kraken</p> <p>HP: 7</p> <p>Big Tentacles: 2d6 (if doubles are rolled, Big Tentacles deals no damage to you)</p> <p><i>These extremely intelligent land dwelling monsters look somewhat similar to the giant squids of ancient Earth legends. They often hide beneath desert sands, waiting to ambush their prey with massive tentacles.</i></p>
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K	<p>Cardinal Kings</p> <p>HP: 7</p> <p>Rocket Fist: d4</p> <p>Death Adverse: The first time you kill Cardinal King, the Cardinal King returns to life, with full HP. After a Cardinal King has been slain a second time, they stay dead.</p> <p><i>Bisected corpses wrapped in steel, with crowns of bronze and silver, brought to un-life by Necromancers. They have no legs, and move by levitating a few feet off the ground. Thick arms end in fists that can be launched like rockets at their target. They can self-resurrect one time using a Necro-Battery in their body, a built in emergency measure by their creators.</i></p>
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RAGE IN HELL

HP:

Materials

Ammo Clips 

WEAPON

TYPE

DAMAGE

REMAINING SHOTS

INVENTORY



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