

# Who Are The Chain?

A mercenary company. Career soldiers. Legends claim they are one of the Seven Legions of Hell. Collectively known as the *Helltroopers*...but legends say a lot. Until recently there were two remaining, but the Tower fell. The Chain are now the last.

# What Do They Do?

They are an army for hire. Rich and powerful figures pay them to be an army when they have none, or defeat an army in rebellion.

- A powerful figure loses a war and their army, but still has money; hire the Chain.
- A small country with resources fears predation by a larger country; hire the Chain.
- A leader fights a distant war, leaving their home undefended; hire the Chain.
- The government tries to shut a powerful guild down. The guild hires the Chain.
- A military leader rebels, taking the army with them. The nation hires the Chain.

It's pretty typical for the people who hire the Chain to try and avoid paying them when the bill comes due. The Chain is used to this. Once you've hired the Chain to put down a rebellion you find having a professional army occupying your capital city gives you few options. Occasionally the Chain ends up the only legitimate government after they have to depose a regent who refused to pay.

They have been all over Orden, operated in every region except the Vanigar and Ix, and in recent memory been to several different Worlds.

# Who Joins The Chain?

People with no options who need to escape their past. The life of a professional soldier is unglamorous with little reward. Some few save their meager pay and escape to retire somewhere, but many is the story of the retired soldier who returns to the fold after finding there's nothing for them in the world outside the camaraderie of the Chain.

The Chain are famous for being an organization people join to disappear, to be forgotten. If you had any other options, you'd take them rather than join the Chain.

Criminals escaping their past, lovers caught sleeping with the spouse of a powerful noble, innocent people framed for crimes they didn't commit, heretics, political dissidents. One thing that unites the soldiers of the Chain; they can't go home again.

## So How Does It End?

For the soldiers of the Chain, redemption is found in the Chronicle. The tomes of history kept by the Chain's Chroniclers down through the centuries. They win battles, they lose them, but their deeds are recorded in the Chronicles and this is immortality. If a soldier features prominently in the tale of a great battle, they feel they can die happy.

The reverse is also true. The officers of the Chain brook little disobedience, but the greatest punishment is to be spoken badly of in the Chronicle. The Chronicle echoes through eternity.

In dire times, the Chronicler finds inspiration in the stories of their predecessor, often reading from the Chronicle aloud to inspire the troops. The Chronicle is also a powerful tome of lore. Nothing that happens to the current alumni is new; the answer to any new conundrum can be found in the Chronicle.

## The Recent History of the Chain

### Farrow

Most recently, the Chain was in service to the Lord Marshall of Farrow, a region of Vasloria southeast of Corwell. The Lord Marshall hired the Chain to defend Farrow's borders against the Wild Elves who came out of the wode to murder local farmers in their sleep..

The Chain signed the contract. After losing two battles and several hundred soldiers to the savage guerillas, they eventually routed the Elves in the **Battle of the Gæitingwode**. Only afterward did the Chain learn the Elves were attacking because the Lord Marshall granted serfs the right to chop down the wode's trees and settle their land, murdering any elves they met in the process. This was a violation of the peace the Overlord created between Men and Elves.

At this point the Captain demanded the Chain be paid and released from their contract, but the Lord Marshall refused. The contract specified a four-month term and it had only been two months.

Garrisoned in Farrow's high city of Tynes, the Chain considered their options. They were approached by the city's Castellan who posed a question; "If the wode-elves attacked the city, attacked the Lord Marshall and his guards, but ignored the Chain, what would you do?"

The Captain conferred with the officers and explained that their contract only required them to defend the farmers, not the city. The Castellan thanked the Captain and encouraged the Chain to spend the next 12 hours relaxing.

That night the wode-elves infiltrated the city and the Lord Marshall's great house, dragged the Lord Marshall to a tree in the city square and hanged him, slipping out under cover of night.

The Castellan announced herself the governor of the city and declared the taking of the wode elf territory illegal, sparking a riot led by the Lord Marshall's guard. But the Castellan and the City Watch soon put this rebellion down.

The Castellan paid the Chain from the city's coffers and declared their contract complete.

## The Burning City

When her general betrayed her and took her army with it, the Lady of Brass hired the Chain and brought them to the elemental plane of Quintessence and its capital of Alloy, the Burning City at the crossroads of the multiverse.

For three days the Chain fought General Xorn during the **Battle at the Doors of Morning**.

With the aid of the Knights of Alloy and the High Templars, the Chain defeated General Xorn and the rebellious army surrendered. The Chain spent the next three years serving as the Lady's private army across the multiverse.

While the Lady of Brass and her army the Chain were in the World Below assisting the deep gnomes defending their city of Xanxarite, the Fire Dwarf Yxmic and an army of Djinn and Efreet attacked Alloy and quickly overwhelmed it. When the Lady returned, she found her city occupied by a foreign army, the city's defences working for Lord Yxmic.

Most of the city's native inhabitants had fled after Lord Yxmic's pogrom in which he attempted to sterilize all beings not native to Quintessence. The city's population of over 3 million had been reduced to only a few hundred thousand by the time the Chain and the Lady returned. The city's largest non-native population, the Tieflings, blamed the Chain for being absent when Alloy needed them and fled to the Mundane world.

Even with the Chain, the Lady did not think she could take Alloy back from Lord Yxmic, not without fighting in the streets and killing thousands more civilians. She raised her impregnable castle at the heart of Alloy, the one fortress Yxmic had never penetrated, and dismissed the Chain, leaving the city and the World of Quintessence to the Fire Dwarves.

## Higara

The Chain don't like fighting sorcerers, they prefer fighting armies. But more, they prefer getting paid. When the Empress' Vizier asked the Chain to siege and invest the Tower of Necromancy, they took the contract.

The Lord of Death raised an army of undead and chased the Chain across the plains of Hiratamba. But it was not the Chain the ravaging ghouls chased. It was the Empress' soldiers in Chain livery.

The Chain waited for the army of death to be gone and the Necromancer alone in his tower, and attacked. Drained from the summoning, the Lord of Death was still a powerful foe, and the **Battle at the Tower of Death** took three days, during which the Necromancer was able to recall his dead army. But the Chain were already surrounding the tower, and the dead soldiers could not aid the master. At the end of three days, the Chain's improvised siege weapons took the day.

## Khoursir

The Chain were hired by al-Mashrad, the Satrap of Adros to defend the border between Khoursir and Phaedros. For two years the Chain served as the army of Adros. They were good years for the Chain and Al-Mashrad both. Then the Overlord came out from Phaedros and sacked the Khoursir capital of Kerra. The Satrapi were abolished and the Chain were out of work.

## Questions

### Where Are The Chain From?

There are seven cities in hell each ruled by an Archdevil, each competing to be the Sovereign of Hell. The Chain is from one of these...supposedly. They are the Chain of....? You tell me!

- **Gehennom**
- **Acheron**
- **Tartarus**
- **Naraka**
- **Kur**
- **Kasyrgan**
- **Dis**

## What's your character's nickname?

No one in the Chain uses their real name. Everyone gets a nickname, sometimes descriptive, sometimes a reference to something they did or said when they joined.

Nicknames in the Chain aren't dramatic; they're common. These aren't heroes; they're soldiers. Candle, Slick, Red, Fish, Long John, etc...

What's your character's nickname?

## Why Can't You Go Home?

People join the Chain to escape their past. They did something, or know something, or are accused of something that makes them a pariah in their homeland.

What happened to you, to make you sign up with a mercenary company?

## How Did You Become An Officer?

Rank and file soldiers become officers by distinguishing themselves in battle. Often by risking their life to save other soldiers. In which battle did your character attract the attention of the Officer Corps and what did you do?

Feel free to invent a battle and/or a campaign, but some have been provided above.

## Race/Class/Region

We'll be generating stats by rolling randomly and then placing the results where you want. So you should be able to play whatever class you want and you've probably already told me what you intend on playing but it helps to have all the answers in one place.