

A sourcebook for
CHAMPIONS

ARCANÉ

Adversaries



DEAN SHOMSHAK

ARCANE ADVERSARIES



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An Enemies Book for *Champions*

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DEDICATION

Dedicated to my players, who let me build a Mystic World through the Seattle Sentinels and Keystone Konjurors campaigns. Big thanks to Kurt Dingler, Greg Ewing, James Ganong, Scott Haley, Terje Locklingholm, Corey Ovendale, Jeff Skagen, and Wade Yamau-chi. This book could not exist without them (or at least it wouldn't be as good).



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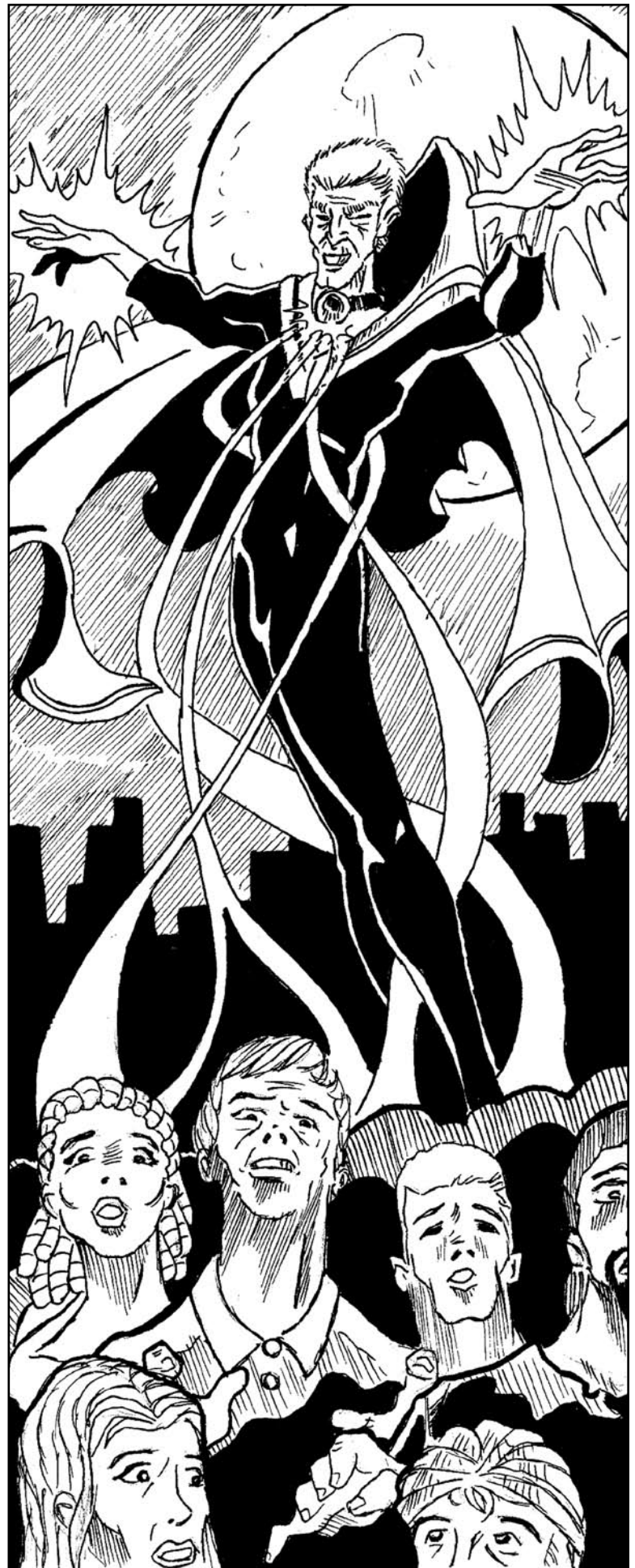
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INTRODUCTION



CHARACTER SHEET NOTATION

Generally, the text of the character sheets in this book should be pretty straightforward and easy to understand. Consult the Glossary in the *HERO System 5th Edition*, and the example powers in that book, if you have any questions about abbreviations, terms, or notations. The *Writer's Guidelines*, available on the Hero Games website (www.herogames.com), also provide some information about character sheet formatting.

In a Multipower, a “u” next to the cost indicates a Fixed (or “ultra”) slot, and an “m” a Flexible (or “multi”) slot.

Under the END column, a number in brackets indicates Charges (however, the bracketed number next to STR is an END cost).

From super-sorcerers using their spells and powers to threaten a world that thinks magic is a child's fancy, to extra-dimensional horrors intent on invading Earth's plane and consuming everyone who lives there, mystically-powered characters are a staple of most comic-book settings — and thus of most *Champions* campaigns. The primary *Champions* villains book, *Conquerors, Killers, And Crooks*, contains several villains whose powers derive from magic: Takofanes the Archlich; the Crowns of Krim; Morningstar; and more. But for GMs whose PC teams feature a powerful super-mage, or who run all-mystic campaigns, those villains aren't enough to round out a roster of magical enemies.

Arcane Adversaries fills that gap. It contains over fifty villains conceived and designed along mystic lines. No matter what type of arcane villain you're looking for, you'll probably find him in here. Although these characters are tied to the *Champions* Universe setting (detailed in *Champions Universe*) — specifically the Mystic World side of it (see below) — you can adapt them to your game in just a few seconds if you're not using that campaign. Just change a villain's background, and perhaps the name and special effects of his powers, and *voilà!* — you've got a new villain for your game.

Chapter One, *Mystic Villain Organizations*, details some of the main groups of evil mystics active in the *Champions* Universe. The Circle of the Scarlet Moon, the Sylvestri clan, the Kings of Edom, and the Devil's Advocates are all thoroughly villainous. The Vandaleur family is a bit more ambiguous, but this sorcerous clan produces a number of mystical villains.

Chapter Two *Mystic Solo Villains*, rounds out the book with a selection of characters who have no particular affiliation... as far as they know. In the Mystic World, matters are often not as they seem.

The villains in this book are designed as Standard Superheroic characters, with 200 Base Points. Some of them have the normal 150 points' worth of Disadvantages, putting them on par with starting superheroes in most *Champions* campaigns. The rest have more than 350 points (sometimes *many* more), justified either with more Disadvantages or Experience Points. Sometimes it's not possible

to define a villain properly on 350 points, and it's preferable to build a villain *right* rather than to follow rigid point restrictions or nebulous concepts of “points efficiency.” Villains, after all, aren't the central focus of the campaign, so you don't have to worry as much about campaign standards as you do with PCs (who are *always* on center stage) when creating them.

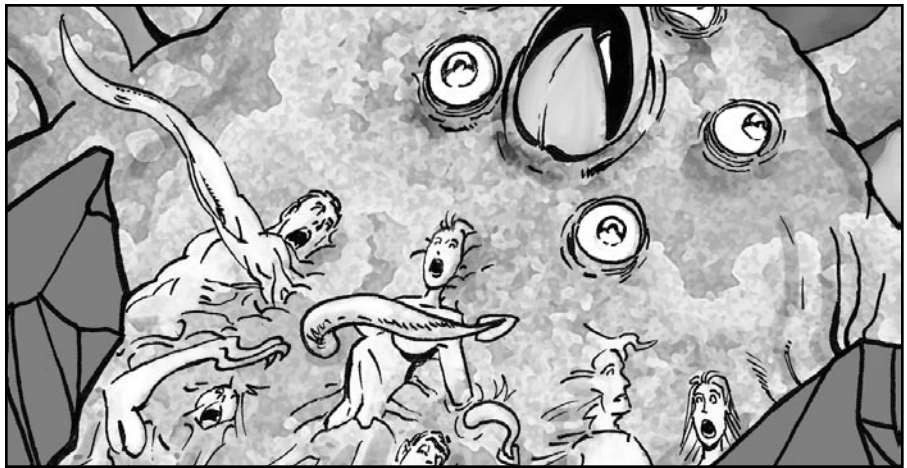
As always, you should feel free to re-arrange or revise the villains in this book to suit your campaign. If you'd rather have Black Fang belong to the Devil's Advocates instead of Golem, change the group's lineup. If you need more teams instead of solo villains, group some of the villains from Chapter Two into a gang. If Tezcatlipoca is too powerful for your game, decrease his Characteristics and the Active Points in his powers. Each character comes with a “Campaign Use” section that includes suggestions on how to make him stronger or weaker, in case you have to adapt him to the power level of your campaign. After all, each campaign is a little different, so not every published character fits every GM's preferences as-is. The Campaign Use section also discusses possible ways to integrate the character into your game, interesting plot hooks associated with him, and how he'd function as a Hunted.

As an enemies book, *Arcane Adversaries* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

THE MYSTIC WORLD

Arcane Adversaries describes mystic villains from the *Champions* Universe, but it doesn't describe the context in which they exist to any great extent. That's the job of *The Mystic World*, a companion volume for this book. *The Mystic World* describes the Multiverse of the *Champions* Universe (and who's who within it), the common thaumaturgy spells learned and cast by super-mages, and so on. It's also got character sheets for three mystic master villains — Tyrannon the Conqueror, Skarn the Shaper, and the Dragon — and their minions.

chapter one:



MYSTIC FACTIONS AND ORGANIZATIONS

CIRCLE OF THE SCARLET MOON



MYSTIC ORGANIZATIONS

Mystic villains join teams as readily as any other supervillains, and for the same reasons. They may also belong to groups within the Mystic World itself, with goals that the everyday world may not understand. Such factions and organizations may devote great effort to hiding from the rest of humanity. They may not even be human. But when the Mystic World intrudes on the rest of humanity, it may do so with terrifying power.

This chapter describes five factions in the Mystic World:

The Circle Of The Scarlet Moon

The Devil's Advocates

The Kings of Edom

The Sylvestri Clan

The Vandaleur Family

Membership: Archdruid Airetach, Roger and Martika Duquesne, and others.

Background/History: The Circle Of The Scarlet Moon began late in the eighteenth century with a dissolute French nobleman named Viscomte Gildas de Valenois. The Viscomte had money but little real power in the French aristocracy; he sought perverse amusement and a higher status through Satanism and sorcery. In 1783, the Viscomte persuaded several equally degenerate members of the French aristocracy to join him in founding a coven, which they named the Circle Of The Scarlet Moon. The nascent Circle achieved a limited degree of magical power by acquiring relics and grimoires from older, near-defunct covens and occult societies. The Viscomte also achieved some greater political influence by inviting thrillseeking nobles and social-climbing business magnates to the Circle's orgiastic Sabbats — and then blackmailing the participants. This combination of mystic and secular power characterized the Scarlet Moon forever after.

The nascent Circle suffered its first great setback in the French Revolution. The Circle's leaders remained immune to the revolutionary purge for two years, thanks to abundant bribery and various magical threats and persuasions. Then the Committee for Public Safety suddenly arrested and executed half the membership, and the Circle's limited magic was no use whatsoever. The Viscomte made the mistake of trying to strong-arm a number of Vandaleurs into helping the Circle. That offended the clan's patriarch Adrian Vandaleur, and the immortal magus used his own magic to counter the Circle's hold on Committee officers.

The survivors fled to safety in the new United States of America... and encountered Eustace Blackmun. This Virginia mystic helped found the Trismegistus Council specifically to fight the Circle. The battle of bewitchment between the Circle and Council continues to this day, and which side shall rule America's soul remains unresolved.

The Scarlet Moon steadily amassed mystical lore and worldly power, but it never achieved the total power its leaders sought. Time and again, the Circle tried to take over governments using mind control, infiltration, and subversion. Time and again, the Trismegistus Council blocked each gambit. When the Circle sought allies among archdevils or dark gods, they drew the notice of a far greater enemy: the Archmage himself intervened to close their Gates, annul their pacts, and, frequently, destroy the Circle member who led the scheme.

In 1908, the Circle's leaders gathered their forces to strike at the Archmage himself. The High Coven — the 13 most powerful mystics of the

Circle — assembled near the Archmage's sanctum in the depths of Siberia. They brought the Circle's most powerful magic weapons and artifacts. Around the world, Scarlet Moon lodges channeled their own power to their leaders.

The High Coven's spell worked even better than planned. The mystical and physical shockwaves of the sorcerous explosion circled the globe, and the Archmage was never seen again. Neither were most members of the High Coven, and several lodge leaders died in the mystical backlash as well.

The death of the Archmage enabled the Circle to win several victories over the Trismegistus Council and wheedle gifts of power from spirit allies. A new High Coven of lodge leaders coalesced in 1924. The end of the infighting among lodge leaders allowed the Circle to increase its mundane influence as well. When Prohibition made bootlegging and rum-running vastly profitable, some Circle members used the opportunity to gain a foothold in organized crime.

Circle members still debate whether 1938 was a gain or loss to their society. The Circle covertly aided Hitler's super-secret cabal of mystics, the RSvKg, in an attempt to amass magical powers for the occult-minded, anti-rational Third Reich. The "Walpurgisnacht Working" initiated the age of superheroes, who have handed the Circle many defeats — but the Circle's own mystics have gained greater power as well.

Today, the Circle Of The Scarlet Moon finds itself in a strange position. Many other mystics, both heroic and villainous, now boast far greater power than its leaders. On the other hand, the Circle has seldom wielded greater political and financial influence. The High Coven includes billionaires and high-ranking politicians of all major parties. The Scarlet Moon wields prodigious influence throughout Europe and North America, and reaches out to subvert the Third World. Although horrors like Takofanes and Dark Seraph stalk the Earth, some people in the Mystic World now fear the Scarlet Moon has truly come into its own as the greatest power on the side of Darkness.

The Secret Masters?

'Really, Jackhammer, show some sense. You know how some supervillains want to rule the world? The Scarlet Moon already does. If they told you to leave the museum alone, you should — oh, you already robbed it? Spend your money quickly, dear. You're a dead man walking.'



—Talisman, to the late Jackhammer

Group Relations: Members of the Scarlet Moon form regional groups called *lodges*, each led by an *archdruid*. (The Viscomte de Valenois shared the enthusiasm for druids that swept through France and the British Isles late in the eighteenth century.) Thirteen archdruids form the High Coven, the ruling council of the Scarlet Moon. A lodge includes several covens, each led by a *druid*. Other members of a coven hold the rank of *ovate* if they achieve seniority and possess mystical talent, or *aspirant* if they lack either quality. During coven meetings, Scarlet Moon members wear black velvet masks with eyeslits and a red satin crescent across the left side of the face. Aspirants wear hooded cloaks of dark blue; ovates wear deep crimson; druids, red and black; and archdruids, solid black cloaks and robes.

The Circle contains between two and three dozen lodges. An exact census is not possible because some lodges secede from the Circle for decades at a time, while other small occult groups take the Scarlet Moon's name without the High Coven's permission. The High Coven does not discourage such pretenders, because these groups serve as decoys to distract the Circle's enemies. If anyone in a group of pretenders shows genuine talent, the High Coven might invite him to join the real Circle.

Every Circle member takes a "craft name" as his official pseudonym within the organization. When covens meet, or members send messages about Scarlet Moon business, they call each other by their craft-names to keep their membership secret. Aspirants and ovates know the identities of the other members in their coven, but not the real names of anyone outside their group. Druids know all the other druids in their lodge, and the archdruids all know each other's real names. Craft-names are usually Celtic, Germanic, or from other ancient European cultures.

Rarely does an archdruid amass enough prestige to set the entire Scarlet Moon working on a project; and since the last two such projects resulted in the 1908 debacle and the ambiguous Walpurgisnacht Working, most archdruids are content to leave the Circle unfocused. Individual archdruids, however, often lead their lodges in schemes to gain magical or worldly power. The Circle's only official goals, as set by the High Coven since 1938, are to protect its own existence, destroy its enemies, and gain greater political and economic power. The Scarlet Moon succeeds very well at these goals, so most leaders feel content to operate as hidden puppet-masters.

The Scarlet Moon has no close allies in the Mystic World, but individual druids and archdruids enjoy moderately good relations with the Devil's Advocates, various Sylvestris and Vandal-eurs, or particular mystical villains. The Circle and DEMON have sniped at each other since Luther Black's defection, but particular members sometimes worked together in the past. The High Coven, in a rare display of unanimity, now forbids such cooperation: the Circle can't rule the world from the shadows if some Elder God eats it, so the arch-

druids take every opportunity to weaken DEMON — including covert aid to superheroes on occasion.

The Trismegistus Council remains the Circle's most devoted enemy. Other mystics who make conscious commitments to goodness also fight the Circle. Most superheroes reflexively oppose the Circle if they learn of its existence: black magicians who practice human sacrifice obviously need to be stopped. Few heroes strike serious blows against the Scarlet Moon, however, and none have yet exposed the Circle to the public.

The Scarlet Moon maintains pacts with several devils, but discourages members from selling their souls outright. Soul-selling gives easy power, but such pacters serve their infernal master first, the Circle second — and the archdruids don't like that. In this sense, few Circle members are actually Satanists, though the distinction is lost on most people who clash with these occult conspirators.

Most of the Scarlet Moon's spiritual allies actually dwell in Faerie. The old gods of pre-Christian Europe routinely received human sacrifice. Mortal attitudes changed in the last 2,000 years, and not all gods accept that change. The Scarlet Moon invokes pagan gods in their darkest, most fearsome aspects, so that's how the gods respond. The Circle lacks the power or the interest to summon actual gods. Some archdruids, however, strike bargains with Unseelie faeries, hags, trolls, and other evil creatures from the Land Of Legends.

Tactics: The Circle accepts members who practice any sort of magic — except Edomite sorcery, which now carries a death sentence from the High Coven. Most members, however, practice a form of ritual magic drawn from Hermetic ritual magic, demonology, and a wide range of folk magic. Scarlet Moon witchcraft usually requires lengthy rituals with various magical implements. Typical ritual Foci include Hermetic tools such as cups, daggers, wands, pentacles, crystals, and magic circles; Satanic elements such as flames, blood sacrifice, and perverse sex acts; and implements from folklore such as cauldrons, herbs, heads (real or sculpted), drums, cords, idols, and candles. European folklore, especially the grimmest aspects of Celtic, Norse, Slavic, and Greco-Roman myth, supplies much of the Scarlet Moon's inspiration; but the Circle also borrows elements from Voodoo, Native American folklore, or anything else that catches a member's fancy.

Circle members may learn a few spells they can perform on short notice, but the Circle's strength lies in ceremonial magic. Druids and archdruids cast a wide range of spells, but must study each spell beforehand and conduct a complex ritual to work the magic. Members practice ceremonial magic together so they can combine their spells for greater power. In game terms, druids and archdruids all have a small Variable Power Pool. One person involved in casting a spell is the "leader" for that spell. Every participant who makes a Thaumaturgy Skill Roll can devote his entire VPP to an Aid to increase the power of the leader's base spell. (At the GM's option, each Aid can apply separately, ignoring the rules about two characters using

SCARLET MOON PLOT SEEDS

A dying man gasps, "The governor — They've got the governor!" to a PC. He also scrawls a crescent shape in his own blood: a scarlet moon. The governor says he's fine, however. The man's body disappears shortly after, with no record of its existence. The medical examiner swears he never came to pick up the body. Then the hero sees the dead man on the street, quite alive, and the man swears he never saw the hero before. The Scarlet Moon covers its tracks well. But what did the dying man mean by his warning?

The heroes receive a request from the FBI to help break up a DEMON cell. After the adventure, however, the team's FBI liaison disappears, along with all the books and artifacts seized in the raid. The FBI says the "liaison" doesn't exist.

A coven maneuvers a supervillain into fighting the PCs on a property the Circle wants to acquire. The damage forces the owner to sell the condemned property to a Scarlet Moon-backed buyer. The property holds a potential mystic power site that links two powerful alignments. Do the heroes figure out what's really going on, before the Circle builds its sanctum and musters even greater mystical power for evil?

separate versions of an Adjustment Power, or the GM can allow one or two members to devote their Pools to increasing the maximum effect of the Aid.)

Circle members make frequent use of Mind Link to coordinate their spells. For example, one member of a coven Mind Links the other members. Another member casts a Mind Scan to locate a victim. The Mind Link enables other members to target the victim with Mental Powers.

The *BOECV* Advantage enables druids and archdruids to link their powers over great distances. The participants start by Mind Linking. Next, each member prepares an appropriate Aid or Succor, but with the addition of *BOECV*. After taking *BOECV* into account, a member might only have a die or two of Aid to provide — but the Circle member who receives all these donations combines them into one massive Power, for a far greater effect than any member could achieve on his own. Using such methods, the Scarlet Moon often works its will without any member exposing himself in public. Things just *happen*, and the victim never suspects he was the target of hostile sorcery.

The Circle uses its magic to acquire political and economic power. Many Circle members are millionaires. A few are billionaires. Each coven has Contacts within state and local government, law enforcement, and criminal groups. Archdruids often acquire Contacts with national political figures — or they are

national political figures. Money, blackmail information, and the use of magic to influence police, district attorneys, and judges enables the Circle to commit crimes almost with impunity.

Now and then, covens may summon a minor demonic minion, or recruit a mythic monster from Faerie. Mystical creatures tend to attract attention, though, which the Circle doesn't like. They also demand payment, which can range from a ten-leaf clover to a year of servitude from the presiding magician. When they compare the dangers of a nosy superhero and a spirit angered by failure to pay a debt, many Circle members take their chances with the superhero.

Campaign Use: The Circle Of The Scarlet Moon is an organization of relatively low-powered mystical villains. The typical archdruid is built on points comparable to a starting superhero, but the Variable Power Pool and lots of Perks suck up at least 100 Character Points. Druids are somewhat weaker; and low-ranking Circle members are (at best) Standard Heroic characters. They may know a few spells of moderate power, but they depend on Perks, secrecy, and their membership in the Circle for their defense.

In an all-mystic campaign, the Circle can serve as the primary antagonist for occult investigators, vigilante heroes, two-fisted private eyes, and such ilk. Individual members of the Circle are too weak to fight superheroes openly. In groups, however, Scarlet Moon members can attack superheroes at a distance and from hiding.

Adventures with the Scarlet Moon emphasize mystery and conspiracy. To defeat the Scarlet Moon, heroes need mystic powers of their own, or they must succeed at long and difficult investigations. Heroes who try to stay within the law find the Scarlet Moon an especially difficult foe: most of the Circle's villainy is impossible to prove in court. To defeat a Circle member, the heroes must catch him engaged in a mundane crime, with so much evidence that even the Scarlet Moon's vast influence and insidious magic can't make it disappear.

If the Scarlet Moon isn't powerful enough to supply a credible threat to the PCs, increase the power of the druids and archdruids by giving them larger Power Pools or magic items that make them more effective combatants. The Circle can also make greater use of supernatural allies and minions, such as minor demons or faerie monsters. If the Circle's already too tough a foe, reduce the members' VPPs until they're at the right level to challenge the PCs.

The Circle Of The Scarlet Moon is a highly dangerous Hunter for heroes with DNPCs or who rely on larger institutions. The Circle attacks its enemies through their social connections. A character's loved ones suffer dangerous accidents, or inexplicably turn against him. Heroes find their bank accounts drained, their reputations tarnished, and the police and government turned hostile. A clash with the Circle often becomes a test of resolve, as a lodge systematically wrecks the heroes' lives. The only way to stay safe from the Circle is to live without any human connections... if you can call that living.

OTHER SCARLET MOON MEMBERS

In addition to the members listed on page 140 of *Champions Universe*, here are a few of the more politically active or media-savvy members of the Scarlet Moon:

Doctor Herbert Rush: This famous pop psychologist and award-winning psychiatrist looked into the paranormal so he could write a book about this fashionable subject, and found the Scarlet Moon. Although just an ovate, he's one of the circle's most skilled practitioners of *fascination* (mystical hypnosis, focused through an attention-getting trinket). His fame also enables him to discredit a hero's mental stability. Rush himself indulges various hedonistic addictions and perversions that would get him locked up, if anyone discovered them.

Ambassador Marcella Latour: Canada's ambassador to a French-speaking West African country busies herself by magically subverting the native government, funneling conflict diamonds to Circle coffers, and studying African folk magic from the source. She enjoys considerable success at the first two objectives, rather less in the third.

Assistant Undersecretary Henrik Van Diericks: The Circle's top man in European Union bureaucracy regularly hobnobs with other dignitaries in Brussels and hypnotically plants suggestions for EU policy. He is also one of the Circle's most devoted Satanists, and uses his magic to protect one of the largest pedophile rings in Europe.

Clarissa Thorp: This local news anchor also secretly controls her station's news department. She's one of the Circle's best media warriors, using television to create or ruin reputations. She propitiates the Norse goddess Freya and practices the divinatory art of *seidhr*; she's very good at winning scoops and finding Secret Identities.

ARCHDRUID AIRETACH

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
5	PD	3		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 70

Movement: Running: 7"/14"

Cost Powers **END**

37	<i>Witchcraft:</i> Variable Power Pool (Magic Pool), 30 base + 15 control cost; VPP Takes Hours To Change (-¼), Variable Limitations (requires -2 worth of Limitations; -1), VPP Cannot Have More Than Two Powers Active At Once (-¼)	var
27	<i>Spell-Weaving:</i> Multipower, 87-point reserve; all slots IAF (cords or twigs mystically prepared; -½), Extra Time (1 Minute; -1½), Gestures (-¼)	
3u	1) <i>Compulsion:</i> Mind Control 10d6, Telepathic (+¼), Trigger (can change each time power is used; +½); IAF (see above; -½), Extra Time (1 Minute; -1½), Gestures (-¼)	9
2u	2) <i>Know Deepest Secrets:</i> Telepathy 13d6, Reduced Endurance (½ END; +¼); IAF (see above; -½), Extra Time (1 Minute; -1½), Gestures (-¼)	3
2u	3) <i>Lesser Ligature Curse:</i> Drain Characteristic 2d6, any Characteristic one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Day; +1½), Ranged (+½); IAF (see above; -½), Extra Time (1 Minute; -1½), Gestures (-¼)	6
2u	4) <i>Greater Ligature Curse:</i> Major Transform 4d6 (human being with normal functions to human being with a single paralyzed/incapacitated body part, heals back normally), Improved Results Group (any non-fatal impairment; +¼); IAF (see above; -½), Extra Time (1 Minute; -1½), Gestures (-¼), Limited Target (humans; -¼)	7
2u	5) <i>Death Geas:</i> RKA 1d6+1, NND (defense is Regeneration or healing powers; +1), Does BODY (+1), Trigger (performing a forbidden action or not performing a commanded action, which may vary each time the Power is used; +½); IAF (see above; -½), Extra Time (1 Minute; -1½), Gestures (-¼), Geas Dissipates After One Month Or If Target Is Blessed By A Saint Or Like Being (-¼)	7

2u	6) <i>Attract Destruction:</i> RKA 2d6, Indirect (+¾), Invisible To Forensic Reconstruction (+¼), Time Delay (+¼), Variable Special Effect (any "accident" that could happen to a person, place or thing; +¼); IAF (see above; -½), Extra Time (1 Minute; -1½), Gestures (-¼)	7
5	<i>Drowning Dagger of Teutates:</i> Energy Blast 1d6, NND (defense is Life Support [Self-Contained Breathing] or successful Paramedics Skill Roll; +1), Does BODY (+1), Continuous (+1); IAF (consecrated bone blade; -½), Incantations (-¼), Independent (-2), 6 Continuing Charges lasting 1 Minute each (-0), Restricted Recovery (requires special human sacrifice, see text; -¼)	[6cc]
6	<i>Prophetic Head:</i> Precognitive Clairsentience (Sight Group); OAF (-1), Precognition Only (-1), Independent (-2), One Continuing Charge lasting One Minute which Recovers Once per Week (-1½)	[1cc]
6	<i>Warded Will:</i> Mental Defense (10 points total)	0
5	<i>Amulet:</i> Power Defense (7 points); IAF (-½)	0
2	<i>Quick Getaway:</i> Running +1" (7" total)	1

Perks

24	Base: Marburg Manor (see below)	
8	Contact: Senator 13- (useful Skills or resources, access to major institutions, significant Contacts of his own)	
8	Contact: Representative 13- (useful Skills or resources, access to major institutions, significant Contacts of his own)	
8	Contact: State Governor 13- (useful Skills or resources, access to major institutions, significant Contacts of his own)	
8	Contact: Police Commissioner 13- (useful Skills or resources, access to major institutions, significant Contacts of his own)	
7	Contact: Head of Influential Think-Tank 13- (useful Skills or resources, significant Contacts of his own)	
10	Followers: Two 75-point bodyguards (built with 25 Base Points)	
5	Fringe Benefit: Scarlet Moon Lodge Leader	
10	Money: Wealthy	

Talents

6	Combat Luck (3 PD/3 ED)	0
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Skills

3	Acting 13-	
3	Bribery 13-	
3	Bureaucratics 13-	
3	Conversation 13-	
3	Deduction 13-	
3	High Society 13-	
2	Language: Gaelic (fluent conversation) (English is Native)	
2	Language: Latin (fluent conversation)	
9	Power: Thaumaturgy 16-	
3	PS: Financier 13-	

ARCHDRUID AIRETACH PLOT SEEDS

Eric's son Tyler likes to cut his prostitutes, and one night he goes too far. Vigilante heroes who care what happens to dead hookers face a small mystery... that grows larger, stranger, and deadlier, as Eric uses his magic and connections to quash the police investigation and silence witnesses — terminally.

As the heroes take a plane trip in their Secret Identities, a flight attendant brings them an envelope, and says she was instructed to give this to one of the characters midway through the flight. Inside is a card that says, "You're about to die." Moments later, all the plane's engines flame out. Can the heroes rescue themselves and the other passengers from 20,000 feet?

The Archdruid's minions capture a PC. Instead of killing him, however, Eric binds him with a *Death Geas* and commands him to kill one of Eric's rivals (either in business or in the Mystic World). What's more, the curse activates if he tells anyone else about it! Can the hero find a way to escape the curse before the Archdruid's time limit expires, or he becomes a murderer?

- 2 PS: Basketweaving 11-
- 2 PS: Knot-Tying and Macramé 11-
- 3 Trading 13-
- 3 Scholar
- 2 1) KS: Business Law 13-
- 2 2) KS: Circle Of The Scarlet Moon 13-
- 2 3) KS: European Mythology And Folklore 13-
- 2 4) KS: Financial World 13-
- 2 5) KS: Lore Of Knots and Weaving 13-
- 2 6) KS: The Mystic World 13-
- 2 7) KS: Radical Right-Wing Politics 13-
- 2 8) KS: Scarlet Moon Sorcery 13-

Total Powers & Skills Cost: 255

Total Cost: 325

75+ Disadvantages

- 5 Age: 40+
- 15 DNPC: Tyler Marburg (vicious playboy son and feckless heir) 11- (Normal)
- 20 Hunted: the Trismegistus Council 8- (More Pow, NCI, Kill)
- 15 Hunted: Scarlet Moon rivals 11- (As Pow, NCI, Mild [humiliate/rob])
- 20 Psychological Limitation: Ruthless Bastard (Very Common, Strong)
- 10 Psychological Limitation: Hates Anyone Asserting Power Over Him (Common)
- 10 Psychological Limitation: Secretive (Common)
- 15 Social Limitation: Secret Identity (Eric Marburg) (Frequently, Major)
- 140 Experience Points

Total Disadvantage Points: 325

EXAMPLE POWERS FOR WITCHCRAFT POWER POOL

Alignments Of Hell: The Circle used this spell to attack the Archmage. It opens a portal to the Lake of Fire in the Netherworld, so this force of annihilation can erupt into the mortal world. To achieve truly great destructive power, many covens must cast the spell while on mystical power sites that form lines or geometrical shapes (in game terms, the other covens' spells Aid this spell). About 20 covens, in alignments that spanned the globe, worked together to attack the Archmage's sanctum. Unfortunately, the Archmage's sanctum held a device that drew its power directly from Elysium. Matter, meet antimatter. BOOM.

RKA 1d6, Penetrating (+½) (22 Active Points); OAF (brazier of burning blood, sulfur, and asafoetida; -1), Extra Time (1 Minute; -1½), Incantations (-¼). Total cost: 6 points.

Cauldron Scrying: The magician boils certain herbs in a small cauldron, along with a bit of blood and fat. As he stares into the bubbling brew, he sees visions of other places.

Clairsentience (Sight Group), 4x Range (400") (30 Active Points); OAF (-1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes to activate; -1). Total cost: 7 points.

Cords Of The Covenant: Scarlet Moon members each smear a drop of blood on a set of cords, and then one member ties a cord around his own and every other participant's wrist. This creates a mental link so the participants can coordinate Mental Powers.

Mind Link, any 4 minds within the Circle (20 Active Points); IIF Fragile (blood-smeared cords; -½), Extra Time (1 Minute to activate; -¾). Total cost: 9 points.

Epona's Curse: The magician invokes Epona, the goddess of horses, to visit her wrath upon an enemy of the Scarlet Moon. As the magician recites the name, lineage, and other identifying data of the victim, he knots a horse-hair cord around a cloth packet containing hair, nail clippings, or some other relic of the victim. As the magician recites this curse, the victim turns into a horse. When the curse is complete, the magician slides the cord and packet into a small model of a horse and hides it in a paddock or stable. Finding and burning the cord and packet breaks the curse.

Major Transform 1d6 (human into horse, heals back through appropriate countermagic), Continuous (+1) (30 Active Points); OAF Fragile Expendable (see text; -1¾), Incantations (throughout; -½), Extra Time (5 Minutes to activate; -1), Limited Target (humans; -½). Total cost: 6 points.

Norn's Blessing: The magician makes a blood offering to the Norns, the three Norse goddesses of fate, and to Odin as the Lord of Destiny. In return, he receives a period of incredible luck.

Luck 6d6 (30 Active Points); OAF Bulky Expendable (animal sacrifice; -1¾), Extra Time (5 Minutes to activate; -1), One Continuing Charge lasting 5 Hours (-0). Total cost: 8 points.

Background/History: Eric Marburg intended to make it big in business. His plans involved studying his superiors... either to learn the methods that made them successful, or to gain blackmail information on them. Eric thought he'd found blackmail information when he saw his boss practicing bloody occult rituals. Then he found that the rituals really worked.... Eric persuaded his boss to let him in on the secret instead of killing him. Thus did Eric join the Circle Of The Scarlet Moon, taking the craft-name of Airetach.

Eric's boss was a mid-ranking member of the Circle. In time, Eric surpassed his mentor in every way. He wheedled or extorted magical secrets from other Circle members and added his own research in folk magic. He became a VP himself. Eventually he betrayed his mentor to a rival faction in the Circle to advance his own position (both mystically, and within the company).

Decades later, Eric's skill at magic and murderous intrigue carried him to leadership of a lodge, the highest rank within the Scarlet Moon. He also became CEO of an investment firm and

one of the most highly regarded — and least known to the public — financiers in the business world. He became a political player as well, for his support almost guarantees a candidate's election or re-election.

Eric's colleagues in the Circle now often call him the Weaver, for his preferred method of casting spells. This unplanned deception results in the Circle's enemies thinking that the feared lodge leader Airtach is a man named Weaver.

Personality/Motivation: The Archdruid is cold, ambitious, and ruthless, but also cautious in his quest for power. Eric knows he could easily multiply his millions into billions, but that would also raise his profile. Eric seeks greater magical power so he can crush his rivals and emerge as undisputed leader of the entire Circle Of The Scarlet Moon, but not at the cost of enslaving himself to any god or demon, or risking exposure as a sorcerer and serial killer.

Politics now occupies much of Eric's interests. He wants to bring back the Gilded Age of robber-baron tycoons. Through money and subtle magic, he promotes politicians who also want to dismantle government's ability to regulate big business (or at least are willing to do this in return for Eric's backing). The Weaver already has a number of high-ranking politicians eating out of his hand.

Quote: "What an amusing accusation. Try proving it in court."

Powers/Tactics: The Archdruid has about as much magical power as he can hope to achieve without graduating to superheroic (or supervillainous) status. He knows a limited number of spells to curse his enemies with various debilities or make people, places, or things suffer damaging accidents. He can force people to act against their will when some event or condition occurs, read their minds to learn their secrets, or curse them to suffer deadly agony if they perform a certain act or fail to perform a task that he commands. (The Archdruid must tell his victim what action he forbids or commands for the latter curse to take effect.) He can also perform a wide variety of ritualistic, low-power spells. He specializes in casting spells by weaving and knotting cords or twigs, though he keeps all the other standard magical tools in his workroom.

Eric owns two magic items. The first is an ivory letter-opener about 6 inches long. Its hilt is carved with a human head, horses, fish, and waves. This slim dagger doesn't look dangerous, but it was carved from the bones of a man sacrificed to Teutates, an ancient Celtic sea-god. By pointing it at a victim, Eric can make that person's lungs fill with water so he drowns on dry land. The letter-opener works six times before it must be re-consecrated by stabbing it into a person's gut and then throwing the person into water, so he dies two ways at once.

Second, he owns a severed human head preserved and coated with lime, and enchanted to tell him about the future. The victim was a business rival whom Eric murdered, and once a week Eric commands the head to awaken and tell him about future business trends and world events.



Most of the Archdruid's magic shows no visible effect, so no one but another mystic could tell he employs magic at all. If a person yells incoherent threats, swings at a police officer, and is knocked down and arrested, who would connect that to a respectable financier playing with a loop of string an hour before? Or why would anyone connect this same financier to a building catching fire a few days after he walked by? The Weaver destroys his enemies through freak accidents, mind-controlled dupes, time-release curses, and all the legal harassment money can buy.

If Eric knows that enemies want to expose him, he simply stays in public. Let them make wild accusations: what judge would believe them, especially after phone calls from Eric's political friends? Eric takes enemies who might kill him more seriously: he wears his bulletproof vest and keeps other people around to discourage mundane assassins, but stays near his workroom in case he must defend against long-distance magical attacks. Only an immediate threat would push him to use the Drowning Dagger. As soon as possible, he consults the Prophetic Head to learn when attacks are most likely to occur, and mobilizes his Scarlet Moon allies to track down and kill the attacker.

Campaign Use: See the introductory text for general information. Archdruid Airtach is just barely powerful enough to present a threat to superheroes, especially non-mystical heroes. By himself, he makes a good master villain for Heroic-level

campaigns that emphasize conspiracy or street-level villainy as well as the mystical. With his lodge behind him, he can threaten a team of superheroes.

To make the Archdruid more powerful, reduce the *Extra Time* Limitation on his magic (or eliminate it entirely, to make him into an outright supervillain), or give him a magic weapon or other item. To reduce his power, remove the Drowning Dagger so he relies entirely on conspiracy and low-key magic to attack his foes.

The Weaver is a dangerous Hunter. He can Hunt characters without ever exposing himself — he harasses them with curses or by mobilizing police and government resources against them, framing them for crimes, or simply hiring super-thugs to attack them. He'll keep the pressure on until the victim breaks, dies, or does what he wants.

Appearance: Eric Marburg is a white man in his early 50s, of average height, bald, with a fringe of close-cropped grey hair. He looks very distinguished in his dark grey silk suits, with a plain gold wedding ring and a college fraternity tie tack as his only jewelry. He always carries lengths and loops of twine in his pockets, and fiddles with them when he's bored.

MARBURG MANOR

Val	Char	Cost	Notes
11	Size	22	50" x 25"; -11 DCV
8	BODY	6	
6	DEF	12	Total Characteristic Cost: 40

Abilities & Equipment

Cost	Power	END
5	<i>Location:</i> Suburb (very upscale neighborhood)	0
1	<i>Grounds:</i> 2,500" area	0
8	<i>Cable, Computers, And More:</i> HRRP (Radio Group); Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
12	<i>Ritual Chamber:</i> Aid Magic 4d6, any one Magic spell or power one at a time (+¼); OIF Immobile (various magical paraphernalia and sigils; -1½), Others Only (-½), Only Applies To Spells Cast In One Specific Room (-¼), Variable Limitations (requires -2 worth of Limitations; -1)	0
5	<i>Ritual Chamber:</i> +6 BODY and +3 DEF for a 4"x4" area; Partial Coverage (-2)	0
4	<i>Mystic Ward:</i> Affects Desolidified (+½) for 6 DEF; IIF Immobile (plaited wire rings hidden in architectural ornaments; -1¼)	0
2	<i>Mystic Ward:</i> Cannot Be Escaped With Teleportation (+¼) for 6 DEF; IIF Immobile (as above; -1¼)	0
15	<i>Mystic Ward:</i> Invisibility to Magic Sense Group, Personal Immunity (+¼), Reduced Endurance (0 END; +½); IIF Immobile (as above; -1¼)	0
18	<i>Cameras And Mystic Sensors:</i> Clairsentience (Sight Group And Detect Magic), Mobile Perception Point, Multiple Perception Points (up to eight at once); IAF Immobile (concealed cameras with wire plaits around lenses; -1½), Perception Point Cannot Move Through Solid Objects (-0)	6
7	<i>Mystic Sensors:</i> Detect Magic (Magic Sense Group), Range, Sense, Targeting; IAF Immobile (wire plaits around concealed cameras; -1½), Linked (to Clairsentience; -½)	0
2	<i>Cameras:</i> Infrared Perception (Sight Group); IAF Immobile (wire plaits around concealed cameras; -1½), Linked (to Clairsentience; -½)	0

Total Powers & Skills Cost: 79

Total Base Cost: 119

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 119/5 = 24

Description: Eric Marburg's base consists of his house located in a very high-class suburb. Marburg Mansion is built on a sloping lot so part of the basement floor is exposed. About half the lot remains covered with trees and bushes. The house itself is a two-story structure of long, intersecting, rectangular blocks with verandas and nearly flat tile roofs. The walls are red brick and white concrete. Along the upper rooflines run bands of ornamental brickwork punctuated with concrete squares bearing circular Japanese *mon* motifs. The front of the house features both a carport and the entrance to an interior garage. The Marburgs own three vehicles: Eric's Lexus; Tyler's brand-new Porsche; and a long Mercedes with lots of trunk space. Behind the house is a patio and swimming pool.

The aboveground floors have bedrooms for Eric, Tyler, and the two live-in bodyguards, plus a kitchen, dining room, and other normal living areas. The small security room looks superficially normal for the home of a cautious multimillionaire.

Eric's home office, personal library, and workroom are all on the second floor. The library features many books on folklore, anthropology, mythology, and folk art. The library does not count as a "lab" because Eric knows most of what's in it; he must consult his books only when he prepares a ritual spell for his *Witchcraft* VPP. Eric's workroom, with its cords, wire, wicker, and other craft supplies, has everything a sorcerer would need to put the lore from the library into practice — but nothing clearly indicates that Eric does magic. The house contains many macramé ornaments, wicker baskets holding potted plants, and other knickknacks Eric made, none of them bearing the slightest trace of magic.

In addition to the garage, the basement holds a wine cellar, rumpus room from Tyler's youth, a utility room, and a lumber room piled with leftover building supplies, and a garage annex with various tools for working on the house, the grounds, or the cars.

The rumpus room holds a well-concealed and locked door to Eric's ritual chamber, a square vault of reinforced concrete. Light comes from thousands of tiny bulbs that flicker on and off in sequence, creating a network of moving lines on the ceiling. A circular mosaic with a complex, interlocking design covers most of the floor. The walls hold several masks of weird, distorted faces made of wicker and multi-colored cords. In the center is a well with a concrete lip raised three feet high, mosaicked in slices of bone with four human skulls facing the cardinal directions. Each corner of the room holds a large, irregular, whitish lump, squatting on a low stone pedestal and surmounted with a golden brazier. A close examination reveals that the whitish lumps are shriveled human cadavers, bound into fetal position and thickly coated with lime. The pedestals are altar-stones stolen from old churches.

The well is 6" (40 feet) deep and .5" (about 4 feet) wide, with 1.5" (10 feet) of icy water — and below that, 3" (20 feet) packed with slowly decomposing human and animal bodies. The humans all died from a combination of stab wounds, third-degree burns, and drowning. A rope runs from a bracket on the far wall, through a pulley over the

well, to a set of manacles. Every year, Eric sacrifices a virgin (man or woman) to the Celtic gods Esus, Teutates, and Taranis, by all three of their favored methods at once: first stabbing his victim, then immolating him with gasoline, and then lowering him into the well before he can either burn or bleed to death.

Two doors with combination locks lead to closet-sized chambers off the ritual chamber. One holds robes and masks for Scarlet Moon ceremonies, plus a selection of daggers, candles, charcoal, dried herbs, a can of gasoline, and other ritual implements. The other holds two file cabinets of financial records, blackmail information, and data about other Scarlet Moon members. On top of one cabinet rests an attaché case full of CD-ROMs of this documentation, plus a stash of krugerrands, uncut diamonds, and a kilo of pure China White heroin. A shelf holds grimoires of Scarlet Moon magic, including Eric's own chronicle of his magical workings and experiments.

The Archdruid's personal coven gathers at the house to conduct Scarlet Moon rituals and cast important spells in the ritual chamber, which Eric has turned into a mystic power site through more than ten years of sacrifices. (Building another power site like this would take him several years.) Any mystic can use the ritual chamber and power site to enhance his workings... if he doesn't mind using magic fueled by murder.

The house does *not* radiate magic. The center of each *mon* along the roofline holds a two-inch ring of plaited wire strung with tiny stone beads. These plaits render the house's walls impenetrable to teleporters, block Desolidified entities, and prevent any magic from within the house from being detected outside. Another set of plaited rings, concealed by the grotesque masks, hides the magic of the ritual chamber so an intruder could not sense its magic from within the rest of the house. Any magic performed outside the ritual chamber, however, can be sensed normally by anyone else in the house.

Small, well-concealed cameras watch the house inside and out. (Eric and Tyler know how to deactivate the cameras in their bedrooms.) The cameras themselves came from a highly respected security firm. Eric customized them with loops of plaited wire around their lenses. In addition to registering normal light and body heat, the cameras detect spells and enchantments. These appear as colored auras on the security viewscreens, but the cameras' ability to detect magic does not fall within the Sight Group: A mystic who made himself invisible to the Sight Group, for instance, would show up on screen as a hollow, man-shaped figure of light. One of Eric's trusted bodyguards mans the security room whenever he's home, an ordinary security guard at other times. The rent-a-guards are told only that the cameras use advanced technology that can penetrate some forms of paranormal concealment.

MARTIKA
DUQUESNE
PLOT SEEDS

Martika uses magic to change the appearance of her astral body and becomes a “ghost” informant to a mystic hero. After giving good information in a few cases, Martika provides a false tip that leads to a trap, such as a deadly astral cyst or a villain who’s ready for the heroes. The ghostly informant is never seen again.

A hero is invited to a charity event hosted by the Duquesnes. As hostess, Martika naturally spends a lot of time near the heroic guest of honor... watching for chances to collect a stray hair or a glass that touched his lips. A supervillain might attack the event, hoping to steal the money and defeat the hero; if so, Martika magically suggested the idea to him, for reasons of her own.

An aging mobster (maybe even a supervillain) recognizes Martika Duquesne, society matron, as Marty Millions, the stripper who gave him lap-dances more than 20 years ago. He tries to blackmail her. When the criminal realizes what a mistake he made, he turns to the heroes, but dies before he can tell them what he knows. If the heroes solve his murder, they might find a lead on Martika and the Scarlet Moon.

MARTIKA DUQUESNE				
Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
21	STUN	0	Total Characteristics Cost: 62	
Movement:		Running:	6"/12"	
Cost	Powers			END
37	Witchcraft: Variable Power Pool (Magic Pool), 30 base + 15 control cost; VPP Takes Hours To Change (-¼), Variable Limitations (requires -2 worth of Limitations; -1), VPP Cannot Have More Than Two Powers Active At Once (-¼) var			
16	Astral Projection: Duplication (creates 200-point astral form), Altered Duplicate (100%; +1); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½) 0			
20	Astral Awareness: Dimensional (Astral Plane) for Sight and Hearing Groups 0			
Perks				
10	Vineyard Apostolic Church: 50 point Base			
15	Contact: City's Social Elite 12- (useful resources; organization Contact)			
3	Membership: Scarlet Moon druid			
10	Money: Wealthy			
Skills				
5	Acting 14-			
3	Conversation 13-			
3	Deduction 13-			
3	High Society 13-			
3	Interrogation 13-			
2	AK: Astral Plane 11-			
2	AK: Faerie 11-			
1	Language: Latin (basic conversation; English is Native)			
1	Language: Russian (basic conversation)			
4	Navigation (Astral) 14-			
5	Power: Thaumaturgy 14-			
3	PS: Hostess 13-			
2	PS: Exotic Dancer 11-			
2	PS: Prostitute 11-			
3	Seduction 13-			
3	Scholar			
1	1) KS: Candle Magic 11-			
1	2) KS: Circle Of The Scarlet Moon 11-			
2	3) KS: European Folklore 13-			

- 2 4) KS: Faerie Lore 13-
- 2 5) KS: Glitterati 13-
- 1 6) KS: The Mystic World 11-
- 2 7) KS: Scarlet Moon Sorcery 13-

Total Powers & Skills Cost: 167
Total Cost: 229

75+ Disadvantages

- 5 Age: 40+
- 20 Hunted: Trismegistus Council 8- (More Pow, NCI, Kill)
- 15 Hunted: Scarlet Moon rivals 11- (As Pow, NCI, Mild [humiliate/rob])
- 15 Psychological Limitation: Lust For Power (Common, Strong)
- 15 Psychological Limitation: Manipulative (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 69 Experience Points

Total Disadvantage Points: 229

Background/History: Martika Sanshin is a second-generation member of the Circle Of The Scarlet Moon. Her father joined in Russia; he fled the destruction of his coven when the KGB figured out that Comrade Sanshin was less loyal to Stalin than he seemed. The Sanshin family made new lives in 1950s America and Martika grew up as a superficially normal American girl. Her father hoped that Martika, with her skill at visiting the world of dreams, would vindicate the family honor: no American archdruid would let Sanshin père rise above the rank of Ovate.

Martika studied diligently. She concentrated on her natural talent for astral projection and became a skilled traveler through the Inner Planes. She also strove to master ritual magic, with herbs and candles as her special field of interest.

To prove herself and explore sin and desire, young Martika left her comfortable home and immersed herself in the sordid demimonde of the sex industry. She met her future husband, Roger Duquesne, while she worked as a dancer at a strip club. When they realized they were both scions of the Scarlet Moon, they knew their union was fate.

In her astral journeys, Martika met several of the minor dark powers in the Inner Planes. When she conceived a child, she also conceived a bold plan. She would bear a supernatural child, whose magic would overwhelm the enemies of the Scarlet Moon — and elevate her to mastery of the cult. Martika spent forty days engaged in rituals to call three select spirits and implore their blessing. On the fortieth night, she received her answer as she lay in bed.

First came a succubus, and her smile held all the sweet wickedness for which men have yearned. “It’s a girl,” she said. “She will know all the desires of the human heart, and they shall not master her; but she shall use them to become master of all.” The succubus stroked Martika’s breast, and she trembled with the pleasure of that touch.

After the succubus vanished, Bloody Mary stepped from the mirror, still carrying the body of her child, whom she herself slew. Bloody Mary, herald of death from the shadows of Babylon. “She shall hold power of life and death in her hands,” Bloody Mary said. “And she will not fear to use it.” She touched Martika’s bosom, and left the cold, wet, red print of her hand.

From the shadows hobbled Mother Gothel, the pockets of her apron full of gingerbread and candy from her faerie house. “Cunning,” croaked Mother Gothel. “And wit, oh yes. What a witch she will be! Now eat, child. You’re eating for two!” Mother Gothel pressed a bit of gingerbread to Martika’s lips, and she lay back, enjoying the warmth of the spices in her mouth.

And then a fourth figure stood by her bed. An angel, shedding soft white light over Martika and her sleeping husband. The angel’s smile held gentle pity, but her eyes were not kind at all. “You knew the rules,” the angel whispered. “If you invite three of four, *the fourth always comes*.” Martika could not move, or even cry out. “I cannot grant any gift you did not ask for,” the angel continued. “And it is not my nature to curse. So... let my sisters’ gifts be doubled.” She bent over and kissed Martika’s forehead, and Martika knew no more.

In the morning, Martika told herself that the fourth visitor had been a dream. Soon she believed it. A week later, Martika’s doctor said she would have twins.

To the subtle senses of the Circle’s leaders, little Bethany and Pamela Duquesne shone with magic from birth. Martika was elevated to druid on the strength of their promise, as well as her own diligence in magic. But her daughters did not make Martika a leader in the Circle — one turned her back on the Circle to seek her own dark path, and the other became one of the Scarlet Moon’s greatest enemies. Some in her lodge whisper that the High Coven finds her an embarrassment. Unless Martika can redeem herself, either by bringing a daughter back to the Circle or destroying them both, her own life may be forfeit. The sacrifice of a witch carries special power....

Personality/Motivation: Martika Duquesne seems like a perfect political wife and society matron. Everyone who’s anyone in the city attends her parties, and politicians up to the state level ask her help in fundraising, but she always defers to her husband. They live without any hint of impropriety.

Martika is a very good actress. She directs attention at Roger to protect herself. Behind her mask of social graces hides a cold schemer who sees the entire world as a stage, on which she is not merely performer, but director. Martika has secretly prepared documents and witnesses for a scandal to explode Roger’s career, and to pin her coven’s crimes upon him. She would regret sacrificing her husband’s life and career, but not enough to risk her own future. Martika currently schemes to find some hold on Airetach, so that he will not dare to strike against her. Her daughter Pamela — Talisman — certainly has the power to destroy Airetach,



if she can be persuaded to support her mother. Her treacherous daughter Bethany, or Witchcraft is... weak in so many ways, but not in magic. If Bethany and her oafish friends could be led to destroy the Archdruid... Hmm!

Quote: “So glad you could come to the party. Don’t make any unpleasantness; you would only harm yourself. Try the canapés?”

Powers/Tactics: Martika Duquesne can perform the Circle’s ritualistic witchcraft. (See Airetach for examples of spells cast using the Witchcraft Magic Pool.) She specializes in casting spells using candles impregnated with herbs, oils, and other substances. Some of her candles can work for anyone who lights them (the Power includes the Advantages of Trigger and Usable By Other.)

Martika’s only other spell is astral projection, and this takes her an hour of meditation to activate. Martika has considerable experience on the Astral Plane, however. If characters come to her attention, she may spy on them from the Astral Plane. She spies on the other members of her coven this ways, to make sure no one keeps any secrets from her.

Her coven’s base masquerades as a small, indeterminately Protestant church called Vineyard Apostolic Ministry. The actual services owe more to Dionysus than Christ. The church itself serves as the ritual chamber. The coven lacks a mystic power site, but Martika is working on an actual, supernatural vineyard — she’s planted cuttings from grape vines in Faerie and fertilizes them with human

blood. Employing the magic of the site will involve drinking the wine made from its grapes. The first harvest is due in another year or two.

Campaign Use: See the introductory text for general information. Heroes with family connections to the Circle could have parents like Roger and Martika Duquesne — just change the names to make them the parents of the PC, instead of Witchcraft. If you use the Champions as part of your campaign, a hero's connection to Witchcraft can easily draw the team into an encounter with the Duquesnes.

In a Heroic-level campaign, Martika can function as a lieutenant to Archdruid Airtach — a mastermind closer to the heroes' own level, for them to fight before they are ready to face someone as powerful as Airtach.

To make Martika more powerful, give her some spells that don't require a lot of time and paraphernalia to use, or maybe a magic item or two. To make her less powerful, remove her Astral Projection power.

Under no circumstance would Martika Hunt characters directly. She would have Roger do it, and supply him with magical aid while he hires the thugs and directs his blackmailed city officials.

Appearance: Martika Duquesne has red hair like her daughter Bethany, worn curly and shoulder-length. Her figure is more zaftig than her daughter's, and her face a little plumper, but she and Witchcraft could still pass for sisters instead of mother and daughter, and she still turns heads at parties. Her garb ranges from classical gowns to hemp-chic peasant blouses and trousers. Martika often wears jewelry, but not so much that it seems gaudy.

ROGER DUQUESNE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
4	PD	1		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 49

Movement: Running: 6"/12"

Cost	Powers	END
5	<i>Rune-Axe:</i> HKA 1d6+1 (2d6 with STR); OAF (-1), Independent (-2)	2
6	<i>Rune-Axe:</i> Indirect (+½), Transdimensional (Astral Plane; +½), and Reduced Endurance (½ END; +¼) for HKA; OAF (-1), Incantations (-¼), Independent (-2)	2
6	<i>Rune-Axe Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups; IAF (-½), Independent (-2)	0
2	<i>Rune-Axe Magical Benefit:</i> +3 with Power: Thaumaturgy Skill; IAF (-½), Independent (-2)	0
7	<i>Curse Poppet:</i> Ego Attack 3d6; OAF Expendable Fragile (doll, pin, and sympathetic link to victim; -1¼), Extra Time (Extra Phase; -¾), Incantations (-¼), Requires A Thaumaturgy Roll (-½)	3
6	<i>Smoke From Sin's Fire:</i> Retrocognitive Clairsentience (Sight Group); OAF Expendable Fragile (brazier, dried herbs, and sympathetic link to victim; -1¼), Extra Time (1 Minute to activate; -¾), Incantations (-¼), Only To View The Sins Of Victim (-½), Retrocognition Only (-1), Requires A Thaumaturgy Roll (-½), 1 Continuing Charge lasting 1 Minute (-1) [1cc]	

Perks

20	<i>Blackmailed City Officials:</i> Eight 25-point Followers
2	Fringe Benefit: City Councilman
10	Money: Wealthy

Skills

3	Acting 13-
3	Bribery 13-
3	Bureaucrats 13-
3	Conversation 13-
3	High Society 13-
3	Persuasion 13-
7	Power: Thaumaturgy 14-
3	PS: Politician 12-
3	Seduction 13-
2	WF: Axes, Maces, Hammers, And Picks; Handguns

- 3 Scholar
- 1 1) KS: Circle Of The Scarlet Moon 11-
- 2 2) KS: City Politics 12-
- 1 3) KS: City Business Community 11-
- 1 4) KS: European Folklore 11-
- 1 5) KS: The Mystic World 11-
- 2 6) KS: Organized Crime 12-
- 1 7) KS: Scarlet Moon Sorcery 11-

Total Powers & Skills Cost: 109

Total Cost: 158

75+ Disadvantages

- 5 Age: 40+
- 20 Hunted: Trismegistus Council 8- (More Pow, NCI, Kill)
- 10 Hunted: Scarlet Moon rivals 8- (As Pow, NCI, Mild [humiliate/rob])
- 15 Psychological Limitation: Will Do Anything For Power (Common, Strong)
- 10 Psychological Limitation: Always Tries To Charm (Common, Moderate)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 8 Experience Points

Total Disadvantage Points: 158

Background/History: Roger Duquesne can trace his family line back to the Circle's founders. Quite a few of his cousins are members, too. Money and politics always interested him more than sorcery, so he never became much of a warlock. He met his wife Martika when he trolled the sleazy side of the city, looking for amusement and criminal connections that might become useful later on.

More than twenty years later, Roger Duquesne is an ovate, while his wife leads the coven. Roger owns several valuable properties in the city and is on his fourth term as a city councilman. Party officials want him to run for an office in state government next. Some within his party already say he could reach the governor's mansion or the U.S. Congress. Roger Duquesne is a mover and a shaker, with friends throughout city government, the police, and the business community.

He's also killed more people than Jack the Ripper... but of course, his friends don't know that.

Personality/Motivation: Roger doesn't care that he's no good at magic. As he sees it, the Circle couldn't maintain its power without people like him, who keep their eyes on the prize of power without letting magic become an end in itself. He genuinely likes working with people, bringing them together to work for a goal, negotiating, schmoozing, and watching them crumble and beg him not to destroy them with their dirty little secrets. Roger can't be master of his marriage, his two powerful children, or his coven, so he makes himself master of anyone else.



Quote: "Defender! Welcome to our fair city, a real honor to meet you, I've heard so much about your good works. Why don't you step into my office and we'll have a little talk about my daughter. While we're at it, maybe I can talk you into making a few personal appearances? All in good causes, of course!"

Powers/Tactics: Roger Duquesne knows just two spells; in this he is somewhat less competent a mystic than a typical Circle ovate. Smoke From Sin's Fire involves burning something that came from a person's body in a brazier of charcoal and dried herbs, and seeing visions in the smoke. Roger uses this to find scandals in a person's past. Roger can also place such body relics in a little cloth doll, and inflict fierce pain on the victim by jabbing the doll with a pin. If Roger can do this while a person drives past him, or runs down a flight of steps, the person might suffer a serious injury — perhaps a fatal one.

Roger also owns an enchanted axe inherited from an ancestor. This axe can strike at targets on the Astral Plane, and enables whoever holds it to see such spirits. It also augments a mystic's skill at working magic; Roger loans the axe to Martika whenever she performs a difficult spell.

Most importantly, Roger has friends. Between his skill at finding hidden shames and his wife's magic, Roger has utterly crushed the spirits of eight city officials. These include a judge, a high-ranking police officer, and at least one other member of the city council. Working together, these eight people

ROGER DUQUESNE
PLOT SEEDS

A person who quarreled with a hero is found murdered, and the hero instantly becomes the chief suspect. The police find a witness; the medical examiner finds forensic evidence to back up the accusation; the judge refuses bail; and leaks to the media condemn the hero before the trial even begins. How can the hero defeat the frame-up when Roger Duquesne has subverted or duped the justice system? City Councilman Duquesne says he believes the hero, though, and makes himself part of the hero's defensive team... so he can block every attempt the hero makes to clear his name.

Detective heroes find that organized crime has extensive ties to city government. Every time the heroes get close to proving an official's guilt, however, he commits suicide or dies in an accident. Eventually, Roger decides he must strike back against the heroes before they force him to sacrifice all his blackmailed Followers.

A persecuted hero — falsely accused of a crime, a mutant, or just socially controversial — finds an unexpected friend and defender in City Councilman Duquesne. As the hero's reputation improves, however, Roger asks the hero to do a few things for, no, not *him*, for the *city*, in return. Even if Roger can't make the hero beholden to him and the Scarlet Moon, at least he acquires useful information on a potential adversary (and maybe some body samples for sympathetic magic).

can make almost any city resident miserable, and perhaps send him to jail on trumped-up charges. Certainly, no one receives much help from the city government if Roger doesn't want them to. If Roger chooses a more direct approach, his money and knowledge of the criminal world enable him to hire mundane thugs and hit men to attack his enemies.

Campaign Use: See the introductory text for general information. Roger Duquesne is an example of the Circle's backbone — the members with a little magic and a lot of social power. He could be the first adversary a hero team faces within the Circle. Roger has enough conspiratorial skills and influence to give heroes a hard time, but his low rank means the Circle can use him as a fall guy. No doubt, heroes will be shocked to discover that City Councilman Duquesne, everyone's best friend, is actually a ruthless occult manipulator — and then they discover that the mastermind is himself only a minor lieutenant in a much larger and nastier organization. (Of course, this approach works best if you set him up as a likable NPC whom the heroes get to know and like before they discover his true nature.)

To make Roger more powerful, increase his Characteristics and give him mightier magic items for attack or defense. To make him less powerful, reduce his Perks and get rid of a few Skills.

If Martika's coven Hunts characters, Roger seems to lead the effort. He hires the minions; he coordinates the cover-up and the official harassment; he becomes the first to suffer the characters' wrath.

Appearance: Roger Duquesne is a stocky, Caucasian man in his late 40s or early 50s. He has short, wavy, grey hair, hazel eyes, and a broad, bright smile. At work, he wears tan suits with colorful ties; at home, he favors casual sportswear. His rune-axe is a double-bitted axe with sigils etched on the head and burned into the oaken shaft. The axe-head darkens and the runes glow red when the axe strikes an astral target.

WICKER MAN				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 200 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
10	PD	27		Total: 10 PD (9 rPD)
10	ED	27		Total: 10 ED (9 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 65

Movement: Running: 6"/12"

Cost	Powers	END
9	<i>Immolation:</i> HKA 1½d6, Continuous (+1), Damage Shield (+½); No STR Bonus (-½), Only Versus Grabbed Foes (-½), Side Effects (destroys Wicker Man, always occurs; -2), 1 Continuing Charge lasting 1 Minute which Never Recovers (-3) [1cc]	
5	<i>Frightening Appearance:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1)	0
60	<i>Flexible Twig Body:</i> Takes No STUN	0
15	<i>Flexible Twig Body:</i> Does Not Bleed	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 20 STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
27	<i>Flexible Twig Body:</i> Damage Resistance (9 PD/9 ED)	0
45	<i>Dead Wood:</i> Life Support: Total	0
10	<i>Relentless Pursuit:</i> Tracking on Smell/Taste Group	0
20	<i>Relentless Pursuit:</i> Targeting on Smell/Taste Group	0
6	<i>Relentless Pursuit:</i> +3 to Smell/Taste Group PER	0
Skills		
6	+3 OCV with Grab	
7	Stealth 14-	

Total Powers & Skills Cost: 229
Total Cost: 294

75+ Disadvantages

- 20 Physical Limitation: Mute (All The Time, Greatly Impairing)
- 15 Physical Limitation: Fixed Program, Creator Cannot Rescind Mission (Infrequently, Totally Limiting)
- 15 Vulnerability: $1\frac{1}{2} \times$ BODY from Area Of Effect/Explosion attacks that do Physical or Energy damage (Very Common)
- 10 Vulnerability: $1\frac{1}{2} \times$ BODY from Fire attacks (Common)
- 159 Experience Points

Total Disadvantage Points: 294

Description: Wicker Men are man-sized, man-shaped figures woven from willow twigs and reeds. When animate, they seem to have twisted, leering faces. The druids of ancient Gaul used the Wicker Man as both a form of sacrifice and a method of executing criminals: they made a huge figure of wood and twigs and burned victims alive within it. If someone greatly offended the druids, they created a smaller, magical Wicker Man to track him down. The Circle partly reconstructed the spell for creating a Wicker Man, but to bring these twiggy figures to life a druid or archdruid must tie a human heart within it.

Wicker Men can follow a person's trail for days, then spring from hiding to wrap around their victim. These magical assassins follow a fixed plan of attack: Block if the target attacks HTH first, then Grab at the first opportunity. When a Wicker Man succeeds in Grabbing someone, it actually envelops them in its twiggy body. Then it bursts into flames. The Wicker Man seems to burn along with its victim but it does not actually become easier to damage or less able to hold its victim. One minute after ignition, however, the Wicker Man collapses into ash.

A Wicker Man's single-minded purpose can provide the key to its destruction. To reach its intended victim, a Wicker Man will step off a cliff or into an obvious meat-grinder of waiting attackers. On the other hand, a Wicker Man's victim had better make sure it really is destroyed: if the construct has even a single point of BODY left to keep it "alive," soon it crawls after its victim again, as relentless as Death itself. Even its own creator cannot turn the Wicker Man away from its assigned target.

**CREATE
WICKER MAN**

Summon 294-point Wicker Man, Slavishly Loyal (+1) (118 Active Points); OAF Expendable (willow twigs, a human heart, and something from the intended victim; -2), Extra Time (1 Day; -4). Total cost: 17 points.

THE DEVIL'S ADVOCATES



Members: The Demonologist, Golem, Gyre, Kapilasa, Tartarus, Vilsimbra.

Background/History: Behold the Demonologist, a man out to undo five centuries of history.

In the Renaissance, European scholars discovered both the magic and the science of the ancient world. Many scholars pursued both: Isaac Newton dabbled in alchemy, and the crystal-gazing magus John Dee was also a leading mathematician of his day.

The rational world-view of science prospered and changed the world. In public, magic degenerated into a mass of nonsensical verbiage, the province of con men and educated fools. The *real* magic stayed underground, secretly preserved by adepts who knew the world had no room for them.

In the twentieth century, however, new discoveries in physics, biology, and psychology turned the old clockwork cosmos upside down. The world had room for magic once more. Soon after the first superheroes and villains appeared, adepts like Archimago declared themselves and proclaimed a Dark Renaissance of magic.

The Demonologist wanted more than a revival of magic. He fought to make the Dark Renaissance a revolution to end the Machine Age forever. He found he couldn't do it alone, even though he was one of the world's more formidable living wizards. So he gathered a group of other malcontented mages to help him.

He read in the newspapers of a criminal who used animated statues to rob museums. He broke Upton Frogge (*a.k.a.* the Golem) out of jail. Golem was most grateful.

Sarah Benton's early dimension-warping experiments sent mystic shock waves around the world. The Demonologist tracked down the nascent sorceress. He had grave doubts about admitting a scientist to his group, but Benton genuinely loved magic and didn't give a damn about anything else. The Demonologist decided he could compromise his principles just a little: surely, no one could sabotage the Machine Age better than someone who understood its principles. Sarah Benton became Gyre.

The Demonologist received word of a man with powers of death-magic rampaging through India. He investigated and found Kapilasa, whose views on the modern world were so similar to his own that recruiting him was an easy task.

News reports of a demon rampaging through Marrakech caught the Demonologist's attention. He found not a demon, but a man fused with a demon. The Demonologist calmed Jos Terhune's panic and his demonic half's rage, and returned him to human form. He easily persuaded the grateful but

frightened Terhune to join his group as Tartarus, the Fist of Hell.

The Demonologist didn't have to find Vilsimbra; she found him. The dark elf was by turns charming, formidable, and sympathetic. He saw through Vilsimbra's games to her true motives, but he let her join anyway. Vilsimbra found it novel to interact with other people without a hidden agenda.

Behold the the Demonologist, a man out to undo five centuries of history. With his new allies, he just might do it.

Group Relations: The Devil's Advocates are bound together by their common interest in promoting the Dark Renaissance. Except for missions and research, the members don't associate with each other much. It's a very professional group — part terrorist cell, part scholarly think-tank. The members also understand the team commands far greater power (and respect in the Mystic World) than any of them could attain on their own.

The Demonologist needs all his diplomatic skills to keep the group together, though. Under the right circumstances, any recruit could desert the group. Tartarus revels in his demonic power, but lacks the cold abstraction that lets people commit mega-murder. Golem is simply a coward. Gyre would leave if she thought the Demonologist's agenda didn't leave enough room for her experiments. Kapilasa, with his overconfidence and Brahmin pride, represents a potential threat to the Demonologist's leadership. Vilsimbra can't stop playing games with the emotions of the other members (Tartarus has almost killed her twice after she trifled with his affections). So far, however, the tensions within the Devil's Advocates do not affect their effectiveness in the field.

The Devil's Advocates can work with any other evil, mystical group that's willing in turn to work with them. Such team-ups seldom happen, however, because mystics are just too fractious. For instance, the Crowns of Krim are too arrogant in their own power to accept an equal partnership, but the Demonologist would never accept anything less. The Demonologist stays in contact with the Circle Of The Scarlet Moon and sometimes obtains help from its members, making that cult the Advocates' most frequent partner. The Advocates seldom work with dimension lords such as Skarn or Tyrannon, but it's not impossible.

The Advocates quickly made themselves notorious in both mundane society and the Mystic World. In pursuit of their goals, they have terrorized whole cities and caused billions of dollars' worth of property damage. Superheroes and wor-

ried governments sometimes hide the full truth about the Advocates' exploits, fearing public panic or rash occult experimentation by the curious. Still, most people know that the Devil's Advocates do weird, horrible things.

The Advocates' creepy reputation extends to most non-mystical villains and criminal agencies. For their part, the Advocates view non-mystical villains as obstacles or dupes.

Tactics: Few of the Devil's Advocates are strong fighters, but they enjoy a virtually limitless range of powers. The Demonologist therefore relies on misdirection, mobility, and multiple lines of attack. He wants victory, not glory: he tries to reach his goals despite interference and without fighting super-heroes directly. If the team cannot avoid combat, Golem, Tartarus, and Kapilasa take the front line; if they aren't enough or the Demonologist needs these members for other tasks, summoned demons do the fighting.

Most importantly, the Devil's Advocates study each other's magic so they can combine their powers. The Demonologist, Gyre, and Vilsimbra all have Variable Power Pools. Thanks to their intensive training (and the *Teamwork Skill* and the *Usable By Other Advantage*), these three can use their VPPs to add Advantages to another member's powers (or with the GM's permission, Aid one another's VPPs for truly massive effects). Victory against such magic often depends on interrupting the spellcasting ritual or otherwise breaking the team's close coordination.

Campaign Use: The Devil's Advocates provide an excuse for mystical mayhem on a grand scale without bringing in high-omnipotent mega-villains such as Tyrannon. By combining their powers and investing their Base points in magical "super-weapons" (massive spells with hefty Limitations), the Advocates can do neat stuff like summoning demonic armies or faking Armageddon. They perform mere theft and murder with ridiculous ease: the Demonologist calls the group together only for projects that can terrify or transform the world. Smaller groups of Advocates may gather for less grandiose reasons, such as finding an artifact or breaking teammates out of jail.

Their ruthlessness, flexibility, and skill at misdirection makes the Devil's Advocates a dangerous Hunter, but the Demonologist usually thinks revenge isn't worth the effort. He doesn't want to kill fellow mystics, either — mystical heroes assist the Dark Renaissance just by using their powers in public.

If the Devil's Advocates are not powerful enough to provide a credible challenge to PCs no matter how clever their tactics, increase the power of individual members or add new members. The Demonologist still seeks mystics who hate modernity and lack scruples. Almost any mystical villain of comparable power could join the team, or at least ally for one adventure. To weaken the group, reduce the members' power or leave out some characters: not every Devil's Advocate has to participate in every scheme. In fact, the Demonologist likes to

DEVIL'S ADVOCATE PLOT SEEDS

The Devil's Advocates possess or impersonate various government officials. From this power base, they subvert more government leaders through psionic surgery or demonic possession. Before long, the Advocates can mobilize state resources against heroes, gut scientific research programs, and shape policy in other ways. By the time the heroes figure out something's wrong, the evil mystics have set magical booby-traps to kill enslaved government officials and wreak other sorts of havoc if anyone dares to fight them. How can the heroes save the nation from this occult coup?

Vilsimbra tells the Demonologist about the long-ago Turakian and Valdorian Ages, when magic ruled the world. The Devil's Advocates scour Earth, Babylon, and the Land Of Legends for relics of these ages. Each relic can power a "Time Gate" into the distant past. The Devil's Advocates want to raise present-day Earth's magic level by rescuing sorcerers, mythic creatures, and magical artifacts from the cataclysmic ends of the ages of wizardry. The refugees from the past cause all sorts of havoc as they bring their sword-and-sorcery attitudes into the modern world.

Far worse, however, Takofanes the Archlich notices the Time Gates — and sees a chance to rescue his past self from defeat and imprisonment. To save history from the Undying King's eternal rule, the heroes must go back in time and team up with the Turakian Age's greatest champions to defeat Takofanes. Perhaps they'll find they were the ones who imprisoned Takofanes in the first place....

The Devil's Advocates create the Technology Interdictor, a magical superweapon that suppresses all nuclear, electrical, and explosive chemical processes in a vast area. Given time and greater resources, they can expand the area and force the entire world back into the Middle Ages. (They don't care that most of humanity would die through disease and starvation.) The heroes must travel through hundreds of miles of panic, disaster, and social collapse to reach the Advocates' secret base. Then they must fight their way in past demons, mythic monsters, and other guardians to reach the Technology Interdictor and shut it down.

leave at least one member in reserve, to break the others out of jail if necessary. Individual Advocates may also team up with other villains to pursue personal goals that have nothing to do with the Dark Renaissance.

THE DEMONOLOGIST

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
3	PD	1		Total: 21 PD (6 rPD)
3	ED	0		Total: 21 ED (6 rED)
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
26	END	0		
21	STUN	0		Total Characteristics Cost: 84

Movement: Running: 6"/12"

Cost	Powers	END
15	<i>Innate Mystical Might:</i> Endurance Reserve (100 END, 5 REC)	0
77	<i>Improvised Ritual Magic:</i> Variable Power Pool (Magic Pool), 60 base + 30 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Variable Limitations (requires -½ worth of Limitations chosen from Activation Roll, Concentration, Extra Time, Gestures, or Incantations; -¼)	var
37	<i>Prepared Ritual Magic:</i> Variable Power Pool (Magic Pool), +30 base + +15 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Variable Limitations (requires -½ worth of Limitations chosen from Activation Roll, Concentration, Extra Time, Gestures, or Incantations; -¼), Takes Hours To Change (-¼)	var
29	<i>Grand Summoning:</i> Summon one demon built on up to 650 Character Points, Expanded Class (any demon; +½); OAF Bulky Fragile (numerous consecrated tools; -1¼), Extra Time (5 Minutes; -2), Window Of Opportunity (can only be cast once per Month during an appropriate period lasting 1 Day; -2)	19
24	<i>Infernal Pact:</i> +60 PRE; Only For Making Presence Attacks Against Infernal Beings (-1½)	0
8	<i>Wardcape:</i> +12 PD; OIF (-½)	0
8	<i>Wardcape:</i> +12 ED; OIF (-½)	0
15	<i>Wardcape:</i> Armor (6 PD/6 ED), Hardened (+¼); OIF (-½)	0
6	<i>Innate Strength Of Will:</i> Mental Defense (10 points total)	0
8	<i>Shielding Amulet:</i> Mental Defense (10 points), Hardened (+¼); OIF (-½)	0
8	<i>Shielding Amulet:</i> Power Defense (10 points), Hardened (+¼); OIF (-½)	0

Perks

20 Base: Contribution to Devil's Advocates Base

Skills

20	+2 Overall
3	Analyze Magic 14-
5	Cramming
3	Cryptography 14-
3	Deduction 14-
3	Navigation (Astral, Dimensional) 14-
3	Persuasion 13-
13	Spell Research (Inventor) 19-
2	PS: Calligrapher 11-
2	PS: Jeweler 11-
2	PS: Sketch Artist 11-
3	Teamwork 12-
3	Linguist
2	1) Language: French (completely fluent; English is Native)
2	2) Language: Greek (completely fluent)
2	3) Language: Hebrew (completely fluent)
2	4) Language: Latin (completely fluent)
3	Scholar
2	1) KS: Demon Lore 14-
1	2) KS: Inner Planes 11-
1	3) KS: Magic Styles 11-
2	4) KS: The Mystic World 14-
1	5) KS: Outer Planes 11-
1	6) KS: Past Sorcerers 11-
2	7) KS: Spirit Lore 14-
1	8) KS: The Superhuman World 11-
4	9) KS: Western Ceremonial Magic 16-

Total Powers & Skills Cost: 346

Total Cost: 430

200+ Disadvantages

20	Hunted: assorted governments 8- (Mo Pow, NCI, Capture)
10	Hunted: Witchfinder 8- (As Pow, Kill)
10	Hunted: Abrahamic Churches 8- (Less Pow, NCI, Remove Powers)
25	Psychological Limitation: Physical Coward (Very Common, Total)
15	Psychological Limitation: Despises Technological Civilization (Common, Strong)
10	Psychological Limitation: Dislikes Improvisation (Common, Moderate)
15	Reputation: terrorist wizard, 11- (Extreme)
15	Social Limitation: Secret Identity (Andre de Faussesflamms) (Frequently, Major)
10	Social Limitation: Demon Pacts (Occasionally, Major [must perform favors for various demon lords to preserve his authority over their vassals and minions])
100	Experience Points

Total Disadvantage Points: 430

EXAMPLE POWERS FOR RITUAL MAGIC POWER POOL

Amulet Of Invisibility: The lore of Western ceremonial magic offers several charms and talismans of invisibility. The Demonologist improved one classic amulet so it protects against magical detection as well as sight. Activating the amulet requires a short invocation and a full Phase of preparation; however, the Demonologist can prepare such amulets in a Turn or so by drawing the necessary sigils on a scrap of paper.

Invisibility to Sight Group and Mystic Sense Group, No Fringe, Reduced Endurance (0 END; +½) (60 Active Points); IAF (-½), Extra Time (Full Phase to activate; -¼), Incantations (-¼). Total cost: 30 points.

Banishing Talisman: In case a demon turns against him, the Demonologist often carries a prepared talisman to banish them back to the Netherworld.

Dispel Summon 27d6 (81 Active Points); OAF (-1), Gestures (-¼), Incantations (-¼), 4 Charges (-1). Total cost: 23 points.

Death Curse Talisman: This talisman is a magical boobytrap. Anyone (except the Demonologist) who touches it triggers a curse that channels Netherworld power into his body. This results in agonizing death within minutes. Bringing the victim onto holy ground stops the curse. The Demonologist may palm one of these amulets, then let an enemy grab it away in the heat of battle, or improvise the curse after he's already expended a few talismans.

RKA 1d6, NND (defense is Life Support [Longevity] or being on holy ground; +1), Does BODY (+1), Continuous (+1), Difficult To Dispel (x2 Active Points; +¼), Reduced Endurance (0 END; +½), Trigger (touched by anyone but the Demonologist; +¼) (75 Active Points); OAF (-1), Victim Only Takes Damage Once Per Turn (in Segment 1; -1), Incantations (-¼), 1 Continuing Charge lasting 5 Minutes (-1). Total cost: 18 points.

Doppelganger Collar: The Demonologist also uses magical collars to turn imps or gullibly loyal acolytes into magic doubles of himself. He acts through these simulacra when he suspects a trap or wants to decoy heroes from his real operations. (This spell requires the GM's permission, since it involves buying a Special Power in a VPP.)

*Duplication (create 303-point version of self without Grand Summoning, Infernal Pact, or any Perks and Skills; "recombines" by the Demonologist taking off both collars [or, at the GM's option, whenever either collar is taken or knocked off, no matter who does it]) (61 Active Points); IIF (collars worn by the Demonologist and doppelganger; -¼), Extra Time (5 Minutes to activate; -1), Needs Willing Humanoid Being To Become Copy (-½) (total cost: 22 points) **plus** Mind Link to doppelganger, No LOS*

Needed (15 Active Points); IIF (collars worn by the Demonologist and doppelganger; -¼) (total cost: 12 points). Total cost: 34 points.

Getaway Ring: This ring has a bezel of mercury-silver amalgam engraved with a sigil of the planet Mercury. If its wearer loses consciousness, the ring teleports him miles away to a safe location; the wearer can also simply will the ring to carry him off, or establish other conditions for its activation. Not only can the Demonologist wear the ring, he might loan it to other Devil's Advocates (hence the Usable By Other).

*Teleportation 10", MegaScale (1" = 1 km; +¼), Trigger (+½), Usable By Other (+¼) (40 Active Points); OIF (-½), 1 Charge (-2) (total cost: 11 points) **plus** one Floating Fixed Location; OIF (-½) (total cost: 3 points). Total cost: 14 points.*

Legions Of The Damned: Although the Demonologist cannot equal the necromantic power of Takofanes, he still achieves impressive results by calling on the demon lords Bifrons, Gamygyn, and Nebiros, who command the dead. This ritual reanimates those who died in sin and sets them loose as ravening ghouls. The Demonologist likes the panic and havoc that results — and an army of ghouls makes a fine distraction to keep heroes away from the Devil's Advocates' real goal. See page 121 of *The HERO System Bestiary* for the ghoul character sheet.

Summon 1,000 147-point Ghouls (79 Active Points); OAF Bulky Expendable Fragile (magic circle, various ritual tools, and an animal sacrifice; -2¼), Extra Time (5 Minutes; -2), Incantations (-¼), Must Have Sufficient Number Of Corpses (number of ghouls that the Demonologist can Summon is restricted by the amount of corpses he has available; -1). Total cost: 11 points.

Summoning Talisman: This disk of enameled metal enables the Demonologist to conjure a pack of demon hounds to serve or fight for him. The demon hounds are not especially loyal, but the Demonologist's pacts with more powerful devils inclines them to do what he wants. The demon hounds' vicious nature also tends to keep them in a fight. See page 62 of *The HERO System Bestiary* for the demon hound's character sheet.

Summon eight 240-point Demon Hounds, Friendly (+¼) (79 Active Points); OAF (-1), 1 Charge (-2). Total cost: 20 points.

DEMONOLOGIST PLOT SEEDS

To please his diabolic patrons, the Demonologist kidnaps seven local celebrities, such as politicians, entertainers, community leaders, and so on. These people embody the Seven Cardinal Virtues of Faith, Hope, Charity, Justice, Prudence, Temperance, and Fortitude. When the Demonologist gathers all seven, he plans to kill them all in a grand offering to the Lords of Hell. The heroes must figure out who's next in the list of victims and prevent the sacrifice.

The Demonologist publicly challenges the heroes to stop him from stealing a certain art treasure on a certain day. The Demonologist starts by raising a *Legion Of The Damned* to march on the target museum — a feint while a powerful summoned demon invades the museum, and the Demonologist himself slips in invisibly. But this "Demonologist" is just one of the true Demonologist's proxies. The real Demonologist is somewhere else, achieving another goal without any chance of the heroes interfering.

The Demonologist sells one-shot "magic items" to other supervillains. (These are Triggered, Usable By Other spells on a Focus, like the *Getaway Ring*, rather than true, Independent items.) The heroes encounter several lesser villains who become harder to thwart or capture because of these magical gimmicks. The Demonologist doesn't just want to undermine law and order and sell supervillains on the power of magic: his magic items also curse the villains (a Side Effect) so they cannot disobey the Demonologist's commands. He's building a supervillain army, and the villains don't know it!

Background/History: Andre de Faussesflamms came from a long line of occult scholars — all the way back to medieval France, when they intermarried with the Vandaleurs and de Morphants. More recently, Faussesflamms became stalwarts of the Circle Of The Scarlet Moon. When the family moved to America after World War II, the tradition did not die. Andre grew up in a house filled with grimoires, scarabs, crystal balls, and tribal fetishes. While other teenagers grooved to rock 'n' roll, he chanted cabalistic liturgies. Naturally, his classmates thought he was a prize weirdo.

After high school, Andre followed family stories to the Circle Of The Scarlet Moon. He quickly established himself as a superior sorcerer — but his unconcern for worldly power left him a mere ovate, with little chance of advancement.

Then Andre's father died when traffic accident hurled a drum of toxic waste from a truck and struck him as he walked nearby. The impact didn't kill Andre's father, but the chemicals did. The symbolism was perfect, Andre reflected bitterly. His father, who worked as an antique dealer to preserve what was noble and magical from the past, had been struck down by the garbage of a soulless machine age.

The police found the driver dead in his home, torn limb from limb. Two days later, the chemical company's local office burned to the ground.

It's a beginning. Andre thought as he drew the circles and sigils for his greatest summoning yet, *but only a beginning.* It was high time the ancient forces of magic rose again. Demonology would crush technology and he, the Earth's greatest living demonologist, was just the person to do it — even if he had to unleash the foulest horrors from Hell and beyond.

Personality/Motivation: The Demonologist is a ruthless, cunning strategist. "Mere human" life means little to him: he might talk of building a better world through sorcery, but he doesn't care how many people die because of his schemes. The Demonologist never takes rash chances or underestimates an enemy; his confidence comes from careful planning.

Andre lacks experience, however, at dealing with people in ordinary circumstances. He's perfectly comfortable discussing arcane matters with other sorcerers. He takes the petty rivalries of his fellow Devil's Advocates in stride: power relationships are the very essence of

demonology. He couldn't make small talk at a party to save his life, however, and doesn't see any reason why he should want to.

Quote: "Evil? You call me evil? Compared to your computers and factories, my demons are cuddlesome. Am I more evil than oil spills, atom bombs, and smog?"

Powers/Tactics: The Demonologist has no powers apart from his magic items and summoning rituals, but these are enormously varied. He specializes in summoning creatures to fight or carry out tasks for him and binding them to talismans for instant use later. With preparation, the Demonologist can summon powerful demons, but he cannot bind these into talismans (they're effectively free-willed supervillains who may... or may not... do as the Demonologist requests).

In game terms, the Demonologist has a large Variable Power Pool, but a third of it only applies if he has time to make extensive preparations, perform rituals, and the like. His basic Pool requires 1 Turn to 1 Minute to change, so he can't alter his current allotment of spells in mid-battle, but he can make standard preparations for a mission or a fight fairly quickly. His magical powers all draw off his Endurance Reserve, not his personal END.

For his own protection, the Demonologist wears a protective magic cloak and talismans that at least blunt most attacks. These aren't to let the Demonologist face down superheroes — they're to keep him from dying and buy time for an escape.



Although the Demonologist can set great magic forces in motion, he has no skill at personal combat, and he knows it. He relies on feints and misdirection: his flashy, obvious attacks usually conceal stealthier action. The Demonologist always keeps at least one alternate plan in reserve.

Campaign Use: See the introductory text for general information. Apart from his magic, the Demonologist is no more competent than a decent thug. Heroes learn to hate and fear him because he always seems one step ahead of them and he's so hard to catch — they can't defeat him through raw power, because he won't stand and fight. Mystical heroes face a particular challenge, because the Demonologist wins even when he loses to them: the heroes show how much the world needs magic, and so encourage people and governments to study the mystic arts.

The GM should not increase the Demonologist's physical power to any great degree. At most, increase his defenses, his DEX, or his SPD, so heroes are less likely to prevent him from doing things. His Magic Pool can increase, however, or he could have more powers and abilities outside the VPP. To decrease the Demonologist's power, reduce his Magic Pool, or eliminate his *Grand Summoning* and/or Overall Levels.

If the Demonologist Hunts a character, he does so with the entire Devil's Advocates team to implement his plans. He would Hunt heroes only if they thwart him repeatedly, or they have some mystic artifact or grimoire he wants.

Appearance: Andre has the pale skin and habitual stoop common to people who spend most of their time indoors with books. He wears grey or tan slacks and a tan jacket with elbow patches: He could pass for a college professor or stockbroker. His "costume" consists of nothing more than his grey wardcape, clasped with a garnet brooch, and his rings and talismans. When the Demonologist wants to, however, he can fairly crackle with authority.

GOLEM

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	0		
25	STUN	3		Total Characteristics Cost: 46

Movement: Running: 6"/12"

Cost Powers END

107	<i>Possess Statue:</i> Summon statue built on up to 483 Character Points (see character sheet below), Slavishly Devoted (+1), Ranged (see text; +½); IIF (talisman; -¼), Frogge Is Incapacitated And Helpless While Statue Is Animate (-1)	24
28	<i>Possess Statue:</i> Reduced Endurance (0 END; +½) for Possess Statue; IIF (talisman; -¼), Only Applies If Golem Can Place A Matching Talisman On Statue (see text; -½)	0
43	<i>Object Animation:</i> Multipower, 75-point reserve; all IIF (talisman; -¼), Gestures (-¼), Incantations (-¼)	
3u	1) <i>Standard Animation:</i> Summon 150-point animated object, Expanded Class (any object; +½), Slavishly Loyal (+1); IIF (talisman; -¼), Gestures (-¼), Incantations (-¼), Summoned Being Must Inhabit Locale (-½)	
4u	2) <i>Animated Matter Lance:</i> Energy Blast 8d6, Indirect (+¾); IIF (talisman; -¼), Gestures (-¼), Incantations (-¼)	7
3u	3) <i>Animated Matter Warping:</i> Dispel Object/Device Powers 16d6, any Object/Device power one at a time (+¼); IIF (talisman; -¼), Gestures (-¼), Incantations (-¼)	6

Perks

10	Base: Contribution to Devil's Advocates base
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Skills

9	+3 with Object Animation
3	Disguise 12-
4	KS: Animation Magic 13-
3	KS: Kabbalism 12-
3	KS: Western Occultism 12-
2	Language: Hebrew (fluent conversation; English is Native)
2	PS: Kosher Cooking 11-
2	PS: Wax Modeling 11-
3	Sleight Of Hand 12-
3	Stealth 12-

Total Powers & Skills Cost: 232
Total Cost: 278

200+ Disadvantages

- 20 Hunted: assorted governments 8- (Mo Pow, NCI, Capture)
- 10 Hunted: Witchfinder 8- (As Pow, Kill)
- 10 Hunted: Abrahamic Churches 8- (Less Pow, NCI, Remove Powers)
- 15 Psychological Limitation: Fear Of Personal Combat (Common, Strong)
- 10 Psychological Limitation: Greedy (Common, Moderate)
- 10 Psychological Limitation: Hungers For Greater Magic Power (Common, Moderate)
- 10 Reputation: Magical super-terrorist 8- (Extreme)
- 15 Social Limitation: Secret Identity (Upton Frogge) (Frequently, Major)

Total Disadvantage Points: 300



GOLEM (ANIMATED STATUE)

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	21		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
12	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 155

Movement: Running: 6"/12"
Leaping: 10"/20"

Cost	Powers	END
15	Golem's Body: Does Not Bleed	0
10	Golem's Body: No Hit Locations	0
45	Golem's Body: Takes No STUN	0
25	Tireless: Reduced Endurance (0 END; +½) on STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
5	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
30	Body Of Metal: Damage Resistance (10 PD/10 ED)	0
90	Body Of Metal: Physical and Energy Damage Reduction, Resistant, 25%	0
36	Heavy: Knockback Resistance -6"	0
50	Golem's Body: Life Support: Total (including Longevity: Immortality)	0

Skills

- 10 +2 Hand-To-Hand
- 3 Climbing 13-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 328
Total Cost: 483

200+ Disadvantages

- 20 Hunted: assorted governments 8- (Mo Pow, NCI, Capture)
- 10 Hunted: Witchfinder 8- (As Pow, Kill)
- 10 Hunted: Abrahamic Churches 8- (Less Pow, NCI, Remove Powers)
- 15 Physical Limitation: Heavy (weighs 750 kg) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Mute (Frequently, Greatly Impairing)
- 10 Physical Limitation: No Tactile Feedback, must succeed with a DEX Roll for any fine manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Lacks The Smell/ Taste Sense Group (Infrequently, Slightly Impairing)

- 15 Psychological Limitation: Fear Of Personal Combat (Common, Strong)
- 10 Psychological Limitation: Greedy (Common, Moderate)
- 10 Psychological Limitation: Hungers For Greater Magic Power (Common, Moderate)
- 10 Reputation: Magical super-terrorist 8- (Extreme)
- 15 Social Limitation: Secret Identity (Upton Frogge) (Frequently, Major)
- 138 Experience Points

Total Disadvantage Points: 483

Background/History: Upton Frogge sought magic as a way to salvage his miserable life. Even in England, a name like “Upton Frogge” made childhood a living hell, especially for a fat, weak boy. Young Upton grew up preferring books to people. Most of all he loved books about the occult, with their promise of easy power through secret knowledge. Unfortunately, nothing in the books really worked. His faith did not diminish. Upton knew there had to be real adepts of magic somewhere, hiding their awesome powers from the idly curious. He vowed to find them.

Frogge spent years on his quest, spending most of what he earned from working in his father’s wax museum upon more esoteric books and visits to self-proclaimed psychics and occult experts. Amazingly, Upton found his adept, an aged kabbalist who ran a kosher deli in Brooklyn. Although Chaim Rosenthal knew the mysteries of ancient Hebrew sorcery and mysticism, he was no judge of character. He agreed to teach Frogge about real magic.

To Frogge’s chagrin, tutelage apparently meant working in the deli month after month while learning Hebrew. When Frogge asked Rosenthal when he’d learn spells instead of making potato salad, Rosenthal replied that potato salad was as much an aspect of the Mind of God as anything else: “When you understand potato salad, you understand everything.”

Now and then, Frogge wheedled Rosenthal into performing a feat of magic. Frogge noticed that Rosenthal always consulted a certain book, a three-ring binder stuffed with pages of handwritten Hebrew and elaborate diagrams. Frogge studied this book in secret. As he suspected, the binder was Rosenthal’s grimoire. After months of work, Frogge puzzled out a spell to animate statues. He was ecstatic. He knew the secret of making golems, the powerful living statues of Jewish legend — mighty magic indeed! Frogge carefully fashioned the tiny golden talisman for the spell and practiced in secret. One night, Frogge animated a statue from a nearby park and used its tremendous strength to murder the old man.

Frogge left Brooklyn that morning. Once on the bus, he eagerly opened his stolen book of magic to study more spells — and wept. The pages were fading as he watched, letters disappearing one by one. In an hour every page of the binder was blank.

Frogge knew he was a hunted man. He had to stay inconspicuous; by fleeing he’d virtually con-

fessed to Rosenthal’s murder. On the other hand, he could turn any statue into an unstoppable golem he could control from afar. By the end of the day Frogge was smiling. He was a wizard of only one spell — but that spell could make him very rich indeed. He was almost right: he stole a small fortune before a superhero team finally tracked him to his lair, a wax museum he’d set up himself. Frogge’s dreams of wealth and power ended in prison.

The Devil’s Advocates gave Golem a second chance. Frogge thinks that at long last, he can gain the power to satisfy all the thwarted desires of his life, and no one will ever push him around again.

Personality/Motivation: Upton Frogge is timid at heart, though he may try to put up a brave front. He acts ruthlessly because he fears that if he doesn’t utterly crush an opponent, the opponent will plot a horrible revenge on him. After all, it’s what he would do. He enjoys the physical power of possessed statue bodies, but anxiety over his helpless, comatose body prevents him from staying in statue form for very long.

Frogge’s desires are all petty. He wants to be rich, feared, handsome, and respected, and have gorgeous women falling madly in love with him. He thinks magic can do it all for him. He may be right about becoming rich, feared, and handsome; with his personality, respect and gorgeous women may be a bit more difficult.

Quote: “N-now, gentlemen, please do not attempt any violence on my person. I have a... friend who would take it much amiss.”

Powers/Tactics: Golem can possess and animate statues from afar. In game terms, he Summons a “creature” defined as an Automaton (based on the Metal Golem from page 79 of *The HERO System Bestiary*). However, the Summon is unusual (and thus requires the GM’s permission) because it has the *Ranged Advantage* — he can possess and animate a statue up to 970” (about 1.2 miles) away from him (and to which he has Line Of Sight at the time of Summoning). When he does this, he leaves his vulnerable, unconscious human body behind. Golem always tries to hide his body in a safe place, but no hiding place is perfect.

To use his possession power (and other object animation powers), Golem requires a small golden talisman. If possible, before possessing a statue, Golem attaches a matching golden talisman to it. (If possible, he glues the talisman to the statue and conceals it with paint or tinted wax, so it can’t fall off by accident.) This makes the Summoning process much easier and less tiring on him. If the talisman falls or is knocked off the statue while Golem’s possessing it, he must immediately pay the full END cost for the Summon. (At the GM’s option, this may also, or alternatively, force Golem out of the statue, causing it to become a normal statue again, or he may have to make a Skill Roll of some sort to prevent being “ejected.”)

If the statue is “killed,” Frogge’s spirit immediately returns to his body and he wakes up, none the worse for wear (though probably frightened and panicky). If he chooses, he may end the possession

GOLEM PLOT SEEDS

The Advocates and the PCs both learn about something powerful and valuable held in a secret cavern. A magical miasma makes the cavern deadly to any living creature... but Golem can enter. If the heroes cannot find a way to enter the cave, Golem will claim the treasure for the Advocates. *Maybe* they can take the treasure from Golem once he leaves the cave, but can they be sure?

Golem possesses a statue in a church or temple, such as Hindu god or the figure of Christ from a large crucifix. Through this blasphemous deception, the Devil's Advocates instantly gain hundreds — maybe thousands — of awe-struck lackeys for one of their schemes. Golem can also possess statues of national heroes for similar effects. Anyone for a battle with George Washington?

Do the Devil's Advocates know a hero's Secret Identity? Golem crafts a wax copy of the character's Secret Identity and uses it to commit a crime while the hero is doing something in his costumed identity. Can the hero escape this frame-up without revealing his double identity?

at any time as a Zero-Phase Action, at which point the statue becomes a normal statue in the location and position it had when he stopped possessing it. (This is the “special effect” of Frogge “telling” the Slavishly Loyal statue to “return to your normal state.”) If Frogge is killed while possessing a statue, the possession ends and the statue immediately returns to normal (or, at the GM's option, maybe Frogge's spirit remains trapped in the statue...).

The character sheet for Golem's possessed statues is built to be as strong as possible — in other words, it assumes a solid metal statue. If he possesses a statue made of some other substance (stone, wood, plastic, wax, or the like), the GM should adjust the character sheet by reducing its abilities appropriately. As yet, Golem only possesses humanoid statues; he finds animal-shaped statues too disorienting. Possessed statues can always separate themselves from their pedestals or other supports.

Although Golem can see and hear when possessing a statue, he can't speak because he has no lungs or vocal chords.

In his own body, Golem can also use the talisman headband to animate objects around himself without possessing them. He cannot affect living targets; he must manipulate some object to attack. He uses his control over matter to animate it, giving it “life” so that it can do his bidding. The most common type of object to animate is furniture, since it already has legs to move, but he could also animate a mass of rocks or soil, a figurine, a tree, or just about anything else. To determine the STR, attacks, and other abilities of animated matter, you can write the object up yourself or use *The HERO System Bestiary*. Select a creature from the *Bestiary* who's as similar to the animated object as possible. For example, for a large wooden table, you might use a Horse or Bear; for a small piece of furniture, perhaps a Dog or Great Cat would do. Then adjust the character sheet to suit. For example, few animated objects have claws or fangs, so remove such natural weaponry (perhaps replacing it with a few HA dice to represent the object's ability to bash and smash). Additionally, many animated objects move fairly slowly, and have little (if any) ability to manipulate objects; you may want to reduce the movement and DEX listed on the animal's character sheet, impose relevant Physical Limitations, or restrict it in other ways.

Alternately, Golem can temporarily animate an object for more limited effects. He can cause the matter of an object to warp and “lash out” in the form of a lance, striking his foe from an unexpected angle (the matter usually returns to its normal shape afterward, but not always). He can subtly (or not so subtly) warp devices and objects so that they cannot do what they're meant to do — for example, he might bend an axe-handle so the axe becomes useless as a weapon.

Golem's favorite strategy is to plant a talisman on a statue near his intended target — if possible, a statue in the same building. Then he animates the statue and uses it to rob the place and deliver the loot to himself or confederates. Golem may even leave the statue in the building, back on its pedestal. The Devil's Advocates use Golem openly as muscle, but also take advantage of his ability to project himself anywhere they can affix a talisman to a statue.

For what it's worth, Frogge also still makes very good potato salad.

Campaign Use: See the introductory text for general information. Golem provides muscle for the Devil's Advocates. Frogge's simple motivations, more than any limits on his powers, make him more of a thug than any other Devil's Advocate. He has little inclination to Hunt superheroes on his own.

To make Golem more powerful, increase the STR, SPD, and defenses of his statue form, or give him a small Variable Power Pool like the Demonologist's so he's less of a one-trick pony. To make him weaker, reduce his Characteristics.

Appearance: Frogge himself stands 5'5" and weighs 190 pounds. He has receding brown hair, a walrus-like mustache, and watery hazel eyes. He dresses mainly in solid color polyester shirts and slacks. As the Golem, he looks like whatever statue he possesses, but he's working on disguising statues with makeup or the tinted wax he uses to make figures for the museum. His talismans are little golden squares engraved with a complex diagram and many sigils and Hebrew letters.

GYRE				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
28	INT	18	15-	PER Roll 15-
16	EGO	12	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
6	PD	4		Total: 27 PD (21 rPD)
6	ED	3		Total: 27 ED (21 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 86
Movement: Running: 6"/12"				
Flight: 13"/104"				
Teleportation: 15"/30"				
Cost	Powers	END		
15	<i>Mystic Energy:</i> Endurance Reserve (100 END, 5 REC)	0		
73	<i>Technomancy:</i> Variable Power Pool (Magic Pool), 60 base + 30 control cost; OAF (-1), Takes Hours To Change (-¼)	var		
43	<i>Gyres Of Power:</i> Multipower, 75-point reserve; all OIF (talismanic rings; -½), Incantations (-¼)	1		
4u	1) <i>Vortex Blast:</i> Energy Blast 8d6, Double Knockback (+¾); OIF (-½), Incantations (-¼)	7		
3u	2) <i>Vortex Trap:</i> Telekinesis (40 STR), Reduced Endurance (½ END; +¼); OIF (-½), Incantations (-¼), Only To Grab And Spin/Squeeze Target (-½)	3		
3u	3) <i>Vortex Warp:</i> Teleportation 10", Usable As Attack (defense is Teleportation or other space-warping powers; +1), Ranged (+½); OIF (-½), Incantations (-¼)	5		
3u	4) <i>Force Precession:</i> Missile Deflection and Reflection (all Ranged attacks; to any target); OIF (-½), Incantations (-¼)	0		
4u	5) <i>Twist Through Space:</i> Teleportation 15", x2 Increased Mass, Variable Advantage (+½ Advantages; +1); OIF (-½), Incantations (-¼)	5		
3u	6) <i>Twist Through Dimensions:</i> Extra-Dimensional Movement (any physical location in any dimension), x4 Increased Mass; OIF (-½), Incantations (-¼)	5		
14	<i>Gyres Of Power:</i> Elemental Control, 50-point powers; all OIF (talismanic rings; -½), Incantations (-¼)			
15	1) <i>Vortex Shield:</i> Force Field (17 PD/17 ED), Reduced Endurance (0 END; +½); OIF (-½), Incantations (-¼)	0		
17	2) <i>Levitory Vortex:</i> Flight 13", x8 Non-combat; Reduced Endurance (0 END; +½); OIF (-½), Incantations (-¼)	0		
14	3) <i>Redirect Enemy's Power:</i> Absorption 5d6 (energy, to Endurance Reserve's END), Can Absorb Maximum Of 60 Points' Worth Of Energy, Delayed Return			

Rate (points fade at the rate of 5 per Minute; +¼); OIF (-½), Incantations (-¼)	0
8 <i>Mirrored Overcoat:</i> Armor (4 PD/4 ED), OIF (-½)	0
6 <i>Brow Amulet:</i> Mental Defense (15 points total); OAF (-1)	0
5 <i>Heart Amulet:</i> Power Defense (10 points); OAF (-1)	0
3 <i>Weird Magic:</i> Lack Of Weakness (-3) for Analyze, Spell Research, and other Skills directed at Gyre's magic	0

Talents

3 Absolute Range Sense	
3 Bump Of Direction	

Skills

6 +2 with <i>Gyres Of Power</i> Multipower	
6 +3 OCV with Missile Deflection	
3 Electronics 15-	
3 Mechanics 15-	
2 Navigation (Dimensional) 15-	
3 Power: Thaumaturgy 15-	
3 Spell Research (Inventor) 15-	
3 Teamwork 13-	
3 Scholar	
2 1) KS: Dimensional Magic 15-	
2 2) KS: General Occultism 15-	
1 3) KS: Other Dimensions 11-	
1 4) KS: Sacred Geometry 11-	
1 5) KS: Technomancy 11-	
3 Scientist	
1 1) SS: Dimensional Physics 11-	
2 2) SS: Physics 15-	
2 3) SS: Mathematics 15-	

Total Powers & Skills Cost: 286**Total Cost: 372****200+ Disadvantages**

20 Hunted: assorted governments 8- (Mo Pow, NCI, Capture)	
10 Hunted: Witchfinder 8- (As Pow, Kill)	
10 Hunted: Abrahamic Churches 8- (Less Pow, NCI, Remove Powers)	
20 Psychological Limitation: Complete Disregard For Humanity (Common, Total)	
15 Psychological Limitation: Obsessed With Magical Research (Common, Strong)	
15 Psychological Limitation: Fear Of Close Combat (Very Common)	
10 Reputation: magical super-terrorist, 8- (Extreme)	
5 Rivalry: Professional (with other dimensional researchers, both scientific and mystical; Rival is More Powerful [multiple people]; Rival is Unaware of Rivalry)	
15 Social Limitation: Secret Identity (Sarah Benton) (Frequently, Major)	
52 Experience Points	

Total Disadvantage Points: 372

GYRE PLOT SEEDS

Gyre opens a Street Gate in the same city as the heroes. Something dangerous and elusive comes through, and several people are abducted into the other dimension. The heroes must catch the menace and rescue the people before the Gate closes.

Gyre maintains a Secret Identity as a post-doctoral researcher in a university physics department. She even publishes a few papers on superstring theory and other esoteric topics. If invaders or castaways from other dimensions appear, or Gates open, Sarah Benton has a good reason to intrude on the case as a scientific expert. How much information can she gather before she blows her cover and wrecks her Secret Identity?

The Earth faces destruction (or at least massive havoc) because of an expanding dimensional rip. No one but Gyre could figure out a way to close the breach. The heroes must convince Gyre to save the world; they might need to break her out of jail, too. Gyre, of course, would rather study the rip than close it.

EXAMPLE POWERS FOR *TECHNOMANCY* POWER POOL

Accelerator Watch: This talisman began as a stopwatch, but Gyre replaced the numbers with mystic glyphs. When Gyre presses the button on the watch, its hands circle rapidly, in opposite directions. For the minute of the watch's operation, Gyre acts twice as quickly.

+4 SPD (40 Active Points); OAF (-1), 1 Continuing Charge Lasting 1 Minute (-1). Total Cost: 13 points.

Spacebreaker Grenade: This fist-sized glass ball is bound in steel rings and bears symbols painted in glowing radium ink. When Gyre recites an equation and throws the ball, it flies with great speed to the desired location, teleporting past obstacles, to explode in a burst of warped space that leaves tiny fissures in everything caught in the blast. Gyre uses this to destroy objects in supposedly secure locations. Of course, she still needs some way to see her target.

RKA 1d6, Area Of Effect (5" Radius; +1), Indirect (+½), No Range Modifier (+½), Penetrating (x2; +1) (60 Active Points); OAF (-1), Incantations (-¼), 4 Charges (-1). Total Cost: 18 points.

Street Gate: Gyre places batteries and special coils of silver wire around a five-way intersection, then uses *Twist Through Dimensions*. The resulting Gate to another dimension stays open for six hours, or until someone disturbs the batteries. The Gate is not very large — just big enough for one person at a time to pass through. Gyre lacks sufficient knowledge of the Multiverse to open these Gates reliably; but she does not much care, as long as she learns something from the experiment.

Extra-Dimensional Movement (any randomly-determined physical location in a specific randomly-determined dimension), Continuous (+1), Usable By Other (+¼) (56 Active Points); OAF Fragile (-1¼), Extra Time (5 Minutes to activate; -1), 1 Continuing Charge Lasting 6 Hours (-0). Total Cost: 17 points.

Background/History: Sarah Benton knew her parents were different, though they wouldn't admit it. Her father's study held many leatherbound books in foreign languages. Other daddies didn't have books like that, or a locked and soundproofed basement room. Other mommies didn't plant and harvest herbs by the phases of the moon, or sculpt little clay statues that vanished into the locked room and never came out again. Sarah's mother told her not to talk about such things, and she would learn all about it when she was older.

Instead of public high school, Sarah's parents sent her to a Catholic school that taught Latin and Greek — although the family wasn't Catholic. As a teenager, Sarah became interested in physics, while her parent's eccentricities became just one more reason for adolescent embarrassment. When Sarah

graduated (a year early) and obtained a full scholarship to a prominent university, she told her parents they could keep their secrets; she didn't care.

Her parents died in a car crash while Sarah worked on her doctoral dissertation. She inherited the house, the key to the locked room, and a letter asking her to carry on their work as ritual magicians with a group called the "Trismegistus Council." Clearly, her parents had been complete lunatics.

Sarah felt enough curiosity to read a few of the old books and her parents' diaries before she threw them out. She read of planetary spirits and astral influences, of Hermes Trismegistus and the Kabbalah. It made an odd kind of sense... actually, some of this superstition had parallels in math and physics... if she used symbolic logic to cut through the archaic jargon and the contradictions....

A few months later, Sarah abandoned her dissertation. The occult concealed a strange and misunderstood science. If she could lay it bare, she would go down in history with Newton and Einstein! She raided the library for more mystic lore. The spinning of the astral spheres — Penrose's twistor theory — the *I Ching* as a binary logic system for computation — Yes, she was close! She cut off her friends and lived on pizza deliveries and coffee. She worked until she collapsed from exhaustion, then began again when she woke up.

The veil parted at last. Sarah chanted strange words for hours as she filled legal pads with diagrams that twisted into the fourth and fifth dimensions before her blurring eyesight, and for one shining, shattering moment, she *knew*. She saw the wheels of Ezekiel's vision, and knew them for the spinning of protons and galaxies. She understood the cycle of creation and destruction, and the path from spirit to matter and back again. She knew God's own equations for making universes.

And then the moment passed, and Sarah passed out. When she woke up a day later, she tried to remember that moment of perfect clarity, and couldn't. Her notes held mere fragments of theories and procedures. Sarah wept that she had lost God's equations. After resting further, however, she realized just how much she *did* remember. Spinning circles and spirals held the key. Power moved in gyres and vortices, in and out and 'round about. Sarah carefully drew a diagram, said a word, and laughed as a whirlwind of power erupted from the paper and blasted through her ceiling. Her upstairs neighbor was not so happy. He screamed at Sarah, but he didn't matter. She held up the paper, said the word again, and he went away. By the time the police came, Sarah had gone away too, to look for more books. Sarah claimed not to know what destroyed the apartments, so the police blamed the incident on a crazed supervillain, identity unknown. The Demonologist found Sarah two weeks later and persuaded her to join the Devil's Advocates. She decided to call herself Gyre. Reluctantly, she finished her dissertation and goes through the motions of post-doc research — but she has more important work to do now.

Personality/Motivation: Gyre seeks to recapture that moment when she seemed to possess absolute knowledge. She does not care what damage her quest may cause — mere human laws and lives mean nothing to her compared to the eternal and infinite truth she seeks. The Devil's Advocates help Gyre gather data, both from what the other members know and her own experiments.

The Dark Renaissance doesn't matter much to Gyre. She loves science and technology, but she and the Demonologist agreed on a compromise: science and technology could survive the resurgence of magic, but as esoteric arts held by elites, just like sorcery. The masses can remain ignorant — Gyre says the scientific illiteracy of most people shows that's what they want anyway.

Quote: "I wonder what would happen if..."

Powers/Tactics: Gyre has invented several spells based on vortices of space distortion and mystical power. She casts these spells using incantatory equations and rings braided from wire and set with gems bearing mystic symbols. These spells can redirect energy to protect Gyre from harm, redirect attacks toward other targets, or move her or other people through space. Her standard attacks are a Vortex Blast of mystical energy and a Vortex Trap that spins targets at high speed, eventually knocking them out through dizziness. Gyre also reflects attacks from one foe to strike another, and teleports enemies into danger (such as teleporting a character who can't fly straight up in the air, or moving one foe into the path of another enemy's attack). She wears amulets on her forehead and chest that protect her from mental and mystical attacks, while her overcoat of thin ballistic cloth serves as a last-ditch defense against gunfire.

Her unique fusion of occultism and advanced physics makes Gyre one of the rare few practitioners of *technomancy*. Sarah combines electrical and mechanical devices with talismanic gems and mystic sigils, for short-lived but diverse magical effects. She also uses the ready-made energies and mystic geometry of city streets, buildings, and utilities in bizarre rituals. As with her basic magic, Gyre's technomancy specializes in effects that manipulate space and dimension or redirect energy. Her magic is all so strange that attempts to analyze or detect it all suffer a -3 penalty (represented by Lack Of Weakness).

Gyre protects her teammates by (a) deflecting ranged attacks and (b) teleporting unconscious teammates away so they have a chance to recover away from the fight. The Devil's Advocates typically use Gyre's technomantic gadgets as surprises at the start of combat. Of course, Gyre's space-warping powers and gadgets are also useful at bypassing guards and defenses so the Advocates can achieve their goals without a fight.

Campaign Use: See the introductory text for general information. Gyre's Faustian thirst for knowledge endangers the world as much as any other villain's lust for power. She might open gates to deadly dimensions, release long-imprisoned horrors, or activate dangerously powerful artifacts, just



to see what happens. When using Gyre in an adventure, the GM should try to play up her complete unconcern for consequences.

To make Gyre more powerful, increase the powers in her Multipower and Elemental Control (especially her Force Field), or double her Multipower reserve so she can use two slots at once. To reduce Gyre's power, reduce or eliminate her Technomancy Power Pool, or add a Limitation such as Gestures to her magic so opponents can more easily prevent her from casting spells.

Gyre typically Hunts characters as part of the Devil's Advocates team. Personal vendettas aren't worth her time.

Appearance: Sarah Benton is a slender white woman of average height, with wavy, brown hair. She'd be pretty if she paid more attention to her appearance and tried to be nice to other people, but she does neither. She wears blue jeans, blouses, and cheap athletic shoes. As Gyre, she adds a silver mask that covers the upper half of her face, and a long, flowing overcoat that she magically gave a silver-mirror finish. The coat has several pockets, inside and out, where she keeps Foci and tools. She also wears eight talismanic rings over thin white gloves. Her Gyres Of Power look like whirls and spirals of multicolored light.

KAPILASA

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
15	PD	9		Total: 15 PD (0 rPD)
15	ED	11		Total: 15 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
40	STUN	0		Total Characteristics Cost: 134

Movement: Running: 6"/12"

Cost Powers**END**

72	<i>Mantras Of Mahakala:</i> Multipower, 90-point reserve; all Incantations (-¼)	
4u	1) <i>Mahakala's Hand:</i> RKA 1d6+1, NND (defense is Resistant Mental Defense or an EGO Roll at -3; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (½ END; +¼); OAF (skull cup; -1), Incantations (-¼)	8
4u	2) <i>Deny Magic:</i> Dispel Magic 24d6, any Magic power one at a time (+¼); OAF (skull cup; -1), Incantations (-¼)	9
4u	3) <i>Disintegration Touch:</i> RKA 3d6, Penetrating (+½), Reduced Endurance (½ END; +¼); Incantations (-¼), No Range (-½)	3
2u	4) <i>Disintegrate Ranged Attacks:</i> Missile Deflect (all physical projectiles), Range (+1); Incantations (-¼)	0
4u	5) <i>Deny Free Will:</i> Mind Control 9d6; Incantations (-¼)	4
4u	6) <i>Deny The World:</i> Armor (15 PD/15 ED); Incantations (-¼)	0
4u	7) <i>Deny Space:</i> Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1¼); Incantations (-¼)	4
2u	8) <i>Karmic Awareness:</i> Retrocognitive Clairsentience (Sight Group, Normal Hearing), Retrocognition Only (-1), Can Only View The Past Of One Specific Person At A Time (see text; -½), Incantations (-¼)	4
1u	9) <i>Take Astral Form:</i> Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to his physical location in Earth's dimension); Extra Time (1 Turn; -1¼), Incantations (-¼)	2
67	<i>Possession:</i> Major Transform 6d6 (transfer Kapilasa's mind to victim's body; heals back through application of the same power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Limited Target (humans; -½), All Or Nothing (-½), Character's Body Is Helpless And Incapacitated While	

	Character Uses Possession (-1)	20
5	<i>Ascetic's Eyes:</i> Sight Group Flash Defense (5 points)	0
11	<i>Ascetic's Will:</i> Mental Defense (15 points total)	0
5	<i>Ascetic's Health:</i> Power Defense (5 points)	0
16	<i>Ascetic's Denial:</i> Life Support (Extended Breathing: 1 END per Turn; Diminished Eating: need only eat once per week; Diminished Sleep: need only sleep eight hours per week; Immunity: all terrestrial diseases and biowarfare agents; Longevity: ages at half normal rate; Safe Environment: Intense Heat)	0
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0

Skills

10	+2 with DCV	
3	Acting 13-	
3	Bureaucratics 13-	
3	Contortionist 13-	
3	Deduction 12-	
3	High Society 13-	
3	Language: English (completely fluent; Hindi is Native)	
2	Navigation (Astral) 12-	
3	PS: Locate Karmically Significant Events 12-	
3	Stealth 13-	
3	Teamwork 13-	
3	Scholar	
2	1) KS: Hinduism 12-	
2	2) KS: Aghora Doctrine and Ritual 12-	
1	3) KS: Indian Mystic World 11-	
1	4) KS: Indian Spirit World 11-	

Total Powers & Skills Cost: 273

Total Cost: 407

200+ Disadvantages

10	Distinctive Features: Solid black eyes, no matter what body (Easily Concealed; Noticed and Recognizable; Major Reaction [fear])	
20	Hunted: Assorted Governments 8- (Mo Pow, NCI, Capture)	
10	Hunted: Abrahamic Churches 8- (Less Pow, NCI, Remove Powers)	
15	Physical Limitation: Must perform schedule of rituals to maintain powers (Infrequently, Total)	
20	Psychological Limitation: Follows Hindu Dietary Laws And Personal Contact Restrictions (Common, Total)	
15	Psychological Limitation: Overconfidence (Very Common, Moderate)	
15	Psychological Limitation: Hatred Of Secular, Egalitarian Society (Common, Strong)	
102	Experience Points	

Total Disadvantage Points: 407

Background/History: Sarwan Datta came from a Brahmin family. His ancestors ruled the local village for generations. Governments might pass laws, but the Dattas made the only law that mattered for the people who worked on their land. After independence from Britain, the new government abolished the caste system that made the Dattas rulers — but the Dattas, like Brahmins throughout India, cunningly evaded or subverted the local government to keep themselves in power.

After a twenty-year career in government protecting his family's interests, Sarwan decided to retire from the world. He became a *sannyasa*, an ascetic hermit; a perfectly respectable course for a middle-aged and widowed Brahmin. In a stroke of luck, Sarwan's guru was a mystic who knew genuine secrets of magic. Sarwan spent the next seven years meditating and developing his psychic force as he sought transcendence.

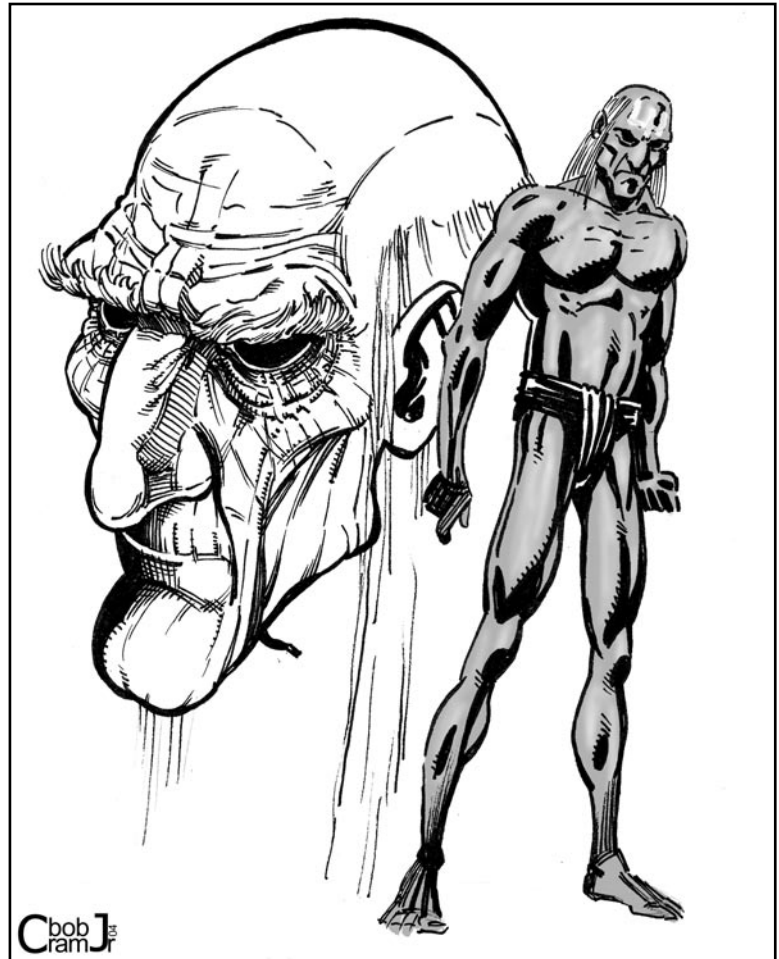
The aspiring mystic seldom saw his old village, but at last his family invited him to visit so he could bless the marriage of his eldest granddaughter. When he returned from his guru's forest retreat, Sarwan was shocked to learn that his village had just elected a new leader... who didn't come from his family. No, the man was an Untouchable, a member of the very lowest caste, who'd attended college on a government scholarship and gone into politics. Sarwan hurried home to ask how his family had lost control so badly. His horror increased tenfold when he learned his granddaughter had rejected her arranged marriage to another Brahmin and was marrying the Untouchable!

Sarwan cursed them all and ran from the house. He wandered in a daze until he came to the burning-ground for corpses. For a moment, Sarwan envied the dead. Then he remembered his guru's tales of Hinduism's darkest tradition.

Instead of purity, an ascetic could seek wisdom through defilement. This path, called *aghora*, was hard, fast, and dangerous to the soul... but an ascetic who survived it could gain power from Shiva, Kali, and other gods of death and destruction.

Day and night, Sarwan conducted grisly rites. By day he listened to the sizzle of burning corpses as he meditated, the pop as the brain-pan burst, and used a scorched cranium as his begging-bowl. By night he knelt on a cadaver's chest as he prayed to a burning wick that floated in the corpse's oil-filled mouth. He lived among the dead for a full year. At last a god... or *something*... responded. The next morning saw Sarwan transformed into a master of magic.

Sarwan tested his powers by killing the Untouchable mayor and his treacherous, defiled granddaughter. He slew many more victims as he struck against Indians who broke the ancient laws of caste. Indian government superheroes tried to stop Sarwan, but his rampage also attracted the Demonologist's attention. Sarwan found in the Demonologist a man who hated the profane, modern world as much as he did. As Kapilasa, the Skull-Bearer, he gladly joined the Devil's Advocates.



Personality/Motivation: Kapilasa pretends to be a soft-spoken holy man who acts more in sorrowful duty than in anger, but his harsh, rigid pride often shows through. He wants a world where priestly, educated Brahmins rule and everyone else minds his place. Sarwan blames the Western world for the “corruption” of Indian politics and culture, so he takes special joy in attacking people and places he views as symbolic of democracy, capitalism, and secularism. Kapilasa also despises the Abrahamic religions (Judaism, Christianity, and Islam) for seeking converts within India.

Arguing with Sarwan is pointless. He dismisses any attempt to defend the Western world: of *course* people from a culture sunk in defilement cannot appreciate the purity, beauty, and self-evident logic of a theocratic caste system.

Quote: “With Shiva at my right hand and Kali at my left, how can I fear the likes of you?”

Powers/Tactics: Kapilasa possesses uncanny strength and toughness from his mystical communion with death. He also wields a set of mystic syllables that invoke Shiva in his role as Mahakala, Great Lord Time, the destroyer of all things. The Mantras Of Mahakala enable Kapilasa to destroy a variety of phenomena, from physical objects to abstractions such as space, magic or the difference between himself and another person. The most powerful of these effects require the use of his begging-bowl, which consists of the top of a human skull scorched from the cremation fire.

KAPILASA PLOT SEEDS

An Indian superheroine visits the city on a goodwill tour. The heroine is also an Untouchable who speaks out against caste privilege. The PCs must help the heroine defend herself against Kapilasa's attempts to kill her.

Kapilasa possesses a trusted associate of the PCs and uses this identity to enter their base. When the heroes leave on a mission, Kapilasa opens the base to the Devil's Advocates. When the heroes return, they discover the Advocates have stolen all their mystic tomes and artifacts and installed a series of booby-traps in the base.

Kapilasa starts a massive gang war by possessing one mobster after another. The heroes must find what's going on and find a way to stop the vengeful gangsters before their fighting destroys the city.

Kapilasa can also look back in time by viewing a person's karmic cycle (he has to be in this person's presence, and he cannot view the past of a place). He uses this to discover long-lost secrets for the Devil's Advocates, or to learn the pivotal events in a person's life. By looking at a hero's past, Kapilasa can not only discover secret identities, he can see the character's friends, enemies, how he gained his powers, and other events that made the character who he is. The Devil's Advocates may use this information to attack the people close to the character, or to play cruel head-games in an attempt to destroy a hero psychologically. People possessed by Kapilasa can be recognized, however, by their dead-black eyes, which the Brahmin typically conceals using sunglasses.

Though Kapilasa wields a number of formidable combat powers, the Devil's Advocates especially value his power to merge with another person — to wholly take possession of that person's mind with his own, in the process shunting the victim's helpless psyche into a tiny, shut-off corner of the victim's brain. Kapilasa retains the following: his own EGO, INT, and PRE Characteristics; all INT-, EGO-, and PRE-based Skills; all Skills which are not necessarily based on INT or EGO but which reflect intellectual learning with no physical skills; and all of his mental and psionic powers. He retains none of his physical Characteristics or abilities (including SPD). Instead, he can use all of the host body's physical Characteristics and abilities (even superpowers), including physical Skills (such as Climbing, Combat Driving, and most types of Skill Level). In some cases the GM may require Kapilasa to succeed with EGO Rolls to make the host body function properly, at least for the first few Turns of use.

If the possessed body becomes Stunned or Knocked Out, Kapilasa's mind within it suffers the same effect; if for some reason he transfers his mind into a body that's already Stunned or Knocked Out, he instantly suffers the same fate when the transfer succeeds. If the possessed body dies, Kapilasa dies as well. To reverse a possession, Kapilasa simply wills it to end. Before the Devil's Advocates launch a scheme, Kapilasa often possesses some person close to their objective. Heroes who confront the Devil's Advocates may find that a supposed "innocent bystander" is actu-

ally Kapilasa, ready to strike from surprise with one of the Demonologist's magic items or some mundane weapon.

Campaign Use: See the introductory text for general information. Kapilasa makes the Devil's Advocates a more ecumenical group. He practices a non-Western tradition of magic, and represents a particular rejection of modernity: a traditional, religious elite losing power to Western ideas of equality and secularism. (Nor are Hindu Brahmins the only such elite.) Within the Devil's Advocates, Kapilasa provides both a range of combat and investigative abilities and trust-no-one paranoia. After a few encounters with Kapilasa, heroes won't trust anyone who wears sunglasses.

Kapilasa could cause problems within the Advocates by challenging the Demonologist for leadership. His Brahmin ancestry and arrogance naturally make him inclined to lead rather than follow.

To make Kapilasa more powerful, move his *Deny The World* Armor out of his Multipower, increase the other powers and the Multipower reserve, and raise his SPD. To make Kapilasa less powerful, reduce his Multipower and physical Characteristics.

Kapilasa is quite likely to Hunt characters he regards as champions of modern, Western influence, whether this be secular humanism, Christianity, democracy, business, or military power. He is certainly the most vengeful member of the Devil's Advocates. He fights dirty and considers property damage and injury to bystanders a bonus: he's as likely to collapse a building on a target hero as to attack in the body of some innocent person.

Appearance: Sarwan Datta is a short, skinny, elderly Hindu man with dark skin and a lined face. His eyes are windows into the black void of annihilation. As Kapilasa he wears a black dhoti or loin-cloth, and his body is smeared with grey cremation ash. He's mostly bald, with the white V-mark of a devotee of Shiva on his forehead, but his remaining fringe of gray hair grows long and matted. During rituals, he sometimes carries a trident (one of Shiva's symbols), but this is just a prop; it isn't even a decent mundane weapon.

TARTARUS				
Val	Char	Cost	Roll	Notes
50	STR	32*	19-	Lift 25.6 t; 10d6 [5]
21	DEX	26*	13-	OCV: 7/DCV: 7
23	CON	21*	14-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	8*	13-	PRE Attack: 4d6
10	COM	0	11-	
30	PD	16*		Total: 30 PD (15 rPD)
30	ED	20*		Total: 30 ED (15 rED)
5	SPD	15*		Phases: 3, 5, 8, 10, 12
15	REC	0*		
60	END	6*		
50	STUN	0*		Total Characteristics Cost: 155

*: OIHID (-¼)

Movement: Running: 6"/12"
Flight: 17"/136"

Cost	Powers	END
48	<i>Infernal Claws And Fangs:</i> HKA 2d6 (4d6 with STR), Penetrating (+½), Reduced Endurance (0 END; +½); OIHID (-¼)	0
50	<i>Demonic Powers:</i> Multipower, 62-point reserve; all OIHID (-¼)	
5u	1) <i>Hellfire Bolt:</i> RKA 3d6+1, Reduced Endurance (½ END; +¼); OIHID (-¼)	2
5u	2) <i>Soulfire Burst:</i> RKA 2d6, Affects Desolidified (+½), Area Of Effect (One Hex; +½); OIHID (-¼)	6
5u	3) <i>Torment Of Guilt:</i> Ego Attack 2d6, Continuous (+1), Uncontrolled (until target makes an EGO Roll at -3, check at each Post-Segment 12 recovery; +½), Reduced Endurance (0 END; +½); OIHID (-¼)	0
5u	4) <i>Object Of Desire:</i> Major Transform 3d6 (create object from nothing, heals back through another application of this power), Improved Results Group (any nonliving object; +¼); OIHID (-¼)	6
3u	5) <i>Dark Passions:</i> Mind Control 10d6, Telepathic (+¼); OIHID (-¼), Only To Control/Inflict Emotions (-½)	6
12	<i>Scaled Hide:</i> Damage Resistance (15 PD/15 ED); OIHID (-¼)	0
8	<i>Demonic Mind:</i> Mental Defense (10 points total)	0
5	<i>Mystic Defense:</i> Power Defense (5 points)	0
7	<i>Demonic Regeneration:</i> Healing 1d6 (Regeneration; 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½), Self Only (-½), Extra Time (1 Turn; -¼)	0
19	<i>Infernal Adaptations And Spiritual Immunities:</i> Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality; Safe Environments: Intense Cold, Intense Heat)	0
29	<i>Wings:</i> Flight 15", x8 Noncombat, Reduced Endurance (½ END; +¼); OIHID (-¼), Restrained (-½)	2

4	<i>Demonic Eyes:</i> Infrared Perception (Sight Group); OIHID (-¼)	0
Skills		
3	Bribery 13-	
3	Cryptography 12-	
4	Forgery (Art Objects) 13-	
2	Language: English (fluent conversation; Dutch is Native)	
2	Language: French (fluent)	
2	PS: Antiquities Appraiser 11-	
2	SS: Archaeology 11-	
3	Streetwise 13-	
3	Teamwork 13-	
3	Trading 13-	
3	Scholar	
4	1) KS: Art History And Styles 14-	
1	2) KS: Art Market 11-	
4	3) KS: Art Techniques 14-	
1	4) KS: Heraldry, Signets, And Hallmarks 11-	

Total Powers & Skills Cost: 245**Total Cost: 400****200+ Disadvantages**

15	<i>Accidental Change:</i> in presence of demons or demonic magic 14- (Uncommon)	
20	<i>Hunted:</i> assorted governments 8- (Mo Pow, NCI, Capture)	
10	<i>Hunted:</i> Witchfinder 8- (As Pow, Kill)	
10	<i>Hunted:</i> Abrahamic Churches 8- (Less Pow, NCI, Remove Powers)	
20	<i>Psychological Limitation:</i> Showoff In Combat (Very Common, Strong)	
10	<i>Psychological Limitation:</i> Greedy For Art Treasures (Common)	
10	<i>Psychological Limitation:</i> Protective Of Art Treasures (Uncommon, Strong)	
15	<i>Social Limitation:</i> Secret Identity (Jos Terhune) (Frequently, Major)	
20	<i>Susceptibility:</i> to holy water, places, and objects, 1d6 damage per Phase of exposure (Common)	
5	<i>Vulnerability:</i> 1½ x STUN from Blessed Attacks/Weapons (Uncommon)	
65	Experience Points	

Total Disadvantage Points: 400

Background/History: Jos Terhune obtained his degrees in Art History and Archaeology before he realized few employers really needed someone who could authenticate fifteenth-century Persian miniatures or Roman frescoes. Eventually he found art collectors who paid him to use his expertise... though the "dubious provenance" of their art objects often included theft or looting from archaeological digs. Working for the black market beat starving, however, and Jos was too proud to take other work.

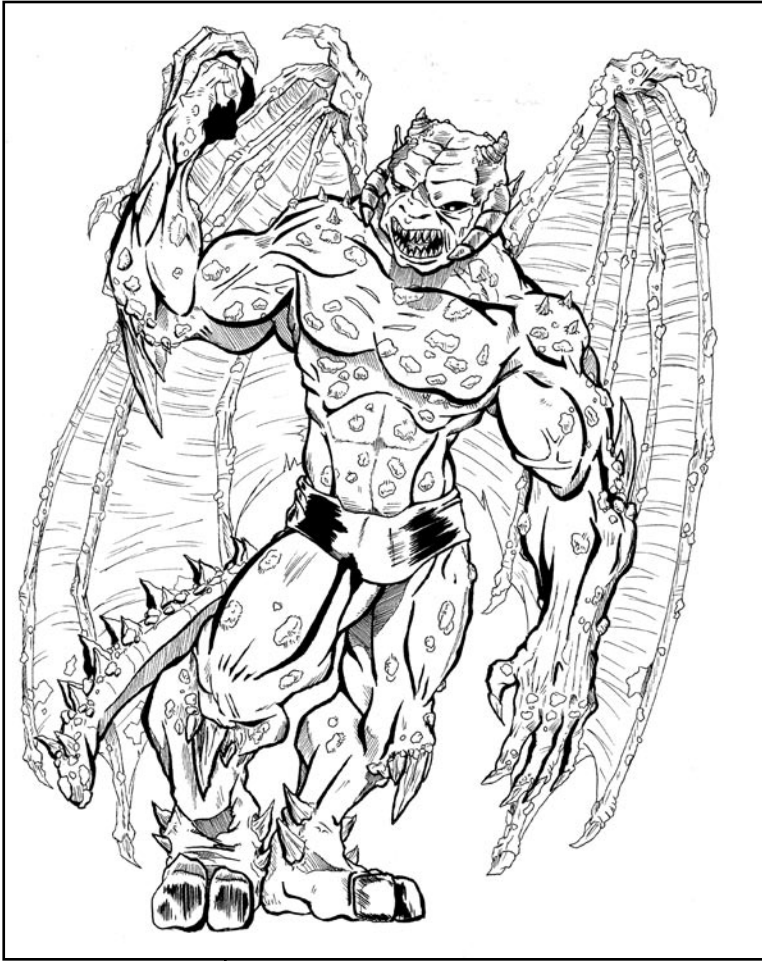
One client brought Jos to a seedy back room in Marrakech, where an equally seedy old man offered an ornate, bone-handled dagger for sale. After an hour, Jos announced it was twelfth-century French work, though of unusual design, and bore the arms of an obscure, long-defunct noble family called de

TARTARUS PLOT SEEDS

Do the heroes need an antiquities dealer to find some mystic artifact or old manuscript? Their contacts could lead them to Terhune, who has a reputation for honest dealing and confidentiality despite (or because of) his unsavory clientele. As long as Jos doesn't know who the characters really are, he helps them to the best of his ability. Once he realizes that the heroes seek a mystical object, he tells the Demonologist, who might want to find out more about Jos's clients.

The PCs don't know that Tartarus is anything but a demon when the Trismegistus Council gives them a talisman that binds demons in Hell for a hundred years. The heroes use it on Tartarus... and right before he vanishes, he changes back into Jos. They just sent a living man to Hell! Do the heroes rescue Jos from Hell, or do they figure he got what he deserved? A rescue might convince Tartarus to reform, while leaving him in Hell means he eventually comes back (villains *always* come back), but far more evil and powerful... and determined to kill the PCs.

The magic dagger that turned Jos into Tartarus was one of a pair. Jos finds this information at about the same time the PCs find the other dagger (perhaps used by a DEMON cell or owned by a member of the Circle Of The Scarlet Moon). Jos wants the dagger so he can turn a woman he lusts after into a demon-hybrid like himself. Tartarus tries to steal the dagger from the heroes, perhaps with the help of hired villains or other Advocates. The woman who obsesses Tartarus could be someone close to a PC, whom Jos met in his Secret Identity.



Morphant. Jos's client sighed, and began dickering with the old Moroccan. The Arabic argument grew heated.

Then Jos' client reached in his jacket — the old man drew a gun — everyone was rolling on the floor — shots rang out — and Jos held the bloody dagger. His client lay bleeding and unconscious from a gunshot to the stomach, while the Moroccan lay dead with a slit throat. The blood smoked as the dagger glowed, shadows curdled into a grotesque figure that turned to survey the carnage. Jos lashed out in terror and the burning dagger plunged into the demon's chest. The dagger and the demon both exploded.

Flames filled the room and Jos crashed through the brick wall in his panic. He dropped three stories to the crowded street and people screamed. Jos saw the reflection of a huge, ferocious demon in a brass jar — and realized the reflection was his own.

Marrakech suffered three days and nights of fire and blood before superheroes came to put a stop to Jos's madness. The Demonologist came too, and he found Jos first. The Demonologist calmed Jos down and bound the raging, uncontrolled demonic energies that coursed through his body. Jos could now resume his human form.

The Demonologist convinced Jos that his destiny lay with the Devil's Advocates. Jos's rampage in Marrakech had already made him a supervillain; and his new, demonic half would demand an outlet for its ferocity. The art expert joined the Devil's Advocates as Tartarus, the Fist of Hell.

Personality/Motivation: Before he became Tartarus, Jos had no faults greater than petty pride and greed. He has learned to enjoy the violent passions of his demonic self, though, especially rage and lust. He also feels great pride in his power, as well as avarice for the precious art objects he studied but could not own before, and a helping of gluttony — he's developed a taste for gourmet food, but he exercises so his body looks toned in both human and demonic forms.

Jos no longer fears his demonic form. At first, he stayed with the Demonologist so the sorcerer could restrain him if he lost control again. As Jos learned to enjoy acting as Tartarus, however, his berserk rages faded. Tartarus now considers the Demonologist a friend. He believes the Dark Renaissance will bring him public glory as well as wealth, power, and the art treasures he loves.

Quote: "BRREAK your BONES and FEEED on your — Watch out for that vase, you moron! It's Ming!"

Powers/Tactics: Tartarus can lift about 25 tons and is nigh-invulnerable. He can fly, rip through armored walls with his teeth and claws, and project hellfire in various ways. Jos can make other people feel violent passions, or torment enemies with overwhelming guilt for the memories of their past sins. Most recently, Tartarus learned to create any object that he wants, so he can tempt people with possessions they desire. Jos's skills, added to this power, make him a supreme art forger. The Demonologist thinks Jos might be able to evoke the powers of any demon, including the power to buy souls.

Tartarus often serves as a front-line fighter, but the Advocates have more devious uses for him as well. The *Dark Passions* power can make people act in ways they wouldn't normally choose, while *Desired Objects* let the Advocates recruit people through bribery. The Advocates also value Jos's skills: he continues his business as an art appraiser, and uses this as a cover to locate mystic artifacts.

In his human form, Jos has only a few minor mystic defenses. Changing between forms takes a full Turn of concentration to prepare, though the change itself happens in a second once preparations are complete. Transforming into Tartarus shreds Jos's clothing, so he does not take his demonic form lightly when in public. Before missions, the Devil's Advocates stash spare clothing in out-of-sight places so Jos can make his own escape if the team must scatter. Sometimes Jos approaches a target in human form (with a mundane disguise to preserve his Secret Identity), and then changes into Tartarus with a roar to terrify onlookers.

Tartarus's may cancel his action to rescue an endangered art object — even Dive For Cover to interpose himself — instead of protecting himself and attacking the heroes. He may also use combat tactics that leave him open to attack or are less than optimum, such as Haymakers or attempting to subvert a female opponent through *Dark Passions*, just because they would be so cool if they succeeded.

Campaign Use: See the introductory text for general information. Tartarus provides muscle for the Devil's Advocates. Although the Demonologist never belittles Jos, his lack of true sorcery leaves him a perpetual lackey in the team.

If Tartarus lacks sufficient power to give the heroes a good fight, increase his STR and his defenses until he can keep up. He could also gain more Multipower slots. To increase his power in a subtler way, give Tartarus a set of Transforms — Physical, Mental, and Spiritual — so he can grant wishes to people who sell him their souls and thereby place themselves in his power. If Tartarus is too powerful for your campaign, reduce his SPD so he attacks less often, or decrease the size of his Multipower reserve; most of the Multipower slots easily scale back to 50 Active Points or so.

The Fist of Hell does not normally Hunt characters unless the Devil's Advocates do so as a group. Tartarus would make an exception for a character who, in his opinion, wantonly destroyed a work of art. Tartarus would, indeed, consider himself a hero for punishing the character.

Appearance: Jos Terhune is a slender but fit white man in his mid-30s, with short, blonde hair, a narrow face, and round glasses. As Tartarus, he stands 6'3" tall with a massively muscular build. Tartarus has scaled, dark red hide, batlike wings, a long, heavy tail, a fanged muzzle, taloned hands and feet, short, curving horns, and bone spurs on his elbows, knees, ankles, and wing-joints. He wears scarlet trunks with a hole in back for his tail. Tartarus speaks in a growling but resonant bass voice. He often roars and shouts gruesome threats when he fights, but he doesn't actually try to eat his opponents.

What's In A Name?

'I already killed a villain called Tartarus. There's another one? Doesn't matter, I'll kill him too.'



—the vigilante Thunderbird

VILSIMBRA

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
7	PD	5		Total: 19 PD (6 rPD)
7	ED	4		Total: 19 ED (6 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
22	STUN	0		Total Characteristics Cost: 120

Movement: Running: 6"/12"

Cost	Powers	END
133	<i>Illusion Mastery:</i> Variable Power Pool (Magic Pool), 80 base + 40 control cost, Cosmic (+2); Only For Illusions (-1), Variable Limitations (requires -½ worth of Limitations; -¼)	var
51	<i>Faerie Magic:</i> Variable Power Pool (Magic Pool), 40 base + 20 control cost; Focus (all powers must have at least -½ worth of Focus; -½), Takes Hours To Change (-¼)	var
26	<i>Personal Illusions:</i> Multipower, 32-point reserve; all Will Not Work Against Traditional Means Of Seeing Faeries (-¼)	
2u	1) <i>Walk Unseen:</i> Invisibility to Sight Group, Reduced Endurance (0 END; +½); Will Not Work Against Traditional Means Of Seeing Faeries (-¼)	0
3u	2) <i>Change Appearance:</i> Shape Shift (Sight, Hearing and Touch Groups, any humanoid shape), Costs Endurance Only to Change (+¼); Will Not Work Against Traditional Means Of Seeing Faeries (-¼)	3
9	<i>Faerie Dagger:</i> HKA 1d6, Penetrating (+½); OAF (-1), No STR Bonus (-½)	2
9	<i>Faerie Warding Amulet:</i> Armor (6 PD/6 ED); OAF (-1)	0
3	<i>Faerie Warding Amulet:</i> +6 PD; OAF (-1)	0
3	<i>Faerie Warding Amulet:</i> +6 ED; OAF (-1)	0
4	<i>Faerie Warding Amulet:</i> Power Defense (8 points); OAF (-1)	0
11	<i>Slippery Mind:</i> Mental Defense (15 points total)	0
3	<i>Iron Will:</i> Damage Resistance (6 Mental Defense)	0
5	<i>Unaging:</i> Life Support (Longevity: Immortality)	0
12	<i>See Through Illusions:</i> +8 PER with All Sense Groups; Only To Penetrate Illusions, Magical Concealments, And The Like (-1)	0
17	<i>Perceive Magic:</i> Detect Magic 14- (no Sense Group), Discriminatory, Range, Sense	0

Perks

- 2 Fringe Benefit: Faerie Lower Nobility

Talents

- 8 *Translation Earring*: Universal Translator 14-; IAF (-½), Only Spoken Language (-1)

Skills

- 3 Acting 14-
 3 Concealment 14-
 3 Conversation 14-
 3 Deduction 14-
 3 Disguise 14-
 3 High Society 14-
 3 AK: Land Of Legends 14-
 2 AK: Babylon 11-
 2 AK: Netherworld 11-
 3 KS: Faerie Magic 14-
 3 KS: Inner Plane Entities 14-
 3 KS: Mythology 14-
 3 Mimicry 14-
 3 Persuasion 14-
 3 PS: Psychologist 14-
 3 Seduction 14-
 3 Stealth 13-
 3 Teamwork 13-

Total Powers & Skills Cost: 353

Total Cost: 473

200+ Disadvantages

- 20 Hunted: assorted governments 8- (More Pow, NCI, Capture/Kill)
 10 Hunted: Witchfinder 8- (As Pow, Capture/Kill)
 15 Hunted: Ectolian Prince 8- (Mo Pow, NCI, Mildly Punish [hinder and annoy])
 20 Psychological Limitation: Fear Of Bright Light (Very Common, Strong)
 15 Psychological Limitation: Vengeful (Common, Strong)
 15 Psychological Limitation: Manipulative (Common, Strong)
 15 Susceptibility: to ferrous metal, 1d6 damage per Turn (Common)
 15 Susceptibility: to sunlight, 1d6 damage per Minute (Very Common)
 10 Vulnerability: 1½ x STUN from ferrous weapons (Common)
 10 Vulnerability: 1½ x BODY from ferrous weapons (Common)
 10 Vulnerability: 1½ x Effect from light-based Flash attacks (Common)
 118 Experience Points

Total Disadvantage Points: 473

**EXAMPLE POWERS FOR ILLUSION
 MASTERY POWER POOL**

Blood Moon: If Vilsimbra wants, she can cast illusions over wide areas. To strike panic on a worldwide scale, she can produce an unscheduled eclipse of the Moon, turning its orb blood-red. This requires her total concentration, however.

Sight Group Images, -6 to PER Rolls, 1" radius, *MegaScale* (1" = 10,000 km; +1¼), *Reduced Endurance* (½ END; +¼) (70 Active Points); *Concentration* (0 DCV throughout; -1), *Set Effect* (make the Moon look blood-red; -1). *Total cost: 23 points.*

Conceal Peril: Vilsimbra can create illusions against unusual senses — including magical senses and Danger Sense. This enables the Devil's Advocates to set traps and ambushes with greater assurance that a foe will not anticipate the attack.

Mystic Sense Group and Danger Sense Images, -12 to PER Rolls, *Increased Area* (4" radius, +½) (76 Active Points); *Extra Time* (1 Turn to activate; -¾), *Gestures* (-¼), *Incantations* (-¼), 1 *Continuing Charge* lasting 1 Hour (-¼). *Total cost: 30 points.*

Fairy Treasures: Legend speaks of faerie-folk paying in gold that turns to dead leaves. Modern folk seldom do business in gold coins, so Vilsimbra updates the legend. She can make illusory kurgerrands, but also diamonds, stacks of \$100 bills, jars of cocaine, or whatever else a foolish mortal might consider precious. A few hours after the mortal receives his payment, however, his "treasure" becomes trash: the diamonds are glass, the money is cut newspaper, and the heroin is chalk dust. Use the standard rules on page 153 of the *HERO System 5th Edition* rulebook to determine the value of what she creates. This value disappears when the Transform reverses, leaving worthless trash behind.

Major Transform 1d6 (creates seemingly real and valuable "treasures" from nowhere, heals a few hours later), *Improved Results Group* (whatever someone considers precious; +¼), *Invisible To Sight Group* (+½) (26 Active Points); IAF (bag or other container Vilsimbra can pull the treasure from, so she doesn't obviously create it from nowhere; -½). *Total cost: 17 points.*

Friend To Foe: Vilsimbra makes an opponent see one of his allies as one of his enemies, and the reverse, so he attacks the wrong person. This is a major but not total change to a setting, requiring and EGO +10 effect on the Mental Illusions. Since Gestures, Incantations, or some other "magical" act would defeat the illusion's purpose, Vilsimbra must fall back on an Activation Roll to cast the spell.

Mental Illusions 15d6 (75 Active Points); *Activation Roll* 14- (-½). *Total cost: 50 points.*

**EXAMPLE POWERS FOR FAERIE MAGIC
 POWER POOL**

Fairy Ring: Vilsimbra can create portals to and from the Land Of Legends. In addition to the most traditional fairy ring — a circle of mushrooms — Vilsimbra can send vines growing between two nearby trees to form a doorway, or create other symbolic portals as Foci for the magical effect. Vilsimbra can only link locations on

Earth and the Land Of Legends that already look similar, so a person does not immediately know he has entered another world.

Extra-Dimensional Movement (one physical location in the Land Of Legends), *Trigger* (person enters ring or portal; +¼), *Usable By Other* (+¼), *Invisible To Sight Group* (person doesn't know he's crossed dimensions, though other people see him disappear; +½) (40 Active Points); *IAF Immobile* (fairy ring or portal; -1½), 16 Charges (-0). Total cost: 16 points.

Ivy Bow: This wooden bow has a few ivy leaves twined about each end. The arrows turn into lengths of living ivy that wrap around Vilsimbra's target, immobilizing him and perhaps rooting him to the ground.

Entangle 4d6, 4 DEF (40 Active Points); *OAF* (-1), 8 Charges (-½). Total cost: 16 points.

Living Chair: This wooden chair can sprout wooden hands to restrain a person who sits in it, and walk about on its carved legs.

Telekinesis (20 STR), *Trigger* (victim sits in chair; +¼) (37 Active Points); *IAF Bulky* (-1), *Affects Whole Object* (-¼), *Costs Endurance* (to activate; -¼), *Only To Hold Victim* (-1), 1 Continuing Fuel Charge (1 Hour; -0). Total cost: 11 points.

Background/History: The immortal faerie-folk constantly struggle against boredom. Some cultivate art and music to help the centuries pass. Others amuse themselves by playing games. The svartalfar, the subterranean Dark Elves from Norse mythology, are of the latter sort. Their game is power. Each svartalf noble constantly jockey for prestige and position in their tiny underground principalities.

Vilsimbra, Contessa-Minore of the Second Ectolian House of the Onyx Kingdom, attempted a coup against her prince. She thought her people wasted their power on their insular little feuds and intrigues, and should look outward to dominate others. In past ages, the svartalfar had wielded great power in the mortal world. They should do so again!

Vilsimbra's coup failed, and the Ectolian Prince punished her with perpetual exile — “perpetual” meaning until she could finesse the clan into accepting her back. Most svartalfar would try to build a new power base through alliance with another clan. Vilsimbra did not: that was just more of the same old game. Not only did she leave the caverns of the Onyx Kingdom, she left Faerie entirely. On Earth, she felt, she would find novelty, excitement — and sources of power her stay-at-home cousins never imagined. She wouldn't just win her way back into Clan Ectol, she would return already a queen.

After a few years spent playing with humanity, Vilsimbra met the Demonologist. He was quite clever, for a human, and saw ways they could help each other. Astoundingly, he *wanted* the Dark Elves



to return to Earth, so Vilsimbra joined his alliance of sorcerers. The Devil's Advocates could be just the power base she needed; and matching wits and powers against Earth's heroes was... intense.

In a stalactite-hung cavern of the Onyx Kingdom, the Ectolian Prince watched a mirror of black glass. It showed the Demonologist introducing Vilsimbra to the other Devil's Advocates. She was young, the Prince thought — only a thousand years old, as mortals reckoned such things. He was much older, and remembered the ages when the svartalfar freely meddled with humanity. In time, the errant Contessa-Minore would also learn the futility of playing with shortlifers: just when you put yourself in a position to push a few of them around, they'd die of old age, the continent would sink, or something similarly tedious would spoil everything. It was so hard to build anything *enduring*. In the meantime, it might be amusing to make sure Vilsimbra did not gain too much power. Being murdered was so inelegant. The Prince smiled, without cruelty or compassion, and blanked the glass.

Personality/Motivation: Vilsimbra may feel impatient with her people's endless games of power and manipulation, but unconsciously she plays the same games. She constantly tries to psychologically dominate others, to be the one in control of

VILSIMBRA PLOT SEEDS

Vilsimbra kidnaps and takes the place of the person a hero loves most, and proceeds to crush his heart and rip his life to shreds — from having an affair with his best friend to revealing his Secret Identity to the world. Why? Just for the fun of it. If the hero doesn't figure out what's going on, Vilsimbra eventually gets bored and returns the loved one, who has no idea what happened.

Vilsimbra recruits creatures from Faerie to take over a rural region. The Devil's Advocates intend this as a beachhead for a larger invasion. No region in the developed world is *that* remote, however, so stories about hags, giants, and other fantastic creatures filter into the tabloid press (possibly mislabeled as aliens). The longer the heroes ignore these stories, the more villages fall under the Advocates' control and the harder time they have repelling the faerie invasion.

The Ectolian Prince uses his illusions to lure the heroes through a nexus to Faerie. Fortunately, a talking owl tells the PCs how to return to Earth. Their quest incidentally leads them to exactly the magic item they need to thwart the next scheme of the Devil's Advocates... the prince's true goal, but he won't help the PCs survive the quest if they break the fairy-tale rules of the Land Of Legends.

the situation. Though her illusion power is useful for keeping people off balance, she doesn't rely on it exclusively. She's very good at "reading" people to find sensitive topics and psychological limitations to exploit. If she faces a chivalric male character, her tough, cool exterior cracks under pressure, leading to a tearful plea for help; a character driven by the death of her parents might receive probing questions about her family life. Vilsimbra does this even with the other Devil's Advocates, to their annoyance. Vilsimbra rarely shows her true feelings.

Quote: "What rare sport you mortals provide!"

Powers/Tactics: Vilsimbra is a skilled sorceress who specializes in illusions. Her finesse at magical concealment and deception has few equals — she can create illusions that affect any sense imaginable, including exotic or supernatural senses such as Danger Sense or Aura Vision. In addition to Images and Mental Illusions, her illusion pool can produce Darkness, Invisibility, Transform, or other Powers — but the special effect must always be an illusion, with little or no ability to work actual changes to, or otherwise affect, the physical world. Vilsimbra can use her innate magic to make herself invisible or disguise herself, but her true appearance is revealed to people who employ traditional protections against faerie glamour (such as a four-leaf clover or wearing a jacket turned inside-out).

Vilsimbra can also enchant objects for nearly any purpose. She routinely carries a number of minor magic items. These and her dagger provide her only physical attacks. Vilsimbra's magic items usually look like finely-made but ordinary objects such as a glove, a chair, a weapon, or an item of jewelry.

Although Vilsimbra can use her magic in obvious ways to attack or defend, she relies on illusion whenever possible. Her illusions cannot directly harm an enemy, but she is very cunning at creating false threats, hiding existing dangers (such as deep holes, high tension wires, or her teammates), and keeping enemies from knowing the real situation. The Devil's Advocates frequently employ her illusions to deceive heroes about their true activities or objectives.

Campaign Use: See the introductory text for general information. Vilsimbra serves as the misdirection specialist for the Devil's Advocates. Her illusions make her one of the team's getaway and breakout experts, too.

More generally, Vilsimbra gives the Devil's Advocates access to the realm of mythology and fairy tales. Despite the Contessa-Minore's disgrace, she can pull allies or magic items from the Land Of Legends when it suits the GM's plot.

The Ectolian Prince does not hunt Vilsimbra through anything so crude as physical attacks, by himself or by proxy. Instead, he uses his magic to hinder her in subtle ways, such as giving heroes clues in dreams or making things fall at inconvenient moments. The Prince never declares himself openly to heroes, but he unintentionally leaves traces when his spells directly affect characters. For instance, he appears briefly in a dream-sending, or a hero he Aids in a tight moment glimpses his reflection in a window.

The GM can make Vilsimbra more powerful by increasing her Power Pools or giving her more magic items, but she really isn't meant to face heroes in open combat. If you want to make her less powerful, reduce the size of her Power Pools and/or place more restrictions (Limitations) upon them.

Vilsimbra's vengeful streak makes her quite likely to hunt PCs who thwart her. She still avoids direct, physical confrontation, preferring to dupe an enemy into a trap, or into fighting someone else.

Appearance: Vilsimbra stands a slender 5'1" tall. She dresses in dark green and purple silk (the Ectolian clan colors) with a high-collared black cape, accented with silver jewelry and piping. Her protective amulet is her cape clasp, a large purple gem in a silver setting. It flashes violet, the same shade as her eyes, whenever she is struck. Vilsimbra's skin and hair are glossy black. Her face is classically elven: narrow, sharp-featured, with pointed ears and upswept brows.

THE KINGS OF EDM



Membership: Vulshoth, Deizzhorath, and others; also servants such as Tappan Arkwright III

Background/History: Eons before humanity, beings of mind-numbing power roamed the planes. The secret lore of kabbalism obliquely calls these entities the Kings of Edom — beings from unstable worlds God created and destroyed before Earth's cosmos. Parables from cosmic oracles and the ravings of mystics driven mad by studying the Kings suggest these entities came from dimensions that fell to Oblivion eons ago. Age after age, they moved from one plane to another, becoming more and more powerful. For billions of years no other power could stand against them. Not one in a thousand worlds might suffer a King of Edom's visit in a million years — but where Kings of Edom came, they and their servant creatures brought incredible horror and destruction.

At last, other powers made alliances across the dimensions. Again, only hints and mysterious names survive in mystic lore: the Fire-Bearer, the Lords of the Jeweled Spider, the Angel of Cold Shadow, and many more. Even together, these mighty beings could not destroy all the Kings of Edom, but the surviving Kings were weakened and bound in hidden, empty prison dimensions and barren worlds.

Unfortunately, the binding was not complete and the Kings not entirely forgotten. Some servant creatures and artifacts of power escaped destruction. Wizards learned to contact the Kings. A few mystics even made pacts with them, pulling out trickles of a King's power, perhaps receiving a servant monster, in exchange for working to free the ancient horrors.

Usually, these mystics did not intend to honor their pacts. Usually, these mystics also went mad or suffered horrible deaths when the Kings lost patience with their treachery: connections work both ways. Sometimes, however, sorcerers genuinely sought to free the Kings. None succeeded, but they founded mad cults, crafted magic items that gave the Kings more beachheads on reality, and liberated, bred, or *became* more of the Kings' monstrous servants. Slowly, the Kings' power grew and the bindings upon them broke, one by one. On some horror-haunted worlds, cults of the Kings and their hideous minions rule openly.

Earth was once such a world. Before Atlantis, before the Turakian Age and the reign of Takofanes, before even the Dragon, a race called the Elder Worm ruled the forebears of humanity. The Elder Worm worshipped the Kings of Edom. Perhaps they even understood their monstrous gods. This

pre-human civilization met its end when the first true humans rebelled against it — aided and taught, perhaps, by the nagas or some of the Kings' ancient foes. Yet, as with the more ancient purge against the Kings of Edom, the Earth was not entirely cleansed of the Elder Worm. Mighty servants of the Kings remained hidden in dark and secret places of the world, and the Elder Worm's artifacts and places of power would reappear to menace future ages and lead unwary mortals to madness and doom.

The entity called the Slug, whom most humans consider a mere supervillain, is one such survival. (See *Conquerors, Killers, And Crooks*, page 198.) The criminal cult called DEMON (described in *Champions Universe* and the *DEMON: Servants Of Darkness* sourcebook) also serves the Kings of Edom, though with far less understanding of what it serves. For decades, DEMON has collected Edomite artifacts while harvesting power from the Netherworld and seeking mastery over humanity. The members of the Inner Circle of DEMON believe they can rouse the sleeping spawn of the Kings, and their masters shall reward them with dominion over the Earth as gods themselves.

They could not be more mistaken.

Despite bargaining with human sorcerers, Edomite creatures are *not* demons. Demons embody *human* evil, with human (if unpleasant) motivations. The Kings are not even gods, or at least they are nothing like the gods of Earth. The Kings of Edom do not need their worshippers. No mystic law binds them to honor pacts. No symbols or True Names can compel them to serve. DEMON and most other servants of the Kings don't realize that to the Kings of Edom, dickering with humans for power does not differ much from a human leading a donkey with a carrot. To the Kings, humans are animals — at best, pets they can train, at worst, food... or vermin, to exterminate once they serve their purpose. If the Kings of Edom broke free and took Earth for their own, the Inner Circle would gain nothing except slavery more hideous than it can imagine.

Group Relations: If the Kings suffer any disputes among themselves, lesser creatures do not know about it. Knowledgeable dimension lords and cosmic entities warn that if one King escapes bondage, it will surely free its brothers before long.

Edomite minions are another matter. The most monstrous and inhuman servants of the Kings appear faultless in their loyalty. Humans (and similar creatures), however, often act based on what they *think* a god should want, without truly understanding the Edomites' desires. One

cult might fight another because of personal greed, power-lust, or egotism; or because they hold different beliefs about the nature of the Kings and what they want. Different cults and sorcerers might cooperate if a King commanded it, but Edomites do not understand humans much better than humans understand them.

For instance, DEMON does not know the sorcerer Tappan Arkwright exists. If it did, it might ask him to join as a Morbane... but would not offer him a place in the Inner Circle. Arkwright, however, would not accept anything less, since he believes DEMON's leaders do not truly understand the Kings. The Slug, meanwhile, would never work with either Arkwright or DEMON: to the Elder Worm, they are just more humans to enslave.

Tactics: Each King of Edom is a unique creature with its own distinctive appearance. All of them wield mighty mental and parapsychical powers of some sort, including telepathy that crosses dimensions. Legends also agree the Kings themselves are enormous creatures, strong and tough enough to wreck cities without using mystical powers. For all practical purposes they are immortal and indestructible, and able to traverse dimensions and interstellar distances at will.

Edomite powers register faintly to special senses as magic; but they also register as psionic, and as other categories, too. For purposes of detection, as well as Vulnerabilities and Susceptibilities, Edomite powers count as Magic, Psionic, Cosmic, and whatever sorts of Exotic Physics (gravitic, transmutative physics, whatever) seems appropriate to the GM... but all attempts to detect or analyze Edomite powers take a -3 penalty, because they don't fit precisely into any category. Detecting Edomite powers without a penalty requires an Enhanced Sense specially tailored for that purpose.

For purposes of Mental Powers, Edomites fall within the Alien class of minds. (Alternately, the GM could make them their own "Edomite class of minds," and adjust their Mental Powers to add that class.)

The Kings of Edom rarely affect human affairs. They cannot wield much power in Earth's dimension without the help of magical devices (such as the Scepter of Night, described on page 90 of *The Mystic World*) or mortals they tempt with power or drive insane through their telepathic sendings. Like the Dragon, these alien gods can sometimes possess a body created by magic — but such vessels carry just a tiny fraction of a King's power.

The Kings do not direct their minions in any coherent fashion... or maybe lesser beings just can't see plans that unfold over thousands of years. In general, though, Kings of Edom merely supply arcane knowledge, then let pacters work out for themselves how to serve them. Edomite forces follow various agendas. Some pacters, cultists, and assorted minions try to rouse sleeping or trapped Edomite monsters. Others try to spread the worship of the Kings. Pacters often craft talismans that channel their patron's power. Such talismans also connect other people to an Edomite's inhuman

intellect and subvert their wills, recruiting more servants for the Kings. The maddest servants of the Kings try to make themselves more like their gods through sorcery, alchemy, or twisted science and surgery. They want to become Edomite monsters themselves... and sometimes they succeed.

Not all cultists, however, can pursue constructive goals. Isolated worshippers of the Kings tend to wind up in maximum-security prisons or institutions for the criminally insane: they killed to honor their god, the law caught them, and they never achieved the power they sought. Sometimes, a mad worshipper tries to kill himself and as many other people as possible, as a nihilistic sacrifice to his demanding but unknowable god.

For their part, Edomite monsters seldom follow complex strategies. They seem content to assist the plans of mortal pacters and cultists... until their King loses patience and directs them to kill their former ally. On their own, Edomites tend to kill whatever hapless mortals cross their path. Some of them, however, guard ancient fanes of the Elder Worm or other lost civilizations, keeping them ready for the day when the Kings shall rule again. (For whatever reason, the Kings of Edom seem to regard the Elder Worm more "highly" than Humanity... though that may simply be a minor indulgence granted a favored servant for a short while.)

Campaign Use: The Kings of Edom exist to help the GM tell horror stories. Most simply, the GM can use the Edomites as hideous, murderous monsters for characters to fight. On the other hand, Edomites' powers and weaknesses make them good opponents for supernatural mysteries. The Kings' mental influence also provides a completely non-material horror — of madness, of encountering the wholly alien. Edomite cultists, meanwhile, offer opportunities for social horrors, such as cult conspiracies within governments, corporations, or other institutions; or the degradation that results when a community abases itself before the unknown.

Their sheer alien-ness sets Edomites apart from other supernatural opponents. When characters (and players) think they know the limits of the Edomites, it's time to do something completely different. If the heroes think Edomites are just dumb, rampaging monsters, show them the evil a King can wreak using nothing but dreams. If they think of these creatures as magical, use an Edomite in an adventure of science gone wrong.

Edomite monsters come in a wide range of power, so the GM can use them in a wide range of campaigns. In a Superheroic campaign, use Edomites with enough power to give heroes a good brawl; adjust the creatures' attacks and defenses, if necessary. Heroic-level characters can fight Edomite monsters if they plan carefully and take advantage of a creature's Disadvantages: Edomites tend to have significant (if strange) weaknesses that may provide the key to their defeat. The GM may need to add more such weaknesses, or intensify existing Disadvantages, in lower-power campaigns. In Competent Normal campaigns, the characters' goal is not so much to fight Edomites as to prevent

them from appearing in the first place. Whatever the power level, the GM should reserve a direct confrontation with a King as a once-in-a-campaign special event. A King's escape loses its apocalyptic terror if the players think, "What, again?"

The Kings of Edom themselves cannot Hunt characters in any physical sense. Repeated encounters with Edomite monsters and magic, however, can sensitize characters to the Kings' telepathic sendings. The Kings can torment heroes in their dreams, though the visions may supply clues to their bizarre magic and the plans of their minions. Edomite minions may imagine the Kings want them to Hunt characters — or they may decide the heroes are too much a hindrance to their plans to free their dread masters. The Kings themselves probably don't care: after spending billions of years trapped, they can wait a century for such annoying vermin to die.

KINGS OF EDM PLOT SEEDS

A dimensional physics experiment accidentally summons an angler. The creature escapes and starts killing. As the heroes hunt the hyper-geometric horror, the scientists try to summon more anglers: the obsessed physicists believe the creatures can lead them to incredible scientific breakthroughs. As they summon more anglers to study, the creatures start coming to Earth on their own.

After a battle with Tappan Arkwright or a powerful Edomite monster, the PCs discover the Edomites actually conquered humanity years ago, but conditioned everyone not to see them and their monstrous works. Humanity is dying out as cultists build new, alien cities for their multiplying, monstrous masters. But the details of this horrific world don't add up. Actually, the characters are unconscious, defeated by their foe and sharing a dream of the Kings' plans for Earth. They must recognize the dream and break out of it before their enemy sacrifices them — and they can die or go mad in the dream, as well.

Archaeologists open a stone jar sealed thousands of years ago and release a swarm of Mind Thieves. The creatures start by possessing the archaeologists, who start reconstructing an Elder Worm shrine. If they aren't stopped, much worse monsters will invade the region.

VULSHOTH

The Eye Of The Void

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 kt; 16d6 [4]
21	DEX	33	13-	OCV: 7/DCV: 7
50	CON	80	19-	
35	BODY	50	16-	
40	INT	30	17-	PER Roll 17-
40	EGO	60	17-	ECV: 13
30	PRE	20	15-	PRE Attack: 6d6
0	COM	-5	9-	
40	PD	24		Total: 40 PD (40 rPD)
40	ED	30		Total: 40 ED (40 rED)
6	SPD	29		Phases: 2, 4, 6, 8, 10, 12
30	REC	8		
100	END	0		
100	STUN	0		Total Characteristics Cost: 429

Movement: Running: 0"/0"
Flight: 15"/30"

Cost	Powers	END
150	<i>Awesome Psychic Powers:</i> Multipower, 150-point reserve	
15u	1) <i>Control Mob:</i> Mind Control 10d6 (Human and Alien classes of minds), Telepathic (+¼), Area Of Effect (16" Radius; +1¼)	15
15u	2) <i>Master Of Dreams:</i> Mental Illusions 22d6 (Human and Alien classes of minds), Reduced Endurance (½ END; +¼)	6
15u	3) <i>Mind Crush:</i> Ego Attack 11d6 (Human and Alien classes of minds), Reduced Endurance (½ END; +¼)	6
15u	4) <i>Multiversal Communion:</i> Telepathy 10d6 (Human and Alien classes of minds), Indirect (+½), Transdimensional (any dimension; +1)	15
15u	5) <i>Multiversal Dreams:</i> Mental Illusions 10d6 (Human and Alien classes of minds), Indirect (+½), Transdimensional (any dimension; +1)	15
15u	6) <i>Multiversal Search:</i> Mind Scan 13d6 (Human and Alien classes of minds), Transdimensional (any dimension; +1)	15
7u	7) <i>Space-Defying Eye:</i> Clairsentience (Sight Group and Spatial Awareness), 125x Range (19,375", or about 24 miles), Reduced Endurance (½ END; +¼)	3
150	<i>Black Tentacles:</i> Multipower, 150-point reserve	
14u	1) <i>Remote Tentacle:</i> Telekinesis (36 STR), Fine Manipulation, BOECV (+1), Reduced Endurance (½ END; +¼)	6
15u	2) <i>Teleporting Tentacles:</i> Teleportation 20", Usable As Attack (defense is Teleportation; +1), Ranged (+½), BOECV (+1), Reduced Endurance (½ END; +¼)	7
15u	3) <i>Tentacle Mass:</i> Entangle 5d6, 5 DEF, Takes No Damage From Attacks (physical; +¼), Area Of Effect (One Hex; +½), Indirect (always originates from Vulshoth, but can strike from any direction; +½), No Range Modifier (+½), Reduced Endurance (½ END; +¼)	7

VULSHOTH PLOT SEEDS

DEMON finds a way to force Tesseract (see *Conquerors, Killers, And Crooks*, page 202) to work for them. She helps steal a nuclear bomb and the materials for a ritual to open a Gate to Vulshoth's prison dimension, and then guides a strike team through the Black Maze. DEMON hopes to crack Vulshoth's shell. By the time the heroes figure out what's going on, they must find their own way through the Black Maze and battle the agents before they can turn the bomb into a nuclear demolition charge and free Vulshoth.

Vulshoth contacts a drug-addicted DJ and guides him to strange but mesmerizing mixes that open the listener's minds to the King of Edom's thoughts. A few people who hear the DJ's performances go mad or try to kill him, but many clubbers love the new sound. If the characters cannot trace the wave of madness to its source, a club set will end with the distant King of Edom transforming the revelers into a Spawn of Vulshoth.

Acting under Vulshoth's influence, Tappan Arkwright brainwashes the avant-garde architect of a new museum (or concert hall, or other public building) so it's more avant-garde than anyone expected. The arcane geometry of the alien-looking building collects and amplifies Vulshoth's mental emanations, so the King of Edom can materialize an avatar of itself. The Spawn of Vulshoth cannot leave the building, but half the glitterati in the city are invited to its opening, possibly including

10u	4) <i>Tentacle Life Leech</i> : Drain BODY 4d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Ranged (+½), Area Of Effect (One Hex; +½), Indirect (always originates from Vulshoth, but can strike from any direction; +½), No Range Modifier (+½), Reduced Endurance (½ END; +¼); Only Versus Grabbed Or Entangled Targets (-½)	7	40 PD/40 ED	0
60	<i>Edomite Enchantments</i> : Multipower, 150-point reserve; all slots Extra Time (1 Minute; -1½)		50 <i>Alien Substance</i> : Damage Resistance (40 PD/40 ED), Hardened (+¼)	0
4u	1) <i>Arcano-Geometric Construction</i> : Major Transform 8d6 (create structures with mystic powers), Improved Results Group (any powers; +¼); OAF Bulky (sturdy materials, suitably shaped and assembled; -1½), Extra Time (1 Minute; -1½)	15	25 <i>Alien Substance</i> : Power Defense (20 points), Hardened (+¼)	0
4u	2) <i>Call Edomite Monster</i> : Summon 600-point Edomite Monster, Expanded Class (any Edomite being; +¼); OAF Expendable (human sacrifices; -2), Extra Time (1 Minute; -1½)	15	23 <i>Cosmic Mind</i> : Mental Defense (25 points total), Hardened (+¼)	0
3u	3) <i>Edomite Empowerment</i> : Major Transform 3d6 (grant Edomite powers, heals by SS: Genetics at -10 or successful Psionic Surgery [Mental Transform]), Improved Results Group (any Edomite form/powers; +¼), Indirect (+½), Transdimensional (any dimension; +1); Extra Time (1 Minute; -1½), Only Works On Willing Targets (-1)	15	90 <i>Cosmic Substance</i> : Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
5u	4) <i>Enslavement</i> : Major Transform 8d6 (person to insane worshipper, healed by lobotomy or successful Psionic Surgery [Mental Transform]), Works Against EGO, Not BODY (+¼); No Range (-½), Extra Time (1 Minute; -1½)	15	33 <i>Plastic Alien Flesh</i> : Healing 2d6 (Regeneration; 2 BODY per Turn), Resurrection (others can stop resurrection by placing Vulshoth in a timeless dimensional prison), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Self Only (-½), Extra Time (1 Turn; -1¼)	0
4u	5) <i>Rip Dimensions</i> : Extra-Dimensional Movement (any physical location in any dimension), x4,000 Increased Mass (400 tons); Extra Time (1 Minute; -1½)	9	120 <i>Vast Bulk</i> : Physical and Energy Damage Reduction, Resistant, 75%	0
60	<i>Huge Beak</i> : HKA 4d6 (8d6 with STR)	6	30 <i>Vast Bulk</i> : Knockback Resistance -15"	0
30	<i>Horrific Appearance</i> : +60 PRE; Only For Fear-Based Presence Attacks (-1)	0	52 <i>Levitation</i> : Flight 15", Reduced Endurance (0 END; +½), Usable Underwater (+¼)	0
47	<i>Life Drain</i> : Drain BODY 2d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Only Versus Grabbed Or Held By <i>Myriad Clutching Tentacles</i> ; -½)	0	30 <i>Span The Stars</i> : FTL Travel (2 Light-Years/Day)	0
80	<i>Multiple Tentacle Attacks</i> : Autofire (5 shots; +½) for up to 80 STR, Reduced Endurance (0 END; +1)	0	-12 <i>Doesn't Walk</i> : Running -6" (0" total)	
90	<i>Myriad Clutching Tentacles</i> : Telekinesis (30 STR), Damage Shield (+½), Reduced Endurance (0 END; +½)	0	-2 <i>Doesn't Swim</i> : Swimming -2" (0" total)	
6	<i>Myriad Clutching Tentacles</i> : Extra Limbs (thousands), Inherent (+¼)	0	5 <i>Alien Eyes</i> : Nightvision	0
75	<i>Tentacle Reach</i> : Stretching 10", Reduced Endurance (0 END; +½)	0	5 <i>Alien Eyes</i> : Infrared Perception (Sight Group)	0
20	<i>Tireless In Combat</i> : Reduced Endurance (½ END; +¼) on 80 STR	0	5 <i>Alien Eyes</i> : Ultraviolet Perception (Sight Group)	0
20	<i>Alien Substance</i> : Hardened (+¼) for		15 <i>Alien Eyes</i> : +10 versus Range Modifier for Sight Group	0
			5 <i>Alien Eyes</i> : Increased Arc of Perception (240 Degrees) for Sight Group	0
			27 <i>Alien Senses</i> : Spatial Awareness (no Sense Group), Ranged	0
			10 <i>Alien Senses</i> : +10 versus Range Modifier for Spatial Awareness	0
			5 <i>Alien Senses</i> : Increased Arc of Perception (360 Degrees) for Spatial Awareness	0
			35 <i>Psychic Attention</i> : Mind Link to any one being (Human and Alien classes of minds), any distance, any dimension	0
			Perks	
			10 Fringe Benefit: Master of Edomites	
			50 Fringe Benefit: God to various cults	
			All the Bases it has time to build	
			All the Followers it has a chance to recruit	
			Skills	
			3 KS: Edomite Arcano-Geometry 17-	
			3 KS: Edomite Lore 17-	
			3 Persuasion 15-	
			Total Powers & Skills Cost: 1,579	
			Total Cost: 2,008	

Continued on next page

200+ Disadvantages

- 25 Distinctive Features: giant, sanity-blasting monster (Not Concealable; Cause Horror)
 - 25 Enraged: Berserk if take BODY (Uncommon), go 11-, recover 11-
 - 20 Enraged: Berserk if take STUN (Common), go 8-, recover 14-
 - 15 Enraged: by attempts to bind it or force its behavior (Common), go 11-, recover 14-
 - 15 Hunted: mysterious cosmic entities, 11- (As Pow, Capture/Kill)
 - 20 Physical Limitation: Colossal (125m sphere; -12 DCV, +12 to PER Rolls to perceive) (All The Time, Greatly Impairing)
 - 25 Psychological Limitation: Utter, Inhuman Evil (Very Common, Total)
 - 15 Psychological Limitation: Won't Flee Confrontation (Common, Strong)
 - 15 Psychological Limitation: Fear Of Confinement (Common, Strong)
 - 5 Reputation: cosmic abomination, 8- (Extreme, Limited Group [Mystic World])
 - 10 Unluck: 2d6
 - 10 Vulnerability: 1½ x STUN from Heat/Fire attacks (Common)
 - 10 Vulnerability: 1½ x BODY from Heat/Fire attacks (Common)
 - 10 Vulnerability: 2 x STUN from Radiation Attacks (Uncommon)
 - 10 Vulnerability: 2 x BODY from Radiation Attacks (Uncommon)
- 1,578 Experience Points

Total Disadvantage Points: 2,008

Background/History: Vulshoth is one of the more powerful and well-known Kings of Edom. The victors in the Edomite purge sealed Vulshoth into an armored shell, warded the shell against every physical, mystical, or psychic force imaginable, and hid the shell in a lethal pocket dimension dubbed the Black Maze. The Eye of the Void did not look upon the Multiverse for eons.

But over billions of years, Vulshoth pushed its thoughts past the wards to contact old minions and recruit new cultists. Its servants found the Black Maze and removed its traps. One by one, the wards on Vulshoth's prison broke. The Eye of the Void looks upon the Multiverse once more. Soon, very soon, Vulshoth expects to reclaim its... property.

Personality/Motivation: Like all Kings of Edom, Vulshoth is domineering, cold, and utterly alien. Power and survival are about the only concepts the Kings of Edom share with humanity. Vulshoth regards humans, even sorcerers who work to free it, as little more than somewhat useful animals. And animals, of course, must keep their place.

Quote: The Kings of Edom do not speak. Instead, Vulshoth communicates by telepathically projecting images directly into other minds. For instance, an offer to grant power in exchange for service might go something like this:

The great Eye hangs in the void where spiders spin webs to catch the stars. You walk toward it, unafraid. A huge barred gate blocks your path.

An axe appears in your hand. With one blow, you smash the gate.

You stand then on a mountaintop, the world's masses kneeling at your feet. As the great flying worms swoop and feed the sky cracks apart and falls. A great black hand descends, bearing a galaxy for your crown, as the nations scream your name.

Powers/Tactics: Vulshoth is gigantic, tough, and strong. Its myriad tentacles can attack anyone who comes near it, and it drains life force by touch. It's so hideous that only the strongest personalities can look at the King without going mad.

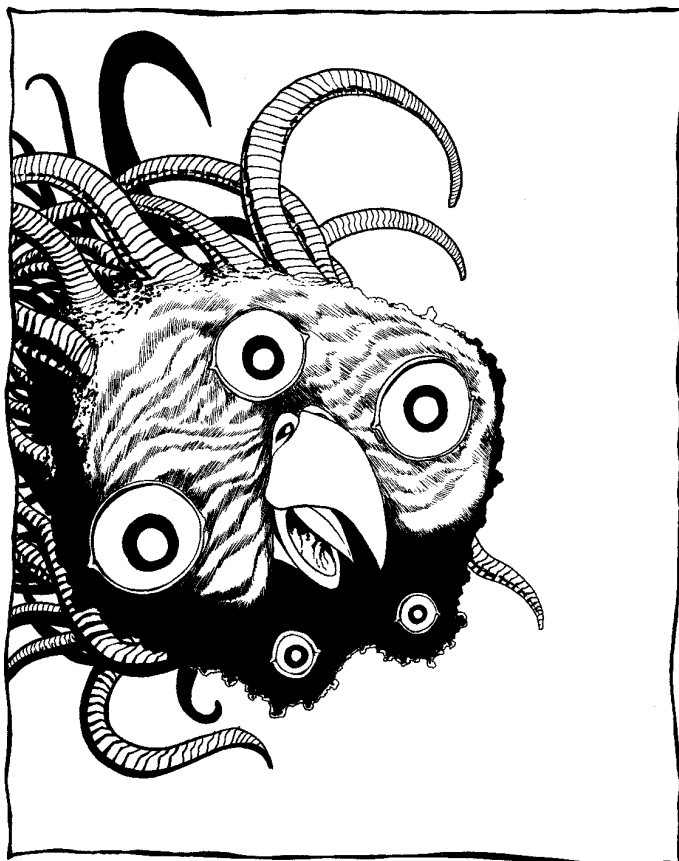
On top of this, the Void's Eye has vast psionic powers: it can open space warps to grab at enemies from a distance, make clumps of grasping tentacles erupt from the ground or thin air, force deadly waking dreams on individuals or control groups of weak-willed people. Most grisly of all, it can change captured humans into servant monsters to extend its reign of terror.

Fortunately, as long as Vulshoth stays imprisoned in its shell, it can only use part of its telepathic powers. The Eye of the Void seldom sees people who do not attract its notice through their knowledge of Edomites. It can read minds and send dreams, but cannot do any more... unless a mad or foolish mortal invites Vulshoth to transform him.

Unfortunately, the powers listed here represent a Vulshoth still weak from eons of bondage. Once on an inhabited world, the Void's Eye begins bloody rituals to restore its *full* power. After a billion

Continued from last page

the PCs. The evening will end in madness and massacre — or perhaps with the civic leaders worshipping the Void's Eye — if the characters cannot defeat Tappan Arkwright and destroy the King of Edom's avatar.



deaths, it sets out to free the other Kings of Edom... and the reign of cosmic horror begins again.

Campaign Use: See the introductory text for general information. Most of the time, heroes encounter the King of Edom through dreams and other psychic projections, servant monsters and cultists, and people given magical or monstrous powers by the Void's Eye. In the background, however, lurks the threat of Vulshoth's release. Preventing the King's escape could form the climax of a lower-powered campaign. Only superheroes, and quite powerful ones at that, can hope to survive a fight with Vulshoth, let alone win and imprison it again.

If the PCs are so powerful they actually *can* fight a cosmic abomination like Vulshoth, increase the STR Vulshoth can use with Autofire tentacle attacks, and add a few dice of effect to its mental and tentacle-projecting attacks. The King of Edom's power should not be reduced. If the PCs cannot survive a confrontation, give Vulshoth a Disadvantage that enables the heroes to re-imprison or destroy the King if they're willing to sacrifice their own lives. For instance, Vulshoth already has a Vulnerability to heat and radiation. If a hero were willing to fly a nuclear warhead right down Vulshoth's gullet, that could atomize the Void's Eye. As it stands, Vulshoth will still regenerate from being vaporized, but the GM could decide that an atomic bomb is enough to kill Vulshoth after all. Heroes could also seek a spell that forces Vulshoth back into its prison, or that summons an entity powerful enough to battle the Eye of the Void.

Appearance: Vulshoth consists of five huge, ruby-red eyes around a parrot-like beak, all emerging from a globular mass of slimy, greenish-black tentacles. It levitates with total disregard for gravity.

HAND OF DEIZZHORATH				
Val	Char	Cost	Roll	Notes
20	DEX	30	13-	OCV: 7/DCV: 7
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
4	SPD	10		Phases: 3, 6, 9, 12
Total Characteristics Cost: 70				
Cost	Powers			END
60	It Has No Body: Desolidification (affected by magic and as described in the text), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)			0
120	Deizzhorath's Touch: RKA 1d6, NND (defense is Force Field; +1), Does BODY (+1), Area Of Effect (One Hex; +½), Selective (+¼), Affects Physical World (+2), Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Reduced Endurance (0 END; +½)			0
292	Dimensional Transportation: Extra-Dimensional Movement (any physical location in any dimension), x16 Increased Mass, Affects Physical World (+2), Usable As Attack (defense is Extra-Dimensional Movement; +1), Reduced Endurance (0 END; +½)			0
52	Alien Mind: 70 PRE, Damage Shield (mental; +½); Only For Fear-Based Presence Attacks (-1)			0
10	Alien Mind: Mental Defense (14 points total)			0
32	Alien Senses: Spatial Awareness (no Sense Group), Ranged, Increased Arc of Perception (360 Degrees)			0
30	Dimensional Interface: Flight 10", Reduced Endurance (0 END; +½)			0
-12	Dimensional Interface: Running -6" (0" total)			
-2	Dimensional Interface: Swimming -2" (0" total)			
20	Part of Deizzhorath: Mind Link to Deizzhorath's main body, Psychic Bond, any distance, any dimension			0
Skills				
13	AK: Everywhere in Space, Time, and Dimension 23-			
3	KS: Cosmic Secrets 13-			
3	KS: Edomite Arcano-Geometry 13-			
3	KS: Edomite Lore 13-			
8	Navigation (Dimensional) 16-			
3	SS: Dimensional Science 13-			

Total Powers & Skills Cost: 635
Total Cost: 705

200+ Disadvantages

- 25 Enraged: when attacked effectually (Common), go 11-, recover 8-
- 25 Physical Limitation: No Physical Manipulation At All (All The Time, Fully Impairing)
- 20 Physical Limitation: Destroyed at 0 EGO (Frequently, Fully Impairing)
- 25 Psychological Limitation: Incomprehensibly

- Alien (Very Common, Total)
- 15 Susceptibility: to any Transdimensional or Teleportation-based attack, takes 3d6 Drain EGO per attack (Uncommon)
- 10 Susceptibility: to any successful Mental Attack, take 1d6 Drain EGO per attack (Common)
- 385 Experience Points

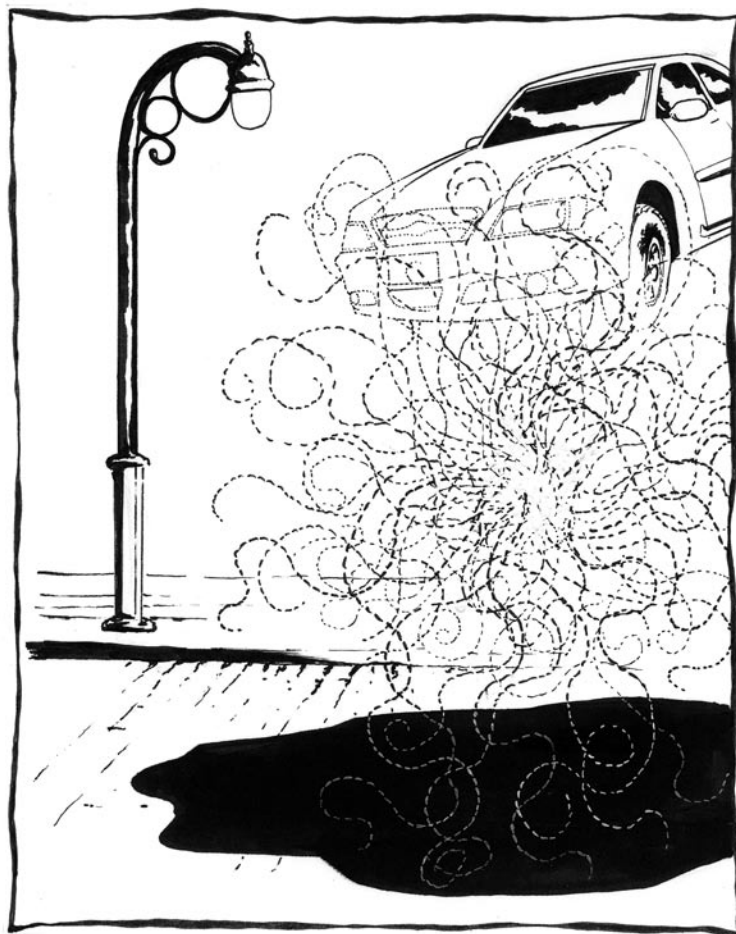
Total Disadvantage Points: 705

Background/History: Deizzhorath the Dissolver, one of the mightiest and most enigmatic Kings of Edom, was placed in a special prison dimension. Every point of Deizzhorath's prison is a Gate to a million other points, all tangled and knotted through space and time. Only such an infinitely complicated and recursive space could restrain a creature made of mathematics and energy rather than matter. The Dissolver is everywhere and nowhere, scattered through all time, all-seeing but unable to focus its attention or its all-destroying touch... at least, not without help.

Forces that violently twist the fabric of reality may permit Deizzhorath to extrude a few filaments of its million-dimensioned body into ordinary space and time. Then the Dissolver can touch the realms of matter for an instant and bring its gift of annihilation. Unwary mortals sometimes create miniscule beacons for the Dissolver in particle accelerators, through malfunctioning warp drives, or even through the thoughts of brilliant mathematicians who ponder infinitely-dimensioned fractal spaces. Deizzhorath's brief manifestations may be smaller than atoms or large enough to destroy space dreadnoughts in an instant. Through magic, however, the Kings' servants can summon a bit of Deizzhorath for a longer intrusion. For a few minutes, or hours, the King of Edom can feel the material realm and make bits of it go away.

Deizzhorath is too arcane and remote an entity to attract cultists. Sorcerers and mystics sometimes propitiate the King of Edom to gain visions of other places, times, and dimensions, and to learn the secrets of the Edomites' geometrical magic. Deizzhorath can also send travelers through space, time, and the dimensions. Contact with the Dissolver's mind is so disorienting, however, that only the fearless or insane attempt it.

Personality/Motivation: The Dissolver's placeless, timeless consciousness is too alien even to describe as evil. Deizzhorath values chances to localize a bit of itself within space and time, and it destroys everything around it (perhaps including its summoner), but the King shows no special cruelty. It does not deliberately prolong a victim's pain. Mentalists who dare to probe Deizzhorath's mind do not encounter hate or bloodlust or any comprehensible emotion — just the sheer, mind-blowing infinitude of the Dissolver's intellect. Deizzhorath might not even be aware of its imprisonment.



Quote: None.

Powers/Tactics: Deizzhorath itself is indestructible, since an attack could not harm the Dissolver unless it could target every point of the Dissolver's prison dimension, through every moment of its existence. By the same token, liberating the Dissolver would require destroying its prison dimension everywhere and everywhen at once. Mystics don't worry about the Million-Dimensioned One escaping *in toto*, merely about its occasional irruptions into other planes.

Mystics call these intrusions the "Hands of Deizzhorath." They have about as much of the King of Edom's supernal awareness as the tip of a human's pinkie has of his nervous system — a powerful, strong-willed intellect by human standards, but nothing compared to the King itself. In game terms, it's built as a Computer to represent its bizarre nature.

A Hand of Deizzhorath has no physical body. It's just a collection of free-floating Powers guided by an alien intelligence. Nothing affects a Hand of Deizzhorath except Mental Powers, Adjustment Powers that alter its abilities directly, or attacks with the *Affects Desolidified* or *Transdimensional Advantages*. Mental and Transdimensional attacks reduce the Hand's EGO. When a Hand's EGO drops to 0, Deizzhorath withdraws from reality. Mental attacks upon a Hand involve contact with Deizzhorath's pan-dimensional consciousness, however, which can stun an unwary mentalist.

DEIZZHORATH PLOT SEEDS

A sorcerer summons a Hand of Deizzhorath to cut open an “impregnable” vault full of mundane or arcane treasures, loses control, and is himself annihilated. The Hand wanders off. The characters who arrive in response to the vault’s alarm find an apparent robbery with no perpetrator and nothing actually stolen. Do the heroes follow the Hand’s trail of panic and damage, guard the vault from opportunistic robbers, or split their forces?

A wave of destruction moves through time, annihilating Earth’s history. Perhaps Tyrannon caused it with some insane superweapon; perhaps one of Gyre’s experiments went awry. Only one entity in the Multiverse knows enough dimensional science and magic to stop the temporal menace. The heroes can summon a Hand of Deizzhorath, try to glean the information they need from the King of Edom’s mind... and risk madness.

After an encounter with one of Deizzhorath’s Hands, a mystic receives dreams from the King of Edom. His sleeping mind becomes a portal for other Edomites to enter the world. How can the other characters stop this invasion without killing their associate? Can they succeed before the character goes mad?

The Dissolver can annihilate anything not protected by a Force Field, or send willing targets to other dimensions. A person would need some way to communicate his desire to the Hand, though. Sorcerers who make pacts with the Kings may learn a special “code” by which they can tell Deizzhorath where they want to go.

Other Edomites, or mystics who study their lore, can tell a Hand of Deizzhorath to attack certain people or destroy particular objects, such as the wall of a vault or an enemy sorcerer. Every Turn, however, the Dissolver has an 11- chance of losing interest in its task and probing and destroying something else, for reasons that make no sense at all. A Hand might pursue a random person, trace elaborate geometrical designs in the street, demolish a building, anything. An attack that actually harms a Hand has a good chance of attracting its attention, causing it to try to kill the attacker, and then anyone or anything else nearby.

Campaign Use: See the introductory text for general information. Edomite sorcerers or monsters might summon a Hand of Deizzhorath to use against an enemy. The Dissolver itself is too disconnected from mortal affairs to reach out from its pan-dimensional prison and deliberately torment a character, but an accidental link with its mind could occur, resulting in both brilliant insight into cosmic mysteries and magic, and utter madness. Deizzhorath embodies the mystery, awe, and terror of the unknown and unknowable.

To make a Hand of Deizzhorath more powerful, increase the area of *Deizzhorath’s Touch*, or increase the attack’s damage. To make a Hand less powerful, remove the Area of Effect on *Deizzhorath’s Touch*, reduce the Hand’s SPD, or add Disadvantages so the Hand is easier to destroy.

Appearance: A Hand of Deizzhorath looks like a swirling globe of colorless filigree fronds that erupt and dissolve from a bright point hanging in space. That point is impossible to localize, though, because the Hand exists in more than three spatial dimensions. Anything touched by a filigree frond dissolves into golden flakes. These flakes occupy space, but have no other physical or chemical properties, and themselves dissolve to nothing a few hours later.

Mystics who study Edomite lore believe a connection exists between Deizzhorath and the anglers; both are creatures of pure force and multi-dimensional geometry. Hands of Deizzhorath, however, lack anglers’ peculiar inability to cross curving lines, and Hands themselves display a geometry of curves rather than angles.

OTHER KINGS OF EDM

Many more Kings of Edom besides Vulshoth and Deizzhorath exist. Some of the most prominent or powerful of them include:

Esleggua: The Fear-Eater is either a lesser King or a powerful and unique monster. It looks like a huge pillar of fanged mouths and slimy tentacles. Esleggua’s weird howl numbs all emotion, particularly the fear a person ought to feel as the Edomite snatches victims to devour. Long exposure permanently destroys the capacity for both fear and empathy, turning humans into sociopathic worshippers of the Kings.

Mgattraor: This lesser King looks like a cone of blue-black jelly with a single huge eye ringed by long, slender tentacles. From its base, Mgattraor can extrude tentacles with maws full of stone or metal teeth. This Edomite specializes in atomic-scale psychokinesis, transmuting and reshaping matter at will. Aside from this power’s combat applications, Mgattraor can quickly build structures whose twisted, non-Euclidean geometry gives them magical powers.

Orogtha: This King’s appearance is unknown on Earth, but the scriptures of Edomite cultists call it the Great Spawner and describe it as one of the most powerful Kings. Orogtha specializes in mutating and reshaping living creatures. Cultists who want to become monsters often propitiate Orogtha. The Great Spawner’s place or condition of imprisonment is not known, but a few sages suspect it might be trapped in a microverse, from where it may act upon other creatures’ genetic codes. On the other hand, some mystic tomes say Orogtha buds Edomite monsters from its own flesh.

Pthaar: This King of Edom was buried in the heart of a planet. Somehow, the planet moved into orbit around a crimson star in a dimension much like Earth’s. Over billions of years, life appeared and evolved a race somewhat like humanity. The people of this world, now called Sinnuris, worship Pthaar. Massive, weirdly warped stone fanes allow Pthaar to materialize projections of itself, called Pthaarkin. Pthaar’s mad priests slaughter hundreds of thousands of Sinnurians every year as sacrifices to their alien god, but seem unable to grant any greater freedom to the Master of the Scarlet Sun. Pthaar is also called the Phantast because of its special facility at mind-twisting illusion and materializing quasi-solid minions from psychic force. Pthaarkin normally look like a fusion of snake and toad, with batlike wings and a nest of tentacles around the mouth, but the Phantast can project avatars with any appearance. The Phantast’s relative freedom and planetful of minions makes it one of the most powerful and notorious Kings of Edom. Various dimension lords and races in the Outer Planes have made many attempts to exterminate the Sinnurians, but Pthaar’s sorcerer-priests have foiled them all.

EDOMITE SERVANTS AND MONSTERS

Characters seldom encounter the Kings of Edom themselves. Instead, they fight the Kings' servants. These range from human sorcerers and cultists to eerie and horrible monsters.

TAPPAN ARKWRIGHT III

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
21	DEX	26*	13-	OCV: 7/DCV: 7
18	CON	13*	13-	
10	BODY	0	11-	
23	INT	10*	14-	PER Roll 14-
21	EGO	18*	13-	ECV: 3
20	PRE	8*	13-	PRE Attack: 4d6
8	COM	-1	11-	
27	PD	20*		Total: 30 PD (3 rPD)
27	ED	18*		Total: 30 ED (3 rED)
4	SPD	7*		Phases: 3, 6, 9, 12
6	REC	0*		
36	END	0*		
30	STUN	6*		Total Characteristics Cost: 123

*: OIHID (-¼)

Movement: Running: 6"/12"

Cost	Powers	END
60	<i>Edomite Magic:</i> Multipower, 90-point reserve; all OIHID (-¼), Incantations (-¼)	
6u	1) <i>Binding Madness:</i> Major Transform 2½6 (make permanent the effects of an EGO +20 Mind Control, heals back through Psionic Surgery), BOECV (+1), Works Against EGO, Not BODY (+¼); OIHID (-¼), Incantations (-¼)	9
5u	2) <i>Black Tentacles Of Vulshoth:</i> Entangle 4d6, 4 DEF, Entangle And Character Both Take Damage (+¼); OIHID (-¼), Incantations (-¼) plus Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Ranged (+½), Continuous (+1), Uncontrolled (as long as target is Entangled; +½), Reduced Endurance Cost (0 END; +½); OIHID (-¼), Incantations (-¼), Linked (to Entangle; -½)	9
6u	3) <i>Deizzhorath's Grip:</i> RKA 1d6+1, NND (defense is Force Field; +1), Does BODY (+1), Continuous (+1), +1 Increased STUN Multiplier (+¼), Reduced Endurance (½ END; +¼); OIHID (-¼), Incantations (-¼)	4
6u	4) <i>Deizzhorath's Kiss:</i> RKA 6d6; OIHID (-¼), Incantations (-¼)	9
6u	5) <i>Dominion Of Edom:</i> Mind Control 14d6, Area Of Effect Nonselective (One Hex; +¼); OIHID (-¼), Incantations (-¼)	9
6u	6) <i>Pthaar's Reign Of Dreams:</i> Mental Illusions 18d6; OIHID (-¼), Incantations (-¼)	9
6u	7) <i>Vulshoth's Grip Of Horror:</i> Entangle 3d6, 4 DEF, BOECV (+1), Takes No	

	Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼); OIHID (-¼), Incantations (-¼)	9
5u	8) <i>Between The Spaces We Know:</i> Teleportation 35", x4 Increased Mass; OIHID (-¼), Incantations (-¼)	8
6u	9) <i>Transpatial Sight:</i> Clairsentience (Sight Group), 250x Range (37,500", or about 47 miles), Reduced Endurance (0 END; +½); OIHID (-¼), Incantations (-¼)	0
40	<i>Call The Minions Of Edom:</i> Summon 600-point Edomite, Expanded Class (any Edomite being; +¼); OAF (dagger; -1), Extra Time (1 Turn; -1¼), Incantations (-¼), OIHID (-¼)	15
16	<i>Awful Energy:</i> Endurance Reserve (100 END); OIHID (-¼) plus Endurance Reserve (25 REC); Limited Recovery (requires human sacrifice; -2), OIHID (-¼)	0
11	<i>Doubled Mind:</i> Mental Defense (15 points total)	0
7	<i>Dark Dreams:</i> Mind Link to any one King of Edom, Psychic Bond, any dimension; No Conscious Control (-2)	0
10	2 Floating Fixed Locations for <i>Between The Spaces We Know</i>	0

Perks

5	Fringe Benefit: Edomite Cult Leader
10	Money: Wealthy

Talents

5	<i>Insane Fortitude:</i> Combat Luck (3 PD/3 ED); OIHID (-¼)
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Skills

3	Concealment 14-
3	Cryptography 14-
3	KS: Arcano-Geometry 14-
3	KS: Art History 12-
3	KS: Art Nouveau Prints 12-
3	KS: Edomite Lore 14-
3	Oratory 13-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 243

Total Cost: 366

200+ Disadvantages

25	Accidental Change: to civilian identity when Knocked Out 14- (Very Common)
10	Accidental Change: to villainous identity when Knocked Out or terrified 11- (Uncommon)
10	Distinctive Features: double mystic aura, one nasty (Not Concealable; Cause Fear; Detectable Only with Unusual Senses)
20	Hunted: FBI Special Crimes Unit 8- (Mo Pow, NCI, Capture)
10	Hunted: Doctor Teneber 8- (As Pow, Capture/Kill)
10	Hunted: Kings of Edom 11- (Mo Pow, Watching)
20	Psychological Limitation: Devoted To The Kings of Edom (Common, Total)
15	Psychological Limitation: Fear Of Killing

TAPPAN ARKWRIGHT III PLOT SEEDS

Tappan Arkwright, or rather the Twin, cuts a murderous swath through the criminal underworld as he seeks the super-geneticist Teleios (see *Champions Universe*). The Twin believes Teleios can give him permanent custody of Arkwright's body, or separate him into a powerful and monstrous body of his own. Teleios is crazy enough to do it. Heaven help the world if the Twin gives the evil biologist Edomite tissue to study.

The Twin tries to destroy a rare, well-guarded manuscript. This attracts the attention of the heroes, since the Twin's attempt costs the life of several security guards. The Twin wants to destroy the manuscript because it tells how to cast the Mordant Flame (page 57). Heroes can learn the spell from the book... but simply learning this much about the Edomites attracts notice from the Kings. The Twin will not stop trying to kill the heroes until they help Arkwright regain control of his body.

Vulshoth guides the Twin to a long-lost crypt holding a squirm (or some other powerful Edomite monster). The heroes receive a tip about Arkwright's goal (perhaps from the nagas; see *The Mystic World*). Arkwright also leaves clues as he buys or steals explosives and other supplies he needs to excavate the crypt.

- Attacks (Very Common, Moderate)
- 15 Psychological Limitation: Enjoys Killing (Very Common, Moderate)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 15 Susceptibility: to the displeasure of the Kings of Edom, 3d6 damage when a King of Edom wants (Uncommon)
- 10 Unluck: 2d6

Total Disadvantage Points: 375

Background/History: Tappan Arkwright III doesn't deserve his life. It's not his fault he seeks to deliver mankind into the monstrous clutches of the Kings of Edom.

Arkwright comes from one of Boston's oldest, richest, and most respectable families. Not one ancestor for the last ten generations was not a millionaire; most were other Boston Brahmins. Perhaps a touch of inbreeding caused Arkwright's curious deformity.

Arkwright suffers a small birth defect. He combs his hair to cover it. The back of Arkwright's head bears a tiny second face, just two inches across. It cannot breathe or speak, but it can move its lips. It is Arkwright's twin brother, imperfectly absorbed as a fetus. The twin has a little brain of its own, connected to Arkwright's.

The Twin sleeps most of the time, but somehow its walnut-sized brain receives mental emanations from the imprisoned Kings of Edom. When Arkwright sleeps, sometimes the mad dreams of the Edomites leak across.

And sometimes the Twin wakes. If Arkwright himself is unconscious at the time, the Twin takes control of him, body and brain. This is especially likely to happen if Arkwright goes unconscious from violence or fear. The Twin serves the Kings of Edom, from whom it learns hideous alien lore

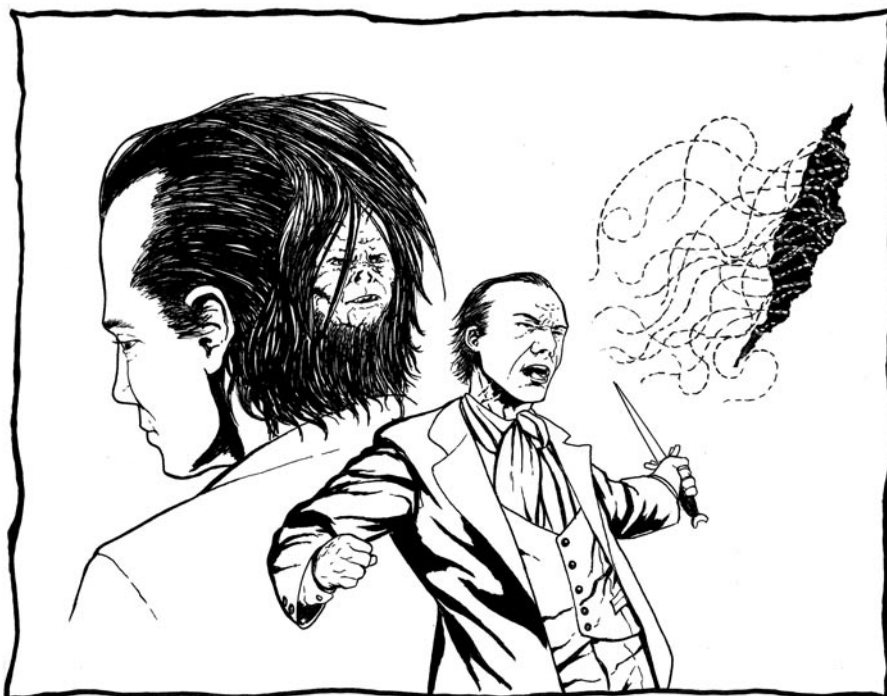
and the Edomites' blasphemous magic. Arkwright knows the Twin does terrible deeds; he's tried to kill himself twice. Both times, the Twin overpowered his will and stopped him. Arkwright hopes that someone can stop the Twin before it frees its dread masters.

Personality/Motivation: Arkwright himself is a gentle person whose only expertise is in Art Nouveau prints and engravings — but the Twin is a murderous magician and fanatical worshipper of the Kings of Edom. The Twin despises human beings. The Kings of Edom promise to give it a new, inhuman body of its own when they break free (or at least that's what the Twin believes). Until then, the Twin enjoys murdering humans — any race, age, or gender — whom it thinks no one will miss too quickly. The Twin covers its tracks well: the FBI suspects the existence of a serial murderer who kills his victims in ritual fashion, but they do not connect any of the crimes to Arkwright or to the Twin's other, patternless killings.

Quote: "Now die, and know that your death is... utterly meaningless."

Powers/Tactics: Arkwright, or rather the Twin, learned several powerful spells from the Kings of Edom. Some spells channel trickles of power from particular Kings. These spells draw their energy from a reserve of mystic power. The Twin recharges this reserve through a ritual of human sacrifice: Arkwright slashes his helpless victim in several places before stabbing the victim's brain with an icepick and sucking out the mingled blood and cerebral fluid.

When controlled by the Twin, Arkwright becomes uncannily resistant to damage. His body is not physically tougher than a normal man's, but his fanaticism acts like PCP: he ignores the damage and keeps fighting. Thus, he can survive wounds



that would incapacitate or kill a normal man.

If Arkwright expects combat, he summons Edomite monsters to fight for him. Arkwright can Summon a single monster built with up to 600 Character Points. Arkwright prefers to let the monster deal with his enemies. Edomite monsters obey the authority granted by the Kings, but feel no intrinsic loyalty to Arkwright. While the monsters engage Arkwright's enemies, Arkwright takes the best cover he can find and snipes with his own spells.

Campaign Use: See the introductory text for general information. Tappan Arkwright III is an unusually pitiable servant of the Kings of Edom, at once villain and victim. The Twin commits appalling crimes; Arkwright himself is merely weak. Nothing short of lobotomy can stop his crimes, since the Twin can eventually escape any prison or mental institution.

To make Arkwright more powerful, increase his SPD and the ease with which he casts spells, or give him a few Edomite monsters as permanent Followers. To make him less powerful, reduce his SPD or the damage from his magical attacks, or increase the Limitations on *Call The Minions Of Edom*.

The Twin readily Hunts characters who thwart its plans. It prefers to attack using summoned monsters, but Arkwright might try to strike from surprise with *Deizzhorath's Kiss* or some other deadly spell.

Appearance: Tappan Arkwright III is a slender, unassuming man in his mid-30s, with a narrow face and fine, dark hair worn artistically long (but less than shoulder length) to conceal the Twin's face and swept back from his receding hairline. He dresses conservatively, but wears a silk scarf instead of a tie.

ANGLER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
31	PD	28		Total: 31 PD (10 rPD)
31	ED	26		Total: 31 ED (10 rED)
4	SPD	7		Phases: 3, 6, 9, 12
8	REC	0		
46	END	0		
30	STUN	0		Total Characteristics Cost: 143
Movement: Running: 6"/12"				
Flight: 12"/24"				
Teleportation: 15"/30"				
Cost	Powers			END
65	<i>Slice Between Atoms:</i> HKA 2d6, NND (defense is Force Field; +1), Does BODY (+1), Reduced Endurance (½ END; +¼); No STR Bonus (-½)			3
43	<i>Touch It And Get Cut:</i> HKA 1d6, NND (defense is Force Field; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)			0
30	<i>Dimensional Interface:</i> Multipower, 30-point reserve			
2u	1) <i>Slide Along Surfaces:</i> Flight 12", Reduced Endurance (½ END; +¼); Only In Contact With A Surface (-¼)			1
2u	2) <i>Angular Translation:</i> Teleportation 15"; Only Between Angles (see text; -¼)			3
3u	3) <i>Angle Between Dimensions:</i> Extra-Dimensional Movement (any physical location in any dimension holding other anglers)			3
20	<i>Incomprehensible Appearance:</i> +40 PRE; Only For Fear/Incomprehension-Based Presence Attacks (-1)			0
10	<i>Nothing To Damage:</i> Damage Resistance (10 PD/10 ED)			0
50	<i>Alien Non-Substance:</i> Life Support: Total (including Longevity: Immortality)			0
10	<i>Alien Mind:</i> Mental Defense (12 points total)			0
5	<i>Alien Non-Substance:</i> Power Defense (5 points)			0
10	<i>Splits Attacking Force:</i> Knockback Resistance -5"			0
27	<i>Alien Geometric Sense:</i> Spatial Awareness (no Sense Group), Ranged			0

Skills

- 20 +4 DCV
- 4 KS: Edomite Arcano-Geometry 13-
- 3 Stealth 14-
- 3 Tracking 12-

Total Powers & Skills Cost: 307**Total Cost: 450****75+ Disadvantages**

- 25 Distinctive Features: living hyperdimensional geometry (Not Concealable; Causes Terror and Utter Confusion)
- 10 Physical Limitation: Can't Move Across Smooth Curves (Infrequently, Greatly Impairing)
- 15 Physical Limitation: Can't Communicate In Humanly Comprehensible Ways (Infrequently, Fully Impairing)
- 20 Psychological Limitation: Relentless In Pursuit (Very Common, Strong)
- 20 Psychological Limitation: Toys With Victim (Very Common, Strong)

- 15 Vulnerability: 1½ x STUN from Area-affecting physical and energy attacks (Very Common)
- 15 Vulnerability: 1½ x BODY from Area-affecting physical and energy attacks (Very Common)
- 255 Experience Points

Total Disadvantage Points: 450

Description: These strange creatures appear as tangles of zigzagging, shimmering lines extending in more than three dimensions. At any given moment, an angler extends three to six “legs” of interlacing, crooked lines — the closest an angler comes to recognizable limbs or organs. The body is about the size of a large dog. Unlike most Edomites, the Anglers are not grotesquely hideous... just incomprehensible. Human minds cannot make sense of them, and retreat in confusion and fear.

An angler's one-dimensional body cuts through anything made of matter, sliding between the very atoms. Anglers cut through any physical object or barrier, including anything that touches them. Most attacks just pass through an angler's loose, almost massless body.

These creatures rapidly scuttle along any flat or angled surface regardless of gravity, but cannot cross a curved line or surface. At an angled surface (such as the corner of a room), an angler can instantly travel to any other angle within range: the angler seems to stretch out like lazy-tongs and re-compress at the other angle in a split second. Anglers can also go to any dimension in which anglers already exist. If the PCs don't destroy or exorcise an angler quickly, other anglers may appear on their own.

Angler minds are strange even by Edomite standards. Most Edomites can convey simple ideas to humans if they really want to (a rare event). Anglers cannot communicate even by pointing, because they have such a different understanding of space and direction. An angler's mind holds nothing a human telepath could interpret, at least not without a deep knowledge of higher mathematics and Edomite lore. No one knows how anglers communicate among themselves, or even if they do communicate. Some of the few wizards who study the Edomites speculate there is really only one angler, manifesting “simultaneously” in many places throughout space, time, and dimension.



MIND THIEF

Val	Char	Cost	Roll	Notes
3	STR	-7	10-	Lift 38 kg; ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
5	BODY	-10	10-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
0	COM	-5	9-	
9	PD	8		Total: 9 PD (2 rPD)
9	ED	6		Total: 9 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
20	END	-3		
14	STUN	0		Total Characteristics Cost: 18

Movement: Running: 7"/14"

Cost Powers**END**

65	<i>Crawl Into Brain:</i> Major Transform 2d6 (person to person with the Psychological Limitation <i>Must Obey Mind Thief</i> [Very Common, Total], heals when Mind Thief leaves victim's skull), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), NND (defense is EGO Roll at -5 or any defensive Power with the Advantage <i>Affects Desolidified</i> ; +½), Reduced Endurance (0 END; +½); No Range (-½), Side Effects (Mind Thief has no separate existence while victim is possessed; -0)	0
27	<i>Eat Victim's Brain:</i> RKA 4d6, NND (defense is EGO Roll at -5 or not having an organic brain; +½), Does BODY (+1); No Range (-½), Only On Phase When Leaving Possessed Victim (-2), One Charge (-2)	[1]
20	<i>Hideous:</i> +40 PRE; Only For Fear/Incomprehension-Based Presence Attacks (-1)	0
2	<i>Chitin:</i> Damage Resistance (2 PD/2 ED)	0
10	<i>Insectile Legs:</i> Clinging (normal STR)	0
2	<i>Scuttling:</i> Running +1" (7" total)	1
27	<i>Alien Senses:</i> Spatial Awareness (no Sense Group), Range	0
30	<i>Commune With Master:</i> Mind Link, any one victim, King of Edom or designated priest, any distance, any dimension, No LOS Needed	0

Skills

30	+6 DCV
15	Concealment 18-
15	Stealth 18-

Total Powers & Skills Cost: 243

Total Cost: 261

75+ Disadvantages

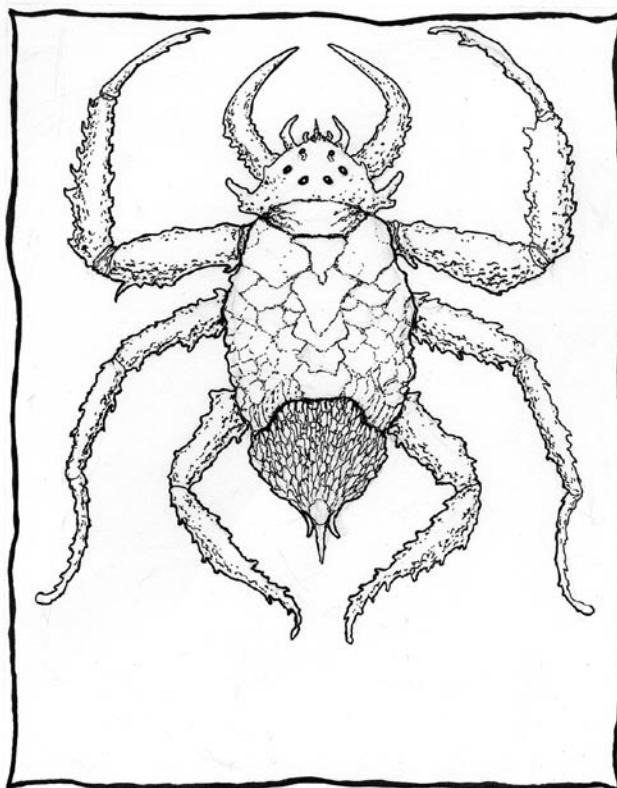
25	Distinctive Features: repulsive, slimy bug-thing (Not Concealable; Causes Fear and Revulsion)
10	Physical Limitation: Tiny (0.25 m; +9" KB) (Frequently, Slightly Impairing)

- 10 Physical Limitation: Repelled By Special Talismans (Infrequently, Greatly Impairing)
- 20 Psychological Limitation: Utterly Loyal To Kings of Edom (Common, Total)
- 15 Psychological Limitation: Fears/Hates Sunlight (Very Common)
- 15 Susceptibility: to intense UV light and the like (see text), takes 1d6 damage per Phase of exposure (Uncommon)
- 91 Experience Points

Total Disadvantage Points: 261

Description: Mind thieves are one of the most insidious Edomite horrors. They look a bit like large spiders and a bit like crabs, but have a huge, fanged mouth. Mind thieves are physically weak, but can crawl into a victim's brain to control him. A mind thief can call on all its victim's skills, knowledge, and powers, though it isn't very good at pretending to be a human being. The Transform reverses when the mind thief leaves the victim's skull.

Ultraviolet light, X-rays, and other forms of energetic radiation can harm a mind thief, even if it hides in a victim's skull. The ultraviolet light in sunlight irritates a mind thief, though it does not cause actual harm. Possessed victims wear hats out of doors no matter what the weather, and avoid sunlight whenever possible. Intense UV light or radiation can drive a mind thief out of its victim's brain, but the treatment had better be quick, strong, and a complete and terrifying surprise to the creature: Normally, when a mind thief leaves a victim, it takes bites of the victim's brain along the way, almost always inflicting a fatal wound. If a mind thief has the time, the GM can presume it eats the victim's brain completely, leaving a corpse with no external sign of damage.



SPAWN OF VULSHOTH

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
17	BODY	14	12-	
25	INT	15	14-	PER Roll 14-
26	EGO	32	14-	ECV: 9
30	PRE	20	15-	PRE Attack: 6d6
0	COM	-5	9-	
30	PD	23		Total: 30 PD (10 rPD)
30	ED	26		Total: 30 ED (10 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
15	REC	8		
40	END	0		
45	STUN	0		Total Characteristics Cost: 230

Movement: Running: 0"/0"
Flight: 10"/20"
Teleportation: 25"/400"

Cost	Powers	END
75	<i>Edomite Powers:</i> Multipower, 75-point reserve	
5u	1) <i>Bite:</i> RKA 4d6, Reduced Endurance (½ END; +¼); No Range (-½)	3
7u	2) <i>Control Mob:</i> Mind Control 6d6 (Human minds), Telepathic (+¼), Area Of Effect (8" Radius; +1¼)	7
7u	3) <i>Mind Crush:</i> Ego Attack 6½d6 (Human and Alien classes of minds)	7
7u	4) <i>Mind Search:</i> Mind Scan 13d6 (Human and Alien classes of minds)	7
7u	5) <i>Mind Warp:</i> Mental Illusions 13d6 (Human and Alien classes of minds)	7
7u	6) <i>Remote Tentacle:</i> Telekinesis (14 STR), Fine Manipulation, BOECV (+1), Reduced Endurance (½ END; +¼)	3
7u	7) <i>Space Grab:</i> Teleportation 10", Usable As Attack (defense is winning an EGO Versus EGO Contest; +1), BOECV (+1), Ranged (+½), Reduced Endurance (½ END; +¼)	3
7u	8) <i>Space Warp:</i> Teleportation 25", x16 Noncombat, x2 Increased Mass	7
7u	9) <i>Vampire Tentacles:</i> RKA ½d6, +3 Increased STUN Multiplier (+¼), BOECV (Mental Defense applies; +1), Continuous (+1), NND (defense is winning an EGO Versus EGO Contest; +1), Does BODY (+1), Reduced Endurance (0 END; +½), Uncontrolled (until victim wins EGO Versus EGO Contest, check every Turn; +½)	0
2u	10) <i>Arcano-Geometric Construction:</i> Major Transform 4d6 (create structures with mystic powers), Improved Results Group (any Powers; +¼); OAF Bulky (sturdy materials, suitably shaped and assembled; -1½), Extra Time (1 Minute; -1½)	7
3u	11) <i>Call Edomites:</i> Summon 300-point Edomite Monster, Expanded Class (Edomite monsters; +¼); Extra Time (1 Minute; -1½)	7

2u	12) <i>Enslavement:</i> Major Transform 2d6 (person to person with the Psychological Limitation <i>Devout Worshipper Of Vulshoth</i> [Very Common, Total], heals back through lobotomy or Psionic Surgery), BOECV (+1), Works Against EGO, Not BODY (+¼); Extra Time (1 Minute; -1½), No Range (-½)	7
15	<i>Hideous:</i> +30 PRE; Only For Fear/Incomprehension-Based Presence Attacks (-1)	0
36	<i>Myriad Clutching Tentacles:</i> Telekinesis (12 STR), Damage Shield (+½), Reduced Endurance (0 END; +½)	0
15	<i>Vampiric Grip:</i> HKA ½d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Only Versus Targets Grabbed By <i>Many Tentacles</i> Or <i>Myriad Clutching Tentacles</i> (-½), No STR Bonus (-½)	0
12	<i>Long Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Limited Body Parts (tentacles; -¼)	0
6	<i>Many Tentacles:</i> Extra Limbs (dozens), Inherent (+¼)	0
10	<i>Tough, Slimy Flesh:</i> Damage Resistance (10 PD/10 ED)	0
10	<i>Alien Mind:</i> Mental Defense (15 points total)	0
21	<i>Alien Metabolism:</i> Life Support (Self-Contained Breathing; Diminished Eating: Does Not Need To Eat; Longevity: Immortality; Safe Environments: High Pressure; Low Pressure/Vacuum)	0
7	<i>Flesh Flows Together:</i> Healing BODY 1d6 (Regeneration; 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -1¼)	0
30	<i>Levitation:</i> Flight 10", Reduced Endurance (0 END; +½)	0
-12	<i>No Legs:</i> Running -6" (0" total)	0
-2	<i>No Legs:</i> Swimming -2" (0" total)	0
25	<i>Communion:</i> Mind Link to any one mind, Human or Alien classes of minds	0
10	<i>Alien Eyes:</i> N-Ray Perception (Sight Group; blocked by Force Fields)	0
15	<i>Alien Eyes:</i> +10 versus Range Modifier for Sight Group	0

Skills

6	+3 with Grab OCV
3	Concealment 14-
3	KS: Edomite Arcano-Geometry 14-
3	KS: Edomite Lore 14-
3	Stealth 13-

Total Powers & Skills Cost: 359**Total Cost: 589**



200+ Disadvantages

- 25 Distinctive Features: giant, sanity-blasting monster (Not Concealable; Cause Horror [automatic PRE Attack to cause fear])
- 20 Enraged: Berserk if takes BODY (Common), go 8-, recover 14-
- 20 Enraged: by any attempt to bind it or force its behavior (Common), go 14-, recover 14-
- 15 Hunted: mysterious cosmic powers, 8- (Mo Pow, Kill)
- 5 Physical Limitation: Large (2m sphere; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Utter, Inhuman Evil (Very Common, Total)
- 15 Psychological Limitation: Won't Flee Confrontation (Common, Strong)
- 15 Psychological Limitation: Fear Of Confinement (Common, Strong)
- 5 Reputation: minion of cosmic abominations, 8- (Extreme, Limited Group [Mystic World])
- 10 Vulnerability: $1\frac{1}{2}$ x STUN from Heat/Fire attacks (Common)
- 10 Vulnerability: $1\frac{1}{2}$ x BODY from Heat/Fire attacks (Common)
- 5 Vulnerability: $1\frac{1}{2}$ x STUN from Radiation attacks (Uncommon)
- 5 Vulnerability: $1\frac{1}{2}$ x BODY from Radiation attacks (Uncommon)
- 214 Experience Points

Total Disadvantage Points: 589

Description: Vulshoth creates small copies of itself to further its interests. The King of Edom can guide worshippers to build special structures whose warped, non-Euclidean geometry concentrates

and amplifies Vulshoth's psychic emanations so it can materialize a Spawn. In that case, the Spawn of Vulshoth has an additional Disadvantage (a Dependence on staying within the specially-constructed building; the Spawn can reduce this Dependence by consuming large quantities of blood, but never eliminate it completely).

The King can also Transform a large number of people so they melt and merge into a Spawn. For this, Vulshoth needs at least a dozen people to surrender their will and let the King act on their bodies, minds, and souls. A Spawn created in this manner can go wherever it pleases, and lives until destroyed.

Spawn of Vulshoth wield a limited selection of their creator's psychic and magical powers. These creatures prefer to fight physically rather than psychically or magically, because that costs less Endurance. The *Vampire Tentacles* Power, which makes a clump of tentacles appear around the victim to bite and suck his blood, is a notable exception: this Power costs no END and may act a long time. A Spawn's favorite tactic is to Grab opponents one by one, transfer them to its Damage Shield of clutching, blood-draining tentacles, and bite them once everyone is captured, incapacitated, or fled. If the Spawn's foes are too strong to be held or too strong-willed to succumb to the horror of its presence, the Spawn falls back on mental attacks.

A Spawn of Vulshoth's globular body is six to ten feet in diameter, with five red eyes spaced around a large, strong beak. Most of the hundreds of tentacles that sheath the Spawn's body reach no more than three feet, but the creature can extend tentacles further if it wants.

SQURM				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
0	COM	-5	9-	
31	PD	26		Total: 31 PD (8 rPD)
31	ED	26		Total: 31 ED (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
10	REC	0		
46	END	0		
40	STUN	0		Total Characteristics Cost: 173
Movement: Running: 1"/2" Flight: 12"/24"				
Cost	Powers	END		
62	<i>Edomite Magic:</i> Multipower, 62-point reserve			
6u	1) <i>Apportation:</i> Teleportation 10", Armor Piercing (+½), Usable As Attack (defense is Teleportation or dimensional Powers; +1), Ranged (+½)		6	
6u	2) <i>Disintegration:</i> RKA 1d6, +3 Increased STUN Multiplier (+¾), Continuous (+1), Indirect (always originates from squrm, but can strike target from any angle and avoid barriers; +½), Penetrating (+½), Reduced Endurance (½ END; +¼)		3	
6u	3) <i>Gravity Control:</i> Telekinesis (32 STR), Reduced Endurance (½ END; +¼)		2	
6u	4) <i>Hypnotic Illusion:</i> Mental Illusions 10d6 (Human and Alien classes of minds)		6	
6u	5) <i>Hypnotic Suggestion:</i> Mind Control 8d6 (Human and Alien classes of minds), Telepathic (+¼)		6	
6u	6) <i>Web of Force:</i> Entangle 3d6, 3 DEF, Area Of Effect (3" Radius; +1)		6	
31	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR), Reduced Endurance (½ END; +¼)		1	
30	<i>Hideous:</i> +60 PRE; Only For Fear/Incomprehension-Based Presence Attacks (-1)		0	
12	<i>Lots Of Tentacles:</i> Autofire (5 attacks; +½) for 25 STR, Reduced Endurance (0 END; +1); Only To Grab (-1)		0	
6	<i>Lots Of Tentacles:</i> Extra Limbs (7), Inherent (+¼)		0	
24	<i>Long Tentacles:</i> Stretching 4", Reduced Endurance (0 END; +½); Limited Body Parts (tentacles; -¼)		0	
50	<i>Alien Biology:</i> Life Support: Total (including Longevity: Immortality)		0	
5	<i>Alien Biology:</i> Power Defense (5 points)		0	
10	<i>Alien Mind:</i> Mental Defense (14 points total)		0	
8	<i>Rubbery Hide:</i> Damage Resistance (8 PD/8 ED)		0	
20	<i>Wings:</i> Flight 12", Reduced Endurance (½ END; +¼); Restrained (-½)		1	
-10	<i>No Legs:</i> Running -5" (1" total)		1	

- 15 *Alien Senses:* Radar (no Sense Group) 0
 25 *Communion:* Mind Link to any single being (Human or Alien classes of minds) 0

Skills

- 3 KS: Edomite Lore 12-

Total Powers & Skills Cost: 327

Total Cost: 500

200+ Disadvantages

- 25 Distinctive Features: slimy, tentacled horror (Not Concealable; Cause Horror/Madness)
 35 Enraged: Berserk if take BODY (Very Common), go 11-, recover 11-
 10 Physical Limitation: Blind (Infrequently, Greatly Impairing)
 10 Physical Limitation: Repelled By Special Talismans (Infrequently, Greatly Impairing)
 25 Psychological Limitation: Utter, Inhuman Evil (Very Common, Total)
 25 Susceptibility: to wide, flat, smooth surfaces, 1d6 damage per Phase of contact (Very Common)
 30 Vulnerability: 1½ x STUN and 1½ x BODY from Heat/Fire (Very Common)
 140 Experience Points

Total Disadvantage Points: 500

Description: These oozing horrors look like huge squids flying on slimy, membranous wings. (Elementary physics shows the wings cannot support a creature of the squrm's bulk, but the squrm is not made of normal matter and its wings push against more than the air.) They're black, streaked with putrid yellow, green, and brown. They have a single, twin-pupiled eye.

Sqrms *never* move in straight lines in any way. Despite their bulk, their constant looping, twitching, twirling movement means they're no easier to hit than man-sized creatures, while their boneless bodies can squeeze through fairly small openings and their weight seldom becomes a problem for them.

These intelligent Edomites have formidable quasi-psyhic powers. By waving its tentacles in complex designs, a squrm can move objects through space, make solid matter crumble, create entangling webs from thin air, or hypnotize unfortunate humans. (The GM should treat the *Edomite Magic* Multipower as merely a typical sample of Powers for sqrms. Individual sqrms could have other selections of Powers.) Sqrms can also simply Grab people — several at a time — and bite with a parrotlike beak nestled amid the tentacles.

Since sqrms have no legs, on the ground they can only wriggle. They have an entirely rational fear and hatred of anything that can keep them from flying — it's not a Psychological Limitation, it's good sense. They also stay away from wide, smooth, flat surfaces such as glass-sheathed skyscrapers or flat, level roads and parking lots: touching such surfaces pains, and can eventually kill, a squrm.

THE OPPOSITION

Any sane dimension lord, god, or cosmic entity will put aside its rivalries and agendas to prevent the escape of a King of Edom... if it knows they exist and understands the danger. (For instance, Skarn understands the Edomite menace; Tyrannon is too monomaniac to care.) The Kings' minions are almost as hated and feared as the masters they serve, so mystics who normally try to kill each other might team up to hunt a squrm or a Spawn of Vulshoth. Unfortunately, most mystics on Earth don't know enough about Edomites to recognize them. The spreading tale that DEMON serves creatures far more vile than anything in the Netherworld may bring greater knowledge of the Edomites to Earth's mystics.

The few mystics who study the Edomites wish they knew more about the creatures who imprisoned them. But even with magical means of research, very little information survives. After all, the battle took place before the Earth formed! The enemies of the Edomites remain as mysterious as the Kings themselves.

The Fire-Bearer: Some mystics think "Fire-Bearer" is an epithet for a Lord of Artifice who embodies the transition to sentience — the moment when a person, or a species, first looks inward and becomes self-aware. The myth of Prometheus giving fire to humanity grew from a dim memory of the Fire-Bearer making humanity aware of its slavery to the Elder Worm.

Some verses from mad poets suggest a grimmer meaning for the Fire-Bearer. These stanzas describe the Fire-Bearer as a bringer of apocalypse who lives in the explosion of supernovas and the death of worlds. The nuclear strategists who imagined Doomsday Weapons and Mutually Assured Destruction felt the Fire-Bearer's hand on their souls. Perhaps these two figures are really one, and the capacity for self-knowledge implies the capacity for self-destruction.

The Fire-Bearer is definitely known to have given early Humanity one weapon during its struggle against the Elder Worm. The spell called the

Mordant Flame (see sidebar) slays several sorts of Edomites over a wide area; it requires a brazier and the brain of an Elder Worm.

Lords Of The Jeweled Spider: This race of powerful entities wielded mighty weapons and talismans of crystal. The "Jeweled Spider" refers to a talisman that repels some Edomite monsters the way a holy symbol repels vampires or demons (see sidebar). The Spider Sign consists of a slab cut from a large quartz crystal at a certain angle. An eight-armed symbol is engraved on the slab and inlaid with magnetite and a natural ore of thorium. The Sign is then briefly electrified.

Strangely, new information about the Lords of the Jeweled Spider comes from extraterrestrials now resident on Earth. The gladiator Ironclad, now in the Champions, recognized the Spider Sign as an ancient Perseid symbol for good luck. His old rival Firewing remembers seeing a crystal Spider Sign in a Malvan museum, where it was described as an artifact of an aloof but nigh-omnipotent crystalline race that lives in the galactic core.

The Ravens Of Dispersion: Earth's mystics know the Ravens as powerful Qliphothic entities who steal energy from other worlds to stave off their own slide down Quemetiel's gullet. Their appearance as enemies of the Kings in the ancient battle surprises and disturbs many mystics: Qliphothic entities are regarded as entirely malign, and the Ravens are as ancient as the Kings themselves. Even wholly evil entities, however, may want to scotch the competition.

Thanoro Azoic: Many mystics believe Earth's legendary first Archmage fought the Elder Worm; the cosmic entity Luathon taught him the *Eleven Lights* (see page 57 of *The Mystic World*) to assist him in this war. But occult legends put Thanoro Azoic in all the lost civilizations and epic struggles of prehistory, so some mystics aren't sure what to think.

Other enemies of the Kings remain nothing but names. No one on Earth, at least, can identify the Angel of Cold Shadow, the Mother of Dust, the Seventh Hand, the Ladies Around The Corner, the Duke of Suns, the Lunar Rose, the Voice of the Golden Imprecations, or the Silver Executioner. Some of these entities are probably long extinct.

THE MORDANT FLAME

The eerie lavender light of the Mordant Flame penetrates all barriers to scorch the flesh of Edomite monsters — those that have flesh, anyway. Casting the Mordant Flame requires building a charcoal fire and adding certain powdered minerals and the brain of an Elder Worm soaked in turpentine, gasoline, or some other accelerant. Once initiated, the Mordant Flame burns for 20 minutes.

RKA 1d6, Area Of Effect (80" Radius; +2), Continuous (+1), Indirect (+½), Penetrating (+½) (75 Active Points); OAF Expendable (see text; -2), Extra Time (1 Turn to activate; -¾), Incantations (-¼), No Range (-½), Only Affects Corporeal Edomites (-1), 1 Continuing Charge lasting 20 Minutes (-½). Total cost: 12 points.

THE SPIDER SIGN

This symbol has no Power of its own. Rather, some Edomites suffer a Physical Limitation to the glyph. Any rendition of the Spider Sign repels certain Edomite creatures, such as mind thieves and squrms: they fear it, but can approach it if they must. (The symbol has no effect on anglers, hands of Deizzhorath, or Vulshoth-spawn.) Such creatures are psychologically incapable of coming within 2" of a Spider Sign properly inlaid in crystal. Forcing an Edomite any closer may drive it berserk or make it leave for another dimension.

THE SYLVESTRI CLAN



Membership: Giacomo Sylvestri, Bocal McFarlane, Astralle, Cornelius Liefeld, and others.

Background/History: For three hundred years, the Sylvestri clan has been one of the most powerful and evil factions of the Mystic World. The clan consists of several related, extended families: the Sylvestris themselves; the McFarlanes; the Liefelds, and a few other minor families. Members of the Sylvestri Clan live on at least three continents.

The lineage's involvement in black magic began with Count Giacomo Sylvestri. Unlike most Satanists, Giacomo had the patience and discretion to learn magic on his own instead of relying on what the Lords of Hell proffered. Giacomo went beyond his deal with the Devil to serve the Dragon directly. He has lived for centuries through Satanic power, with no end in sight, and has become one of the Dragon's most favored servants.

Giacomo raised his children as Satanists and Dragon-worshippers, and they continued the tradition with their own children. The Sylvestris married other black magicians, bringing them into the extended family. By now the far-flung clan includes at least twenty adepts of significant power, and dozens of minor mystics. Family members with no talent for magic stay involved as cultists and accomplices. Not all the family members choose to follow this peculiar "family business," and the Sylvestris suffer a high attrition rate, but after three centuries their numbers make them a major power-bloc in the Magical World.

The Sylvestris own several Bases. The three family homelands hold their most important sanctums. Castello di Sylvestri in the Apennine Mountains of Italy is the clan's supreme headquarters. A small town in Scotland hosts McFarlane House. The Liefeld Commerzbank Tower in Frankfurt, Germany forms the chief nexus for the clan's financial web. All these Bases boast extensive defenses, both magical and mundane.

Group Relations: Sylvestris work together on missions, and any Sylvestri can count on help from the others if he faces danger from outside forces such as churches, governments, or mystic heroes. At the same time, the Sylvestris are selfish amorlists who gladly betray each other when things go well, if they think this could bring them more power. Keeping up with family gossip on who's doing what with whom (or to whom) is a major preoccupation.

The Sylvestris agree, however, that family patriarch Giacomo remains the boss, now and forever. Giacomo has the most seniority and experience, and he's clearly the clan's most powerful sorcerer. Giacomo has also survived every assassination

attempt and killed the would-be assassins. Most importantly, the Dragon says Giacomo is the boss, and most Sylvestris know better than to argue with the Dragon.

Other senior Sylvestris receive respect and obedience in proportion to their age, power, and favor with Giacomo. The family patriarch appoints an informal council of elders to advise him and oversee family operations. The Sylvestris preach obedience to elders as an important part of Sylvestri etiquette. Actually, respect for elders is a matter of self-preservation: young snots who mouth off to their seniors don't live to become seniors themselves.

The Sylvestris enjoy cordial relationships with other Satanic and Draconic cults and mystics. DEMON used to have close relations with the Sylvestris. A decade ago, however, the Dragon and the demonic patrons of various family members commanded the clan to break off the alliance. Most Sylvestris obeyed, and the ones who did not had to throw in their lot with DEMON, once and for all. Of course, all good mystic organizations despise the Sylvestris, with the Trismegistus Council as the clan's most determined foe.

Most law enforcement agencies have no idea of the Sylvestris' dark deeds. The Sylvestris devote great effort to keeping the cops in the dark. It's not easy, considering how many Sylvestris engage in kidnapping, torture, murder, and other criminal activities. The family is also hip-deep in the international drug trade, more for its value as a corroder of social values than for the money (their demonic connections have allowed the Sylvestris to amass total assets worth billions of dollars already). Several are multi-millionaires. A few Sylvestris fall because of their criminal activities, but the family passes them off as isolated "black sheep" and hides the occult aspects.

Tactics: The family's goals can be summarized as, "Whatever would please the Dragon." In the long term, this means freeing the Dragon, annihilating civilization as it currently exists, and making the Earth an eternal Hell of misery from which even death gives no escape. In the short term, however, the Sylvestris follow many goals. Typical Sylvestri operations range from creating a magic item to provoking wars, plagues, and famines — if it's nasty, Sylvestris enjoy doing it. Some Sylvestris hire out to other evil sorcerers and cults as a way of making contacts — and keeping an eye on potential rivals of the clan. Each family member has his own favored magic tactics, making the group a dangerously unpredictable foe.

Campaign Use: Most obviously, the Sylvestris present an ongoing threat to the heroes. They make a fine source for new villains, too. If you cannot think of some other origin for an evil sorcerer or magical super-thug, you can make him another Sylvestri. You can also use the Sylvestris as an excuse for all sorts of different sorcerers, villains, and monsters to work together.

The Sylvestris are so widespread and have their fingers in so many pies that players can easily justify them as a hero's Hunted. Heroes might have thwarted Sylvestri plots in the past, or gained their powers by accident from a Sylvestri magic ritual, and so on. A hero might even be a Sylvestri who "went rogue," and the family wants him back — or dead. In every generation, a few Sylvestris try to drop out and lead normal lives. If they succeed, their children might inherit a knack for magic. Sylvestris who fail might seek good-guy sorcerers — like the PCs — for help against their relatives.

Weakening or strengthening the Sylvestris primarily means decreasing or increasing their numbers. You could also make the family less powerful by heightening its internal divisiveness, making it less likely that large numbers of them can work together.

SYLVESTRI PLOT SEEDS

A mystic hero finds his family past is murkier than he thought: he may be a Sylvestri by blood, perhaps a close descendant of Patriarch himself. When word of this reaches the Mystic World, other mystics turn suspicious or even hostile, while Satanists and Dragon cultists say they knew it all along and look forward to the character's joining their side. Is this an elaborate hoax to isolate the hero? If it's true, how can the hero regain the trust of his former allies?

A Sylvestri couple with no magic of their own try defecting to the heroes' side because the Patriarch wants to take their newborn son. Mystic senses show the child has a powerful but demon-tainted aura: in fact, he's a mystical "battery" that can supercharge any sorcerer (Aid Magic 6d6, Others Only). A deeper investigation shows the child is Giacomo's first son, Pietro, reborn from Hell. How do the heroes protect the child from the Sylvestris who want to recover him? *Should* they protect the child? The infant could grow up to become the mightiest black magician since Archimago.

A group of Sylvestris create a new drug syndicate as a way to bring more people into evil's grasp. Cornelius Liefeld invents a new designer drug and infuses it with demon ichor. The combination results in one of the Seven Deadly Sins gaining a terrible power over each addict. The Patriarch finances a lab to mass-produce the drug, while other Sylvestris line up distributors. Bocal McFarlane and Astralle "persuade" any crime bosses who create problems. The Sylvestris hope to saturate a city with the drug so that a wave of sin-obsessed addicts drive the city into anarchy.

The Ranks Of The Sylvestris

Giacomo Sylvestri remains the undisputed leader of the Sylvestri clan. The family includes many other powerful sorcerers, however.

Bocal McFarlane is one of the more powerful family members. This master of life magic became one of the Patriarch's trusted lieutenants long ago.

Perrenon Sylvestri, *a.k.a.* Astralle, is one of the junior Sylvestris. She gave herself to the Seven Planetary Demons for quick, easy magical power. Unlike most Sylvestris, she favors the "supervillain look," even to adopting a cool pseudonym.

Cornelius Liefeld broke with tradition by becoming an alchemist instead of a demon sorcerer. He lacks the raw power of his Satanist kinfolk, and prefers to act from hiding, but he's no less evil and dangerous than other Sylvestris.

Other family members of note include:

Matachin: Dashwood Sylvestri has little magic of his own, but he wields a magic sword charged with deathly Qliphothic energies. As the mercenary Matachin, he sells his services in the Mystic World and gathers information to sell to his kinfolk.

Fra Diavolo: Diodoro Sylvestri tried to escape his family by becoming a monk, but the Patriarch eventually corrupted him. He is not only a Satanist (though with little power), he also made himself a crime boss within a major Italian city.

Erichtho McFarlane: This daughter of the Patriarch changed her name to that of a witch from Classical literature to reflect her mastery of necromancy. Erichtho died more than a century ago, but remains active as a ghost. She can possess corpses, create other undead, and cast a variety of necromantic spells while in disembodied, astral form.

Canidia Liefeld: Erichtho's great-granddaughter inherited only a little of her ancestress's necromantic skill, but she is a topflight lawyer. Canidia looks out for the legal affairs of many of her relatives.

Georgius Liefeld: Canidia's cousin Georgius runs a brokerage house in Hamburg. His only mystic talents are astral perception and projection, which he uses to gain information for insider trading.

Sagana Liefeld: This Sylvestri scion suffered from an ugly and handicapped body until she sold her soul to the archdevil Mulciber, the Netherworld's greatest artisan. Mulciber gave Sagana an immortal body of living metal, making her drop-dead gorgeous but unable to pass for human. Sagana gained great magical power over earth, fire, and metal. She serves Mulciber with utter devotion, and indeed has fallen in love with the demon-smith.

Velleda McFarlane: Although she learned a few minor spells, this Sylvestri scion lacked the talent to match her ambition. She appealed to Erichtho for help, and her deceased kinswoman turned her into a vampire. Velleda acts as the Sylvestris' liaison whenever they need to negotiate with vampires. She enjoys seducing and preying upon the living, especially Goth types who think being dead is sexy.

PATRIARCH

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
13	BODY	6	12-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
15	PD	11		Total: 15 PD (0 rPD)
15	ED	10		Total: 15 ED (0 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	2		
70	END	12		
35	STUN	0		Total Characteristics Cost: 194

Movement: Running: 6"/12"

Cost	Powers	END
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115	<i>Demonic Theurgy:</i> Variable Power Pool (Magic Pool), 80 base + 40 control cost, No Skill Roll Requires (+1); Extra Time (requires a minimum of 1 Turn to change Pool allocation; -¾), Variable Limitations (requires -1 worth of Limitations; -½) var	
7	<i>Hell Sword:</i> HKA 1d6 (2d6 with STR with no Advantages used; 1d6+1 with STR when naked Advantages are used); OAF (-1), No Knockback (-¼) 1	
27	<i>Hell Sword's Hellfire:</i> Continuous (+1), Penetrating (x2; +1), and Uncontrolled (stops working after 1 Turn; +½) for HKA 1d6, Reduced Endurance (0 END; +½); OAF (-1) 0	
	<i>Martial Arts: Fencing</i>	
	Maneuver OCV DCV Notes	
4	<i>Froissement</i> -1 +1 Disarm, 30 STR	
5	<i>Lunge</i> +1 -2 Weapon +4 DC	
4	<i>Parry</i> +2 +2 Block, Abort	
4	<i>Strike</i> +0 +2 Weapon +2 DC	
1	<i>Use Art With Clubs</i>	
24	<i>Diabolical Fortitude:</i> Physical and Energy Damage Reduction, Resistant, 25%; Only Works If Patriarch Maintains His Ritual Schedule (-¼) 0	
23	<i>Diabolical Immunities:</i> Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Intense Heat; Longevity: Immortal; Immunity: all terrestrial diseases and biowarfare agents); Only Works If Patriarch Maintains His Ritual Schedule (-¼) 0	
5	<i>Mystic Ward:</i> Power Defense (5 points) 0	
10	<i>Psychic Ward:</i> Mental Defense (15 points total) 0	
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	
10	<i>See Magic:</i> Detect Magic 14- (Sight Group), Discriminatory 0	
8	<i>Wizard's Wardrobe:</i> Cosmetic Transform 2d6 (change clothing in any way), Improved Results Group (any clothing; +¼); Limited Target (own clothes; -½) 1	
7	<i>Diabolical Regeneration:</i> Healing 1d6	

(Regeneration; 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -1¼), Only Works If Patriarch Maintains His Ritual Schedule (-¼) 0

Perks

40	<i>Castello di Sylvestri:</i> 200-point Base
12	Contact: Cult Of The Red Banner 11- (useful Skills and resources; organization Contact)
12	Contact: Ouroboros 11- (useful Skills and resources; organization Contact)
10	Money: Wealthy

Skills

10	+2 with Magical Attacks
3	Acting 15-
3	Analyze Magic 14-
3	Breakfall 14-
5	Cramming
3	Cryptography 14-
3	Deduction 14-
3	High Society 15-
3	Interrogation 15-
3	Navigation (Astral, Dimensional) 14-
3	Oratory 15-
3	Sleight Of Hand 14-
15	Power: Thaumaturgy 20-
3	Trading 15-
1	WF: Blades
3	Linguist
3	1) English (idiomatic) (Italian is Native)
2	2) French (completely fluent)
2	3) German (completely fluent)
2	4) Greek (completely fluent)
2	5) Hebrew (completely fluent)
2	6) Latin (completely fluent)
3	Scholar
2	1) KS: Demonology 14-
2	2) KS: Draconic Cults 14-
1	3) KS: Fencing 11-
2	4) KS: Hermetic Theurgy 14-
1	5) KS: Imaginal Planes 11-
2	6) KS: The Mystic World 14-
1	7) KS: Occult History 11-
2	8) KS: Spirits 14-
2	9) KS: Western Occultism 14-

Total Powers & Skills Cost: 446

Total Cost: 640

200+ Disadvantages

10	Distinctive Features: powerful, tainted magic aura (Not Concealable; Always Noticed; Detectable Only with Unusual Senses)
15	Enraged: by defiance, insult or humiliation (Common), go 11-, recover 14-
10	Hunted: assorted mystic heroes 8- (As Pow, Capture/Kill)
10	Hunted: Adrian Vandaleur 8- (As Pow, NCI, Discreetly Thwart)
10	Hunted: The Dragon 11- (Mo Pow, Watching)
10	Hunted: The Devil's Advocates 11- (Mo Pow, Watching)

- 10 Physical Limitation: must perform sacrifice rituals to keep physical toughness and magical powers (Infrequent, Greatly Impairing)
- 15 Psychological Limitation: Devoted To The Dragon (Common, Strong)
- 15 Psychological Limitation: Vengeful (Very Common, Moderate)
- 10 Psychological Limitation: Treacherous (Common, Moderate)
- 10 Reputation: the Dragon's chief disciple, 11- (Extreme, Limited Group [the Mystic World])
- 30 Susceptibility: to whenever the Dragon wants, 3d6 STUN and BODY damage (Uncommon)
- 10 Susceptibility: to holy ground, 1d6 Drain Magic Pool every Turn character is on holy ground (Uncommon)
- 265 Experience Spent

Total Disadvantage Points: 640

EXAMPLE POWERS FOR DEMONIC THEURGY POWER POOL

Brimstone Spear: With a word and a pass of his beringed hands, the Patriarch conjures a javelin of fire and brimstone. When it hits its target, the spear explodes in a cloud of choking, stinking smoke.

Energy Blast 5d6, Area Of Effect (One Hex; +½), NND (defense is Self-Contained Breathing or Taste/Smell Group Flash Defense; +1) (62 Active Points); OIF (talismanic rings; -½), Gestures (-¼), Incantations (-¼). Total cost: 31 points.

Diabolic Communion: Once the Patriarch contacts a devil, he offers access to his mind, so they may speak together.

Mind Link to any one infernal spirit, any distance, any dimension (20 Active Points); IAF (sword-cane; -½) Concentration (concentrate to ½ DCV throughout; -½). Total cost: 10 points.

Diabolic Invocation: Powerful as Giacomo is, he cannot actually force any but the weakest demons to appear. Instead, he sends a mystical beacon to a demon or devil, requesting communion. If the spirit responds (by accepting the *Diabolic Communion*, above), Giacomo can invite it to appear. The demon may choose to appear, or not. Tradition and formality call for a grand ceremony, but the Patriarch can make do with chanting an invocation while tracing a circle with his sword-cane.

Mind Scan 10d6, Transdimensional (Netherworld; +½) (75 Active Points); OAF (sword-cane; -1), Extra Time (1 Turn; -1¼), Incantations (-¼). Total cost: 21 points.

Eyes Of Asmoday: Among his other gifts, the arch-devil Asmoday grants invisibility. By calling on Asmoday and kissing one of his rings, the Patriarch can gain the power to "see" those who think themselves unseen.

Detect Invisibility (no Sense Group), Range, Sense, Targeting (22 Active Points); OIF (talismanic ring; -½), Gestures (-¼), Incantations (-¼). Total cost: 11 points.

Hypocrite's Cloak: In the Inferno, religious hypocrites — especially those who used their holy office for financial gain — are condemned to wear imprisoning robes of gilded lead. With a wave of his sword-cane, the Patriarch conjures such a robe around a foe. The robe can trap spirits, astral projectors, and other non-solid entities, as well as mortals.

Entangle 4d6, 4 DEF, Affects Desolidified (+½) (60 Active Points); OAF (sword-cane; -1). Total cost: 30 points.

Soul Armor: The Patriarch summons a phantom suit of mail crafted from gibbering, damned souls. This stops the BODY from most mundane attacks.

Armor (10 PD/10 ED) (30 Active Points); OIF (talismanic rings; -½), Gestures (-¼), Incantations (-¼). Total cost: 15 points.

Surgat's Blessing: The demon Surgat has the power to open any lock. The Patriarch calls on Surgat's power with a few words and a tap from his cane. One tap suffices for most locks, but even bank vault doors open in time.

Lockpicking 25- (35 Active Points); OAF (sword-cane; -1), Incantations (-¼). Total cost: 14 points.

Background/History: After twenty years, the Conte Giacomo Sylvestri at last would have a child: his third wife was pregnant. His ancient line and title would continue. Moreover, the unfruitfulness of his past wives and mistresses was not his fault.

Giacomo had a brilliant life. He was a successful army commander; fluent in French, German, Latin, and Greek; a shrewd investor; and a patron of the arts. He succeeded at everything except siring an heir.

On a business trip to Milan, Giacomo obtained a horoscope from the notorious Pietro Mora, who was rumored to be a sorcerer as well as a doctor and astrologer. His wife's child was a boy, Mora said, and Giacomo would father more sons than Jacob of Israel. Giacomo returned early from Milan to tell his wife the news. In high heart, he strode to their chamber, threw open the door to greet her — and felt a dagger of ice in his heart.

His wife was naked on their bed. So was the handsome young guard. They broke their embrace, as surprised as he. Giacomo moved first. They barely had time to scream before he slew them both with his sword.

Giacomo spent the next week drunk, but wine could not erase the horrid clarity of that moment at his chamber door. The child had not been his. Killing his wife and her lover did not kill the truth that he could never sire an heir. He was the last Sylvestri. Giacomo laughed, remembering Pietro Mora's assurance. More sons than Jacob indeed! And so

PATRIARCH PLOT SEEDS

A hero with big business or high society connections encounters Giacomo Sylvestri at a tony social gathering, with lots of innocent bystanders who could be harmed if they fought. The Patriarch intends to deliver a magical gift to one of the guests: its acceptance fulfills a contract and damns the recipient. Can the hero prevent this without revealing his own powers or endangering the other guests?

The newspapers say that a new round of Middle East peace negotiations (or some other gathering of international VIPs) is scheduled... to be held at Castello di Sylvestri. How can the heroes stop the Patriarch from placing the dignitaries in his power and plunging the Middle East into total war?

The Patriarch tries to copy the Zodiac Working of Archimago. He orders various Sylvestris to kidnap twelve women, chosen for their beauty and astrological conditions of their birth, and bring them to a clan stronghold. There Giacomo summons twelve archdevils, one by one, to rape and impregnate the women. He plans to keep the women until he can bring the demon-children to birth... after which they are just more victims for his sacrificial altar. Can the heroes rescue the women? If the victims are already pregnant, what do they do about the twelve demon-children?



Giacomo decided to ride back to Milan and kill Mora as well. What was another murder? He did not regret killing his faithless wife any more than he regretted the men he slew on the battlefield.

Only Mora did not die. When he saw Giacomo's sword, Mora raised his hand and spoke a Word. One of the rings on his fingers flashed red and Giacomo felt fire explode in his head. He staggered forward, half blind with pain, until a second blast sent him crumpling to the floor.

To his surprise, Giacomo woke up again. Mora wanted to know why Giacomo sought his death; this was a strange reaction to good news, was it not? Giacomo told of his wife and why he'd slain her. "Your horoscopes are no better than fart-wind, wizard."

Mora frowned, but thoughtfully. "Not my words, but those of my lord and patron, the great Duke Astaroth. He has never been wrong before, but one must consider his words closely. He said the child was a boy. He never said it was yours. The rest of his prophecy may yet come true — if you dare to fulfill it. Will you accept damnation to gain an heir?"

Giacomo laughed bitterly. "God has shown His 'love' for me well enough. I am an adulterer and a murderer and do not repent it! Let your devil do his best. If he can make my seed fertile, he shall be my liege as well!"

So it came to pass. Giacomo sold his soul to the archdevil Astaroth and took another wife. Soon he had a baby daughter, with another child on the

way. As Astaroth commanded, he baptised neither. With proof of Hell's power, Giacomo contacted Mora again. He wanted to learn sorcery himself. Since Milan was becoming too hot for Mora, the Satanic wizard gladly moved to Castle Sylvestri.

As always, the Conte did well at his chosen task. When Mora left five years later, Giacomo could summon demons himself... and just in time, for the Pope had allied with a neighbor to conquer and destroy him. Many of Giacomo's own people welcomed the invader: Giacomo was as thorough in damnation as everything else, and earned their hatred. The few who remained loyal were not enough, but some minor demons sent among the besiegers at night evened the score. Even as the army retreated from Giacomo's gates, though, an arquebus shot pierced him. The wound festered into gangrene; mortal medicine was helpless, and so Giacomo invoked the demon called Marbas, a President who cures disease and appears in the form of a lion.

To Giacomo's dismay, this time his conjurations did not cow the demon. His sickness made him too weak. "Payment, son of Adam!" the demon growled as it stalked around Giacomo's magic circle. "Life and health I give, in return for what else is most precious to thee!"

"Fiend!" he cried. "My soul is pledged already!"

The demon bared its fangs, a grin. "That I know... but what did you buy that was worth damnation? Give it to me, with thy two hands, and perfect health shall be thine for all thy days."

What could the demon mean but his eldest son Pietro, his heir? A fine little lad, though Giacomo didn't see much of him; that was the nanny's job. But then, he had two other sons, one legitimate, and already wise folk did not question his word... "Agreed, spirit. With my own two hands will I grant thy desire in... a week? If you will assure my life until then?"

"A week," Marbas agreed. "I shall know if thy payment is given with less than thy full heart." And it vanished in a flash of flame.

In the days to come, Giacomo announced sadly that little Pietro was sick. The nanny did not contradict him. Pietro got all the toys and sweets he wanted. And then Giacomo stood in the circle again, his son sleeping in his arms from an herbal potion. Pietro would not suffer, he told himself. Once more the lion Marbas paced outside his circle. Once more it grinned.

"Come forth and be healed," the demon said. Steeling his nerve, Giacomo stepped out of the circle, knelt, and laid Pietro on the stone floor. "Now, let all infirmity depart!" the demon commanded. A wave of sulfurous fumes swirled around Giacomo, making him cough, but he felt the pain and corruption leave his flesh. Pietro coughed as well and opened sleepy eyes.

"Daddy?" he murmured. Then Pietro shrieked, a thin, brief sound as Marbas leaped upon him and swallowed him whole, knocking Giacomo back into the circle.

"Thou payest well, son of Adam," the demon said. It licked its chops and vanished. Giacomo

regretted his damnation for the first time. And the last. Henceforth, no crime was beyond him, and the Lords of Hell were much pleased.

Over the years Giacomo became a mighty wizard, both from the powers the demon princes gave him and what he learned on his own. In fact, he proved a little too skilled for his demonic patrons. When old age closed in on him, Giacomo contacted the Dragon and made a final pact. The Dragon gave Giacomo immortality in exchange for eternal service as its tool for mankind's destruction. As token of their pact, Giacomo must sacrifice one of his own blood every year to maintain his immortal life. Giacomo has done this for three hundred years. He has sired dozens of children, as Astaroth foretold, and hundreds of grandchildren and further descendants... and his hands have run red with their blood.

Personality/Motivation: Giacomo is haughty, cold, and vicious. He's an amazingly competent person, and he knows it. He made himself the Dragon's favorite acolyte in the Quaternion, and he knows that, too. As far as Giacomo is concerned, the Multiverse divides into four categories: the Dragon; himself; that which serves the Dragon and himself; and that which should serve the Dragon and himself. In short, he's a psychopath and a fanatic. He's good at hiding it in public, though. Giacomo can be quite charming when he wants.

Quote: "A moment, please, before you attempt something heroic and foolish. There is something you should know..."

Powers/Tactics: The Sylvestri Patriarch practices Hermetic theurgy with a demonic emphasis. The Dragon forbids him to use other sorts of magic. (Giacomo can use alchemical potions since they are actually spells cast by someone else, but the Dragon punishes him for it later.) He prefers to fill his Variable Limitation with his sword-cane (in either sword or cane form) as an OAF. If the Patriarch loses the sword-cane, he uses his talismanic rings (OIF) with Gestures and Incantations (or a 14-Activation Roll). If Giacomo loses use of all Foci, he has to find -1 worth of other Limitations (typically Activation Roll, Gestures, and/or Incantations). His complete list of permissible Limitations consists of Activation Roll, Concentration, Extra Time, Focus, Gestures, and Incantations.

The Patriarch must sacrifice a descendant every year. If he does not, he loses the magical toughness and immortality granted by the Dragon (his Damage Reduction, Regeneration and Life Support) and 5 points of STR, DEX, and CON. What's more, all his magic suffers an Activation Roll 14-. (Giacomo practices other rituals to maintain his power as well, but he doesn't need to follow a strict schedule.)

Giacomo carries an enchanted sword-cane. The demon-forged Hell Sword in the cane inflicts just a little damage when it hits — it's only a sharpened épée, after all — but the hellfire flickering along the blade can damage virtually anything, and keeps burning for a full Turn. (The sword inflicts full damage, with Damage Classes from the Fenc-

ing maneuvers, when it hits; after that the hellfire inflicts 1d6 Killing Damage, Penetrating (x2), each Phase for 1 Turn.)

Campaign Use: See the introductory text for general information. The Patriarch holds the Sylvestri clan together through sheer terror and the tacit threat of the Dragon's wrath. Without him, one of the most powerful factions in the Mystic World would fall apart as the various Sylvestris turned on each other or pursued their own schemes.

Giacomo prefers to delegate oversight to one descendant or another. The Patriarch does not take charge personally unless he must: not only does Giacomo ensure his own safety by staying in the shadows, he can blame underlings for failure. Thus, heroes usually encounter Giacomo only at his pleasure, when he has lots of backup, deadly pre-cast spells ready to trigger, and a hostage DNPC or two — or when the Sylvestris capture them.

To make the Patriarch more powerful, increase his Magic Pool, reduce the Limitations on it, or give him greater attacks and defenses outside the VPP. To reduce his power, decrease the size of his Magic Pool, add Limitations to (or remove Advantages from) it, and/or reduce his DEX and SPD.

Anyone who gains a Sylvestri as an enemy eventually comes to the Patriarch's attention. If Giacomo considers a hero sufficiently irritating or dangerous, he mobilizes the family to Hunt the hero. The Patriarch never personally Hunts anyone except rebellious descendants.

Appearance: The Patriarch looks like he's in his mid-40s. The handsome Giacomo has a narrow mustache and just a few streaks of grey in his wavy black hair. When in public, mingling with Italian high society, he wears immaculately-tailored grey silk suits. Only close inspection of his dragon-headed sword-cane and rings would hint that Giacomo is a sorcerer: his rings bear demonic sigils, while the gold wire embedded in the rosewood cane twists into runes.

On formal occasions, Giacomo wears opulent seventeenth-century garb slightly modified for the demands of ritual sorcery: trousers and a broad-collared jacket of dark, richly embroidered velvet, with lace cuffs, a ruffled cravat, and leather belt and boots. He adds a black mantle lined with red silk and a golden coronet. The belt, mantle, and coronet all bear mystic characters. Two ensymboled brooches linked by a golden chain hold the mantle across his shoulders. The collar of his jacket is embroidered in gold with a rampant dragon on one side and the Secret Seal of Solomon on the other.

BOCAL MCFARLANE

Val	Char	Cost	Roll	Notes
33	STR	23	16-	Lift 2,400 kg; 6½d6 [3]
17	DEX	21	12-	OCV: 6/DCV: 6
23	CON	26	14-	
16	BODY	12	12-	
23	INT	13	14-	PER Roll 14-
17	EGO	14	12-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
23	PD	16		Total: 23 PD (7 rPD)
23	ED	18		Total: 23 ED (7 rED)
5	SPD	23		Phases: 3, 5, 8, 10, 12
12	REC	0		
46	END	0		
45	STUN	0		Total Characteristics Cost: 178

Movement: Running: 6"/12"
Flight: 5"/10"
Gliding: 15"/30"

Cost Powers END

47	<i>Biomancy:</i>	Multipower, 94-point reserve; all slots Activation Roll 14- (-½), Incantations (-¼), Side Effects (lose the use of the slot for 1 Minute; -¼)	
4u	1) <i>Melt Flesh:</i>	RKA 1d6, AVL D (defense is Power Defense or an inorganic body; +1½), Does BODY (+1), +4 Increased STUN Multiplier (+1), Continuous (+1), Reduced Endurance (½ END; +¼); Common Limitations described above (-1), Extra Time (Full Phase to activate; -¼)	4
3u	2) <i>Flesh Sculpting:</i>	Major Transform 3d6 (change living tissue, heals back through another application of this power, or a like power), Improved Results Group (any physiological change to any living creature; +1); Common Limitations described above (-1), No Range (-½), Extra Time (Full Phase; -½), Limited Target (living creatures; -¼)	9
3u	3) <i>Prospero's Curse Of Cramps:</i>	Suppress DEX 6d6, Uncontrolled (CON Roll at every post-12 Recovery to stop; +½), Reduced Endurance (0 END, but only applies to maintenance of effect; +½); Common Limitations described above (-1)	6
3u	4) <i>Momentary Migraine:</i>	Ego Attack 6d6; Common Limitations described above (-1)	6
4u	5) <i>Mass Migraine:</i>	Ego Attack 2½d6, Area Of Effect (12" Radius; +1¼), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Common Limitations described above (-1), Extra Time (Full Phase to activate; -¼)	4
3u	6) <i>Paralyze:</i>	Entangle 3d6, 3 DEF, Based On Ego Combat Value (+1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼); Common Limitations described above (-1), Cannot Form Barriers (-¼)	7
3u	7) <i>Twisting Joints:</i>	RKA 1d6+1, NND (defense is Lack of Weakness, Double-Jointed, or succeeding with a Contortionist Roll; +1), Does BODY (+1); Common Limitations	

	described above (-1)	6
3u	8) <i>Induce Astigmatism:</i> Sight Group Flash 8d6, NND (defense is Power Defense or having innate inorganic sensing devices; +½); Common Limitations described above (-1)	6
3u	9) <i>Meat Puppets:</i> Telekinesis (20 STR), BOECV (+1); Common Limitations described above (-1)	6
3u	10) <i>Bladeskin:</i> RKA 1½d6, Continuous (+1), Damage Shield (+½); Common Limitations described above (-1)	6
3u	11) <i>Domination:</i> Mind Control 12d6; Common Limitations described above (-1)	6
1u	12) <i>Disrupting Touch:</i> Energy Blast 2d6, NND (defense is Lack of Weakness; +1), Does BODY (+1); Common Limitations described above (-1), No Range (-½)	3
1u	13) <i>Kinetic Touch:</i> HA +6d6, Hand-To-Hand Attack (-½); Common Limitations described above (-1)	3
1u	14) <i>Body Toughening:</i> Force Field (10 PD/10 ED/10 Power Defense); Common Limitations described above (-1)	3
1u	15) <i>Body Control:</i> Life Support (Self-Contained Breathing, Diminished Eating: only needs to eat once per week; Diminished Sleep: only needs eight hours of sleep per week; Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum; Immunity [all poisons]); Common Limitations described above (-1)	0
1u	16) <i>Augmentation:</i> Succor Physical Abilities 4d6, any Physical Characteristic one at a time (+¼), Reduced Endurance (½ END; +¼); Common Limitations described above (-1)	1
1u	17) <i>Psychic Sight:</i> Clairsentience (Sight Group and Detect Magic), Reduced Endurance (½ END; +¼); Common Limitations described above (-1)	1
2u	18) <i>Healing-Spells:</i> Healing BODY 3d6, Can Heal Limbs; Common Limitations described above (-1)	3
20	<i>Claw/Bite:</i> HKA 1d6+1 (2½d6 with STR)	2
7	<i>Tough, Scaled Hide:</i> Damage Resistance (7 PD/7 ED)	0
5	<i>Tough And Flexible:</i> Lack of Weakness (-5) for Normal Defenses	0
7	<i>Trained Will:</i> Mental Defense (10 points total)	0
5	<i>Inhuman Metabolism:</i> Power Defense (5 points)	0
3	<i>Slow Aging:</i> Life Support (Longevity: lifespan of 800 years)	0
10	<i>Supernatural Health:</i> Life Support (Immunity: all terrestrial diseases and biowarfare agents)	0
5	<i>Wings:</i> Flight 5", Restrainable (-½), Increased Endurance Cost (x2 END; -½)	2
10	<i>Soaring:</i> Gliding 15", Restrainable (-½)	0
15	<i>Feel Magic:</i> Detect Magic 14- (Touch Group), Discriminatory, Ranged	0
11	<i>Reptilian Regeneration:</i> Healing 1d6	

- (Regeneration; 1 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -1¼) 0
- 5 *Tail:* Extra Limbs (1), Inherent (+¼); Limited Manipulation (-¼) 0

Perks

- 3 Anonymity
- 5 Fringe Benefit: Senior Sylvestri

Talents

- 3 Simulate Death

Skills

- 6 +2 with Biomancy Multipower
- 3 Acting 14-
- 3 Climbing 12-
- 3 Concealment 14-
- 3 Contortionist 12-
- 3 Cryptography 14-
- 3 Interrogation 14-
- 3 Paramedics 14-
- 3 PS: Flesh Sculpture 14-
- 3 SS: Biology 14-
- 3 Spell Research (Inventor) 14-
- 3 Linguist
- 2 1) Language: Gaelic (completely fluent; English is Native)
- 2 2) Language: German (completely fluent)
- 2 3) Language: Hindustani (completely fluent)
- 2 4) Language: Italian (completely fluent)
- 2 5) Language: Latin (completely fluent)
- 3 Scholar
- 1 1) KS: Ayurvedic Medicine 11-
- 2 2) KS: Body Magic 14-
- 1 3) KS: Demonology 11-
- 1 4) KS: Draconic Cults 11-
- 2 5) KS: Life Shaping And Augmentation 14-
- 1 6) KS: The Lords Carnidine 11-
- 1 7) KS: Outer Planes 11-
- 2 8) KS: Western Occultism 14-
- 1 9) KS: Yoga 11-

Total Powers & Skills Cost: 268

Total Cost: 446

200+ Disadvantages

- 20 Enraged: if takes BODY (Very Common), go 11-, recover 14-
- 10 Hunted: Doctor Teneber or selected mystic hero 8- (As Pow, Capture/Kill)
- 10 Hunted: The Dragon 11- (Mo Pow, Watching)
- 5 Hunted: Patriarch 8- (Mo Pow, Watching)
- 15 Physical Limitation: Multipower lost if Bocal doesn't perform monthly sacrificial ritual (Infrequently, Fully Impairing)
- 5 Physical Limitation: Large (2" tall/long, weighs 200 kg, -2 DCV, +2 to others' PER Rolls to perceive him) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Bloodthirsty And Sadistic (Common, Strong)
- 15 Psychological Limitation: Ambitious (Common, Moderate)

- 10 Social Limitation: Secret (is a mass murderer monster) (Occasionally, Severe [execution or lifetime imprisonment if discovered])
- 15 Susceptibility: to eating anything except raw meat, reduce Multipower by 31 points for 1d6 hours (Uncommon)
- 15 Susceptibility: to holy ground, 1d6 damage per Phase (Uncommon)
- 5 Vulnerability: 1½ x STUN from Cold attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Cold attacks (Uncommon)
- 101 Experience Points

Total Disadvantage Points: 446

Background/History: "He's a deep one," his parents used to say about young Bocal McFarlane. "He'll go far." His cousins thought Bocal was just boring. Even as a child, Bocal listened more than he spoke. While his cousins pestered their parents to activate them so they could work devilry, Bocal kept his nose in a book, studying whatever occult lore his elders permitted.

The Sylvestris typically initiate their young into Satanism at age 16. To Giacomo Sylvestri's surprise, Bocal already knew how to summon and control minor demons: he'd studied more than his parents allowed. The Sylvestris take a practical view. First the Patriarch whipped Bocal within an inch of his life for his disobedience, then initiated him anyway and authorized more advanced training.



At 18, Bocal said he wanted to learn how certain demon lords changed the forms of mortals — and he wanted to learn from the demons themselves. Bocal endured five years of torment in the Netherworld as the slave of the demon Zepar, a Duke in the Cohort of Lust. When he returned, Bocal gave a brief report of what he learned: “Their way doesn’t work for humans.” Remarkably, however, this failure only sharpened Bocal’s interest in body magic. A month later, Bocal left for India to learn the body-control techniques of the fakirs.

Bocal pursued the rare magic of biomancy for decades. At last, the Library of Babylon told him about the mysterious Lords Carnidine, powerful servants of Nature dwelling on one of the Outer Planes. A little trading of favors gained him a plane-travel device, and Bocal vanished from human ken for over a decade. To this day, the other Sylvestris do not know Bocal’s adventures in pursuit of the Lords Carnidine, but he returned as a true master of life magic.

Bocal became one of House Sylvestri’s most effective operatives. The other Sylvestri elders, however, never trusted him: Bocal had not accepted a permanent pact with either a demon lord or the Dragon.

That changed several years ago when Bocal announced a new project. He would transform himself into a living avatar for the Dragon to possess. To do it right would take many years, but in the end the Dragon would receive a body fit to channel its awesome power. The die was cast — Bocal not only bound himself to the Dragon, he would sacrifice himself to *become* the Dragon. Such loyalty could not go unrewarded. The Patriarch finally admitted Bocal to the inner circle of Sylvestri councils.

Now Giacomo trusts Bocal completely. After all, the Dragon would warn Giacomo if Bocal plotted treachery against him and the family, and after the pact Bocal couldn’t possibly keep secrets from the Dragon, could he?

Personality/Motivation: Bocal’s patience and self-control wars with his metamorphosing body’s lust for physical combat and bloodshed. He enjoys ripping enemies to shreds, but does not attack without plenty of backup and an escape plan. He pursues his ambitions slowly, as well. He may not be the smartest Sylvestri (though he’s a genius), but he is one of the most persistent. None of the other Sylvestris know the full extent of Bocal’s plans, and they probably never will. For instance, Giacomo doesn’t know that despite Bocal’s pact with the Dragon, the Dragon cannot harm Bocal at will as it can Giacomo: Bocal shares Giacomo’s Susceptibility, but can deactivate it when he pleases. Since Bocal has not yet needed punishment, perhaps the Dragon itself does not know this. The Dragon should know all of Bocal’s plans, as it knows the deep motives of all humans... but is Bocal still human? Quite possibly, he is not. And if anyone in the Sylvestris can cheat the Dragon, it’s him. As his parents said, he’s a deep one.

Quote: “Do you know the legend of Prometheus? If you do not tell me where you hid the Tablet of Destinies, I will rip out your liver and eat it. Then I will heal you. Then I will rip out your liver again... and again... and again...”

Powers/Tactics: Bocal’s slow metamorphosis forces him to keep adjusting his spells, making his magic less flexible and reliable than it once was (he used to have a Variable Power Pool). Bocal can still inflict many sorts of pain and harm, from muscle cramps to severe astigmatism, though most of his spells do not work against inorganic entities such as ghosts or golems. If Bocal can close with an enemy he may even eschew ranged attacks, put up his Force Field, Succor whatever Characteristic seems most useful, then rip into his enemy with teeth, claws, and his Kinetic and Disrupting Touch spells. Bocal enjoys such rough-and-tumble — if he thinks he will win.

Bocal is one of House Sylvestri’s top interrogators. He starts by augmenting the victim’s CON so he stays conscious. Then Bocal rips off one of the victim’s arms and chews off the flesh as if it were a drumstick. Before the victim dies from blood loss, Bocal heals him and restores the arm. Then Bocal says he will continue eating and restoring parts of the victim’s body until the victim talks. That’s when Bocal hits the victim with a Mind Control to tell what he wants to know: at that point, even the strongest-willed person could be forgiven for wanting to spill his secrets instead of his guts.

Campaign Use: See the introductory text for general information. Bocal is an example of a senior Sylvestri, someone the Patriarch trusts to oversee a scheme and command less powerful family members. While the Patriarch remains a remote and shadowy figure of fear, Bocal is the viceroy who actually clashes with heroes — though Bocal himself tends to lead from behind. The Patriarch also trusts Bocal to negotiate with heroes or issue his demands and return from the encounter: Bocal has too much physical power for purely mystical heroes to overcome him, and enough mystical power to fight regular superheroes.

To make Bocal more powerful, increase his physical Characteristics and his intrinsic Mental and Power Defense; perhaps add Sight Group Flash Defense, or move his Life Support outside of his Multipower. His Multipower could also take fewer Limitations. To make Bocal less powerful, reduce his Multipower to 62 points (so he cannot use both a 60-point and 30-point spell at once), or reduce his Characteristics.

If Bocal McFarlane Hunts a character, that person knows he seriously inconvenienced the Sylvestris. Bocal always Hunts by directing junior family members in careful investigations that end in deadly ambushes. He prefers to capture heroes before he kills them, however, so he can learn whatever secrets they hold. This gives heroes a chance to escape... and Bocal might deliberately use a less-than-perfect death trap instead of simply executing the heroes. As long as he can blame someone else for the heroes’ escape, he establishes himself as the

only Sylvestri who can defeat such cunning and resourceful enemies as the PCs.

Appearance: Bocal McFarlane's metamorphosis into a dragon is well underway and continuing. Every year he splits his skin like a reptile and emerges a little larger and a little less human. Armored scales cover Bocal's massive body; his face pushes forward into a blunt muzzle with long, sharp fangs; he's grown wings and a tail; his hands and feet are taloned paws.

Out of combat, Bocal dresses in oversized black formal wear from his Victorian youth, complete with a top hat and gold headed cane. (Of course this is a calculated absurdity.) In a fight, Bocal lets his clothes rip away, but he may wave the cane as he casts spells in hopes that an opponent mistakes it for a Focus. Bocal walks hunched over, and is as comfortable on all fours as standing upright.

BOCAL MCFARLANE PLOT SEEDS

A doctor of no former prominence opens a spa where very rich people find remarkable cures and rejuvenation... but people close to the patients also notice they now act strangely, not like themselves. The medical miracles are really Bocal's doing, but he also affects the patients' minds. Can the heroes discover Bocal's plan before he brings it to fruition? What *is* his plan? Does it serve the Sylvestris, the Dragon, the Lords Carnidine, or merely Bocal himself?

Bocal captures known associates of the PCs and replaces them with Sylvestri impostors: the police chief, the reporter friend, the team's financial manager, and so on. Then Bocal watches for opportunities when he can bring all his impostors together for an ambush on the heroes. If the ambush fails, Bocal can still buy his own release with the lives of his kidnapped hostages.

A Dragon cult recruits Bocal to turn a few of their members into low-power, reptilian supervillains. The "Dragon Warriors" embark on a spree of robberies and kidnappings, gathering the materials and sacrifices they need to work some baleful feat of magic.

ASTRALLE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
8	PD	6		Total: 23 PD (15 rPD)
8	ED	4		Total: 23 ED (15 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
6	REC	0		
36	END	0		
24	STUN	0		Total Characteristics Cost: 105

Movement: Running: 6"/12"
Flight: 17"/136"
Teleportation: `5"/30"

Cost	Powers	END
73	<i>Favors Of The Planetary Demons:</i> Multipower, 91-point reserve; Variable Limitations (requires -½ worth of Limitations chosen from OIF [sigil belt], Activation Roll, Concentration, Extra Time, Gestures, and Incantations; -¼)	
3u	1) <i>Och's Solar Flare:</i> Sight Group Flash 8d6, Area Of Effect (One Hex; +½); Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3u	2) <i>Phantasms Of Phul:</i> Mental Illusions 12d6; Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3u	3) <i>Ophiel's Forcible Flight:</i> Flight 12", Usable As Attack (defense is Flight; +1), Ranged (+½); Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3u	4) <i>Hagith's Mental Mastery:</i> Mind Control 12d6; Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3u	5) <i>Barsabel's Flaming Spear:</i> RKA 2½d6, Armor Piercing (+½); Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3u	6) <i>Lightning Of Bethor:</i> Energy Blast 12d6; Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3u	7) <i>Aratron's Leaden Bonds:</i> Entangle 6d6, 6 DEF; Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
2u	8) <i>Och's Illumination:</i> Change Environment 16" radius (creates real sunlight), Reduced Endurance (½ END; +¼); Variable Limitations (see above; -¼)	1
3u	9) <i>Concealment Of Phul:</i> Invisibility to Sight Group and Mystic Group, Reduced Endurance (½ END; +¼); Variable Limitations (see above; -¼)	1
2u	10) <i>Ophiel's Instant Transport:</i> Teleportation 15"; Variable Limitations (see above; -¼)	3

ASTRALLE PLOT SEEDS

Astralles arranges for a hero to meet “Perry Wood” in hopes she can seduce him (perhaps with the help of a love potion from her kinsman Cornelius Liefeld). As long as the relationship continues, she can feed information about the team to the other Sylvestris. Astralle flees once the heroes figure out she’s not who she seems.

Astralles hooks up with a gang of robbers and helps them plan their heists. The city sees a wave of “perfect crimes” where the robbers seem to anticipate every obstacle. How can the heroes find her and stop the spree of robberies when the crooks plan for everything they do?

Astralles contacts the heroes and says that within a month, a notorious supervillain will destroy a major city. *Not try* to destroy a city — *will*. How does she know? The villain’s identity is publicly known, so his time and place of birth are public record. Astralle offers to sell the heroes everything she foresees about the villain’s location and activities, but she wants a lot in return. Is Astralle’s message actually a con game? Can the heroes take the chance it isn’t?

1u	11) <i>Hagith’s Attractive Aura</i> : +25 PRE; Only To Make Persuasive/Seductive Presence Attacks (-1); Variable Limitations (see above; -¼)	0
2u	12) <i>Barsabel’s Iron Shield</i> : Force Field (8 PD/8 ED/5 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼); Variable Limitations (see above; -¼)	1
1u	13) <i>Bethor’s Revelations</i> : Detect Magic 12- (Sight Group), Discriminatory; Variable Limitations (see above; -¼)	0
2u	14) <i>Aratron’s Subtle Clutch</i> : Suppress DEX 5d6, Reduced Endurance (½ END; +¼); Variable Limitations (see above; -¼)	1
2u	15) <i>Astrological Search</i> : Mind Scan 18d6; Extra Time (1 Hour per attack roll; -3)	9
2u	16) <i>Contact Demon</i> : Mind Scan 12d6, Transdimensional (Netherworld targets; +½); Variable Limitations (see above; -¼), Extra Time (1 Hour; -3)	9
2u	17) <i>Open The Way</i> : Extra-Dimensional Movement (to a single location in a single dimension [Astralles’s location on Earth]), Usable By Other (+¼), Indirect (+½), Ranged (+½), Transdimensional (Netherworld targets; +½); Variable Limitations (see above; -¼), Concentration (0 DCV; -½), Increased Endurance Cost (x2 END; -½)	10
26	<i>Lesser Gifts Of The Planetary Demons</i> : Multipower, 45-point reserve; OIHID (-¼), Variable Limitations (requires -1 worth of Limitations chosen from OIF [sigil belt], Concentration, Extra Time, Gestures, and Incantations; -½)	
2u	1) <i>Shield Of The Star Demons</i> : Force Field (15 PD/15 ED/5 Power Defense), Reduced Endurance (½ END; +¼); OIHID (-¼), Variable Limitations (see above; -½)	2
2u	2) <i>Winds Of Asmodeus</i> : Flight 17”, x8 Noncombat; OIHID (-¼), Variable Limitations (see above; -½)	3
1u	3) <i>Astrological Forecast</i> : Precognitive Clairvoyance (Sight Group); OIHID (-¼), Variable Limitations (see above; -½), Precognition Only (-1)	4
2u	4) <i>Astral Gate</i> : Extra-Dimensional Movement (any location in the Imaginal Planes), x4 Increased Mass; OIHID (-¼), Variable Limitations (see above; -½) Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½)	8
1u	5) <i>Conjure Imp</i> : Summon 223-point Imp (see <i>The HERO System Bestiary</i> , page 50); OIHID (-¼), Variable Limitations (see above; -½) Extra Time (1 Turn; -1¼), Increased Endurance Cost (x2 END; -½)	8
1u	6) <i>Contact Demon</i> : Mind Link to any one demon, any distance, any dimension; Concentration (0 DCV, must Concentrate throughout; -1), OIHID (-¼), Variable Limitations (see above; -½)	0
5	<i>Stars In Her Eyes</i> : Sight Group Flash Defense (5 points)	0

5	<i>Slippery Mind</i> : Mental Defense (9 points total)	0
10	<i>Astral Awareness</i> : Dimensional (Astral Plane) for Sight Group	0
7	<i>Instant Change</i> : Cosmetic Transform 2d6 (clothing to costume; reverses at will); Limited Target (clothes; -½)	1

Perks

1	Fringe Benefit: International Driver’s License	
1	Fringe Benefit: Library of Babylon Borrower’s Card	

Skills

9	+3 with <i>Favors Of The Planetary Demons</i> Multipower	
16	<i>Astrology</i> : +8 OECV with Mind Scan; OIHID (-¼), Variable Limitations (requires -½ worth of Limitations chosen from OIF [sigil belt], Concentration, Extra Time, Gestures, Incantations; -¼), Requires A PS: Astrology Roll (-½)	0
3	Acting 13-	
3	Concealment 12-	
3	Conversation 13-	
2	AK: Babylon 11-	
2	AK: Astral Plane 11-	
4	Language: English (idiomatic, native accent; Italian is Native)	
1	Language: Latin (basic conversation)	
3	Navigation (Astral, Dimensional) 12-	
4	PS: Astrologer 13-	
3	Seduction 13-	
5	Shadowing 13-	
3	Scholar	
2	1) KS: Astrology 12-	
2	2) KS: Demonology 12-	
1	3) KS: The Mystic World 11-	
1	4) KS: The Superhuman World 11-	
1	5) KS: Western Occultism 11-	

Total Powers & Skills Cost: 245

Total Cost: 350

200+ Disadvantages

10	Distinctive Features: Demon-tainted aura (Not Concealable; Always Noticed; Detectable Only with Unusual Senses)	
10	Hunted: Senior Sylvestris 11- (Mo Pow, Watching)	
10	Hunted: Planetary Demons 11- (Mo Pow, Watching)	
15	Physical Limitation: Planetary demons can control her main Multipower (Infrequently, Totally Impairing)	
15	Physical Limitation: Planetary demons can Summon <i>her</i> (Infrequently, Totally Impairing)	
20	Psychological Limitation: Terrified Of Capture, Punishment, Or Death (Very Common, Strong)	
10	Psychological Limitation: Greedy For Magical Power (Common, Moderate)	
10	Psychological Limitation: Lecherous (Common, Moderate)	

- 15 Social Limitation: Secret Identity (Perrenon Sylvestri) (Frequently, Major)
- 15 Susceptibility: whenever a planetary demon wants, 3d6 damage (Uncommon)
- 10 Susceptibility: to holy symbols/ground, 1d6 damage/Turn (Uncommon)
- 10 Experience Points

Total Disadvantage Points: 350

Background/History: Perrenon Sylvestri was eager to leap into the thick of Sylvestri magical operations. She didn't want to spend years getting some serious power. On the other hand, she didn't want to sell her soul outright and become a demon lord's pawn. So she struck a compromise. Perrenon contacted each of the seven planetary demons: Aratron, Barsabel, Bethor, Hagith, Och, Ophiel, and Phul. In exchange for small bequests of magical knowledge and power from the demons, she offered herself as a lover to all seven, with a promise of other favors. Through this, Perrenon quickly gained a wide range of spells. On the rare occasions when she needs a supervillain-style pseudonym, she calls herself "Astralle." When undercover, she calls herself "Perry Wood."

Personality/Motivation: Perrenon is entirely cynical about human motivations. Most people, she believes, have just two desires — lust and greed — and follow these desires blindly. Clever people (like her) manipulate these two desires in others to gain power, which is all that really matters. Men are particularly easy for a beautiful woman like her to control: just offer them some nooky and they'll do anything. Hey, look how she got her powers. In a world of stupid sheep, it's practically a moral duty to be a wolf.

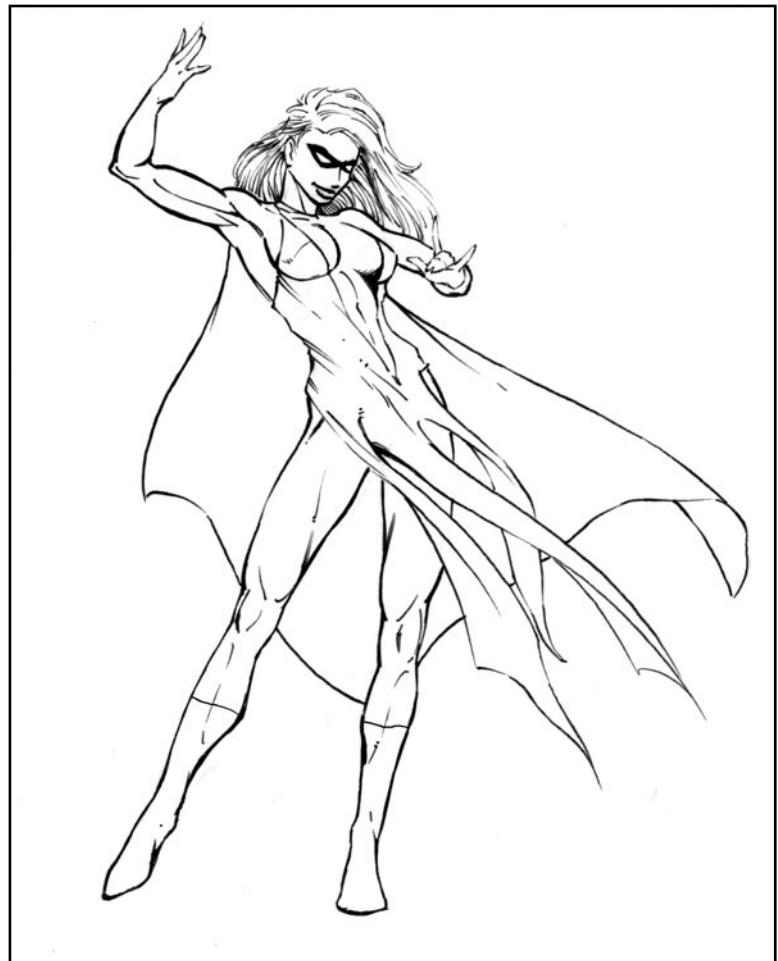
Perrenon never reflects on the possibility that her pursuit of power makes her just as easy to control as the "sheep" around her. This wasn't lost on the Planetary Demons, though.

Quote: Undercover: "Hi, what's your sign?"

In Combat: "Barsabel, shield me! Aratron, bind him!"

Powers/Tactics: The Planetary Demons each gave Perrenon one attack spell and one defensive or miscellaneous spell she can mix and match any way she wants. She also has a number of other spells based on demonology or astrology. She casts her planetary spells using a belt of enameled plaques bearing the sigils of the seven Planetary Demons and some combination of Gestures, Incantations, Concentration, Extra Time, or an Activation Roll.

Astralle's greatest power is actually her skill at astrological forecasts. By studying the positions of the planets in the Zodiac, Astralle often obtains visions of the future. She's especially skilled at predicting the future actions and circumstances of individuals (the more she knows about a person, the greater her chance of making an accurate forecast; the GM should take this into account when she uses her Precognition). She searches people's timelines for events she can turn to her advantage — she looks forward to see where they will be; then she goes there at the appointed time... or sends her hirelings.



Astralle values her own safety above all else. When she can't get what she wants by working undercover, she tries to get somebody else to do the dirty work or at least back her up in a lightning-quick operation. If she encounters unforeseen problems, Astralle immediately flees.

Campaign Use: See the introductory text for general information. Astralle is a low-ranking Sylvestri. She schemes to gain information about heroes so she can trade her forecasts to other Sylvestris, gaining favors in return. Astralle might try to get close to a hero to learn about him and his comrades. She fights heroes because they've exposed her imposture, or interfered with one of her plans. Other Sylvestris often recruit Astralle to help them Hunt their enemies, but she does not, strictly speaking, ever Hunt characters on her own.

To make Astralle more powerful, raise her Characteristics to make her a more effective combatant, or increase her Multipower to 144 points so she can use more Powers at once. To make her less powerful, reduce her SPD and scale back her Multipower slots to 50-some and 25 Active Points.

Appearance: Perrenon Sylvestri is a voluptuous woman with cornsilk-blond hair. When not undercover as "Perry Wood" she wears flowing costumes of dark blue silk that leave her arms and legs bare, with lots of décolletage, and a blue-lined black satin cape. Around her waist is the belt of dark blue and gold sigil plaques. Her black domino mask is strictly for show; Astralle thinks it makes her look mysterious.

CORNELIUS LIEFELD
PLOT SEEDS

If the Sylvestris learn the PCs will go someplace at a certain time — say, a restaurant — Cornelius sets a trap using *Wizard Glue* and other potions. Sylvestri agents take over the restaurant and disguise themselves as the staff. They show the PCs to their seats. All but one of those seats, however, carry *Wizard Glue* set to activate a minute after a person sits down. The one person who sits on an untrapped seat receives a drink spiked with a potion that Transforms him into a berserk were-creature two Turns after he drinks, while his comrades are stuck in seats firmly bolted to the floor. Cornelius lurks in a booth nearby, watching to be sure it all works. If the transformed person runs off before killing his friends, Cornelius has a vial of *Congeaed Frost Elixir* ready to freeze the characters into unconsciousness.

A new company promises amazing clean-ups of oil spills, toxic waste dumps, and other polluted sites. Three times, however, monsters appeared near these locations a few weeks later. The company is a front for Cornelius, who uses alchemy to destroy the pollution... but sometimes his potions carry a nasty, delayed side effect.

Cornelius has a lead on an artifact that extends life. He doesn't dare search for it himself, but he knows the PCs are powerful, skilled, and resourceful. He lures the heroes into a trap and doses them with an alchemical slow poison. He promises to give them the antidote if they recover the artifact within a week.

CORNELIUS LIEFELD					
Val	Char	Cost	Roll	Notes	
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]	
14	DEX	12	12-	OCV: 5/DCV: 5	
18	CON	16	13-		
12	BODY	4	11-		
23	INT	13	14-	PER Roll 14-	
13	EGO	6	12-	ECV: 4	
10	PRE	0	11-	PRE Attack: 2d6	
8	COM	-1	11-		
6	PD	4		Total: 18 PD (6 rPD)	
6	ED	2		Total: 18 ED (6 rED)	
3	SPD	6		Phases: 4, 8, 12	
6	REC	0			
36	END	0			
25	STUN	0		Total Characteristics Cost: 60	

Movement: Running: 6"/12"

Cost	Powers	END
110	<i>Alchemy</i> : Variable Power Pool (Magic Pool), 96 base + 48 control cost; OAF (potions, pills, powders, and the like; -1), Only For Alchemical Concoctions (-½), Can Only Be Changed In Alchemical Laboratory (-½), All Powers Must Have Charges, But No More Than Four (-½) var	
7	<i>Alchemical Rod</i> : Multipower, 15-point reserve; OAF (-1)	
1u	1) <i>Transmutation</i> : Minor Transform 1d6 (change one physical property), Improved Results Group (any one property of any material substance; +½)	1
1u	2) <i>Alchemical Indicator</i> : Detect Alchemical Magic (Touch Group), Analyze, Discriminatory	0
14	<i>Alchemically-Treated Suit</i> : Armor (6 PD/6 ED); IIF (-¼)	0
5	<i>Alchemically-Treated Suit</i> : +6 PD; IIF (-¼)	0
5	<i>Alchemically-Treated Suit</i> : +6 ED; IIF (-¼)	0
6	<i>Alchemically-Treated Suit</i> : Power Defense (8 points); IIF (-¼)	0
5	<i>Alchemist's Tolerance</i> : Life Support (Immunity: Metallic Toxins)	0
Perks		
15	<i>Laboratory</i> : 75 point Base	

Talents	
3	Simulate Death
Skills	
3	Concealment 14-
3	Cryptography 14-
3	Paramedic 14-
2	PS: Apothecary 11-
2	PS: Glassblower 11-
3	Sleight Of Hand 12-
3	Linguist
1	1) Language: Arabic (fluent conversation; English is Native)
2	2) Language: German (completely fluent)
2	3) Language: Greek (completely fluent)
2	4) Language: Latin (completely fluent)
3	Scholar

- 21) KS: Alchemy 14-
- 12) KS: Astrology 11-
- 13) KS: The Mystic World 11-
- 24) KS: Occult Natural History 14-
- 25) KS: Western Occultism 14-
- 3Scientist
- 11) SS: Anatomy 11-
- 12) SS: Biology 11-
- 23) SS: Chemistry 14-
- 14) SS: Metallurgy 11-
- 15) SS: Mineralogy 11-
- 26) SS: Pharmacology 14-

Total Powers & Skills Cost: 220
Total Cost: 280

200+ Disadvantages

- 10Dependence: must consume heavy metal toxins every 6 hours or suffer Incompetence (Common, Addiction)
- 15Hunted: Doctor Teneber or selected mystic hero 8- (Mo Pow, Capture/Kill)
- 10Hunted: Senior Sylvestris 11- (Mo Pow, Watching)
- 20Psychological Limitation: Fear Of Combat (Very Common, Strong)
- 10Psychological Limitation: Mercenary (Common, Moderate)
- 10Psychological Limitation: Proud Of His Alchemical Skill (Uncommon, Strong)
- 5Experience Points

Total Disadvantage Points: 280

EXAMPLE POWERS FOR ALCHEMY
POWER POOL

Congeaed Frost Elixir: Cornelius reconstructed this magical weapon from an old Chinese recipe. Smashing the potion bottle creates a zone of intense cold and driving snow that quickly freezes unprotected people into hypothermic unconsciousness.

Energy Blast 3d6, Area Of Effect (5" Radius; +1), Continuous (+1), NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Trigger (open or smash bottle; +¼), Usable By Other (+¼) (67 Active Points); OAF Fragile (potion and bottle; -1¼), 2 Continuing Charges lasting 1 Minute each (stopped by any heat/fire effect with at least a One Hex area; -¾). Total cost: 22 points.

Invisibility Potion: Cornelius often carries a dose or two of this potion in case he needs a discreet getaway. He improved upon older recipes in that his Invisibility Potion conceals him from all magical senses as well as sight. Striking Cornelius with a magical attack deactivates the potion, however.

Invisibility to Sight and Mystical Sense Groups, Trigger (open or smash bottle; +¼), Usable By Other (+¼) (45 Active Points); OAF Fragile (potion and bottle; -1¼), 2 Continuing Charges lasting 1 Minute each (stopped by striking user with a magical attack; -¾). Total Cost: 15 points.

Oil Of Transparency: This crystal-clear, oily substance has the effect of rendering any opaque object it's rubbed onto as transparent as glass for one minute. Only the person using the potion can take advantage of the transparency effect — to anyone else, the object remains as opaque as ever. As a result, anyone using the Oil may seem to others as if he's staring at a wall for no reason!

Clairsentience (Sight Group), Usable By Other (+¼) (25 Active Points); OAF Fragile (potion and bottle; -1¼), Extra Time (1 Turn to activate; -¾), No Range (-½), Only To Create "Transparent Windows" In Solid Objects (-½), 2 Continuing Charges lasting 1 Minute each (stopped by applying appropriate counter-agent or if the user looks away from the "window" for more than two Phases; -¾). Total cost: 5 points.

Smoke Of Concealment: One of Cornelius's favorite escape tactics is to use this potion. When he throws it on the ground, it reacts with the air and instantly forms a cloud of smoke so thick, oily, and black that no one can see into or out of it — except him, or the person to whom he gave the potion to use. Then he flees while his foes remain blinded.

Darkness to Sight Group 5" radius, Personal Immunity (+¼), Usable By Other (+¼) (75 Active Points); OAF Fragile (potion and bottle; -1¼), Range Based On STR (-¼), 1 Continuing Charge lasting 1 Minute (stopped by high winds or rain; -1). Total cost: 30 points.

Sunburst Elixir: Another "weapon" favored by Cornelius, this potion creates a field of blindingly bright light that remains in place for twelve seconds (or until "snuffed"). The light it creates is the equivalent of normal sunlight for purposes of triggering the Susceptibilities of the undead and similar monstrosities.

Sight Group Flash 5d6, Area Of Effect (6" Radius; +1), Continuous (+1), Usable By Other (+¼) (94 Active Points); OAF Fragile (potion and bottle; -1¼), Range Based On STR (-¼), 1 Continuing Charge lasting 1 Turn (stopped by any type of Darkness to Sight Group; -1¼). Total cost: 25 points.

Universal Solvent: This acid-like mystical liquid can eat through nearly anything.

RKA 1d6, Continuous (+1), Penetrating (x2; +1) (45 Active Points); OAF Fragile (potion and bottle; -1¼), Ranged Based On STR (must throw Solvent or apply it by hand; -¼), 4 Continuing Charges lasting 1 Turn each (stopped by applying appropriate counter-agent; -½). Total cost: 15 points.

Wizard Glue: This alchemical trap consists of a syrupy liquid and a fine powder. A surface is painted with the liquid, then dusted with the powder. The glue dries almost instantly and invisibly. The next thing that touches the glued surface



triggers the magic, adhering the object. Cornelius can adjust the recipe so the Wizard Glue sets instantly, or delays a short while (a minor adjustment to the precise Trigger for a batch of the glue). Since the glue gives no obvious sign of the magic activating, the victim might not notice the trap for a while.

Telekinesis (30 STR), Invisible to Sight Group (+½), Trigger (victim touches object painted with glue; +¼), Usable By Other (+¼) (90 Active Points); IAF Fragile (bottle, liquid, and powder; -¾), Extra Time (One Turn to prepare surface; -1¼), Restricted Effect (only immobilizes body parts touching surface; -¼), 4 Charges (-1). Total cost: 21 points.

Background/History: Cornelius Liefeld was something of a rebel in his younger days. How do you shock your parents when you come from a family of Satanic sorcerers? You say you want to become a scientist. Cornelius got a doctorate in chemistry, and studied alchemy on the side as a concession to his parents.

But like most young rebels, once Cornelius tasted the real world he settled down and became just like his parents. His life had no dramatic turning point. He just kept encountering situations in which it was inconvenient to stay a law-abiding industrial chemist. First Cornelius compromised his principles just a little by using some alchemy, but in a few years he was murdering enemies, trad-

ing favors with other family members, and generally behaving like any other Sylvestri. The clan forgives Cornelius's youthful rebellion, and the other Sylvestris greatly respect his remarkable powers of alchemy.

Personality/Motivation: Cornelius is not actively vicious, just completely amoral. He feels no loyalty to anyone; he keeps all relationships strictly business, even with the Sylvestri clan. He wouldn't save his own mother's life if someone didn't pay him for it in money, resources, or a promise of favors in return. His blunt and mercenary ways irritate senior Sylvestris, but not enough for any of them to chastise him. Cornelius would even betray the clan, if he saw enough profit to himself and he thought he could get away with it.

Cornelius's pride in his magic, however, can override both his avoidance of danger and his greed. He will not easily let pass any slur on the art of alchemy, *his* alchemy, especially from other kinds of sorcerers. He might lose his cool and toss an attack potion at the insulting person.

Quote: "Who, me? Sir, I have not the faintest idea what you're talking about. If you don't leave me alone, I shall call the police."

Powers/Tactics: Cornelius has adapted modern lab techniques to the ancient art of alchemy with spectacular results. He became one of the top alchemists in the world while still in his forties, and can make potions and other alchemical items for nearly any effect he wants. At the moment, Cornelius is researching immortality and invulnerability. So far, he's succeeded only in giving himself a knack for suspended animation and addicting himself to heavy metal toxins such as mercury.

His alchemical mastery, however, does not make Cornelius a fighter. For the most part, he supplies alchemical weapons to cultists or agents working for the clan. He might hire some crook with an obscenely high Sleight Of Hand roll to slip a vile magical toxin or potion into an enemy's food or drink.

Cornelius often watches from hiding to make sure people use his potions correctly and to gauge their effectiveness, but he won't join an assault on heroes. He carries potions on his person in case someone notices and attacks him, but these are almost all for defense and escapes. Most offensive potions will be for Flash, Darkness, or other powers to delay or hinder pursuit. Cornelius might carry one Continuous Area Effect attack with which to threaten bystanders as a diversion. If he can't get away, he surrenders — in a public place, to a policeman. He knows he's safe in government hands and will never spend more than a few days in custody.

Campaign Use: See the introductory text for general information. Cornelius Liefeld is a mystical technician who possesses great mystical power but relies on other people to use the weapons he supplies. He might Hunt characters at the behest of a senior Sylvestri.

To make Cornelius Liefeld more powerful, give him a potion (outside his Alchemy Pool) that makes him invulnerable, or give him alchemy-spawned minions such as homonculi. He could create some of the mythical beings from the *The HERO System Bestiary* as servant monsters as well. To make him less powerful, reduce his Alchemy Pool so he cannot make such powerful potions.

Appearance: Cornelius Liefeld is a fat, middle-aged man and completely bald, without even eyebrows (a side effect of thallium poisoning). His skin is fish-belly pale, except for about an hour after he doses himself with arsenic, when he looks flushed and almost lifelike. Outside the lab he dresses in black business suits with a string tie and porkpie hat. He keeps various potion vials and capsules in pockets inside his jacket and other places hidden about his person. Every few hours he sips mercury from a hip flask or snorts a pinch of a powdered lead and arsenic compound. If he goes a day without a "fix" he gets jittery and nauseous.

THE VANDALEURS



Membership: Adrian Vandaleur, Eduard and Anais Vandaleur, Chatoyant, the Toad, and others.

Background/History: The Western world's oldest surviving occult dynasty began with Adrian Vandaleur. Mystic historians trace this magus to eleventh-century Constantinople, but his own family background and early life remain mysterious (largely by Adrian's own design). For three centuries, Adrian Vandaleur was Europe's leading master of thaumaturgy. Adrian's eternal youth also became clear — apparently an innate mystic gift, as no sorcerer or occultist can find any reliable evidence of Adrian learning immortality spells or receiving such a gift from a god or dimension lord.

Adrian relocated to France in the thirteenth century, where the family name reached its current form. In subsequent centuries, however, Adrian retreated from the Mystic World's rivalries. He taught fewer and fewer pupils, whether family members or not. His interventions in the affairs of other mystics, though occasionally catastrophic (as when he helped fend off the nascent Circle Of The Scarlet Moon), usually happened because other mystics wouldn't leave him or his family alone.

Over the centuries, the Vandaleurs spread throughout the Western world, from Russia to the Americas and Australia. Where wealth and political power collected, the Vandaleurs soon followed, in pursuit of luxury, lore, influence, and the arts. Adrian gave his family a streak of hedonism and appreciation for high culture along with a knack for magic. But few, if any, Vandaleurs live in India or the Far East: the powerful mystic forces and factions in those lands discourage penetration by Western mystics.

No one can guess the total population of Vandaleurs. At least a few hundred people consciously consider themselves part of the extended Vandaleur family and know something about its history and traditions. Only half this number uses the Vandaleur surname or its regional variants (Vandler, Vaneloro, and so on). Various cadet branches with other names appear when female Vandaleurs marry outside the extended family. Other Vandaleurs change their name to avoid association with the family, but their children inherit the family's knack for magic. On the other hand, members of these collateral lineages may change their name back to Vandaleur to claim the prestige the family carries in the Mystic World.

Only a few dozen Vandaleurs actively practice magic, and fewer wield real power. Other Vandaleurs engage in mundane occupations, but know their kinfolk include occultists, mystics, and full-fledged sorcerers. Non-mystical Vandaleurs tend

to follow professions that require education and intellect, from doctors and lawyers to artists and newspaper reporters. Family contacts often give Vandaleurs an edge over other mystics in dealing with the mundane world. For instance, a sorcerer who wants to buy a mystically-charged plot of land could obtain financing from a cousin in banking, and hire another cousin who's an architect to build his sanctum, without the need for cover stories or awkward explanations.

The mystical Vandaleurs practice thaumaturgy more than any other sort of magic, but the family includes a few practitioners of other mystic arts. Not all Vandaleur mystics are evil. They do tend to be self-centered and ruthless about getting their way, however, and in some family members the customary arrogance and hedonism curdle into criminality or monstrous perversity.

Most Vandaleurs show a strong family resemblance. Knowledgeable mystics easily recognize "the Vandaleur face": a broad forehead and heavy brows, Roman nose, thin lips, and a wide jaw. These features tend to be more pronounced in the men. Many Vandaleurs are quite handsome, but in others the Vandaleur features look coarse and thuggish. The degree of resemblance to this archetype gives a loose measure of magical talent, since it often indicates a close relationship to the clan's founder. Now and then, Adrian Vandaleur grows infatuated with one of his great-great-(*etcetera*) granddaughters. The resulting offspring often inherit Adrian's knack for magic along with his face.

Group Relations: Under normal circumstances, the Vandaleurs follow the usual mystics' practice of breaking into tiny factions. Family infighting seldom escalates to murder because of Adrian Vandaleur's quelling reputation. Most Vandaleurs want to avoid their patriarch's attention, because Adrian's power dwarfs them all. Furthermore, the mystic Vandaleurs often trade favors, and may see an attack on a kinsman as an insult to the family's reputation.

Mystics call Adrian's powers "The Vandaleur Terror": Vandaleurs who clash with their forebear find their spells deserting or rebounding upon them. Sometimes Adrian curses an errant descendant with a hideously or comically altered appearance, according to his humor at the time. Adrian's favor, however, brings rewards as great as the punishments from his wrath. Adrian can magnify a descendant's magic powers for a short time, or bless a Vandaleur with beauty, athletic ability, or other gifts of the body.

The Sylvestris and the Vandaleurs are arch-rivals in the Mystic World. Adrian Vandaleur and

Giacomo Sylvestri dislike each other personally as well as professionally. Adrian's unconcern for worldly events doesn't leave him ready to let the Dragon conquer the mortal world. The two never fight directly, but Vandaleurs and Sylvestris often work to undercut each other's plans.

Just as the Vandaleurs lack any coherent goals, other factions in the Mystic World hold no coherent position about the family. A number of Vandaleurs belong to the Circle Of The Scarlet Moon or the Trismegistus Council, despite Adrian's historic disdain for both organizations. A few even join DEMON. Takofanes, of course, ignores the Vandaleurs as he ignores all feeble, mortal creatures, and he terrifies the Vandaleurs as much as the rest of humanity.

People outside the Mystic World seldom hear about the Vandaleurs as a family, much less as a mystical faction. A few conspiracy nuts notice this widespread and wealthy family, but such people tend to think of banking, business, and political conspiracies — not sorcery. Superheroes and villains with allies in the Mystic World certainly know about the Vandaleurs. Other heroes and villains, however, seldom know about the mystical clan.

Tactics: What tactics? Any alliance among Vandaleurs takes place strictly between individuals. How they work together tells nothing about any other Vandaleurs.

Campaign Use: The Vandaleurs are not so much an organization as a shared background a GM can attach to heroes or villains. If the family serves some greater goal, it does so unwittingly, as a reserve of magically-potent pawns for Adrian to manipulate.

Nothing, not even Adrian's command, could possibly lead the Vandaleurs as a group to Hunt a character. At most, Adrian could turn a significant fraction of the family against a character, and most of those Vandaleurs would merely refuse to help the targeted character if they crossed paths.

VANDALEUR PLOT SEEDS

A Vandaleur PC receives an urgent request for help from a cousin whom he despises. The cousin promises to pay with a copy of a valuable grimoire. Do family loyalty and a bit of greed trump personal dislike? What if the cousin's enemy turns out to be an ally of the PCs?

When a superpowered thug robs a wealthy Vandaleur, he invokes family ties to gain revenge and recover his stolen property. Various Vandaleurs respond. They raise havoc throughout the city as they pursue the supervillain, thus attracting the PCs' attention. But ultimately, the lead Vandaleur is in the right — the villain stole his lawful property. How will the PCs resolve the situation?

Tobias Vandaleur decides he must kill Eduard and Anais before they kill him. He calls in every mystic who owes him a favor, or whom he can blackmail, or who just doesn't like the twins — the PCs surely fall into at least one of these categories. Can they work with villains like Chatoyant to stop the more dangerous Eduard and Anais? Will the hullabaloo draw Adrian into the open?

As with the Sylvestris, the best way to make the Vandaleurs more powerful is to add to their number — or, more specifically, give the family more members with mystic talent and the ability and willingness to use it in combat conditions. Weakening them involves winnowing their numbers, or perhaps decreasing the effects of "the Vandaleur Terror" so that the family's even more fractious.

Ranks Of The Vandaleurs

Adrian Vandaleur remains the most powerful sorcerer among the family, and one of the most feared wizards in the Mystic World.

Adrian's twin children Eduard and Anais are the next-most-powerful members of the dynasty. Many Vandaleurs fear the twins, because Eduard and Anais are as cruel and insane as they are powerful.

Tobias Vandaleur, nicknamed the Toad, wields comparatively little mystic power. He commands a fair bit of influence in the family, however, because of his encyclopedic occult knowledge. Indeed, the Toad's erudition is legendary throughout the Mystic World.

Chatoyant comes from a cadet branch of the Vandaleurs. Her powers now bring her to the notice of family members who ignored her before. She is a true Vandaleur, even though she gained her powers from the god Tezcatlipoca instead of sorcerous training.

The clan includes many other noteworthy characters, sorcerous and otherwise, than those described here. Other Vandaleurs, whom GMs may develop as they choose, include:

The Alcedama: Judas Ahronovitch Vandelorov comes from a Russian branch of the family. He received training from the KGB as well as his relatives, and became one of that agency's most skilled assassins; his superiors never knew he used magic as well as conventional skills and weapons. He knows only a few spells (the *Fourth Light Of Luathon*, the *Baleful Bonds Of Balthus*, the *Cerulean Spear*, and *Teng Wei's First Translocation*), but possesses extensive skills at infiltration, surveillance, ninjutsu, and gun combat.

The Alcedama went rogue after the collapse of the Soviet Union, working both for Russian Mafia gangs and for figures in the Mystic World. He also managed the remarkable feat of making himself outcast with much of the extended family by killing one relative at the behest of another. Adrian spread the word that he disinherits Judas, though the two never met.

Claude and Roderick Van Thaler: These oafish brothers are the sons of a Vandaleur who made his money in commodities trading. Their father hired relatives to grant Claude and Rod preternatural strength and toughness, in hopes they would become football stars. Unfortunately, their clumsiness and stupidity often match their brawn.

Claude and Rod are both infatuated with their cousin Patricia Torrance, and sometimes she uses them as her agents. The twins themselves never learned any magic, but they can wield

magic items and enchantments granted to them by other characters.

Patricia Torrance: This Vandaleur scion used magic to make herself stunningly beautiful and find a career as a supermodel. It wasn't her own magic, though: Patricia owes favors to the Circle Of The Scarlet Moon, making her a "mole" within the Vandaleur family. She uses her beauty, celebrity, contacts, and family connections to further the Circle's plans.

Jacques Yves "Cracker Jack" Vandaleur: This third cousin of Eduard and Anais has no magical talents whatsoever, but he's a master thief and one of the best safecrackers in the world. He specializes in stealing jewelry and *objets-d'art*, but his relatives sometimes hire him to steal mystic books and artifacts, or other rare and valuable objects they need for their magic. Sometimes Jacques fences objects through Jos Terhune (*a.k.a.* Tartarus; see page 35); they do not know of each other's mystical connections. Usually, however, Jacques works freelance, primarily for organized crime groups (though he is thought to have worked with GRAB for at least one job).

Julie Rainbow: One Vandaleur joined a commune in the '60s and legally changed her name to Rainbow. The Mystic World and the commune terrified her daughter Julie so much that Julie became a born-again preacher. Julie writes fire-and-brimstone tracts against the New Age and anything that smacks of the occult. She believes her own healing powers are a gift from God, rather than a mystical wild talent (and does not accept that the two explanations do not necessarily contradict). The Mystic World pays little attention to Julie or her tracts, but she can easily raise a mob against a mystic who becomes too public.

Max Miracle: Maxim Vandelorov learned a few low-powered spells before he realized how dangerous the Mystic World could become. He changed his name to Max Brown to avoid association with the sorcerous clan and became a stage magician and escape artist, using the pseudonym of Max Miracle. Max uses magic to teleport himself and small objects in his act. He plays casinos, dinner theaters, and other minor venues throughout the United States and Canada. He stays away from Las Vegas, where his career could really take off, because fame might bring him to the notice of dangerous people and creatures.

Prism: David Vandtler comes from one of the Vandaleur collateral lines. His grandfather spent decades creating a crystal "Planetary Prism" that enhances magical abilities. The Circle murdered the senior Vandtler, but he successfully passed the Prism to his apprentice David, who used it to become a mystical superhero. As Prism, David casts a variety of astrological spells and has some limited precognitive powers.

Theodore, Virginia, and Angus Burke: This elderly brother and sister share a rambling ancestral home in rural Scotland. Theodore did some hush-hush work for the Foreign Office in his youth, but for 30 years the two have lived in rural seclusion, without ambition or family strife — without telephones or indoor plumbing, for that matter. The Burkes are moderately powerful but limited sorcerers who know a few spells each; they also have a reputation for high-Victorian prudery and horror of the modern world. Both are single.

Thus, it surprised the whole clan when Virginia introduced young Angus Burke as her love-child by an unnamed father. Theodore confirmed the announcement; he said he helped raise his nephew in secret "to avoid scandal." A great-great (*etcetera*) grandfather who intermittently breeds with his descendants leaves most Vandaleurs lost to scandal, but Virginia's "eccentricity" in this regard was well known. Most Vandaleurs accepted the story.

The Burkes make occasional, brief visits to some of their relatives to further Angus's education. Young Angus shows some mystic potential — he can cast a few low-power spells, though not quickly or reliably — and his mother and uncle introduce him to relatives qualified to train him, when he exhausts the grimoires and lorebooks at home. The Burkes still would not count as important members of the Vandaleur clan, except for their secret: "Angus Burke" is really Adrian Vandaleur in disguise.

ADRIAN VANDALEUR

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
50	CON	80	19-	
20	BODY	20	13-	
23	INT	13	14-	PER Roll 14-
30	EGO	40	15-	ECV: 10
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
15	PD	13		Total: 15 PD (3 rPD)
15	ED	5		Total: 15 ED (3 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
15	REC	6		
100	END	0		
50	STUN	0		Total Characteristics Cost: 240

Movement: Running: 9"/18"

Cost	Powers	END
160	<i>Thaumaturgy:</i> Variable Power Pool (Magic Pool), 80 base + 40 control cost, Cosmic (+2); Cannot Have More Than Two Slots At A Time (-½)	var
75	<i>The Vandaleur Terror:</i> Multipower, 150-point reserve; all slots Only Works Against Other Vandaleurs (-1)	
7u	1) <i>Don't Do That:</i> Dispel Magic 25d6, any Magic spell or power one at a time (+¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Only Works Against Other Vandaleurs (-1)	0
7u	2) <i>Don't EVER Do That:</i> Minor Transform 10d6 (strip target of one Magic Power, heals back normally), Improved Results Group (any magic power; +¼), Personal Immunity (+¼); Only Works Against Other Vandaleurs (-1)	15
2u	3) <i>Right Back At You, Sonny I:</i> Missile Deflection and Reflection (all Ranged attacks; can Reflect at attacker only); Only Works Against Other Vandaleurs (-1), Only Works Against Limited Type Of Attack (magic; -½)	0
3u	4) <i>Right Back At You, Sonny II:</i> Missile Deflection and Reflection (all Mental attacks; can Reflect at attacker only), BOECV (+1); Only Works Against Other Vandaleurs (-1), Only Works Against Limited Type Of Attack (magic; -½)	0
7u	5) <i>Get Out Of My Sight:</i> Teleportation 20", Safe Blind Teleport (+¼), MegaScale (1" = 100 km; +¾), Usable As Attack (defense is EGO Roll at -3; +1), Ranged (+½), Personal Immunity (+¼); Only Works Against Other Vandaleurs (-1)	15
7u	6) <i>I'll Fix Your Looks:</i> Drain COM 5d6, Delayed Return Rate (points fade at the rate of 5 per Week; +1¾), Personal Immunity (+¼); Only Works Against Other Vandaleurs (-1)	15
6u	7) <i>Your Old Man's Help:</i> Succor Magic 9d6, all Magic spells and powers simultaneously (+2), Reduced Endurance (½ END; +¼); Only Works Against Other	

	Vandaleurs (-1), Others Only (-½)	7
3	<i>Infallible Combat Luck:</i> Damage Resistance (3 PD/3 ED)	0
20	<i>Warded Soul:</i> Mental Defense (26 points total)	0
10	<i>Warded Body:</i> Power Defense (10 points)	0
24	<i>Next To Unkillable:</i> Healing 2d6 (Regeneration; 2 BODY per Day), Can Heal Limbs, Resurrection (others can stop resurrection by reducing the body to ash), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Self Only (-½), Extra Time + Increased Time Increment (2 BODY/Day; -2¾)	0
19	<i>Live Forever:</i> Life Support (Extended Breathing: 1 END per Minute; Diminished Eating: need only eat once per week; Diminished Sleep: need only sleep 8 hours per week; Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
6	<i>Quick On His Feet:</i> Running +3" (9" total)	2
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0
10	<i>Smell Magic:</i> Detect Magic (Smell/Taste Group), Discriminatory	0
45	<i>Change Appearance:</i> Shape Shift (Sight, Hearing, Touch, and Mystical Sense Groups, any human form), Instant Change, Costs END Only To Change Shape (+¼)	4
15	<i>Lucky Cuss:</i> Luck 3d6	0
10	<i>Irritating:</i> +20 PRE; Only To Make Presence Attacks To Annoy Or Distract (-1)	0

Perks

3	Access: Brialic Access
3	Anonymity
2	Deep Cover: Angus Burke
10	Deep Covers: five others of the GM's choice
10	Money: Wealthy
6	Reputation: immortal master wizard (in the Mystic World) 14-, +3/+3d6
20	Well-Connected and 17 points worth of various Contacts

Talents

27	Danger Sense (self only, out of combat, any danger, sense) 14-
3	Lightsleep

Skills

24	+3 with All Combat
13	Acting 17-
3	Analyze Magic 14-
9	Animal Handler (Birds, Camels, Canines, Elephants, Equines, Felines, Raptors, Jackalopes) 12-
3	Bribery 12-
3	Bureaucratics 12-
3	Combat Driving 14-
3	Combat Piloting 14-
1	Computer Programming 8-
3	Concealment 14-
3	Conversation 12-
3	Cryptography 14-

- 3 Disguise 14-
- 4 Gambling (Card Games, Dice Games) 14-
- 3 High Society 12-
- 3 Mechanics 14-
- 3 Mimicry 14-
- 5 Navigation (Astral, Dimensional, Land, Marine) 14-
- 3 Persuasion 12-
- 9 Power: Thaumaturgy 17-
- 3 Riding 14-
- 2 SS: Anthropology 11-
- 2 SS: Chemistry 11-
- 3 Seduction 12-
- 3 Sleight Of Hand 14-
- 3 Streetwise 12-
- 5 Survival (Arctic/Subarctic, Deserts, Jungle) 14-
- 3 Trading 12-
- 17 TF: Riding Animals, Common Motorized Ground Vehicles, Basic Parachuting, Carts & Carriages, Chariots, Flying Carpets, Large Wind-Powered Boats, SCUBA, Sleds, Small Motorized Boats, Small Planes, Small Rowed Boats, Snow Skiing, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles
- 15 WF: Common Melee Weapons, Common Missile Weapons, Early Firearms, Small Arms, Atlatl, Blowguns, Early Emplaced Weapons, Lances, Staffs, Sling, Trebuchet
- 18 Jack of All Trades and 15 miscellaneous PSs at 11- each
- 3 Linguist
- 1 1) Language: Arabic (fluent conversation; Greek is Native)
- 4 2) Language: English (imitate dialects)
- 3 3) Language: French (idiomatic)
- 3 4) Language: German (idiomatic)
- 2 5) Language: Hindustani (completely fluent)
- 3 6) Language: Latin (idiomatic)
- 3 7) Language: Portuguese (idiomatic)
- 1 8) Language: Swahili (fluent conversation)
- 2 9) Language: Turkish (completely fluent)
- 3 Scholar
- 1 1) KS: African Occultism 11-
- 1 2) KS: Alcoholic Beverages 11-
- 1 3) KS: Demonology 11-
- 1 4) KS: Dimension Lords 11-
- 2 5) KS: Magical Styles 14-
- 2 6) KS: Mundane History 14-
- 2 7) KS: Mystic History 14-
- 1 8) KS: Mystic Prehistory 11-
- 1 9) KS: The Mystic World 11-
- 2 10) KS: Mythology 14-
- 2 11) KS: Off-Color Jokes And Stories 14-
- 1 12) KS: Outer Planes 11-
- 2 13) KS: Thaumaturgy 14-
- 1 14) KS: Upper Planes 11-
- 1 15) KS: Vandaleur Family 11-
- 2 16) KS: Western Occultism 14-
- 3 Traveler
- 1 1) AK: Arctic 11-
- 2 2) AK: Eastern Europe 14-
- 1 3) AK: Babylon 11-

- 1 4) AK: Brialic Planes 11-
- 1 5) AK: Central Asia 11-
- 2 6) AK: Land Of Legends 14-
- 1 7) AK: Loezen 11-
- 1 8) AK: Lost Cities And Ancient Ruins 11-
- 1 9) AK: Netherworld 11-
- 2 10) AK: North America 14-
- 2 11) AK: South America 14-
- 1 12) AK: Sub-Saharan Africa 11-
- 2 13) AK: Western Europe 14-

Total Powers & Skills Cost: 790

Total Cost: 1,030

200+ Disadvantages

- 15 Hunted: assorted powerful people he offended 11- (As Pow, Capture/Kill)
- 10 Hunted: Eduard and Anais Vandaleur 8- (As Pow, Kill)
- 10 Hunted: at least one cosmic entity of the GM's choice 11- (Mo Pow, Watching)
- 10 Hunted: Trismegistus Council 11- (As Pow, NCI, Watching)
- 20 Psychological Limitation: Irresponsible Troublemaker (Very Common, Strong)
- 15 Psychological Limitation: Lecherous Hedonist (Common, Strong)
- 10 Reputation: fearsome lord of the Vandaleurs/annoying twit, 11- (Extreme, Limited Group [Mystic world])
- 15 Social Limitation: Secret Identity (several, in fact) (Frequently, Major)
- 10 Vulnerability: 1½ x Effect from non-Vandaleur Mind Scan (Common)
- 715 Experience Points

Total Disadvantage Points: 1,030

EXAMPLE POWERS FOR *THAUMATURGY* POWER POOL

Auras Of Élan: No one knows who invented this classic spell. It makes glowing auras appear around whatever the sorcerer wants to affect, and the target moves at the caster's will. Adrian knows all four versions of the *Auras*. The various forms of *Auras* are listed as a Multipower to stay consistent with the descriptions in Chapter Three of *The Mystic World*, but Adrian buys the versions as separate VPP slots — even Adrian can't place one Power Framework within another!

- 61 *Auras of Élan:* Multipower, 61-point reserve
- 6u 1) *First Aura:* Telekinesis (40 STR)
- 6u 2) *Second Aura:* Telekinesis (32 STR), Reduced Endurance (½ END; +¼)
- 6u 3) *Third Aura:* Telekinesis (24 STR), Fine Manipulation, Reduced Endurance (½ END; +¼)
- 6u 4) *Fourth Aura:* Telekinesis (18 STR), Area Of Effect (3" Radius; +1), Selective (+¼)

Hurling Halo: Adrian learned this spell on the dying world of Loezen. It creates a ring of light that wraps around a target's feet and sends him bouncing a great distance. A thaumaturge can use this on himself, or hurl it at a foe for a briefer effect. A person caught by the Hurling Halo can negate the effect

ADRIAN VANDALEUR PLOT SEEDS

The Censor: Adrian prevents supernatural forces from meddling too much in human destiny so that humanity remains its own master. Adrian may covertly help heroes against villains like the Devil's Advocates or Tyrannon. If mystical heroes themselves try to change the world through magic — say, by deposing an odious but mundane tyrant, or ending a famine by magically creating food — Adrian works just as hard to sabotage their efforts.

The Vampire: Adrian's thousandth birthday is coming up. To gain another thousand years of immortality and continue his occult dynasty, Adrian must drain the life-force from several mystics of sufficient power. One of the PCs fills his requirements (especially if the PC is a Vandaleur). The heroes must save their comrade from becoming the next in a string of magical murders that terrify the Mystic World.

The Gamester: Adrian manipulates heroes, villains, governments, and gods to create conflicts, from mystic vendettas to full-scale wars. A disguised Adrian creates a vendetta between the heroes and a villain team. Maybe the battles further some greater goal, like toughening up humanity to face Tyrannon; or maybe it's just a sick game Adrian plays with other immortals, making bets on who wins.

if he succeeds at an Acrobatics roll (or a DEX Roll at -3): he lands feet-first and kicks off, so the spell bounces him back where he began before it fades. (Again, Adrian buys these as separate powers; he can't create a Multipower with his VPP.)

- 45 *Hurling Halo:* Multipower, 45-point reserve
 3u 1) *Use On Self:* Leaping +24", Reduced Endurance (½ END; +¼)
 2u 2) *Use Against Others:* Telekinesis (30 STR); Only To Throw Target Away From Caster (-1)

Missile Of Mystic Mastery: This mystic bolt has little raw power, but the caster can adjust it for almost any purpose. The Variable Advantage enables feats such as selecting an NND to bypass all of a foe's known defenses; making the *Missile* Indirect and with No Range Modifier to attack past walls; or attacking everyone in an Area Of Effect.

Energy Blast 4d6, Variable Advantage (+1 Advantages; +2). Total cost: 60 points.

Razors Of Roku: This spell, invented by a Japanese sorceress of long ago, evokes a vortex of silver shards that inflict a thousand tiny cuts. The Razors seldom kill — but they destroy many Foci, efficiently disarming mystics who depend on such assistance.

RKA 1d6, Area Of Effect (One Hex; +½), Penetrating (+½). Total cost: 30 points.

Reflections Of The Ragnar: The Ragnar were a coven of thaumaturges who flourished in the lost Thulean civilization. Their most famous defensive spell creates a spiral of mirror-bright silver that hurls all ranged attacks back at their source. Adrian is exceptionally proficient with its use.

Missile Deflection and Reflection (all Ranged attacks; can Reflect at any target), +6 OCV. Total cost: 62 points.

Spectral Sphere: Long ago, Adrian discovered a pocket dimension full of iridescent globes of force. He developed a spell to summon one of these bubbles as an attack. The *Spectral Sphere* sucks in whoever it hits, forcing the target to curl into a ball as the *Sphere* bobs in the air.

Entangle 4d6, 4 DEF, Backlash (+½). Total cost: 60 points.

Background/History: Adrian Vandaleur is at least a thousand years old. No one but him knows how much older; the Vandaleur dynasty provably dates back to the eleventh century A.D. Adrian sometimes hints he is several thousand years old — but then, Adrian loves to tell whoppers.

By the eleventh century, however, Adrian was already a powerful thaumaturge (by the standards of those times, anyway). He made a series of daring forays into the Multiverse and met various dimension lords and cosmic entities. Over the centuries, he clashed with the Sylvestris, the nascent Circle Of The Scarlet Moon, and a number of other super-

natural evils; he also killed an angel and wrecked a Trismegistus attempt to create a sorcerous utopia in South America. Along the way, Adrian found time to explore the Americas and Darkest Africa, take the Silk Road to China, and reach the North Pole 30 years before Peary.

More often than not, however, Adrian sat out the great occult conflicts over world events. His own influence seems accidental: he stumbles into the plans of other mystics, they overreact, and he defends himself. At the start of the twenty-first century, Adrian seems determined to keep a low profile, but sightings and tales of his interference proliferate. He's the Elvis of the Mystic World.

Adrian does not spend his time in seclusion, though. He has done and seen everything, the best and the worst. He's been a medical missionary and a death-camp guard, a prince and a slave. Adrian maintains several false identities throughout the world, from a presidential advisor in Brazil to a curio dealer in Sydney, Australia. These identities have nothing in common except a tendency to "disappear" for long periods while Adrian spends time in other guises. Only one disguise actually matters to him, though: his newest guise as Angus Burke, which has to fool his sorcerous offspring. He sacrifices other identities without regret.

Personality/Motivation: Mystics who meet Adrian Vandaleur may have trouble believing the Mystic World ranks such a jerk as one of Earth's greatest magi. Adrian loves to tell bragging, frequently absurd stories in which he meets (or is) half the famous people in history. He has the libido of a drunken frat boy, with grace and charm to match.

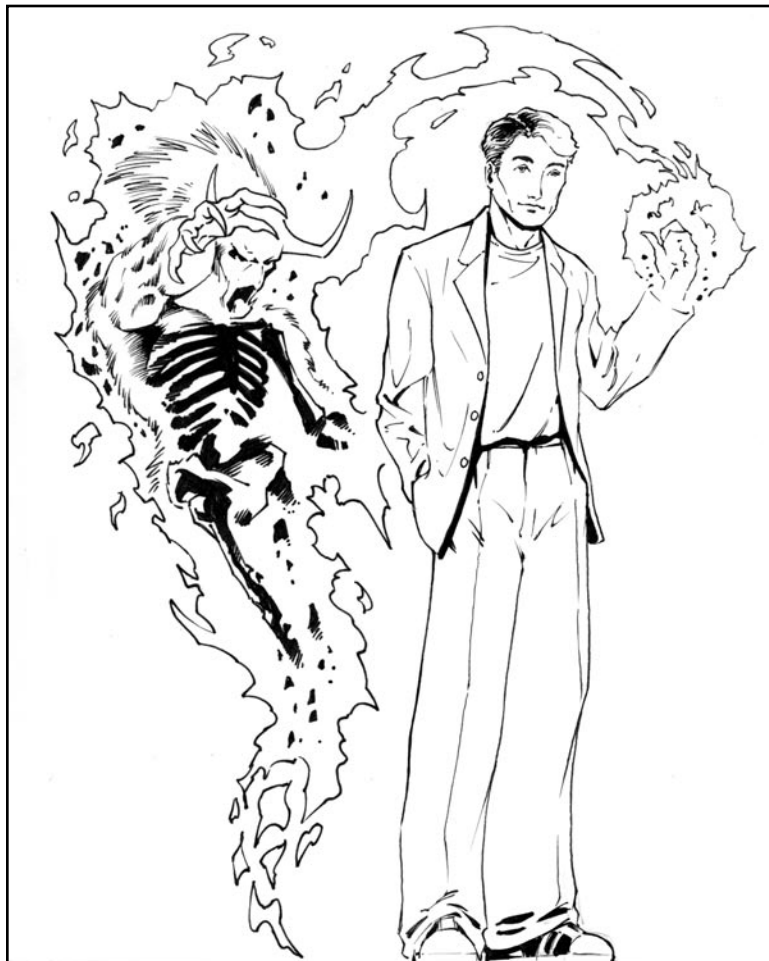
If you persuade Adrian to speak seriously — well, more seriously than usual — he says time washes away the consequences of any deed. Live in the moment, because the past is dead and the future a dream. Only the people you meet matter... especially the lovely ladies. Adrian attributes his longevity to seeing each day as a fresh opportunity for delight, without much concern for dignity or public morals, and he encourages those around him to share his revelry.

That's almost true. Adrian has an agenda — possibly, several agendas. He's pacted with at least one cosmic entity. Adrian hides his goals behind the façade of a lecherous braggart and numerous false identities. Only the GM knows what Adrian *really* seeks, though it certainly involves a covert inspection of the clan's more skillful mystics.

Quote: As Angus: "Och, ye're a mighty enchantress, Witchcraft! Perhaps ye can help me wi' my magic wand...."

As Adrian: "I'll give you one chance to beg my pardon; I grow indulgent in my old age, and no longer enjoy punishing impudent children."

Powers/Tactics: Adrian Vandaleur is actually not as powerful as the Mystic World believes. He knows a vast number of thaumaturgical spells, but cannot use all of them at once. At any given time, Adrian can have two spells as slots in his Variable Power Pool. He usually casts 60 Active Point attacks while maintaining a defense or movement spell.



Adrian's fearsome reputation depends on the *Vandaleur Terror*. No one has, or could, duplicate this magical authority over Adrian's descendants, granted by the same cosmic entity that fixed magic in Vandaleur blood. Adrian can cancel spells cast by his descendants, strip away their magic a spell at a time, bounce spells back on them, or change their appearance through nigh-unbreakable curses. Adrian's favor, however, can grant any descendant a tremendous boost in power. Other mystics assume that because his descendants fear Adrian so much, he must wield the same power over all sorcerers — a misconception Adrian does not correct.

Most of the time, Adrian prefers to use his magic quietly, and while disguised. He doesn't want anyone to guard against his interventions, or rely on him to save the day. If he can achieve his goal by dropping a clue that leads someone else to do his dirty work, that's even better. Adrian fights mystical battles when other mages find him and attack him, and then he tries to overawe his opponents. Failing that, he prefers to wait until the fight briefly swings in his favor, then say he shall mercifully spare his opponent's life and vanish to another dimension. If Adrian must fight, he loves using *Reflections Of The Ragnar* to bounce an enemy's attack at the enemy's allies or devices.

Campaign Use: See the introductory text for general information. Adrian Vandaleur is the GM's wild card. Most of the time, he's a remote, near-mythic figure whose power is feared but never seen. Occasionally, he may become the goal of a search because heroes want his help or want to stop him from achieving his goals. The PCs should have great difficulty figuring out what Adrian wants, however, since he usually hides both his identity and his true objectives. The Plot Seeds suggest possible agendas for Adrian; they're not mutually exclusive.

To make Adrian more powerful, increase his *Thaumaturgy* VPP, remove its Limitations, or give him magical defenses outside the VPP. To make him less powerful, decrease the *Vandaleur Terror* and the VPP.

Whether Adrian would Hunt a PC depends entirely on what goals the GM assigns to him. If Adrian does Hunt a character, that person might never know it.

Appearance: As Angus Burke,

Adrian looks 18 years old and pudgy, with curly, cowlicked brown hair and a sparse goatee. He is just barely recognizable as a Vandaleur. He retains his usual flirtatious manner, but speaks in a thick (comic-book) Scottish accent. In his true form, he's tall, slender, with strong Vandaleur features, and wavy brown hair; he looks about thirty years old.

EDUARD AND ANAIS VANDALEUR

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
14	BODY	8	12-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
7	PD	4		Total: 23 PD (16 rPD)
7	ED	3		Total: 27 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	6		
60	END	12		
30	STUN	0		Total Characteristics Cost: 155

Movement: Running: 6"/12"
Flight 14"/28"
MegaTeleportation: 10-100 km

Cost	Powers	END
95	<i>Thaumaturgy</i> : Multipower, 95-point reserve	
6u	1) <i>The First Light Of Luathon</i> : Sight Group Flash 8d6, Area Of Effect (One Hex; +½)	6
6u	2) <i>The Second Light Of Luathon</i> : Energy Blast 8d6, Area Of Effect (One Hex; +½)	6
6u	3) <i>The Third Light Of Luathon</i> : Energy Blast 5d6, AVL D (Sight Group Flash Defense; +1½)	6
6u	4) <i>The Fourth Light Of Luathon</i> : RKA 2½d6, Penetrating (+½)	6
6u	5) <i>The Fifth Light Of Luathon</i> : Dispel Invisibility 21d6	6
6u	6) <i>The Sixth Light Of Luathon</i> : Dispel Magic Powers 16d6, any Magic power one at a time (+¼)	6
6u	7) <i>The Seventh Light Of Luathon</i> : Sight Group Images, -6 to PER Rolls, Increased Size (4" radius; +½), Invisible to Mystic Sense Group (+¼), Reduced Endurance (0 END; +½)	6
3u	8) <i>The Eighth Light Of Luathon</i> : Telepathy 6d6	3
3u	9) <i>The Ninth Light Of Luathon</i> : Invisibility to Sight and Mystic Groups (but not including the Tenth Light), Reduced Endurance (½ END; +¼)	3
1u	10) <i>The Tenth Light Of Luathon</i> : Detect Invisibility (Mystic Sense Group), Ranged, Sense,	2
1u	11) <i>The Eleventh Light Of Luathon</i> : +30 PRE; Only For Making Presence Attacks (-1), Visible (dramatic lighting effects; -¼)	
6u	12) <i>Bindings of Bromion</i> : Mind Control 12d6	6
6u	13) <i>Mental Mirage</i> : Mental Illusions 12d6	6
6u	14) <i>Cerulean Spear</i> : Ego Attack 6d6	6
6u	15) <i>Aura of Élan</i> : Telekinesis (24 STR), Fine Manipulation, Reduced Endurance (½ END; +¼)	2
3u	16) <i>Illusory Disguise</i> : Shape Shift (Sight, Hearing, and Mystic Sense Groups; any	

	humanoid form), Costs END Only To Change Shape (+¼)	3
3u	17) <i>Astral Warp</i> : Extra-Dimensional Movement (any physical location in the Inner Planes)	3
3u	18) <i>Astral Jump</i> : Teleport 10", MegaScale (1" = 10 km; +½)	2
15	<i>Thaumaturgy</i> : Elemental Control, 30-point powers	
15	1) <i>Mystic Shield</i> : Force Field (8 PD/10 ED/6 Power Defense), Reduced Endurance (½ END; +¼)	1
15	2) <i>Levitory Locus</i> : Flight 12", Reduced Endurance (½ END; +¼)	1
5	3) <i>Rending Radiance</i> : +30 STR; No Figured Characteristics (-½), Only To Break Magical Entangles (-1½)	3
7	<i>Sigils Of Linked Power</i> : Elemental Control, 30-point powers; all slots Only Within 8" Of Twin (-1)	
10	1) <i>Doubled Mystic Shield</i> : Force Field (8 PD/10 ED/6 Power Defense), Reduced Endurance (0 END; +½); Only Within 8" Of Twin (-1)	0
8	2) <i>Vitality Transfer</i> : Healing 2d6, any Physical Characteristic one at a time (+¼), Ranged (+½); Self Only (-½), Only Within 8" Of Twin (-1)	3
6	<i>Doubled Will</i> : Mental Defense (10 points total)	0
7	<i>Twin Link</i> : Mind Link to twin, any distance, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
20	<i>Astral Awareness</i> : Dimensional on Sight and Hearing Groups	0
46	<i>Astral Projection</i> : Duplication (creates 600-point astral form), Altered Duplicate (100%; +1); Costs Endurance (to activate; -¼), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½)	0

Perks

20	Base: contribution to sanctum	
12	Contacts: 12 points' worth, among influential degenerates	
6	Contact: the Toad 12- (very useful Skills and resources, significant Contacts of his own)	
1	Fringe Benefit: International Driver's License	
1	Fringe Benefit: Passport	
1	Fringe Benefit: Library of Babylon	
	Borrower's Card	
5	Money: Well Off	

Skills

6	+2 with Thaumaturgy Multipower	
3	Acting 14-	
3	Bribery 14-	
3	Concealment 14-	
3	Deduction 14-	
3	Disguise 14-	

- 3 High Society 14-
- 3 Language: English (completely fluent; French is Native)
- 2 Language: Latin (fluent conversation)
- 3 Navigation (Astral, Dimensional) 14-
- 3 Persuasion 14-
- 7 Power: Thaumaturgy 16-
- 3 PS: Perverse Hedonism 14-
- 3 Seduction 14-
- 3 Streetwise 14-
- 3 Teamwork 13-
- 3 Scholar
- 2 1) KS: Multiverse Cosmology 14-
- 2 2) KS: The Mystic World 14-
- 2 3) KS: Thaumaturgy 14-
- 2 4) KS: Vandaleur Family 14-
- 2 5) KS: Vice World 14-
- 3 Traveler
- 1 1) AK: Astral Plane 11-
- 1 2) AK: Babylon 11-
- 1 3) AK: Faerie 11-
- 1 4) CK: Hong Kong 11-
- 1 5) CK: London 11-
- 1 6) CK: Monte Carlo 11-
- 1 7) AK: Netherworld 11-
- 1 8) AK: Outer Planes 11-
- 1 9) AK: Vice Hotspots 11-

Total Powers & Skills Cost: 457

Total Cost: 612

200+ Disadvantages

- 5 Distinctive Features: Tattoos of power (Easily Concealed; Noticed And Recognizable)
- 15 Enraged: when sibling takes BODY (Common), go 11-, recover 14-
- 15 Enraged: when taunted (Very Common), go 8-, recover 14-
- 15 Hunted: Witchfinder, or selected mystic hero 11- (As Pow, Capture/Kill)
- 10 Hunted: other villains they've betrayed 8- (As Pow, Kill)
- 20 Hunted: Interpol 8- (Mo Pow, NCI, Capture)
- 5 Hunted: Adrian Vandaleur 8- (More Pow, Watching)
- 20 Psychological Limitation: Utterly Devoted To Each Other (Common, Total)
- 15 Psychological Limitation: Treacherous And Mercurial (Very common)
- 15 Psychological Limitation: Will Commit Any Evil For Fun (Common, Strong)
- 10 Reputation: perverted megalomaniac would-be rulers of the Vandaleur family and the world, 11- (Extreme, Limited Group [Mystic World])
- 267 Experience Points

Total Disadvantage Points: 612

Background/History: Eduard and Anais are fraternal twins born to Adrian Vandaleur and one of his French descendants. The twins showed an aptitude for magic at an early age. They also showed a fascination with cruelty, sometimes torturing cats and dogs they captured. In their teenage years, they fell



in with other children of wealth and privilege, who introduced them to alcohol, sex, and other recreations. As usual, Eduard and Anais learned quickly.

When they reached their majority, the twins inherited a trust fund and mystic library from a great-uncle who doted on Anais. They studied deeper and mightier magicks than they were permitted before, in between debauches with their equally-jaded friends. Sometimes they used their friends as assistants or test subjects for their magical experiments.

On a lark, Eduard and Anais decided to search for the cosmic personification of pleasure. They traveled astrally to the Veil of the Temple and attempted to pass. The brilliant but undisciplined, self-indulgent twins found themselves completely unprepared for the Veil's psychic tests. The Veil hurled them back to their bodies. As they opened their eyes and gazed on each other, the twins realized they themselves were the most beautiful and perfect creatures in the world, and they found perfect pleasure in each other's arms.

After a week of mad, incestuous passion, Eduard and Anais took stock of their desires, abilities, and the world. Not all pleasures were physical. They already knew the joys of status and wealth, of mastery, and of cruelty... on a small scale. They could achieve so much more. With their power and genius, they could turn the entire world into a playroom for their delight. Thus did Eduard and Anais vow to rule the world.

EDUARD AND ANAIS VANDALEUR PLOT SEEDS

Let's play a wargame... with real armies! These two neighboring countries have fought several times; let's murder and replace their leaders, and set them at it again! Grand sport, *nest-ce pas?*

The seal on the crypt says it holds a terror that would ravage the world. If we let it out, perhaps it shall be grateful. Even if it isn't, how jolly to watch the superheroes fight it! Perhaps we shall find a chance to kill a few of them.

These superhero spoilsports have become *most* tiresome. Let's hire someone to make a dozen bombs... but only one is real. We hide them in schools, hospitals, daycare centers, and so on, then challenge the heroes to find the real bomb before it explodes. Oh — and disarming a fake bomb sets off the real one! While we're at it, let's tell a few of their enemies how busy and visible the heroes shall be.

Personality/Motivation: The twins were none too stable to begin with, and their botched attempt to cross the Veil left them completely insane. They believe the entire world exists as a stage and audience for the wonderful, beautiful drama of their lives. Whatever they desire, they must have; whatever blocks their desire, they must destroy. Humanity can expect nothing better than to slave in their service and praise their glory.

Eduard and Anais treat other people with sneering disdain when they're honest, but may affect a flighty amusement, sultry attraction, or other moods if it suits their purpose. Whatever pose they adopt, these two drama queens keep the emotion level high. On rare occasions, they bicker — but these fights are just a little spice to make their reconciliation all the sweeter.

The twins discovered that conquering the world was harder than they thought. They soon realized they had to ally with other powers. Eduard and Anais easily betray or abandon their allies in the face of difficulties, however, or if something more amusing comes along.

Quote: “Dearest flower of the Multiverse, shall we kill these costumed vulgarians?”

Powers/Tactics: Eduard and Anais have the same powers. They practice thaumaturgy, though they know a limited number of spells. The twins usually work together. Aside from their emotional dependence on each other, some of their magical powers actually increase when they stay within 8” of each other, because of their linked spirits. Part of this linkage involves mystic tattoos that they have. While the tattoos aren't Foci (removing them would require surgery), if either of the twins takes BODY damage, the GM may want to roll to see if the injury affected the tattoo (which could diminish or eliminate their linkage powers for a time, or permanently).

Eduard and Anais try to stay within 8” of each other. They often coordinate using Teamwork, or stagger their attacks so that an enemy who takes action to avoid one attack leaves himself open to another. For instance, they like to use an Area Of Effect attack on the same Segment as a single-target effect. If the foe Dodges the single-target attack, the Area attack still strikes; and if he Dives For Cover, his DCV drops and he cannot avoid the single-target attack. If either twin is near unconsciousness, exhaustion, mortal wounding, or other incapacitation, he can use *Vitality Sharing* to Heal himself by drawing on the other's power.

If Eduard and Anais find themselves over-matched, they try to flee. They have no compunction about endangering innocents to distract the heroes, and in fact consider that jolly fun.

Campaign Use: See the introductory text for general information. The GM can use Eduard and Anais as all-purpose mystical villains. They may amuse themselves by causing havoc, serve a dimensional conquer or evil god, attempt high-profile robberies, or carry on murderous vendettas. Now and then, they recruit other villains (mystical or otherwise) for especially big heists, attempts to take over a small nation, or similarly grandiose plans.

To make the twins more powerful, increase their DEX and EGO and move their defenses outside any Power Framework. They could also have small Variable Power Pools of temporary talismans that grant minor powers to help them achieve a plan. To make Edward and Anais less powerful, reduce the size of their Multipowers' reserves, and remove about half the slots.

The twins are meant to appall heroes with their perversity and selfishness as well as their criminal deeds. The GM should give thought to how much their players can accept as legitimately establishing the madness of Eduard and Anais, and what would go too far into offensive ickiness. To give the twins a more “four-color” feel, simply make them arrogant, rule-the-world psychopaths instead of incestuous degenerates.

Eduard and Anais are very likely to Hunt characters who thwart them. They want to inflict creatively painful deaths on their enemies, but lack the patience for careful planning. Their usual style is to strike from surprise, try to Knock Out a character, then place him in a death trap or exile him to a dangerous dimension. They readily team up with other villains who Hunt PCs.

Appearance: Eduard and Anais are obviously twins. Eduard stands 5'10” tall, and Anais is just an inch or two shorter. Both are slender but fit, with wavy black hair cut just less than shoulder-length. In them, the Vandaleur features become stunningly though androgynously attractive. They always dress in an openly sexy way — lots of skintight vinyl, ultra-sheer see-through silk, leather straps, and so on. Their outfits range from merely risqué to outright bondage-and-discipline fetishism. Mirror-image tattoos on their faces and bodies make them look even more flamboyant.

CHATOYANT

Val	Char	Cost	Roll	Notes
23	STR	10*	14-	Lift 600 kg; 4½d6 [2]
23	DEX	31*	14-	OCV: 8/DCV: 8
25	CON	24*	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
25	PD	16*		Total: 25 PD (10 rPD)
25	ED	16*		Total: 25 ED (10 rED)
5	SPD	14*		Phases: 3, 5, 8, 10, 12
10	REC	0		
50	END	0		
35	STUN	0		Total Characteristics Cost: 130

* OIHID (-¼)

Movement: Running: 15"/30"
 Gliding: 5"/10"
 MegaTeleportation: 1,000-5,000 mi

Cost Powers **END**

- 9 *Astral Jaguar Form Projection:* Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to Chatoyant's physical location in Earth's dimension), Reduced Endurance (0 END; +½); Extra Time (1 Minute to activate; -¾), Leaves Helpless Physical Body Behind And Will Die If Does Not Rejoin It Within 24 Hours (-1), Feedback (-1) 0
- 45 *Astral Claws And Fangs:* Multipower, 56-point reserve, all OIHID (-¼)
- 2u 1) *Exert Physical Force:* 23 STR, Indirect (+½), Transdimensional (Earth's dimension; +½), Reduced Endurance (½ END; +¼); OIHID (-¼), Does Not Add To Base STR (-½), No Figured Characteristics (-½), Can Only Be Used While Chatoyant Uses Her *Become Visible And Quasi-Tangible* Power (-¼) 2
- 2u 2) *Claw/Bite Astral Targets:* HKA 1½d6 (3d6 with STR); OIHID (-¼) 2
- 4u 3) *Claw/Bite Earthly Targets:* HKA 1½d6 (2d6+1 with STR), Indirect (+½), Transdimensional (Earth's dimension; +½), Reduced Endurance (½ END; +¼); OIHID (-¼), Can Only Be Used While Chatoyant Uses Her *Become Visible And Quasi-Tangible* Power (-¼) 2
- 3u 4) *Claw/Bite Spirit:* HA +4d6, AVLD (defense is Mental Defense; +1½), Reduced Endurance (½ END; +¼); OIHID (-¼), Hand-To-Hand Attack (-½) 2
- 3u 5) *Claw/Bite Earthly Target's Spirit:* HA +3d6, AVLD (defense is Mental Defense; +1½), Indirect (+½), Transdimensional (Earth's dimension; +½), Reduced Endurance (½ END; +¼); OIHID (-¼), Hand-To-Hand Attack (-½), Can Only Be Used While Chatoyant Uses Her *Become Visible And Quasi-Tangible* Power (-¼) 2
- 29 *Become Visible And Quasi-Tangible:* Sight Group, Hearing Group, and Touch Group

- Images, +4 to PER, Indirect (+½), Transdimensional (Earth's dimension; +½), Reduced Endurance (0 END; +½); OIHID (-¼), No Range (-½), Set Effect (self in jaguar form; -1) 0
- 8 *Spiritual Substance:* Damage Resistance (10 PD/10 ED); OIHID (-¼) 0
- 12 *Spiritual Defense:* Mental Defense (15 points total) 0
- 14 *Feline Speed:* Running +9" (15" total); OIHID (-¼) 3
- 4 *Float Like A Ghost:* Gliding 5"; OIHID (-¼) 0
- 11 *Astral Leap:* Teleportation 5", MegaScale (1" = 1,000 km; +1); OIHID (-¼), Requires A Navigation (Astral) Roll (-½) 2
- 4 *Feline Senses:* Nightvision; OIHID (-¼) 0
- 5 *Feline Senses:* +2 PER with All Sense Groups; OIHID (-¼)
- 8 *Feel Material Objects:* Dimensional (Earth's dimension) for Touch Group; OIHID (-¼) 0
- 20 *Astral Awareness:* Dimensional (Astral Plane) for Sight and Hearing Groups 0
- 5 *Psychic Sensitivity:* Mental Awareness 0

Skills

- 3 Acrobatics 14-
- 3 Climbing 14-
- 3 Concealment 12-
- 2 Language: English (fluent conversation; French is Native)
- 2 Language: Spanish (fluent conversation)



CHATOYANT PLOT SEEDS

Another villain hires Chatoyant to steal a small mystic artifact from the heroes. How does she attempt this? Remember, Chatoyant can affect physical objects — clumsily — but she cannot pull objects onto the Astral Plane. Chatoyant must remain visible as she carries the artifact out of the heroes' base.

Chatoyant branches into industrial espionage. She can sit in a boardroom to see and hear all the confidential plans. One of the targeted executives, however, knows a PC. He asks the heroes to find the spy who baffles company security.

Someone is found mauled to death by a large animal... but in a locked room. Maybe Chatoyant killed him; maybe nagual cultists (page 117) did the deed. Whichever party killed the man, the other party comes in search of their enemy, complicating the heroes' attempt to discover who killed the man, and why. For an extra-devious plot, maybe a third party committed the murder without supernatural means, and both Chatoyant and the naguals are red herrings.

- 2 Navigation (Astral) 12-
- 2 PS: Public Relations 11-
- 3 Shadowing 12-
- 3 Streetwise 13-
- 3 Scholar
- 1 1) KS: Astral Plane 11-
- 2 2) KS: Mexican Folk Magic 12-
- 1 3) KS: Mystic World 11-
- 1 4) KS: Vandaleur Family 11-
- 2 5) KS: Western Occultism 12-

Total Powers & Skills Cost: 221

Total Cost: 351

200+ Disadvantages

- 15 Hunted: Edward and Anais 8- (Mo Pow, Enslave/Kill)
- 10 Hunted: priest in Trismegistus Council 8- (Less Pow, NCI, Kill/De-Power)
- 15 Physical Limitation: Jaguar Form Has No Fine Manipulation (Frequently, Greatly Impairing)
- 10 Physical Limitation: No Legs in human identity (Infrequently, Greatly Impairing)
- 15 Psychological Limitation: Overconfident In Jaguar Form (Very Common, Moderate)
- 15 Psychological Limitation: Desperate To Regain Legs/Increase Mystical Power (Common, Strong)
- 15 Social Limitation: Secret Identity (Mariel Ganteaume) (Frequently, Major)
- 15 Susceptibility: to traditional charms against naguals, 1d6 damage per Phase spent within 1" of such charms (Uncommon)
- 41 Experience Points

Total Disadvantage Points: 351

Background/History: Mariel Ganteaume comes from a cadet branch of the Vandaleurs in Quebec. Mariel ignored family stories about magic: she was a modern woman, with a good career writing press releases for a large corporation. Then a car accident sheared off her legs at the knees. Mariel desperately wanted to believe that magic could take her out of her wheelchair. She sought out every relative she could find, and questioned other self-proclaimed mystics. No one could heal her, would heal her, or would refer her to someone who could do the deed.

In time, Mariel's inquiries shifted to astral projection. If she could not restore her legs, perhaps at least she could escape her body. In Mexico, she found a cult that claimed to know the secret of astral projection as *naguals*, or astral jaguars. Mariel promised them anything if they would teach her. The cult's high priest refused, but his assistant compromised the cult's secrecy for her money. The junior priest trained her with the help of the cult's sacred jaguar talisman. The Vandaleur's magical blood ran true in Mariel: not only did she learn to project her spirit as a jaguar; she soon attained greater power than her teacher.

At that point, Tezcatlipoca (page 113) noticed Mariel. The god did not like the junior priest imparting cult secrets, and killed him. Two cultists then tried to kill Mariel, but she fought them and

escaped. To her delight, she found she no longer needed the Jaguar Talisman to project.

Tezcatlipoca became very angry with his minions. Not only did they fail to kill Mariel, they retrieved the Jaguar Talisman before it bound her to Tezcatlipoca's service. Perhaps it wasn't fair to blame them for not failing more completely, but gods do not need to be fair.

Mariel continues her search for magic, now assisted by her power as a nagual. Her relatives, and other mystics, take her more seriously now. They hire her to perform surveillance missions, assault, and robbery in return for bits of lore about astral projection and sorcery. The Toad dubbed her Chatoyant — from a French word for "catlike."

Unfortunately, life as a mystically-powered person is not always enjoyable. Chatoyant has made enemies of Eduard and Anais Vandaleur when she refused to become their slave. She has also killed. She didn't mean to — only to rough up a target or knock out a guard — but she gains a jaguar's predatory instincts along with its appearance on the Astral Plane. Sometimes she loses control, kills an enemy, and feeds on his astral body.

Personality/Motivation: Mariel still seeks a way to regain her legs. She does not want to think of herself as a bad person, but her self-pity and desire to walk again overpower her morals. Each homicide also bothers her less than the one before. It's only a matter of time before she kills for expedience or accepts a contract for assassination.

Quote: None — in astral form, Chatoyant can only growl or make other animal sounds.

Powers/Tactics: In her human identity, Mariel has no superpowers except for mystical senses. By meditating for one minute, however, Mariel can project her spirit in the form of a jaguar. She becomes stronger and quicker as a nagual, and can attack both astral and corporeal targets. Her character sheet does not include an actual Power for astral projection, because this is just the way Chatoyant assumes her heroic identity — that is, she's a superbeing whose villainous identity has as its special effect, "I exist on the Astral Plane instead of the physical world." As yet, her villainous identity cannot leave the Astral Plane, except to return to her body.

Chatoyant can see, hear, and even feel the physical world from the Astral Plane, but all her sensations are muted, as is usual for astral travelers. Most of the time, she remains unseen to mortals because she exists in another dimension. When she bites and mauls corporeal targets, her feline astral form becomes visible to ordinary people, and her victims feel her attacks. Mundane attacks still pass right through her, but magic can affect her, as can Mental Powers or any attack with the *Affects Desolidified* Power Advantage.

Chatoyant generally stalks a target for some time. Either she wants to attack when he's alone, so that no one else sees a jaguar appear from thin air, or she wants to make sure her victim is well away before she tries to steal something. If Chatoyant finds herself under attack — something that would

greatly surprise her — she retreats into the Astral Plane. She may even attempt an Astral Leap to shake pursuers and return to her body.

Campaign Use: See the introductory text for general information. Non-magical superheroes will find Chatoyant an exceptionally difficult foe to defeat, since most attacks don't affect her. Thwarting Chatoyant may require figuring out what she is, and then researching the traditional charms and talismans that Mexicans use to ward off naguals. Mystics find her less difficult to fight, but capturing her still may demand some detective-work and occult research. Once characters understand Chatoyant's power, however, they also know that keeping her from her body will eventually kill her. Whether that ends her career utterly or simply traps her as a jaguar-ghost is anyone's guess: Normal naguals just die, but Chatoyant is not a normal nagual. Chatoyant could also be reformed, but breaking through her selfishness would probably be more difficult than restoring her legs.

If Chatoyant needs to be more powerful, increase her STR, SPD, and *Astral Claws And Fangs* Multipower. If she is too powerful — most likely because the heroes cannot affect her — define other powers or special effects that affect her astral form.

Chatoyant would most likely Hunt a hero because she thought he could restore her legs or increase her power, and she intends to force him to assist her. Mariel's encounters with the Mystic World give her a jaundiced view of sorcerers: she doesn't believe anyone would help her out of altruism. Chatoyant might also Hunt a hero as the agent of some other mystic villain. At least at first, though, she's more likely stalks a hero to learn his secrets than to kill him.

Appearance: Mariel is a Caucasian woman in her late 30s, with straight brown hair in a pageboy cut. She wears a business blouse and a long skirt that doesn't really hide her missing lower legs, and is in a wheelchair. As Chatoyant, she is a female jaguar.

TOBIAS "THE TOAD" VANDALEUR

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	1		Total Characteristics Cost: 23

Movement: Running: 6"/12"
Teleportation: 10"/20"

Cost	Powers	END
35	<i>Thaumaturgic Incantations:</i> Variable Power Pool (Magic Pool), 30 base + 15 control cost; OAF (pen and paper for sigils; -1), Extra Time (1 Minute to activate spells; -¾), Incantations (-¼) var	
15	<i>Getaway Ring:</i> Teleportation 10", Invisible to Magic Senses (+½), Armor Piercing (+½), Trigger (ring removed or violent unconsciousness; +¼); IIF (-¼), Can Only Teleport To Fixed Locations (-1), 1 Charge (-2) plus 1 Fixed Location (panic room); IIF (-¼) [1]	
2	<i>Prolonged Life:</i> Life Support (Longevity: age at one-fourth normal rate) 0	

Perks

30	<i>Sanctum:</i> 150 point Base
15	Contacts: Other Vandaleurs 12- (organization Contact)
20	Contacts: 20 points' worth, among the Mystic World
5	Money: Wealthy

Talents

4	Speed Reading (x10)
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Skills

3	Cryptography 14-
3	Deduction 14-
7	Power: Thaumaturgy 16-
3	PS: Manuscript Conservator 14-
3	Trading 12-
3	Linguist
1	1) Language: Arabic (fluent conversation; French is Native)
2	2) Language: English (idiomatic)
1	3) Language: Gaelic (fluent conversation)
1	4) Language: German (fluent conversation)
2	5) Language: Greek (completely fluent)
1	6) Language: Hebrew (fluent conversation)
1	7) Language: Italian (fluent conversation)
1	8) Language: Japanese (fluent conversation)
2	9) Language: Latin (completely fluent)
1	10) Language: Mandarin (fluent conversation)
1	11) Language: Persian (fluent conversation)

TOAD PLOT SEEDS

The PCs need to find some rare substance or artifact. The Toad can locate anything... but sensing how urgently the characters need his help, he demands that in return, the PCs accept a geas to retrieve something for him. (See Archdruid Airetach's character sheet for a suitable oath-spell.)

The heroes receive a letter from the Toad, saying he's found some disturbing information related to a previous query, and could they come to the mansion? It's a trap set by Eduard and Anais; Tobias didn't send the letter at all.

The PCs can remove the curse from the Toad. They just need to find Adrian Vandaleur, capture him, and twist his arm until he revokes his curse. Oh, and survive Adrian's wrath afterward. How hard could it be?

- 1 12) Language: Russian (fluent conversation)
- 1 13) Language: Sanskrit (fluent conversation)
- 1 14) Language: Spanish (completely fluent)
- 1 15) Language: Sumerian (basic conversation)
- 3 Scholar
- 4 1) KS: Cults 16-
- 4 2) KS: Demonology 16-
- 1 3) KS: Dimension Lords 11-
- 1 4) KS: Famous Mystics 11-
- 2 5) KS: Hermetic Theurgy 14-
- 1 6) KS: Lost Civilizations 11-
- 1 7) KS: Magical Remote Sensing 11-
- 2 8) KS: Magical Styles 14-
- 1 9) KS: Magic Item Enchantment 11-
- 2 10) KS: Mystic History 14-
- 2 11) KS: Mystic Legends 14-
- 2 12) KS: The Mystic World 14-
- 2 13) KS: Mythology 14-
- 1 14) KS: Occult Ciphers 11-
- 2 15) KS: Sanctum Enchantment 14-
- 2 16) KS: Thaumaturgy 14-
- 2 17) KS: The Vandaleur Family 14-

Total Powers & Skills Cost: 201

Total Cost: 224

75+ Disadvantages

- 10 Age: 60+
- 15 Distinctive Features: Face of a toad (Concealable With Difficulty; Causes Major Reaction [disgust, fear])
- 15 Hunted: Eduard and Anais Vandaleur 11- (Mo Pow, Mild [bully him into helping with their schemes])
- 15 Psychological Limitation: Snivelling Coward (Common, Strong)
- 10 Psychological Limitation: Arrogant, Greedy, And Vengeful (Common)
- 84 Experience Points

Total Disadvantage Points: 224

EXAMPLE POWERS FOR THAUMATURGIC INCANTATIONS POWER POOL

Incantatory Imbuement: Given time, the Toad can infuse thaumaturgical energies into objects by means of long invocations to various gods, demons, and dimension lords. He can't do this with just any object — an item that's going to receive magic has to be notable in some way (made of valuable or mystic materials, used for some (in)famous deed, of exceptional quality, or the like). The enchantment slowly fades over time if the Toad doesn't renew it, and instantly if he wants it to.

Major Transform 1d6+1 (item to magic item, heals back at the rate of 3 points per day, or instantly if the Toad so wills), Improved Results Group (grant any magic power; +¼) (25 Active Points); OAF (pen and paper for sigils; -1), Extra Time (20 Minutes; -2½), Incantations (-¼), Limited Target (items susceptible to enchantment; -½), No Range (-½), Requires A Thaumaturgy Roll (-½). Total cost: 4 points.

Voice Of Palamabron: The Toad's favorite spell gives his voice unnatural, godlike volume and resonance. He invokes Palamabron, the cosmic entity who personifies the intersection of Artifice and Chaos, to grant him the power to command emotions with his words.

+30 PRE (30 Active Points); OAF (pen and paper for sigils; -1), Extra Time (1 Minute to activate; -¾), Incantations (-¼). Total cost: 10 points.

Background/History: Tobias Vandaleur, Senior made millions in business, spoke 12 languages, knew the secret names of half the spirits in the Quaternion — and still felt scorned by his sorcerous relatives, because he had no skill at actual magic. He drove his son to succeed where he thought he failed. He wanted Tobias, Jr. to know more secrets and spells than the rest of the family, and win some sign of respect from Adrian Vandaleur himself.

Tobias, Jr. spent decades working toward this goal. Alas, he never became a powerful mystic — merely an extremely learned one. Tobias thought he vindicated his father's name when other Vandaleurs sought him for his esoteric lore. Indeed, Tobias became quite conceited about his scholarship, and fancied himself one of the greatest men in the mystic world. He didn't know how his relatives sniggered behind his back and called him "Toad."

At last, Tobias' mighty ancestor paid him a visit... incognito. Tobias treated this unknown cousin haughtily, telling him to go away until he had queries worthy of a master. Adrian didn't like that. He said, "The others are right. You're just a pompous little toad of a man, puffed up with books and vanity. So that's how you'll look from now on!" And Tobias screamed as his face melted and changed.

After that, Tobias hid from the world. He did not want anyone to see how Adrian cursed him. If anything, however, his drive to know mystic secrets increased. He seeks some power or knowledge to break Adrian's curse — either directly, or with the help of some other mystic. And maybe, just maybe, if he knows enough, Adrian really will need his help someday, repeal his curse, and proclaim Tobias the greatest and most favored scion of his line.

Personality/Motivation: The Toad's motives are a knot of fear, vanity, hope, and revenge. He hates Adrian and wants to please him. He wants to be the center of attention, yet not be seen. For now, however, fear predominates — fear of Eduard and Anais. The terrifying twins prefer Tobias to conduct the boring occult research their plans sometimes require, and to cast the spells they cannot. They convinced the Toad he would die most painfully if he does not obey them.

Tobias still wants to learn more. He sells his services as loremaster and spellcaster in large part to buy more information that might help him overcome the Vandaleur Terror. His knowledge is also his only claim to glory in the Mystic World. Failure to answer a question mortifies him.

The Toad never goes outside his mansion, and no one sees him except his cherubic Chinese manservant, Li Han. Anyone who sees his visage and does not accept binding oaths to preserve his secret prompts the Toad to call in favors from more power-

ful relatives, such as Chatoyant or the Alcedama. The Toad is quite willing to kill potential blabbermouths, as long as he does not have to do the deed himself.

Quote: “I find your question worth my time. Now you must ask yourself how much my time is — What are you doing — Stay back! Back, I command it! Damn you, damn you!”

Powers/Tactics: Tobias is an adept’s adept. He possesses prodigious mystical knowledge, but little real power. By himself, he can cast an extraordinary range of low-powered spells... but these require at least one minute spent chanting magic words and drawing sigils. Unlike more skilled thaumaturges, the Toad cannot simply trace a figure in the air to cast his spells.

The Toad’s house considerably increases his power. In his sanctum, surrounded by his lore-books, mystic artifacts, and circles of power inlaid in the floor, the Toad gains the benefit of a large Aid to his VPP. The house also has a wide variety of mystical defenses. In addition to active magical wards, the Toad outfits his home to take advantage of the Susceptibilities or Physical Limitations of every known supernatural creature. Every room contains a pentacle to provide refuge from demons, a crucifix to repel vampires, cold iron to discourage faerie-folk, and so on.

Tobias really can’t fight, though. If his sanctum cannot protect him, he takes off his *Getaway Ring* and instantly re-appears in the “panic room” hidden in a sub-cellar. He hopes this hidden chamber can buy him time to cast a spell to flee (such as a Mega-Scaled Teleport) and beg assistance from relatives who owe him favors.

Campaign Use: See the introductory text for general information. Heroes may consult the Toad for information, if they can meet his prices. Mystical villains (such as Eduard and Anais) buy or extort the Toad’s help too, in which case he serves as a minion, though he probably does not directly appear in the adventure. If the heroes offend or frighten Tobias, he becomes an active enemy, pulling strings in the Mystic World to hurt (or at least inconvenience) them.

The Toad himself should never possess great combat power: He’s an information source, not a fighter, and a Heroic-level character besides. You could, however, give his sanctum more formidable enchantments to defend him and allow him to attack intruders. To make Tobias less powerful, remove his ability to cast spells and reduce him to a Competent Normal person with lots of academic Skills.

Tobias cannot personally Hunt enemies. He can, however, hire other people to Hunt characters on his behalf. His magic enables him to track characters and supply his agents with mystical defenses, Triggered spells that exploit a character’s known weaknesses, or other special abilities.

Meeting The Toad

When characters visit the Toad’s large, Victorian mansion, Li Han politely informs them that “the master” does not see anyone. He can, however, relay messages to Tobias, along with <a discreet cough> whatever tokens of esteem the characters



wish to offer. If the heroes make their request obsequious enough, with a bribe (money, a rare grimoire, or a mystic object) as an advance fee, Tobias consents to see them in person... in a few days. Before he lets anyone past his vestibule, he wants to learn all he can about their powers and their past.

If the Toad can easily answer a question, Li Han presents the returning characters with a letter giving the Toad’s response. If a question proves more difficult, Li Han ushers them into a shadowy, musty parlor decorated with medieval gargoyles and other grotesque statuary. Stiff, high-backed chairs face a black curtain (a magical Darkness field with Personal Immunity, so Tobias can see out). Li Han serves tea. Tobias quizzes the characters further about their conundrum, and dickers for further payment. He uses the *Voice Of Palamabron* to seem great and powerful.

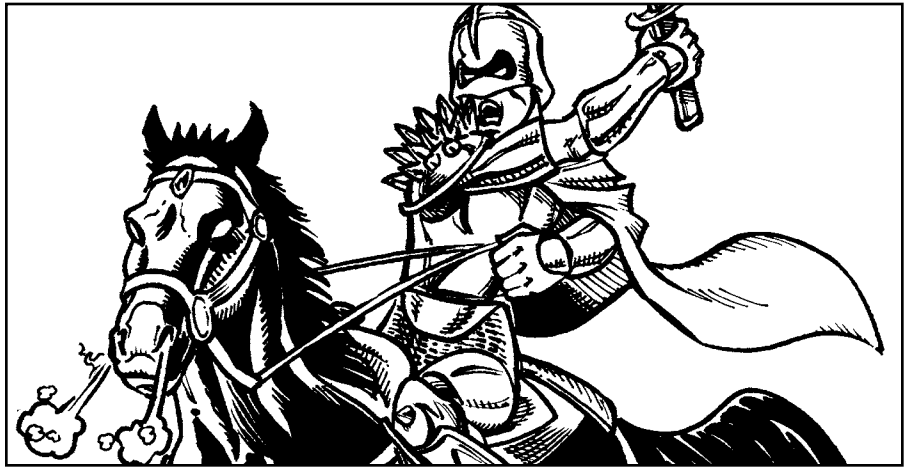
The Toad never gives up. If he can’t answer a question within the allotted time, he returns the heroes’ payment (though not the initial gratuity). He keeps researching the puzzle, though, and sends word when he solves it, to preserve his reputation as the greatest loremaster in the world.

Tobias will not invite anyone past the vestibule and parlor unless they earn his trust through repeat business and flattery. Almost every room is full of books, scrolls, stone tablets, and other mystic texts and artifacts. Tobias still hides his face, however, with a field of black mist.

Appearance: Tobias Vandaleur is a short, round man. He has the face of a toad framed by long, stringy white hair (he is over 100 years old, though magic retards his aging). He wears Victorian gentleman’s garb, including a black frock-coat and white cravat.



chapter two:



SOLO VILLAINS

BLACK FANG

Val	Char	Cost	Roll	Notes
30	STR	16*	15-	Lift 1,600 kg; 6d6 [3]
29	DEX	46*	15-	OCV: 10/DCV: 10
23	CON	21*	14-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 14
17	EGO	11*	12-	ECV: 6
25	PRE	12*	14-	PRE Attack: 5d6
6	COM	-2*	10-	
20	PD	11*		Total: 32 PD (15 rPD)
20	ED	12*		Total: 28 ED (11 rED)
7	SPD	25*		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	14*		
46	END	0		
45	STUN	5		Total Characteristics Cost: 180

*: OIHID (-¼)

Movement: Running: 16"/32"

Cost	Powers	END
	<i>Martial Arts: Karate</i>	
	Maneuver OCV DCV Notes	
4	Block	+2 +2 Block, Abort
4	Disarm	-1 +1 Disarm, +40 STR
4	Dodge	0 +5 Dodge all attacks, Abort
5	Kick	-2 +1 10d6 Strike
4	Punch	+0 +2 8d6 Strike
24	<i>Claw/Bite:</i> HKA 2d6 (4d6 with STR); OIHID (-¼)	3
2	<i>Supernatural Toughness:</i> Damage Resistance (3 PD/3 ED); OIHID (-¼)	0
15	<i>Supernatural Toughness:</i> Armor (12 PD/8 ED); OIHID (-¼), Does Not Work Against Fire Or Silver (-¾)	0
16	<i>Lupine Speed:</i> Running +10" (16" total); OIHID (-¼)	2
18	<i>Supernatural Healing:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); OIHID (-¼), Self Only (-½), Extra Time (1 Turn; -1¼), Does Not Work On Some Damage (that caused by silver weapons; -¼)	0
5	<i>Lupine Senses:</i> +2 PER with All Sense Groups; OIHID (-¼)	0
8	<i>Lupine Senses:</i> Discriminatory for Smell/Taste Group; OIHID (-¼)	0
8	<i>Lupine Senses:</i> Tracking for Smell/Taste Group; OIHID (-¼)	0
4	<i>Lupine Senses:</i> Nightvision; OIHID (-¼)	0
2	<i>Lupine Senses:</i> Ultrasonic Perception (Hearing Group); OIHID (-¼)	0
13	<i>Cursed Beyond Death:</i> Healing 1d6 (Regeneration; 1 BODY per Hour), Resurrection (others can stop resurrection by inflicting a fatal wound with a silver weapon), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 BODY/Hour; -2¼), Resurrection Only (-½), Only Works If Black Fang Is Slain In His Human Form (-½)	0

Perks

- 4 Contact: Judge Talmadge 11- (very useful Skills or resources)

Skills

- 10 +2 with HTH Combat
- 3 Acrobatics 15-
- 3 Breakfall 15-
- 3 Climbing 15-
- 2 KS: Karate 11-
- 3 Shadowing 12-
- 3 Stealth 15-
- 3 Tracking 12-

Total Powers & Skills Cost: 170**Total Cost: 350****200+ Disadvantages**

- 20 Accidental Change: always during nights of the full moon (Uncommon)
- 10 Accidental Change: when angry, frightened, or in combat 8- (Common)
- 20 Enraged: if takes BODY (Common), go 11-, recover 11-
- 15 Hunted: himself 14- (Less Pow, Capture/Kill [James tries to restrain Black Fang and end the curse])
- 20 Psychological Limitation: Fear Of Capture (Very Common, Strong)
- 10 Psychological Limitation: Hates Leaving Victim Alive (Common, Moderate)
- 20 Reputation: werewolves, as a class [legendry is widely known], 14- (Extreme)
- 15 Social Limitation: Secret Identity (James Talmadge) (Frequently, Major)
- 20 Experience Points

Total Disadvantage Points: 350

Background/History: James Talmadge, a nice young man in his second year of college, had plenty of friends and an active social life. He also studied karate, though without great achievement. He still lived with his folks and felt great pride in his father, a successful judge. The Demonologist decided that he wanted a judge serving him, especially to keep those stupid superheroes off his back. So the Demonologist cursed James with lycanthropy. It was easy. As the old movie put it,

"Even a man who is pure of heart
 "And says his prayers at night
 "May become a wolf when the wolfsbane

blooms

"And the moon is full and bright."

That month, on the three nights of the full moon, the city reeled before an incredible string of "ripper" murders — and the medical examiner found that something had chewed away several pounds of each victim's flesh. The police found one surviving witness, who could only babble hysterically about a black shape with fangs.

Finding his nightmares written up in the paper upset James a great deal. Within him, however, the beast grinned and found its name.

James's father was even more upset when the Demonologist dropped in to give his ultimatum: serve him, or James would slaughter more people each month. As long as the Demonologist was satisfied, he would supply a talisman to prevent the change — but just for that month's full moon. He advised the judge not to seek alternate means of restraining his son. "I have ways of knowing such things... and your situation can become worse. Such as if the authorities learn that you are shielding a killer."

Judge Talmadge tried chaining James in the basement during the next full moon. The beast broke the chains on the second night, escaped and killed two more people. The Demonologist visited the judge on the next morning, and the judge submitted.

Before leaving, the Demonologist offered a bit of advice. The curse of the werewolf, he said, was permanent and binding: James was always a werewolf, not just when the full moon shone, and the beast could slip out in moments of stress. "I suggest," he said, "you live a quiet life. Or of course you could simply accept what you are." The sorcerer smiled. "You may even come to like it."

James hopes he won't.

Personality/Motivation: James Talmadge is now a timid, nervous wreck. He's failing all his classes and avoids his friends. Black Fang, in contrast, fears nothing but confinement. The werewolf embodies all the hate, rage, lust, and violence that civilization tries to restrain. He loves stalking his prey and savoring their terror. The werewolf may also act out passions that James restrains. For instance, Black Fang might rape (and then kill) a girl James wants to date, or might hunt and kill someone who hassled James.

James remembers his actions as Black Fang as a vivid nightmare, which is the most his mind can do to shield itself from his other half's deeds. Black Fang knows all of James's skills but has little interest in his memories. The werewolf wants to eliminate the wimpy, moral human personality so he can have James's body all the time.

Quote: (In a low growl) "Hello, little girl. Do you have a basket of goodies?"

Powers/Tactics: Black Fang is superhumanly strong and quick. Most injuries, except those caused by silver or fire, heal in less than a second (the special effect of his Armor). Exceptionally severe wounds still heal with great speed: Only a silver weapon or outrageous amounts of damage can kill Black Fang.

If James dies in human form, the curse slowly heals his wounds and brings him back from death. Once James lives again, the curse changes him to Black Fang, who completes the regeneration. At the GM's option, this also causes the curse to worsen in some manner. Perhaps James changes into Black Fang every night, or he suffers fits of the werewolf's bloodlust while still in human form.

Black Fang has James's knowledge of karate. Untrammelled by human restraint, the beast fights with great skill and ferocity. A hairy, snarling monster doing karate chops and kicks may seem funny... but not when you're on the receiving end.

The werewolf prefers to stalk people who are



alone. If a group pursues Black Fang, he tries to pick them off one by one. If possible, he leads the pursuers somewhere they must split up, such as a dark, crowded warehouse. Black Fang is rationally conscious of silver weapons: people who openly carry guns become his preferred targets, and he tries to take the gun away before any other attacks.

Black Fang often begins an assault with a Presence Attack in hopes of paralyzing his prey with fear. If Black Fang can stalk his victim for a while, making the person already frightened, he can certainly gain extra dice of effect when he howls and leaps from the shadows.

When James accidentally changes into Black Fang, the werewolf normally stays dominant for at least an hour. Each hour after the change, Black Fang and James pit EGO Rolls against each other. If James wins, he resumes human form. If Black Fang wins, he stays in control of their body for another hour. Other characters can force a change using Telepathy or Mind Control: making Black Fang surrender control to James requires an EGO +30 effect against the werewolf, while making James become Black Fang merely requires an EGO +10 effect against the human (Black Fang is helping, and has the stronger will.)

Black Fang is not a "contagious" werewolf: people who survive his bite do not become werewolves in turn. The effects of lycanthropy can vary depending on the method by which a person becomes a werewolf, whether the person chose the state deliberately, and many other possible factors.

BLACK FANG
PLOT SEEDS

The heroes become the target of restraining orders, lawsuits, and other legal and governmental harassment. Judge Talmadge is behind it all, trying to protect his son by driving the heroes out of town at the Demonologist's request. When the heroes confront the judge, they make James angry — and he changes into Black Fang.

For every month of Judge Talmadge's "deal" with the Demonologist, the evil sorcerer sends him a talisman to suppress James's transformation. The talisman is delivered by teleportation-spell, but can the heroes somehow use it to track the Demonologist to his sanctum? Could the talisman have some other purpose besides suppressing the change?

A mystical sage suggests that lycanthropy is a disease of the soul, and so the heroes could cure James from within his mind. Just finding a way to enter James's unconscious mind could be a quest in itself. The PCs then hunt Black Fang through a mindscape of memories and dream-symbols that define James's personality. But should they destroy the Black Fang personality, or try to re-integrate it into James's mind? Either course is fraught with danger for James.

Perhaps the Demonologist simply did not want to inflict an epidemic of lycanthropy (at this time).

Campaign Use: Although Black Fang is a formidable combatant, a team of superheroes (magical or otherwise) can defeat him in a straight-up fight without much trouble. The challenge lies in catching the werewolf before he kills any more ordinary people... and what do the heroes do with Black Fang once they catch him? Even the Demonologist cannot rescind the curse now that Black Fang has killed, and the most powerful science or sorcery known to mortals can only suppress the curse, not remove it completely.

If Black Fang isn't powerful enough to supply a suitable challenge, add Damage Classes, Combat Skill Levels, points of Regeneration, or more DEX and SPD so he can fight nonmagical PCs on their own level. Against mystical heroes, Black Fang may need some Mental Defense or Power Defense — if his sheer speed and high Recovery are not defense enough. If the werewolf is too powerful, reduce his DEX and SPD.

Black Fang cannot really Hunt characters, since he is active only a few nights a month, and his animal ferocity does not include the capacity to hold a grudge.

Appearance: James stands 5'8" tall. He has a slender build, black hair, and ordinary features. James always seems nervous and jumpy. As Black Fang, James is still 5'8" tall but heavily built, with a shaggy black pelt, shining red eyes, clawed hands and feet, and a wolf's head and tail.

BROMION

Lord Of Order

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
30	CON	40	15-	
20	BODY	20	13-	
23	INT	13	14-	PER Roll 14-
26	EGO	32	14-	ECV: 9
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
25	PD	19		Total: 25 PD (25 rPD)
25	ED	19		Total: 25 ED (25 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
15	REC	6		
60	END	0		
50	STUN	0		Total Characteristics Cost: 250

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
33	<i>Minor Divine Power:</i> Variable Power Pool (Magic Pool), 20 base + 10 control cost, Powers Can Be Changed As A Zero-Phase Action (+1); Only One Power At A Time (-½)	var
106	<i>Thaumaturgy:</i> Multipower, 106-point reserve	
7u	1) <i>Bindings Of Bromion:</i> Mind Control 12d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Bindings Of Bromion:</i> Telekinesis (24 STR), BOECV (PD applies; +1), Reduced Endurance (½ END; +¼)	3
7u	3) <i>Bindings Of Bromion:</i> Entangle 3d6, 3 DEF, BOECV (+1), Takes No Damage From Attacks (physical; +¼), Works Against EGO, Not STR (+¼)	7
7u	4) <i>Bromion's Mental Bolt:</i> Energy Blast 6d6, BOECV (Mental Defense applies; +1), Reduced Endurance (½ END; +¼)	3
7u	5) <i>Bromion's Mystic Bolt:</i> Energy Blast 5d6, AVLD (defense is Power Defense; +1½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3
10u	6) <i>Cloud Of Unknowing:</i> Darkness to Sight Group, Mystic Group, and Danger Sense 1" radius, Ranged (+½), Sticky (+½), Usable As Attack (+1); 8 Continuing Charges lasting 1 Turn each (-0)	[8cc]
7u	7) <i>Nimbus Of Nullity:</i> Dispel Magic 20d6, any Magic spell or power one at a time (+¼)	7
7u	8) <i>Silver Circles Of Selestar:</i> Entangle 6d6, 6 DEF, Reduced Endurance (½ END; +¼)	3
3u	9) <i>Cosmic Augmentation:</i> Succor Characteristics 5d6, any Physical Characteristic one at a time (+¼)	3
3u	10) <i>Deflecting Disk:</i> Missile Deflection (all Ranged Attacks), +5 OCV	0
3u	11) <i>Mental Shield:</i> Force Field (10 PD/10 ED/5 Mental Defense), Reduced Endurance (½ END; +¼)	1

3u	12) <i>Mystic Shield</i> : Force Field (10 PD/10 ED/5 Power Defense), Reduced Endurance (½ END; +¼)	1	70	<i>Effortless Travel</i> : Flight 20", No Turn Mode (+¼), Reduced Endurance (0 END; +½)	0
5u	13) <i>Bromion's Broad Blast</i> : Energy Blast 6d6, AVLD (defense is Power Defense; +1½), Area Of Effect Nonselective (16" Cone; +¾); Gestures (-¼), No Range (-½)	10	20	<i>Astral Awareness</i> : Dimensional (Astral Plane) for Sight and Hearing Groups	0
8u	14) <i>Greater Binding</i> : Mind Control 10d6, Area Of Effect (5" Radius; +1); Gestures (-¼)	10	5	<i>Mystical Sight</i> : Detect Magic 14- (Sight Group)	0
6u	15) <i>Teleport Gate</i> : Teleportation 10", Area Of Effect (One Hex; +½), Continuous (+1), MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Reduced Endurance (½ END; +¼), Usable By Other (+¼); Gate (-½)	4	Perks		
5u	16) <i>Planar Portal</i> : Extra-Dimensional Movement (any physical location in any dimension), x4 Increased Mass, Reduced Endurance (½ END; +¼), Usable By Other (+¼); Extra Time (Full Phase; -½)	4	100	The Millworks: 500 point Base	
3u	17) <i>Cosmic Smithcraft</i> : Major Transform 3d6+1 (any physical change, heals back through another application of this power), Improved Target Group (any physical change; +1); Concentration (concentrate to 0 DCV; -½), Extra Time (One Turn; -1¼), Gestures (-¼), No Range (-½)	10	10	Fringe Benefit: Dimension Lord (Head of State)	
3u	18) <i>Cosmic Smithcraft</i> : Major Transform 2d6 (any mental change, heals back through another application of this power), Improved Target Group (any mental change; +1), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Concentration (concentrate to 0 DCV; -½), Extra Time (One Turn; -1¼), Gestures (-¼), No Range (-½)	10	Talents		
3u	19) <i>Cosmic Smithcraft</i> : Major Transform 3d6+1 (any spiritual change, heals back through another application of this power), Improved Target Group (any spiritual change; +1); Concentration (concentrate to 0 DCV; -½), Extra Time (One Turn; -1¼), Gestures (-¼), No Range (-½)	10	20	Universal Translator 14-	
3u	20) <i>Repair Millworks</i> : Healing BODY 5d6, Reduced Endurance (0 END; +½); Only Works On The Millworks (-1)	0	Skills		
12	<i>Cosmic Form</i> : Hardened (+¼) for 25 PD/25 ED	0	3	Analyze Magic 14-	
31	<i>Cosmic Form</i> : Damage Resistance (25 PD/25 ED), Hardened (+¼)	0	3	Breakfall 14-	
60	<i>Cosmic Form</i> : Physical and Energy Damage Reduction, Resistant, 50%	0	3	Deduction 14-	
5	<i>Cosmic Form</i> : Lack Of Weakness (-5) for Normal Defenses	0	3	AK: Outer Planes 14-	
90	<i>Cosmic Immunity</i> : Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0	3	AK: Upper Planes 14-	
10	<i>Cosmic Eyes</i> : Sight Group Flash Defense (10 points)	0	13	Power: Thaumaturgy 19-	
10	<i>Ordered Mind</i> : Mental Defense (15 points total)	0	3	Spell Research (Inventor) 14-	
10	<i>Ordered Body</i> : Power Defense (10 points)	0	3	Scholar	
			2	1) KS: Cosmic Secrets 14-	
			2	2) KS: Dimension Lords And Cosmic Entities 14-	
			2	3) KS: Magic Smithing 14-	
			2	4) KS: Matter Smithing 14-	
			2	5) KS: Mind Smithing 14-	
			2	6) KS: Spirit Smithing 14-	
			2	7) KS: Thaumaturgy 14-	
			2	8) KS: Time Magic 14-	
			2	9) KS: Urizen's Law 14-	
			Total Powers & Skills Cost: 749		
			Total Cost: 999		
			200+ Disadvantages		
			10	Hunted: agents of Chaos 8- (As Pow, Kill)	
			10	Hunted: Urizen 11- (Mo Pow, Watching)	
			20	Psychological Limitation: Won't Compromise Or Negotiate (Very Common, Strong)	
			20	Psychological Limitation: Hates Disrespect And Disobedience (Very Common, Strong)	
			15	Psychological Limitation: Driven to Create And Maintain Order (Common, Strong)	
			15	Psychological Limitation: Hunting Servants Of Artifice (Common, Strong)	
			10	Reputation: order freak who hates free will, 11- (Extreme, Limited Group [Mystic World])	
			15	Susceptibility: to areas consecrated to Chaos, take 1d6 damage per Phase when within such areas (Uncommon)	
			15	Unluck: 3d6	
			5	Vulnerability: 1½ x STUN from Chaos Magic (Uncommon)	
			5	Vulnerability: 1½ x BODY from Chaos Magic (Uncommon)	
			659	Experience Points	
			Total Disadvantage Points: 999		



EXAMPLE POWERS FOR MINOR DIVINE POWER POWER POOL

Clear Air: Bromion banishes all foul and corrupt odors from around himself.

Change Environment 4" radius (cleanse the air). Total cost: 15 points.

Eye Of Artifice: Bromion can see through anything shaped by intelligence — whether physical or mystical. He cannot see through natural, unshaped, opaque matter. (This ability requires the GM's permission, since it involves putting a Special Power in a VPP.)

N-Ray Perception (Sight Group) (blocked by natural opaque matter), Telescopic (+6 versus Range Modifier). Total cost: 16 points

Invincible Shield Of The Ordered Mind: Bromion concentrates on the perfect law of Urizen to block even the deadliest mental assaults.

Force Field (11 Mental Defense), Hardened (+¼), Reduced Endurance (0 END; +½). Total cost: 19 points.

Perfect Surprise: The Ordainer forbids reality to give any clue of his intent so that he may strike without anyone anticipating his attack.

Invisibility to Danger Sense. Total cost: 20 points.

Strike At Imperfections: Bromion senses the flaws in all merely mortal mystic defenses as he prepares to strike with his mystic bolt. (This ability requires the GM's permission, since it involves putting a Special Power in a VPP.)

Find Weakness 13- with Bromion's Mystic Bolt. Total cost: 20 points.

Background/History: The Ordainer called Bromion didn't always work for Urizen the Lawgiver. Bromion was once a great Lord of Artifice, a Son of Los and one of his father's chief assistants at the forge of worlds. Bromion served as the Prime Avatar of Art's envoy to Order, personifying the critical faculty. He often worked with Urizen when the Zoas of Art and Order cooperated to create a civilization.

Bromion came to sympathize too strongly with Urizen's plans to regiment life throughout the Multiverse. He decided Urizen's Order was also the highest expression of Art. This led him into conflict with other children of Los. The dispute escalated until Bromion raped Oothoon, the soul of sweet delight and Emanation of his brother Theotormon. Outraged, Theotormon captured Bromion and imprisoned him. Bromion escaped, however, by renouncing his status as a Son of Los and cosmic entity. Instead he became one of Urizen's Ordainers.

When Bromion fell from Briah into the worlds of Matter, he lost much of his power. With the Millworks as a base of operations, however, Bromion still wields enough power to bring other worlds under Urizen's sway. He is one of the most devoted and dangerous Lords of Order.

Personality/Motivation: Bromion is a fanatic. When he fell from true cosmic status and became a mere Ordainer, his mind shrank as well as his power. The Critic of the Cosmos became a mere shadow of his former self. His love of structure and planning hardened into a blind hatred of disobedience and "messiness." Even most of Urizen's mortal servants think Bromion is a bit extreme, for he labors to eliminate free will so no one will ever disobey Urizen's Law.

The Lord of Order's impulse to tidiness rivals his drive to capture and "correct" rebellious mortals. An Unluck check mediates the dueling Psychological Limitations: if Bromion receives even a single point of Unluck, his neatness fetish forces him to break off combat and repair damage to the Millworks (or other places he's organized).

Deep down, Bromion knows his defection was wrong. Servants of Art painfully remind him of his former state. If a mystic dedicated to Artifice shows any sympathy, Bromion tries recruiting him to the side of Order so the mystic's defection will confirm his own. Bromion makes a special effort to destroy Servants of Art who scorn or mock Order.

Quote: “All evil is disobedience and disharmony. Without free will, there can be no evil. Submit!”

Powers/Tactics: Bromion no longer commands the incalculable power he once possessed as a conceptual entity, but his magical powers remain vast. His ability to shape thoughts curdled into a set of spells, the *Bindings Of Bromion*, for brute-force control of others. He also knows several other spells, either generic or developed by other Lords of Order.

In combat, Bromion typically relies on his 75 Active Point spells (that way he can keep a defensive spell active with the rest of his Multipower reserve). He favors spells that prevent opponents from fighting back, then unleashes spells to inflict STUN once he restrains all his foes. Bromion uses his *Broad Blast* or *Area Mind Control* only if he loses his temper. He uses his Power Pool to create special senses or defenses; for instance, an Enhanced Sense to see through his own *Cloud Of Unknowing*, or a special defense to block an NND attack.

Bromion's importance to the cohorts of Order rests on his knowledge of magical smithcraft. He can create powerful magic items or completely transform a captive. Bromion can make a person as fanatically devoted to Order as he is, and even give them superpowers. Bromion prefers to work his smithcraft through the Millworks: once the Ordainer sets the Millworks machinery to a task, it and Bromion's drone servants can finish the job with no further supervision. (Obviously, this is something of a “plot device” ability, not a power that you should let PCs have!)

The Ordainer can do nearly anything a plot demands, if he has time to prepare the Millworks. For instance, Bromion can spy on other dimensions or look through time if the GM so desires, forcibly transport other beings to the Millworks, create magical superweapons, or assemble special-purpose Automaton minions. If Bromion expects an invasion of the Millworks, he re-organizes his Base with lots of traps and other defenses to repel intruders. (In game terms, the Millworks has a large Variable Power Pool for these things.)

Campaign Use: Bromion serves as a second-tier dimensional conqueror. He operates more subtly than Skarn or Tyrannon since he lacks their raw power — he typically seeks to convert leaders to his point of view and subvert or destroy mystics who could stop him, rather than launch an open invasion. The Ordainer is also a little less crazy or implacable than mega-villains such as Tyrannon, the Dragon, or the Kings of Edom. He's a fanatic, but characters might find ways to play on his obsessions and so gain short-term help against some greater menace.

To make Bromion more powerful, increase his SPD and END so he can launch more attacks in a Turn without exhausting himself. You could also increase his spell attacks' DCs, or make his Divine Power VPP larger. To make him less powerful, reduce his attacks to 60-some Active Points and lower his innate defenses.

The obsessed Ordainer is extremely likely to Hunt characters who interfere with his plans. Bromion usually delegates this task to spirits or super-powered mortals he captured and brainwashed, but he might set a trap for enemy mystics or engage in more devious schemes to capture a foe. He seldom kills captured enemies; the Lord of Order would rather convert them, whether by reason or soul-smithing.

Appearance: Bromion's head and arms look like those of a normal human. He has a narrow face. His lips are usually pursed in disapproval. Swirling, faceted robes cover the rest of his body. He could be thin or fat, tall or short. In addition to his shining, pastel robes, Bromion wears a cylindrical white headdress and a large, golden brooch.

Under his Ordainer's robes, Bromion is actually quite brawny: pumping bellows and swinging a hammer for a few eternities keeps even a spirit in good shape. But no physical, magical, or mental force can remove Bromion's robes — they're part of his self-image and therefore part of Bromion himself.

The *Bindings Of Bromion* take the form of rhomboids of colored light. Most of his other spells are generic globes and beams of light. His big repair spell has an especially impressive special effect: a miles-high phantom image of Bromion appears, and tendrils of white light spread out from its fingers. As the tendrils move through the Millworks, damage to the machinery disappears.

BROMION PLOT SEEDS

Bromion takes over a maximum-security prison and “converts” staff and inmates, including a few low-power supervillains. Suddenly, the prison starts paroling lots of convicts, all of whom offer to lead the authorities (and the heroes) to their former associates — on the condition that all captives await trial at that prison. Do the heroes want law and order at the expense of free will? How long before Bromion turns his growing army to other goals?

The government announces that from now on, all superheroes must work for the government or be considered criminals. Government heroes find the new procedural rules incredibly extreme; freelance heroes who don't submit find themselves Hunted. When judges and civil libertarians say the new directives are illegal, the authorities order their arrest. Bromion has taken over the government, or at least key people within it. The PCs must find and defeat him to free the nation.

Bromion launches a raid into the Upper Planes and abducts the concept of “5” from the Plane of Numbers. (Never mind how he does this. He's a former conceptual entity, he knows about such things.) Nothing can exist in multiples of 5 anymore. (Including groups of people: rig events to the PCs are always in groups of 4 or less, or 6 or more.) Bromion holds 5 hostage until Earth's gods submit. If they don't, reality itself will fray. The heroes must invade the Millworks and rescue 5 before either the universe implodes or the major gods become Bromion's slaves.

DOCTOR TENEBER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	5		Total: 22 PD (14 rPD)
8	ED	4		Total: 22 ED (14 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	2		
30	END	-3		
30	STUN	4		Total Characteristics Cost: 106

Movement: Running: 6"/12"
Flight: 13"/52"

Cost	Powers	END
25	<i>Mystic Energy:</i> Endurance Reserve (200 END, 5 REC)	0
25	<i>Necromancy:</i> Multipower, 62-point reserve; all OAF (Cane; -1), Variable Limitations (requires -1 worth of Limitations; -½)	
2u	1) <i>Bone Cage:</i> Entangle 6d6, 6 DEF; OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2u	2) <i>Death Bolt:</i> Energy Blast 12d6; OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2u	3) <i>Exorcism:</i> Dispel Summon 20d6; OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2u	4) <i>Soul Mastery:</i> Mind Control 10d6, Telepathic (+¼); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2u	5) <i>Spirit Bolt:</i> Ego Attack 6d6; OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2u	6) <i>Visions Of Death:</i> Mental Illusions 12d6; OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½), Only To Create Illusions Of Death/The Afterlife (-½)	6
2u	7) <i>Withering:</i> RKA 1d6+1, NND (defense is Life Support [Longevity]; +1), Does BODY (+1); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
1u	8) <i>Contact Dead:</i> Mind Scan 7d6, Transdimensional (the afterlife realms; +¾); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½), Concentration (0 DCV; -½), Extra Time (1 Turn; -1¼), Must Have Sympathetic Link To Target Mind (-1)	6
2u	9) <i>Ghost Form:</i> Desolidification (affected by spirit magic), Reduced Endurance (0 END; +½); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	0
2u	10) <i>Spirit Paths:</i> Teleportation 11", x64 Non-combat, x4 Increased Mass; OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6

31	<i>Lesser Necromancy:</i> Multipower, 62-point reserve; all IAF (brooch; -½), Variable Limitations (requires -1 worth of Limitations; -½)	
1u	1) <i>Deathly Aura:</i> +30 PRE; IAF (-½), Only For Fear-Based Presence Attacks (-1), Variable Limitations (requires -1 worth of Limitations; -½)	0
1u	2) <i>Steal Life:</i> Transfer BODY 1½d6, to any Physical Characteristic one at a time (+¼); IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	3
1u	3) <i>Spectral Shield:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½); IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	0
1u	4) <i>Walk In Shadow:</i> Invisibility to Sight Group and Detect Magic, Reduced Endurance (½ END; +¼); IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	1
1u	5) <i>Spirit Gate:</i> Extra-Dimensional Movement (to any physical location in a related group of dimensions [the afterlife realms]); IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	3
1u	6) <i>Spirit Levitation:</i> Flight 13", x4 Noncombat; IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	3
1u	7) <i>Speak With Dead:</i> Mind Link to any one dead person, any distance, any dimension; IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	0
24	<i>Greatest Necromancy:</i> Multipower, 90-point reserve; all OAF (cane; -1), Extra Time (1 Turn; -1¼), Side Effect (character always suffers Drain CON and Reserve END 3d6, points return at the rate of 5 per Hour; -½)	
2u	1) <i>Create Undead:</i> Summon one undead creature built on up to 300 Character Points, Expanded Class (any type of undead; +¼), Amicable (+¼); Common Limitations (see above; -2¾), x2 Increased Endurance (-½), Limited Power (need sympathetic link to target; -1)	18
2u	2) <i>Resurrection:</i> Healing BODY 7d6, Resurrection (can stop resurrection by completely destroying deceased's physical body); Common Limitations (-2¾), Requires Soulless Body (-1)	9
2u	3) <i>Materialize Spirit:</i> Dispel Desolidification 20d6, Affects Desolidified (+½); Common Limitations (see above; -2¾)	9
10	<i>Kevlar Coat:</i> Armor (4 PD/4 ED); IIF (-¼)	0
6	<i>Horror-Hardened Soul:</i> Mental Defense (10 points total)	0
7	<i>Warding Amulet:</i> Power Defense (10 points); OIF (-½)	0
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0
10	<i>Mystic Sight:</i> Detect Magic 14- (Sight Group), Discriminatory	0

Perks

- 1 Fringe Benefit: Accepted local priest and magician
- 10 *Townhouse Botanica*: 50-point Base

Skills

- 10 +2 with *Necromancy* Multipower
- 3 Acting 13-
- 3 Concealment 14-
- 3 Deduction 14-
- 3 Forensic Medicine 14-
- 3 Interrogation 13-
- 2 Language: French (fluent conversation; English is Native)
- 2 Language: Latin (fluent conversation)
- 2 Language: Spanish (fluent conversation)
- 3 Paramedic 14-
- 3 PS: Surgeon 14-
- 2 PS: Mayombero 11-
- 3 SS: Pharmacology 14-
- 2 SS: Toxicology 11-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Scholar
 - 1 1) KS: Afro-Caribbean Religion 11-
 - 2 2) KS: The Afterlife 14-
 - 1 3) KS: Mystic World 11-
 - 1 4) KS: Mythology 11-
 - 2 5) KS: Necromancy 14-

Total Powers & Skills Cost: 257

Total Cost: 363

200+ Disadvantages

- 15 DNPC: Current and former patients (only one appears per story) 8- (Normal; Unaware of character's Social Limitation: Secret Identity)
- 10 Distinctive Features: Death-Tainted Aura (Not Concealable; Cause Fear/Revulsion; Detectable Only With Unusual Senses)
- 10 Hunted: mystic supervillain (GM's choice) 8- (As Pow, Kill)
- 10 Hunted: mystic hero (GM's choice) 14- (As Pow, Watching)
- 15 Hunted: Police 11- (Mo Pow, NCI, Watching)
- 10 Physical Limitation: must perform rituals to keep magical powers (Infrequent, Greatly Impairing)
- 15 Psychological Limitation: Ruthless, Manipulative Bastard (Very Common, Moderate)
- 15 Psychological Limitation: Fears Public Notice (Common, Strong)
- 10 Psychological Limitation: Driven To Resurrect Good People (Uncommon, Strong)
- 10 Psychological Limitation: Seeks Greater Magical Power (Common, Moderate)
- 5 Reputation: sorcerous vigilante, probably up to no good, 8- (Extreme, Limited Group [Mystic World])
- 15 Social Limitation: Secret Identity (Charles Tenover) (Frequently; Major)
- 22 Experience Points

Total Disadvantage Points: 363



Background/History: A car crash killed Dr. Charles Tenover's wife and children. The drunken teenager who crashed into them lived. Tenover got to watch his family die. This time, his medical skills were in vain.

The counselors babbled about the grieving process; the priests said God's will worked in mysterious ways. They had no real answer to the riddle of why people died before their time, and what lay beyond the grave. They could only tell him to accept his helplessness. Hah! He was a surgeon, and a good one. His training — his whole life — was built around intervention, using his knowledge and skills to save lives. He turned his search to the occultists and magicians who promised miracles.

Just when despair threatened to overwhelm him, Tenover found a *mayombero*, a practitioner of *palo mayombe* — a dark and morbid "Voodoo" cult that exploited the spirits of the dead — and the necromancer's powers were frighteningly real. Tenover, however, was beyond fear. Tenover begged to learn the secrets of *palo mayombe*. The *mayombero*'s patron spirits approved, and so the surgeon became a sorcerer's apprentice.

Tenover learned quickly. Magic didn't seem that hard compared to his internship. After a few

DOCTOR TENEBER PLOT SEEDS

A DEMON-Brother uses magic to kill a mugger where a mystical PC can sense the magic. The heroes interrogate the cultist. Thanks to this lucky break, the PCs can break up a DEMON cell before it completes an important ritual. Doctor Teneber — who stage-managed the mugging — uses the heroes' attack as cover to kill the presiding Morbane and steal a necromantic artifact.

The heroes unexpectedly find a minor villain or evil cult acolyte who dropped out of sight several months ago. This criminal doesn't recognize the characters and is terrified and surprised when they confront him. The heroes discover that a different person now occupies the criminal's body; a ghost who received this second life from Dr. Teneber. How do the PCs react when they learn how Dr. Teneber deals in life and death?

A PC really, truly dies, but leaves a ghost. Doctor Teneber could bring the character back to life... but he needs a soulless body, or someone the PCs don't mind killing. Do the heroes leave their friend as a ghost, or conspire in a peculiarly subtle murder?

years, though, Tenover realized palo mayombe alone would not restore his family to life. He needed to learn more. He abandoned his master to spend several more years scouring the world for necromantic secrets: the zombies of Haiti; Tibetan lore of reincarnation; the grim witchcraft of Thes-saly; the mortuary magic of ancient Egypt. A Haitian *bokor* mispronounced Tenover's name and gave him his magical pseudonym: Doctor Teneber.

The former surgeon is now one of the world's more powerful necromancers. He partly succeeded in his quest: Doctor Teneber really can raise the dead, under certain circumstances... which, unfortunately, his long-dead wife and children do not fulfill, because he cannot find their ghosts.

Dr. Teneber finds other consolations. He now runs a *botanica* — a voodoo/santeria supply shop — in what could politely be called a “colorful ethnic neighborhood.” It's a living. Despite losing his doctor's license, Tenover also provides mundane health care to his neighborhood. Most importantly, Dr. Teneber secretly uses his powers to bring some order to the vagaries of life and death. If God does not decree that good people live and bad people die, then Dr. Teneber will. He seeks the unquiet spirits of those who died before their time, and living people who seem entirely destructive to those around them. He destroys the living person's soul and binds the ghost into the victim's body, for a sort of reincarnation.

Doctor Teneber also intervenes when supernatural forces endanger the innocent. He has helped several mystic heroes — but not a one of them considers him a fellow hero. Apart from his unnerving necromantic magic, the doctor's arrogant, vigilante-esque decisions of life, death, and resurrection appall most mystics. So far, Dr. Teneber's help against undeniable evils outweighs the revulsion and mistrust felt by other heroes. So far.

Personality/Motivation: As a transplant surgeon, Charles Tenover routinely chose who lived and who died. He doesn't consider it playing God to kill one soul to resurrect another — it's more a sort of preemptive triage, to preserve the greatest number and quality of lives. Other mystics, he believes, are not tough-minded enough to cope with the evils that threaten the world; and so he must make the hard choices for them.

Quote: “Mr. Johnson? I have some good news and some bad news. The bad news is you're dead. The good news is your condition is reversible...”

Powers/Tactics: Doctor Teneber knows a wide range of necromantic spells, both for combat and for investigation. Not only can he cast bolts of deathly energy, trap enemies in bone cages, or bind souls to obedience, he can take on ghostly properties such as invisibility, moving through solid objects, or the terror that comes from meeting the dead. He can also contact the souls of the dead to question them, if he has part of the body or something else close to the deceased. His strangest attack forces a ghost (or other astral spirit) to materialize, so it can be fought more easily.

The Doctor of the Dead can create various low-powered undead creatures. He has no particular desire to raise ghouls or zombies, but if he needs a diversion and didn't like the dead person anyway, he might do it.

Most importantly, Teneber can place the spirit of a dead person in someone else's body. Since living but soulless bodies are hard to come by, Teneber usually captures a person he believes will never cause anything but evil, kills him to drive the soul from the body, then uses his medical skills to revive the body for its new owner. The murder incidentally counts as a sacrifice to Teneber's various patron death-gods, who consume the victim's soul.

Since Dr. Teneber knows he's weak in toe-to-toe combat, at least compared to most heroes and villains, he prefers to strike from ambush. He may watch a target for days or weeks before making his move. Sometimes he lures enemies into traps. His forensic skills ensure that victims disappear without a trace.

Campaign Use: Doctor Teneber occupies a disturbing middle ground between heroism and villainy. While his goals are often laudable, his methods are not. Does the end justify the means? Teneber thinks so.

To make Dr. Teneber more powerful, increase his DEX and SPD, and reduce Limitations on his *Necromancy* Multipower. You could also raise his defenses. To make him less powerful, reduce the number and power of his spells.

Doctor Teneber could Hunt a hero if he believed the hero was actually a villain, or if the hero Hunted him first. If anyone tries to end Teneber's life-swapping ways, he certainly fights back with all his ruthless cunning. Teneber could also Hunt a hero who got on the wrong side of one of the necromancer's divine patrons, especially Baron Samedi.

Appearance: Charles Tenover has an unremarkable appearance: average height, slender build, short, black hair streaked with grey, and a mixed-race complexion that could pass as light-skinned black or swarthy white. As Dr. Teneber, he wears a black suit with plenty of pockets for medical equipment; a black, sleeved cloak with a high collar fastened by a brooch of silver and human bone; and broad-brimmed, high-crowned hat that leaves his face in perpetual shadow. He carries a bone cane tipped with a silver ball, with streamers of black rags tied just below the ball. Pale, firefly light swirls around the head of the cane when Teneber casts major spells.

EVIL EYE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
8	PD	6		Total: 38 PD (30 rPD)
8	ED	5		Total: 38 ED (30 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 72

Movement: Running: 6"/12"

Cost	Powers	END
45	<i>The Evil Eye:</i> Elemental Control, 90-point powers	
45	1) <i>Grasping Tendrils I:</i> Telekinesis (60 STR)	9
45	2) <i>Grasping Tendrils II:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½)	0
45	3) <i>Grasping Tendrils III:</i> Telekinesis (24 STR), Area Of Effect (4"; +1), Reduced Endurance (0 END; +½)	0
30	4) <i>Pull Into The Eye:</i> Extra-Dimensional Movement (a single physical location in a single dimension [the Eye Pocket Dimension]), x4 Increased Weight, Usable As Attack (defense is Extra-Dimensional Movement or other dimensional Powers; +1), Ranged (+½), Reduced Endurance (0 END; +½); Only Works Against Targets Grabbed With Telekinesis (-½)	0
45	5) <i>Protective Weave:</i> Force Field (30 PD/30 ED), Reduced Endurance (0 END; +½)	0
45	6) <i>Mystic Travel:</i> Teleportation 30", Reduced Endurance (0 END; +½)	0
35	<i>Drain Life Force:</i> Drain STR and DEX 2d6, two Characteristics at once (+½), Ranged (+½), Continuous (+1), Reduced Endurance (0 END; +½); Linked (to Grasping Tendrils II; -½), Only Works Against Targets Grabbed With Telekinesis (-½)	0
5	<i>Eye Shield:</i> Mental Defense (7 points total)	0
7	<i>Eye Shield:</i> Power Defense (7 points)	0
51	<i>Locate Target:</i> Detect Living Being And Physical Objects 11- (no Sense Group), Discriminatory, Range, Targeting, Telescopic (+16 versus Range Modifier)	0
27	<i>Mystic Sight:</i> Spatial Awareness (no Sense Group), Range	0

Skills

15	+5 with <i>Evil Eye</i> Elemental Control
3	Interrogation 12-
2	KS: Missions From Archimago 11-
3	Shadowing 11-
3	Streetwise 12-

Total Powers & Skills Cost: 451

Total Cost: 523

200+ Disadvantages

10	Distinctive Features: Shining, Supernatural Eye (Easily Concealed; Causes Major Reaction [Fear])
20	Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture/Remove Powers)
20	Hunted: FBI 8- (Mo Pow, NCI, Capture/Kill)
20	Psychological Limitation: Eye Has A Mind Of Its Own (Very Common, Strong)
15	Psychological Limitation: Avoids Confrontation (Very Common)
15	Psychological Limitation: Seeks Magic Items And Lorebooks (Common, Strong)
15	Susceptibility: to attempts at Mind Control, takes 3d6 damage per attempt Instantly (Uncommon)
15	Unluck: 3d6
193	Experience Points

Total Disadvantage Points: 523

Background/History: The young toughs who mugged Pat Shorey took her wallet and her watch, and then they had some fun. If the cop car hadn't driven by with its window down, they might have taken her life. As it was, Pat had broken ribs and lost an eye. The police knew the gang and would have gladly put the Slashers behind bars for life, but first the police had to catch them.



EVIL EYE PLOT SEEDS

Pat, obeying the dictates of the eye, does everything she can to prevent a character from taking a certain trip. Why? Who or what awaits the character that could interfere with a dead wizard's apocalyptic plans?

A character's DNPC is present at a clash with Evil Eye, and the eye swallows him. To rescue him (and anyone else taken), the characters must force the eye to admit them. Then they must travel through the surreal and dangerous pocket world of the eye to find its controlling intelligence, and force it to let them out again. Perhaps they can also find some clue to Archimago's plans.

Evil Eye starts making deliveries of her stolen occult treasures. They go to mystic dabblers mad, bitter, or deluded enough to use the gifts of power and knowledge for the most destructive ends, from releasing Edomites to attempted genocide. The characters must catch up with Evil Eye before she finds a madman willing and able to destroy the world.

A week after she got out of the hospital, Pat received a small package in the mail. It had no return address. Inside, she found a note that read: *I do not know your name, but I know your need. This will help you in many ways. Trust its power.*

Beneath the note, wrapped in cotton, was a glass eye. It almost matched her real eye, but the glass carried an odd shimmer, the iris was a whirlpool of blue and green, and the pupil — surely it was just a trick of the light, but a faint, cold glow seemed to shine from the back of the eye.

Pat argued with herself for a week, but in the end she put the eye in her empty socket. It fit just fine, though it tingled oddly. Looking in the mirror, she saw it didn't look that much like a real eye. Some gift, she thought. Of course, if it wasn't for those Slashers, she wouldn't be trying out funny glass eyes...

The odd, cold glow caught her sight again, and held it. Suddenly she looked over the city. She could still see her bathroom, but overlaid on it was the cityscape. She closed her real eye and then she saw just the city. Her viewpoint soared, moved like it had a mind of its own, dove down and *through* a tenement building. Inside, she saw the Slashers passing around a joint. And then the strange vision ended, but she knew exactly where that building stood.

Amazed at herself, Pat went there. By then, all but two of the Slashers had left. They grinned when they saw her. "Play time," one of them said as they walked toward her. Then they screamed as bolts of power erupted from the crystal eye, wrapped around them, lifted them into the air. The icy tendrils of force pulled back, still carrying the two punks, pulling them closer and closer — and then they were gone. Pat still heard them screaming and shouting. Somehow it sounded both like they were inside her head and very far away. After about half an hour, the screaming stopped.

Pat felt very pleased with her new eye. Over the next month, she found several more of the Slashers and disposed of them. Once, however, the police showed up the same time she did. When they tried to stop her, the tendrils of power grabbed a policeman. Frantically, she willed the eye to let the policeman go — but the eye did not obey. The policeman disappeared just like the gang members. Pat tried pulling the crystal eye out of her head. It wouldn't come. Sobbing, she ran from the scene while the remaining policemen issued an APB and a request for backup from any superheroes the department could contact.

Pat has been on the run ever since. Rather predictably, the media dubbed her "the Evil Eye." She tried not to be a criminal, she even tried to turn herself in, but the eye seems to have a mind of its own. It won't let her be captured. And once in a while, she finds herself stealing an ancient relic from a museum or committing some other senseless crime.

She found out who sent her the eye, at least. Once, she was drawn to steal a notebook from a rich collector's vault. The handwriting in the notebook matched the note with the eye. It was the hand of the villainous master wizard Archimago, dead for more than 20 years.

Personality/Motivation: Pat Shorey is scared and remorseful, but she doesn't call the shots anymore. Sometimes she can stop the eye from swallowing a person, but she can't stop herself from going on the eye's enigmatic missions. Though she usually tries to live an otherwise law-abiding life, once in a while she uses the eye to steal food and other things she needs to live. She always hates herself afterwards.

Quote: "Please, go away! I don't want it to get you too!"

Powers/Tactics: The magical eye can detect just about anything at considerable range. Sometimes, the eye lets Pat locate people or things she wants to find. More often, the eye simply shows her what it seeks. In combat, the eye shoots out pale, glowing tendrils of force that grab people or things and cause pain and weakness. If the tendrils pull a victim all the way to Pat, they fall through the eye to a hostile pocket universe. (The exact nature of this tiny realm is left for you to design as an exercise at eerie grotesquery. Make it as weird and horrible as you can imagine. Extra-Dimensional Movement to break into or out of the eye requires a Navigation (Dimensional) roll at -5 because the pocket dimension in the eye is compressed into such a small space in the regular universe.)

Pat doesn't really want to hurt anyone or send them into the eye, so she warns away policemen and superheroes. The eye, in contrast, tries grabbing everyone who isn't an ally. If the eye hasn't sent Pat on a mission, she can usually limit it to holding opponents until they fall unconscious, or even bashing them around a little. Sometimes, however, the eye loses patience and sucks people in anyway. It does whatever it can to keep Pat from being captured, including grabbing innocent bystanders; when it does this, Pat knows to warn heroes to let her go or the bystanders will suffer a terrible fate.

Campaign Use: The Evil Eye is a victim of the Mystic World. The eye forces Pat Shorey to travel the world, seeking out mystic artifacts, books of lore, and even people for the eye to suck into itself. Some mystics believe Evil Eye gathers materials for a plan Archimago set in motion before his death. Other supervillains sometimes hire Pat to help with mundane robberies, though she does not do this very often.

To make Evil Eye a more formidable foe, give her a powerful Energy Blast in addition to her other EC slots. To make her less powerful, reduce her SPD and defenses, or remove the Drain from the *Grasping Tendrils*.

Pat would Hunt a character if the eye forced her to. This would mean Archimago foresaw the character could threaten his plans.

Appearance: Pat is 5'5" and weighs 130 pounds, with straight blonde hair cut shoulder length. She dresses in ordinary clothes, usually jeans and a blouse, with big sunglasses. Her left eye now shimmers with malign power. It shoots out crackling, lashing bolts of pale, blue-green lightning.

FRAG

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
23	PD	20		Total: 23 PD (4 rPD)
23	ED	18		Total: 23 ED (4 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	4		
46	END	0		
35	STUN	0		Total Characteristics Cost: 159

Movement: Running: 7"/14"
Berserk Running: 12"/24"

Cost Powers **END**

62	<i>Destruction Powers:</i> Multipower, 62-point reserve		
4u	1) <i>Smashing Punch:</i> HA +10d6, Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½)	2	
4u	2) <i>Body Blast:</i> Energy Blast 7d6, Explosion (+½), Personal Immunity (+¼); No Range (-½)	6	
4u	3) <i>Fragmentation Punch:</i> RKA 2d6, +2 Increased STUN Multiplier (+½), Penetrating (+½); No Range (-½)	6	
4u	4) <i>Hurling Punch:</i> HA +7d6, Double Knockback (+¾); Hand-To-Hand Attack (-½)	6	
3u	5) <i>Shockwave Stomp:</i> HA +5d6, Explosion (+½), Double Knockback (+¾), Personal Immunity (+¼); Hand-To-Hand Attack (-½), Only Affects Targets On The Ground (-¼)	6	
4u	6) <i>Touch Of Destruction I:</i> RKA 2d6, Penetrating (+½), Time Delay (+¼), Reduced Endurance (½ END; +¼); No Range (-½)	2	
4u	7) <i>Touch Of Destruction II:</i> RKA 4d6; No Range (-½)	6	
2	<i>Athletic:</i> Running +1" (7" total)	1	
4	<i>Demonic Toughness:</i> Damage Resistance (4 PD/4 ED)	0	
5	<i>Visor:</i> Sight Group Flash Defense (10 points); OAF (-1)	0	
2	<i>Visor:</i> Nightvision; OAF (-1)	0	
5	<i>Visor:</i> Radio Perception/Transmission (Radio Group); OAF (-1)	0	
4	<i>Infernal Strength:</i> +10 STR, No Figured Characteristics (-½), Only While Berserk (-1)	+1	
10	<i>Infernal Resilience:</i> +10 REC; Only While Berserk (-1)	0	
5	<i>Infernal Speed:</i> Running +5" (12" total); Only While Berserk (-1)	2	
10	<i>Infernal Toughness:</i> Physical Damage Reduction, 50%; Only While Berserk (-1)	0	

Skills

9	+3 with <i>Destruction Powers</i> Multipower
3	Breakfall 13-
3	Bribery 13-
3	Combat Driving 13-
3	Demolitions 13-
2	KS: Architecture 11-
3	Streetwise 13-
3	Tactics 13-
3	Teamwork 13-
1	TF: Two-Wheeled Motorized Ground Vehicles
1	WF: Pistols

Total Powers & Skills Cost: 170

Total Cost: 329

200+ Disadvantages

10	Distinctive Features: Demonic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
30	Enraged: Berserk when takes BODY (Very Common), go 8-, recover 11-
20	Hunted: FBI 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Enthusiastically Destructive (Very Common, Strong)
15	Psychological Limitation: Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Lorna Culp) (Frequently, Major)



FRAG PLOT SEEDS

Evil Eye is drawn to Frag. She uses promises of great wealth to gain Frag's help in breaking into a government vault. Instead of the promised gold, however, the vault holds one of Archimago's monstrous minions, captured and locked away years ago. The creature slaughters its guards and escapes. Recapturing it may depend on first locating Frag: she and Evil Eye are now the only living people who know what the creature looks like.

An enemy of the heroes hires Frag to loot their base. Frag subcontracts a few more villains to help her. If the characters previously confiscated any items of demonic magic — or any magic item made by Archimago — Frag's proximity might cause something interesting and dangerous to happen.

An evil mystical group (such as the Sylvestris, DEMON, or the Scarlet Moon) realizes Frag is a half-devil and a product of the Zodiac Working. They lure her into a trap and use her to mystically locate the other demonic offspring of the Working. Not all the devil-spawn know about their powers yet. The heroes must find the devil-spawn before the evil group does. Not only would the 12 children of the Working make powerful agents for the group, something very bad might happen if all 12 come together. For instance, their meeting might enable their diabolical parents to possess them, enabling the devils to act on Earth in defiance of the Ban.

- 15 Susceptibility: to holy ground and touching holy symbols, take 1d6 damage per Turn of contact (Common)
- 4 Experience Points

Total Disadvantage Points: 329

Background/History: Lorna Culp discovered she had superpowers as a teenager, when she shoved another girl in an angry moment, and the other girl flew across the street. At first Lorna thought she was super-strong, but soon figured out her punches, shoves, and kicks carried uncanny destructive force. She hadn't been in any lab accidents; her parents weren't aliens; in fact, she couldn't think of any event in her life to explain why she had superpowers. Lorna decided she must be a mutant. She already had a juvenile record for vandalism, shoplifting, and rowdy behavior. She had the Devil in her, her parents said.

Lorna didn't know that in 1979, the master wizard Archimago abducted her mother as part of the Zodiac Working. The devil Malphas, a President in the descending Hierarchy, raped Lorna's mother. The grimoires describe Malphas as appearing like a crow, and building or destroying fortifications; he's an officer in the Cohort of Avarice. Lorna's mother spent most of her imprisonment in a daze, and remembered very little of what happened after a group of heroes rescued her. Lorna's mother wasn't pregnant, so the heroes sent her to counseling for her trauma and didn't think more of the matter. Two years later, Lorna's mother married, and Lorna came a year after that.

Lorna decided to become a supervillain. She liked damaging and defacing other people's property, and she wanted money. She didn't have to end up a poor, tired woman living in a slum, like her mother. She could get filthy rich and have a lot of fun doing it.

Personality/Motivation: Frag wants to get rich as quickly as possible. She usually acts on her own, or with a small gang of mundane thugs, to rob a bank, jewelry store, or some other place with lots of easily transported valuables. Sometimes she organizes ad-hoc teams of other villains for larger robberies. Less often, she works for other villains as part of a team, or as a hired demolitionist.

Frag's other great passion is property destruction. She loves to leave a mess: even if she can break into a building by shattering a lock, she prefers to go through the wall. Her tendency to collapse buildings as a distraction to delay pursuit makes her loathed by several heroes she's encountered (not to mention city rescue services; on the other hand, a few unscrupulous members of the construction industry wish she were more active).

Her demonic heritage also gives Frag a fierce temper. Normally she keeps it under control, but the pain of wounding can provoke an insane, destructive rage in which she lashes out at everything around her. Frag's rages always result in massive destruction of property.

Quote: "And the walls come tumblin' down!"

Powers/Tactics: Frag can project powerfully destructive energy through her touch. She can release bursts of force to crush enemies or send them flying; or she can make an object crumble by stroking it. Frag can even set her destructive energies to tear a target apart at some later time: for example, she can set her Touch Of Destruction on all the support pillars of a building so they crumble together an hour later. With greater effort, Frag can radiate a blast of force, or send shockwaves along sturdy surfaces such as roadways or walls.

When Frag goes berserk, she becomes stronger, faster, tougher, and almost tireless. Lorna thinks this is just part of her mutation.

Campaign Use: Frag has no clue about her real background. She thinks she's just another supervillain, and doesn't realize she's part of Archimago's dark legacy to the world. Frag may well serve a purpose she doesn't understand.

To make Frag a more powerful adversary, increase her Characteristics. Perhaps she can use her *Infernal* added powers at will, but is likely to go Berserk when she does so. Frag is not meant to be a very powerful opponent, though. To make her less formidable, scale back her Multipower to 52 points, remove her *Shockwave* slots, or remove her *Infernal* powers.

Frag would probably never Hunt a character, at least not for long. If a hero group seriously annoyed her, she might take a stroll around their Base and set it to collapse on their heads. Overall, though, Frag thinks vendettas are a distraction from the pursuit of money.

Appearance: Lorna Culp is a young black woman standing 5'4" tall, with a slim but athletic build and close-cropped hair. As Frag, she wears a black leather jacket and thigh-length leather boots over scarlet tights. She also wears a high-tech visor and clips fake dreadlocks into her hair as a disguise. Her appearance changes when she goes Berserk: she grows several inches taller and becomes more muscular, ripping her tights; scales cover her body; her face warps into that of a bird with a hooked beak, while her hair stiffens and rises in a birdlike crest. Her nails also lengthen and thicken into short claws.

HARPY				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
27	PD	17		Total: 27 PD (7 rPD)
23	ED	18		Total: 23 ED (5 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
15	REC	0		
50	END	0		
55	STUN	1		Total Characteristics Cost: 197

Movement: Running: 6"/12"
Flight: 20"/80"

Cost	Powers	END
12	<i>Tireless Strength:</i> Reduced Endurance (½ END; +¼) on 50 STR	0
30	<i>Talons:</i> HKA 2d6 (4d6 with STR), Reduced Endurance (½ END; +¼); Reduced Penetration (-¼)	1
37	<i>Wing Swat:</i> Energy Blast 6d6, Area Of Effect (One Hex; +½), Penetrating (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Restrained (-½)	3
37	<i>Wings:</i> Flight 20", x4 Noncombat, Reduced Endurance (½ END; +¼); Restrained (-½)	2
6	<i>Enchanted Toughness:</i> Damage Resistance (7 PD/5 ED)	0
9	<i>Falcon Eyes:</i> +6 versus Range Modifier for Sight Group	0
Skills		
6	+3 OCV with Move By	
2	KS: Alchemy 11-	
2	KS: The Mystic World 11-	
2	Navigation (Air) 12-	
3	Power: Strength Tricks 19-	
3	Shadowing 12-	
3	Streetwise 13-	
1	WF: Pistols	

Total Powers & Skills Cost: 153

Total Cost: 350

200+ Disadvantages

20	Accidental Change: to Human identity after 24 hours (Uncommon, Always)
15	DNPC: Jennifer (daughter) 8- (Incompetent)
15	Physical Limitation: Need Potions To Change Form Controllably (Infrequently; Fully Limiting)
20	Psychological Limitation: Terrified of Capture Or Weakness (Very Common, Strong)
15	Psychological Limitation: Hates Pimps, Loan Sharks, And Abusers (Common, Strong)

15	Psychological Limitation: Mercenary (Common, Strong)
15	Social Limitation: Secret Identity (Edwina Baldwin) (Frequently, Major)
15	Susceptibility: to mildly toxic chemicals, take 1d6 damage per Turn of exposure (Common)
10	Vulnerability: 1½ x STUN from Drug/Poison Attacks (Common)
10	Experience Points

Total Disadvantage Points: 350

Background/History: Edwina Baldwin wanted revenge. She thought she was so lucky — a poor girl from a Blackpool slum getting a rich boyfriend who promised her the moon and the stars. So what if his business wasn't quite legal? Then she got pregnant and wouldn't have an abortion. Her boyfriend dumped her. When she threatened to reveal all in a paternity suit, he sent two goons to break her kneecaps. She realized she had never been his lover — only his whore. After that, she didn't see much point in fighting back. She had her baby, tried not to resent her for her father, and went on the dole. But she could hardly get a good job with a baby, parents who'd disowned her, and one leg that hadn't healed right.

Then Edwina saw an ad for "domestic servants" that included the curious proviso, "Applicants must be desperate." Sinister, yes, but that described her. She applied and found a job as cook for a lady of great eccentricity... and power. The master alchemist Zarrindokht wanted servants who would not talk to outsiders. To obtain discreet and loyal help, a little thing like child care and an alchemical cure for a crippled leg was a small price to pay.

Edwina proved an eager and loyal servant, always trying to become more useful. She saw Zarrindokht as part employer, part surrogate mother. Zarrindokht noticed Edwina's diligence and promoted her to lab assistant. Now she washed bottles, ground minerals, and performed other basic tasks. After four years, Zarrindokht promoted her again — to minion. She enchanted Edwina so she could assume the form of a super-strong bird-woman, a classic harpy. Edwina went on missions throughout the Inner Planes, collecting rare materials for Zarrindokht's alchemy.

In a rare moment of generosity, Zarrindokht offered to destroy Edwina's ex-lover as a perk for five years of good service. Edwina asked if she could do it herself and the alchemist agreed. Edwina spent a week trashing her ex-lover's little empire of drugs, loansharking, and corruption before dropping him off the roof of a skyscraper.

Unfortunately, Edwina attracted the attention of the police and a local superhero. Both located her "home territory" — the neighborhood where Zarrindokht kept her sanctum. Regretfully, the alchemist suggested Edwina leave her employ: she knew Edwina would not want to give up the power she'd tasted, but she'd made herself too visible. Eventually the police would follow her to Zarrindokht's door. As "severance pay," Zarrindokht

HARPY PLOT SEEDS

Edwina tells non-mystical employers her transformation potion comes from a secretive super-scientist called Dr. Evolve. A second-tier mastermind (such as Binder or Holocaust) demands she set up a meeting with Dr. Evolve, so he can buy super-serums of his own... and the villain hints Harpy's daughter might suffer if she doesn't do this. Harpy secretly contacts the heroes, tells them her situation, and offers to lead the villain into an ambush if they can guarantee her and her daughter's safety. Once the ambush happens, Edwina tries to escape with the money the villain brought for "Dr. Evolve."

The Harpy will work for heroes as well as villains, if the money's right and she feels sure it's not a setup to put her in jail. If a group of mystical heroes needs muscle for a mission, they can put out the word on the Mystic World's grapevine and hire the Harpy. Then they have to convince Edwina of their bona fides and that the job isn't too dangerous.

Harpy steals something the heroes know is very dangerous. They must force her to say who hired her before the stolen item wreaks havoc.



taught her how to make the potions she needed to turn into the Harpy and back again. The alchemist also gave Edwina a list of names of other mystics who might offer her work.

Since then, the Harpy has worked as a mercenary for a number of mystics and assorted supervillains and criminal agencies. She doesn't enjoy crime, but she wants money to support her daughter. A lot of money, so her child will never know the privations she endured.

Personality/Motivation: Harpy isn't a bad person, but a hard life left her with little sympathy for others. She believes she must be a supervillainess to survive and provide for her daughter. She's also husband-hunting among the supervillains she works with. Edwina only cares about the money: she'll switch sides if someone offers her more money, and would not be a good person to leave as sole guard for a large heist's profits. Losing her daughter is her greatest fear, so so she won't knowingly risk death or capture for the sake of a robbery or another villain.

Harpy does not hurt anyone more than she has to... except for criminals who take advantage of desperate women, such as pimps and loan sharks. She also hates men who abuse women. She enjoys dropping people like that from great heights.

Quote: "Don't fight, and I won't hurt you. This is just business."

Powers/Tactics: By drinking a potion (itself carrying only a little magic), Edwina can become the Harpy. She needs a second potion to change back into human form before the normal 24 hours of effect are complete. As Harpy, Edwina is super-strong and quick, resistant to small arms fire, and able to fly. (She does not take an *OIHID* Limitation on her superhuman Characteristics and Powers because there's no chance she could revert to her much weaker Human identity in the middle of a fight, or ruin her Secret Identity by accidentally changing into Harpy form.)

The Harpy can not only make normal punches, she can batter opponents with her wings and rake them with her claws. Her favorite tactic is to perform a Grab on a slow-moving opponent and fly up high. Then Harpy drops her victim and flies back to the fight. Squeezing is optional: when Harpy fights as part of a group, just getting an opponent out of the fight for a few Phases matters more.

Campaign Use: The Harpy is a straightforward villainess for hire, given a small mystical twist. Her powers are more physical than most characters in the Mystic World; her chief defense against mystical attacks is simply her high STUN. On the other hand, her mystical connections may draw regular superheroes and villains into meetings with the Mystic World. She could easily join GRAB or a similar group of "just in it for the money" super-robbers.

To make Harpy more powerful, increase her SPD and/or expand the scope of her Combat Skill Levels. She could also learn Martial Arts maneuvers such as Martial Grab, Flying Grab, Choke Hold, or Crush, so she can grapple more effectively. To make Harpy a less powerful opponent, reduce her STR and claw damage.

Edwina only Hunts men who exploit or abuse women. She might Hunt a character she thought had threatened her daughter.

Appearance: Edwina Baldwin is a woman in her mid to late 20s, standing 5'3" tall, with fair skin, delicate features, and red-blond hair. As Harpy, she's visibly stronger and gains red-blond feathered wings and birdlike legs with large talons. Her rather scant costume is metallic golden, with scarlet feathers edging her gloves. When she expects to act as Harpy, she sweeps her hair back into two points with hairspray.

HELL RIDER

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
11	PD	6		Total: 21 PD (10 rPD)
11	ED	6		Total: 21 ED (10 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
46	END	0		
41	STUN	0		Total Characteristics Cost: 155

Movement: Running: 6"/12"
Flight: 15"/30"

Cost Powers END

34	<i>Shifting Weapon:</i> Multipower, 60-point reserve, OIHD (-¼), Restrained (-½)	
3u	1) <i>Axe:</i> HKA 3d6 (4d6+1 with STR), Reduced Endurance (½ END; +¼); OIHD (-¼), Restrained (-½)	2
3u	2) <i>Sword:</i> HKA 2d6 (2½d6 with STR), Penetrating (+½), Reduced Endurance (½ END; +¼); OIHD (-¼), Restrained (-½)	2
3u	3) <i>Mace:</i> HKA 2d6 (2½d6 with STR), +3 Increased STUN Multiplier (+¾), Reduced Endurance (½ END; +¼); OIHD (-¼), Restrained (-½)	2
3u	4) <i>Whip:</i> Drain STR 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Limited Range (4"; +¼), Reduced Endurance (½ END; +¼); OIHD (-¼), Restrained (-½)	2
3u	5) <i>Space-Cutting Scythe I:</i> Teleportation 19", No Relative Velocity, Safe Blind Teleport (+¼); OIHD (-¼), Restrained (-½)	6
3u	6) <i>Space-Cutting Scythe II:</i> Teleportation 10", No Relative Velocity, Safe Blind Teleport (+¼), MegaScale (1" = 100 km; +¾); OIHD (-¼), Restrained (-½)	6
3u	7) <i>Brimstone Sling:</i> Sight Group Flash 6d6, Area Of Effect (One Hex; +½), Reduced Endurance (½ END; +¼); OIHD (-¼), Restrained (-½)	2
34	<i>Spiked Gauntlets, Boots, Kneeplates:</i> HA +6d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½), OIHD (-¼)	0
24	<i>Demon Armor:</i> Armor (10 PD/10 ED); OIHD (-¼)	0
7	<i>Forged In Hell:</i> Armor (0 PD/8 ED); OIHD (-¼), Only Works Against Limited Type Of Attack (fire/heat; -½)	0
26	<i>Immolating Armor:</i> HKA 1d6, Damage Shield (does damage in HTH combat; +¾), Continuous (+1), Reduced Endurance (½ END; +¼); OIHD (-¼), No STR Bonus (-½)	1

7	<i>Scary-Looking Armor:</i> +15 PRE; OIHD (-¼), Only For Fear-Based Presence Attacks (-1)	0
7	<i>Guarded Will:</i> Mental Defense (10 points total)	0
5	<i>Guarded Life And Powers:</i> Power Defense (5 points)	0
Perks		
50	<i>Brimstone:</i> Follower (demon steed built on 248 Base Points; see character sheet below)	
Skills		
12	+4 with <i>Shifting Weapon</i> Multipower	
3	Breakfall 14-	
3	Interrogation 13-	
2	KS: Financial World 11-	
3	PS: Investment Broker 12-	
3	Riding 14-	
3	Streetwise 13-	

Total Powers & Skills Cost: 244

Total Cost: 399

200+ Disadvantages

10	Distinctive Features: Aura of Demonic Magic (Not Concealable; Always Noticed; Only With Unusual Senses)	
15	Hunted: FBI 8- (As Pow, NCI)	
10	Hunted: Mephistopheles 11- (Mo Pow, NCI, Watching)	
15	Physical Limitation: Damned (Infrequently, Totally Impairing)	
20	Psychological Limitation: Hunting The Six (Very Common, Strong)	
15	Psychological Limitation: Distrustful (Common, Strong)	
15	Psychological Limitation: Fear Of Capture (Common, Strong)	
20	Susceptibility: to holy water, symbols, or ground, 1d6 damage per Phase of contact (Common)	
10	Susceptibility: to antimagical Adjustment attacks, takes 2d6 damage instantly (Uncommon)	
69	Experience Points	

Total Disadvantage Points: 399

Background/History: When bad things happen to good people, sometimes they stop being so good. William Wade felt himself deeply wronged. He'd lost his job, property, family, and good name. He had some idea who was responsible, but he couldn't do a damn thing — the wheels of law need money and influence to grease them. William Wade had none; the people who ruined him had plenty. And no one would believe anything bad about people who seemed so respectable, who supported the right causes and went to church on Sunday. Just as he went to church, singing praise to a loving God who wouldn't let him down. Now he was down, down in a dumpster, rooting among the garbage for something halfway edible.

Nothing. The night would be cold. The shelter closed for good a month before — no money. If

HELL RIDER
PLOT SEEDS

One of the Six is a very bad man who would rather face a demonic assassin than risk costumed do-gooders discovering his unsavory activities. This wicked financier hires a pair of superpowered enforcers to protect him, while telling the heroes to go away. If the PCs continue trying to save his life, the financier might send the supervillains after them.

Mind transfer is always fun. The heroes fight Hell Rider near a magic item that discharges, swapping his mind with that of a hero. The PC now has Hell Rider's body and powers, while William Wade has the hero's. Can the hero get his body back before Wade uses it to commit murder? If Hell Rider's pact comes due, who gets dragged to the Netherworld?

When the heroes prove to Hell Rider that one of the Six was innocent, he asks for their help in renouncing the pact. Unfortunately, the pact has no options for premature escape. The heroes must either take Wade's appeal to God in person, fight Mephistopheles when he comes to collect Wade's soul, or steal the pact from Mephisto's palace of Pandemonium. These tasks are all about equally dangerous. If the heroes can save Wade's soul without costing him his powers, he'd make a fine crime-fighter.



Wade didn't find food and a warm corner, soon he'd be down about six feet further.

Dusk found Wade crossing a long bridge. He stopped halfway across to rest, and looked down at the black water far below. Cars hurtled past, oblivious. Freezing, starving, worthless, and hopeless — William Wade lifted his eyes to the grimy clouds, cursed God, and swung a leg up to the concrete railing.

"You don't really want to do that," said the slender man who stood beside him. Slowly, Wade swung his leg back down. "That's right," the man said. "You don't want to die now, accepting defeat. Tell me what you really want."

Wade gawped. "Where'd you come from?"

"Around," the man said with an airy wave. The cufflinks on his maroon silk suit were enormous rubies. "Travelling to and fro over the Earth. Now tell me — so you know it yourself — what you really want, more than life itself, more than your... well, more than anything. *Tell me.*" And the man's eyes blazed, brighter and hotter than the rubies.

Did he want his money back? His family? His old life? A new life? "Revenge!"

The man smiled, showing very sharp, very white teeth. "Ah. Revenge is one of my specialties. Let's make a deal."

The agreement was simple. The stranger provided certain tools; Wade could use them for a year. If Wade killed the six who wronged and ruined him, the stranger would see that Wade regained everything he had lost, with no further obligation for the rest of his life. If Wade failed, at the end of the year he must recompense the stranger with everything he had. "*Everything,*" the stranger said. "You know what I mean." Wade said he did. He signed the contract and they shook hands.

A derelict walked onto the bridge. The Hell Rider rode off. Off to the hunt. The stranger smiled again, thinking of the sport to come.

Personality/Motivation: Hell Rider is driven by revenge against the people who ruined his life. He hates them so much he mortgaged his soul to the archdevil Mephistopheles, the Prince of Lies. William Wade wasn't a ruthless man before, and he cannot yet casually murder people who inconveniently get in his way, but he's learning. Hell Rider fights

with hysterical fury when he must, preferably from the back of his demonic steed, but if he can think of a way to reach his quarry without fighting along the way, he'll try it.

Will Hell Rider lose his remaining scruples and become a cold-blooded killer? Or will he hold onto his conscience, and maybe even renounce his deal with the Devil? That is for time, the GM, and the heroes to decide.

Quote: "I don't want to kill you — but if you try to stop me, I'll see you in Hell!"

Powers/Tactics: Hell Rider's powers and weapons derive from a demonic gift given to him by Mephistopheles. To invoke them, he must take a Full Phase

Action, make devil-horns with his hands, cross his arms across his chest, and say the words that open the gates of Hell: “Zazas, Zazas, Nasatanada, Zazas!” This also summons Brimstone, his demonic steed (see below). If heroes knock Hell Rider unconscious, they can take away his weapon and armor, but these vanish from storage as soon as William Wade leaves his Hell Rider identity and reappear with him when Wade becomes Hell Rider again.

Hell Rider attacks with a shape-shifting, demon-forged weapon. He frequently changes its form and powers in battle, as one form or another seems useful. The scythe form cuts flaming tears in space that he can run or ride through. Enemies can take the weapon from Hell Rider’s hand, but he can summon it back instantly (however, he cannot use it if Entangled, Grabbed, or otherwise restrained). He can also punch or kick with his spiked gauntlets, boots, or knees. Hell Rider’s armor radiates red heat, and its grotesque styling makes him look more intimidating.

Hell Rider tries to reach his target as quickly as possible, kill him, then teleport away, evading or bypassing other opponents if possible. Killing Damage and Entangles (or other restraints) make Hell Rider cautious, since capture or long-term incapacity can lose him his bet. He trusts his *Space-Cutting Scythe* to get him out of any other danger once he completes a murder.

Campaign Use: Not every villain needs to become a life-long adversary for the heroes. Hell Rider has an expiration date: either he succeeds in killing his six victims within one year, or he goes to Hell. This also means Hell Rider cannot simply lay low and wait for a better chance to advance his goals. (Of course, you can always extend the deadline if need be.) Once the PCs realize Hell Rider wants to kill certain individuals, they’re under pressure to find and save those people. Hell Rider’s victims range from innocent businessmen who had no idea they were part of his ruin, to financial predators with their own crimes to hide, which can add a layer of noir-ish moral ambiguity to a story arc.

If Hell Rider needs to be more powerful — which may be necessary if he’s to take on all the PCs by himself — give him some Damage Reduction (and increase his other defenses), increase the strength of his *Shifting Weapon* Multipower, and boost his SPD by 2. If he’s too powerful, make his *Shifting Weapon* an actual Focus (so heroes can take it away from him).

Hell Rider would not Hunt heroes. That would take time from his vengeance and risk losing his bet. If a hero engages in business or finance in his civilian identity, however, he might be one of the Six.

If the players enjoy their clashes with Hell Rider, a clever GM can arrange a sequel no matter what happens when William Wade’s pact expires. If Wade kills the Six, perhaps his patron lets him keep his powers: Wade has damned himself anyway through his murders, and the Prince of Lies figures he will continue to work evil. If Wade fails, or dies, the archdevil can send Hell Rider back from the Netherworld as a demonic assassin.

Appearance: Hell Rider wears spiky, gothically ornate armor of red and golden metal. His helm’s visor covers his upper face but leaves his lower face exposed. The Shifting Weapon seems made of black iron bound in gold; it emits a puff of flame when it hits. When not acting as Hell Rider, William Wade dresses in plain but respectable clothes purchased at thrift shops.

BRIMSTONE

Hell Rider’s Demon Steed

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
22	CON	24	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
12	PD	6		Total: 12 PD (4 rPD)
12	ED	8		Total: 12 ED (4 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
44	END	0		
44	STUN	0		Total Characteristics Cost: 144

Movement: Running: 13”/26”
Leaping: 8”/16”

Cost	Powers	END
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
54	<i>Fiery Snort:</i> RKA 3d6, Penetrating (+½); Limited Range (10”); -¼	7
17	<i>Flaming Hooves:</i> HA +5d6; Hand-To-Hand Attack (-½)	2
4	<i>Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0
30	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
8	<i>Heavy:</i> Knockback Resistance -4”	0
14	<i>Horse’s Legs:</i> Running +7” (13” total)	1
2	<i>Horse’s Legs:</i> Leaping +2” (8” forward, 4” upward)	1
26	<i>Run On Any Surface:</i> Flight 13”, No Turn Mode (+¼); Only In Contact With A Surface (-¼)	3
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups	0
Skills		
5	+1 HTH	
1	Riding 13-; Complementary To Rider’s Skill Only (-1)	

Total Powers & Skills Cost: 184

Total Cost: 328

75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 173 Experience Points

Total Disadvantage Points: 328

Description: Brimstone is a coal black stallion with fiery eyes. It breathes out wisps of smoke and flame and its hoofprints burn, even on water. Brimstone's saddle and bridle are of red and golden metal, matching Hell Rider's armor.

In combat, Brimstone strikes with its hooves and breathes fire; it always does exactly what Hell Rider wants. It can run on any solid or liquid surface, even straight up a wall, but it cannot pass through spaces too small for a real horse.

LAMPLIGHTER

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
14	BODY	8	12-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
25	PD	20		Total: 25 PD (10 rPD)
25	ED	20		Total: 25 ED (10 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
10	REC	0		
50	END	0		
40	STUN	0		Total Characteristics Cost: 209

Movement: Running: 6"/12"

Cost	Powers	END
90	<i>Soul Powers:</i> Multipower, 90-point reserve	
7u	1) <i>Soul-Orb Possession:</i> Mind Control 12d6, Telepathic (+¼), Reduced Endurance (½ END; +¼); Visible (-¼)	3
7u	2) <i>Soul-Orb Barrage:</i> Ego Attack 7d6, Reduced Endurance (½ END; +¼); Visible (-¼)	3
7u	3) <i>Soul-Orb Swarm:</i> Ego Attack 3d6, Area Of Effect (20" Radius; +1½), Selective (+¼), Reduced Endurance (½ END; +¼); Visible (-¼)	4
8u	4) <i>Soulform:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½) plus Invisibility to Sight Group, Reduced Endurance (0 END; +½); Linked (-½), Does Not Work Against Persons With Mental Awareness Or Astral Awareness (-¼)	0
60	<i>Soul-Orb Searchers:</i> Mind Scan 12d6	6
24	<i>Take Soul:</i> Major Transform 1d6+1 (normal person to person with the Psychological Limitation <i>Utterly Obedient To Lamplighter</i> [Very Common, Total], heals by Knocking Out Lamplighter or his voluntarily relinquishing the soul), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), No Range (-½)	0
16	<i>Soul Light:</i> Sight Group Images, +2 to PER Rolls, Increased Size (4" radius; +½), Reduced Endurance (0 END; +½); Only To Create Light (-1)	0
10	<i>Spiritual Shield:</i> Damage Resistance (10 PD/10 ED)	0
15	<i>Impenetrable Evil:</i> Mental Defense (20 points total)	0
25	<i>Spiritual Immunities:</i> Life Support (Self-Contained Breathing; Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)	0
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0

- 20 *Monitor Minions*: Mind Link, to any 4 of
Lamplighter's soulless slaves 0
- 27 *Spiritual Sight*: Detect Souls 14- (no Sense
Group), Discriminatory, Sense, Targeting 0
- 10 *Slide Up Walls*: Clinging (normal STR) 0

Perks

- 3 Anonymity
- 5 Fringe Benefit: Chief Advisor Who Doesn't
Officially Exist

Talents

- 20 Universal Translator 14-

Skills

- 6 +2 with *Soul Powers* Multipower
- 10 +5 OECV with Mind Scan
- 3 Bribery 15-
- 3 Bureaucratics 15-
- 3 Concealment 14-
- 3 Conversation 15-
- 3 Interrogation 15-
- 3 KS: Dictator Psychology 14-
- 2 KS: The Mercenary/Paramilitary/Terrorist
World 11-
- 3 KS: The Soul 14-
- 2 KS: World Organized Crime 11-
- 3 Persuasion 15-
- 3 Stealth 14-
- 3 Streetwise 15-

Total Powers & Skills Cost: 424

Total Cost: 633

200+ Disadvantages

- 15 Distinctive Features: Indefinably repulsive
old man (Concealable; Cause Dislike)
- 20 Hunted: Trismegistus Council 8- (Mo Pow,
NCI, Capture/Kill)
- 10 Hunted: enemies of current "master" 8- (As
Pow, Kill)
- 10 Hunted: mystic hero 8- (As Pow, Capture/
Kill)
- 15 Psychological Limitation: Sadistic (Very
Common)
- 15 Psychological Limitation: Secretive
(Common, Strong)
- 15 Psychological Limitation: Manipulative
(Common, Strong)
- 10 Psychological Limitation: Hates Mentalists
(Common)
- 15 Susceptibility: to light-based Flash Attacks,
takes 2d6 damage, Instant Effect (Common)
- 5 Vulnerability: 1½ x STUN from Soul Magic
(Uncommon)
- 5 Vulnerability: 1½ x BODY from Soul Magic
(Uncommon)
- 298 Experience Points

Total Disadvantage Points: 633

Background/History: Fifteen years was long enough. The creature wanted another dictator. The years with Ceaucescu had been sweet. The executions, the dissidents writhing under the electrode's kiss, and ah! the delicate souls of children, slowly plucked

by careless transfusions of contaminated blood! He had felt like a child in a candy store, its dictator-owner inviting him to gorge himself on mortal pain and despair. He kept Ceaucescu in power for years while Romania crumbled, until nothing was left except the machinery of repression. Lampagiu, the secret police called him: the Lamplighter. The little spies were so upset they could not collect files on him, until he explained they did not keep files on their masters. And then it all fell apart.

Not that he has gone hungry since the dictator died. He found other employers to feed him tormented souls. Iraq, Bosnia, Sierra Leone, Congo — ambitious mortals would sanction any atrocity for the sake of power, pride, or wealth. The Lamplighter gave them what they wanted. And they gave him what *he* wanted.

He wearied of petty warlords and bureaucrats, though. He wanted to live in high style again. He wanted to turn an entire nation into one great howl of anguish, and know he owned it all. He wanted a dictator.

Or someone he could turn into a dictator.

The Lamplighter smiled to himself and leaned back into his seat as the plane began its descent. Soon, very soon, he would have a new home.

Personality/Motivation: This psychic vampire sees all humans as dupes, slaves, or food. Lamplighter's powers enable him to control people, but he doesn't try becoming a big boss himself. Instead, he finds some evil person who already has a strong power



LAMPLIGHTER PLOT SEEDS

The PCs discover that a local crimelord — a VIPER Nest Leader or the like — has started running a tighter, deadlier operation than usual. He's swiftly subjugating all the other gangs. The characters learn the crimelord has a new advisor, feared more than the boss himself: Lamplighter.

When a mission takes characters to a country with a nasty regime, they come within Lamplighter's reach. The characters' own morals corrode amid the brutality and corruption... with Lamplighter's help. Can they complete the mission and escape before the psychic vampire makes them his soulless thralls in villainy? Do they even figure out what he's doing to them?

A petty dictator hires a mercenary supervillain for short-term work... and two months later, the villain pledges his loyalty as a national super-soldier. This happens again, and again. These villains were formerly known for independence, even insubordination or rebelliousness. How does the dictator win their loyalty? Through Lamplighter, that's how — and if someone can't stop him, the dictator will threaten his neighbors (and, eventually, the world) with a shockingly powerful team of supervillains.

base. He prefers dictators, but may settle for Third World insurgency commanders, crime lords, evil corporate CEOs, or VIPER Nest Leaders. Lamplighter becomes that person's helper and advisor. Then he uses the person's organization to collect souls, preferably "harvested" in pain or despair. When justice catches up with his sponsor, he cuts and runs.

Quote: "I am the Way and the Truth and the Light.... You will see that soon enough."

Powers/Tactics: Lamplighter mystically controls the substance of the human soul. He collects souls taken from people dying in anguish or corrupted by his powers. Normally, these are invisible, impalpable, and undetectable by normal means. But when he uses them, the souls become fist-sized balls of eerie light. He can send soul-orbs crashing into victims, causing pain: the victim feels all the anguish the soul felt in life. He can ram a soul-orb into a victim's psyche, forcing the person to do something. Since he wants to corrupt people, he usually tries to make victims think their forced actions were really their own idea.

Lamplighter can also send swarms of soul-orbs to search for people. Soul-orbs travel nearly instantaneously, but he can't send them more than about 50 miles away without losing them. (This is a plot device restriction to keep him from attacking heroes from halfway around the world — but it's not a Limitation, so if necessary you can extend the range of his Mind Scan, perhaps at some cost to Lamplighter [higher END cost, takes more time to use, or the like].)

Lamplighter can turn a victim into a loyal slave by pulling out his soul, but only if he has a week or so to work on the victim and make him commit several evil deeds. The soulless slaves all have a Mind Link back to Lamplighter. Characters can free slaves by forcing Lamplighter to relinquish the person's soul. If Lamplighter is Knocked Out, all the souls of still-living slaves fly out of his body and head back to their bodies.

When he wants, Lamplighter can shift to an invisible, ghost-like form, though magic still affects him. Anyone with mental or spiritual senses can still see Lamplighter (which means anyone with Mental Powers), and he can't use his soul-orbs to attack without becoming solid and visible again.

Campaign Use: Lamplighter functions as a behind-the-scenes villain — the cunning, evil power behind the throne. He uses his powers to help his employer, but only so he himself can harvest more souls. If you like to combine political and mystical conspiracy, make Lamplighter the advisor to your favorite dictator, evil tycoon, or other socially prominent mastermind. For instance, Lamplighter might turn up next in a country like Awad or Luranga, helping his new master run the nation into the ground.

Lamplighter's background has been deliberately left vague so you can work him into your campaign in the creepiest, most disturbing fashion possible. Is he a normal person trained in a strange, necromantic art? A "mystic mutant"? A devil escaped from Hell to work his will on Earth? An alien super-mage? An astral creature of some sort? A corrupted angel or psychopomp? Only you can say for sure.

To make Lamplighter a more powerful foe, increase his defenses, give him more soul-orb attacks, or raise his Mind Scan so he can more easily find and attack strong-willed characters. To make him less powerful, scale back his soul-orb attacks.

Lamplighter is most likely to Hunt characters on behalf of his current employer. He's an insidious Hunter, wielding both his own spiritual powers and whatever investigative and paramilitary resources his master may possess. For instance, he might use a soul-orb to force a character into a grievous traffic accident, then send the police to arrest the character at the hospital. Lamplighter loves to make a hero his slave and collect his corrupted soul; he might Hunt a hero by forcing him into committing evil deeds.

Appearance: Lamplighter appears to be an elderly man with magnetic black eyes, silver hair fringing a bald pate, and a mocking expression. He dresses plainly, even shabbily, in dark clothes. He likes to carry a black cane topped with a small, silver skull, but he doesn't need it either for his powers or to walk. When he doesn't need to hide his powers, he lets his soul-orbs flow around his body; they're about as bright as a night-light, making them visible (but not spectacularly so) in daylight and quite prominent at night.

MOTHER GOTHEL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
23	PD	19		Total: 23 PD (7 rPD)
23	ED	19		Total: 23 ED (7 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	4		
40	END	0		
35	STUN	0		Total Characteristics Cost: 170

Movement: Running: 6"/12"

Cost	Powers	END
41	<i>Domestic Witchcraft:</i> Multipower, 62-point reserve; all Restrainable (-½)	
2u	1) <i>Control Household:</i> Telekinesis (32 STR), Reduced Endurance (½ END; +¼); Restrainable (-½), Only Works In Her Base (-1)	2
4u	2) <i>Create Cleavers And Skewers:</i> HKA 2d6 (2½d6 with STR), Penetrating (+½), Reduced Endurance (0 END; +½); Restrainable (-½)	0
4u	3) <i>Flick Jawbreaker:</i> Energy Blast 10d6, Reduced Endurance (½ END; +¼); Restrainable (-½), STUN Only (-0)	2
4u	4) <i>Sleepy-Time Sweets:</i> Ego Attack 5d6, Trigger (victim eats sweets; +¼); Restrainable (-½)	6
4u	5) <i>Tangled Knitting:</i> Entangle 5d6, 5 DEF, Takes No Damage From Physical Attacks (+¼); Restrainable (-½)	6
3u	6) <i>Spice In The Face:</i> Sight and Smell/Taste Group Flash 9d6, Reduced Endurance (½ END; +¼); Restrainable (-½), Limited Range (4"; -¼)	2
53	<i>Blessings And Curses:</i> Major Transform 6d6 (grant favors, weaknesses, or destinies; healed by whatever fairy-tale methods seem appropriate); Improved Results Group (any blessing, curse, or other change; +1), Trigger (+½); Extra Time (Full Phase; -½), Incantations (-¼), No Range (-½), One Charge (-2)	[1]
7	<i>Hard To Kill:</i> Damage Resistance (7 PD/7 ED)	0
5	<i>Deathless As A Good Story:</i> Life Support (Longevity: Immortality)	0
10	<i>Sensitive Nose:</i> Targeting for Normal Smell	0
Perks		
10	<i>Lure For Children:</i> Base (built on 50 Base Points)	
Skills		
3	Acting 13-	
3	Bribery 13-	
3	AK: Faerie 13-	

- 3 KS: Blessings And Curses 13-
- 3 KS: Children's Appetites 13-
- 3 KS: Faerie Enchantments 13-
- 3 KS: Faerie Who's Who 13-
- 3 Persuasion 13-
- 3 PS: Candymaker 13-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-

Total Powers & Skills Cost: 180

Total Cost: 350

200+ Disadvantages

- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Kill)
- 10 Hunted: observant children 11- (Less Pow, Capture/Kill)
- 10 Physical Limitation: Blind as a bat without her glasses (Frequently, Slightly Impairing)
- 10 Physical Limitation: Half DCV to Good Children (Infrequently, Greatly Impairing)
- 25 Psychological Limitation: Fairy-Tale Code (Very Common, Total)
- 15 Psychological Limitation: Cannibal Glutton (Common, Strong)
- 10 Psychological Limitation: Proud Of Culinary Skill (Common)
- 15 Unluck: 3d6
- 15 Vulnerability: 1½ x STUN from Ferrous Weapons (Very Common)
- 10 Vulnerability: 2 x STUN from attacks made by Good Children (Uncommon)
- 10 Vulnerability: 2 x STR effects from Good Children (Uncommon)

Total Disadvantage Points: 350

Background/History: Mother Gothel is one of the most notorious villains in the world, yet hardly anyone knows her name. Most people also think she's fictional... but the Brothers Grimm collected a true story. Mother Gothel is the witch from "Hansel and Gretel" and she's back, as hungry as ever for a sweet, satisfying meal of roast children.

Personality/Motivation: A fairy-tale monster like Mother Gothel exists to cause evil for its own sake. A folklore scholar might say she represents childhood anxiety about abusive parents, or serves as a cautionary tale about the dangers of strangers. Mother Gothel would cackle and say what a clever young fellow the folklorist was. Then she'd split his skull and feast on his brains.

Mother Gothel isn't just a predator, though. She, like other fairy-tale hags, follows a peculiar code of honor. She must give brave and selfless people a chance to defeat her. Thus, if she's much more powerful than her captive, she cages him to "fatten him up" instead of killing him at once. For all her cunning, the pure of heart can fool her with ease. (This accounts for her Unluck as well.) If someone overpowers her but spares her life, she grants them a boon. For instance, she might give the noble hero a magic item, the knowledge he needs to fulfill a quest, or a blessing on his first-born child. Selfish and wicked people — grown-ups or children — find Mother Gothel turning the

MOTHER GOTHEL PLOT SEEDS

A wave of disappearing children outrages the city. The public demands action. The heroes are in for a surprise when they trace the disappearances to a new video arcade — and find Mother Gothel behind it all.

The heroes seek something in Faerie. An animal they help tells them Mother Gothel would know how to find it. They must be careful not to eat anything she offers them, however, or she will make them her supper. Can the heroes avoid Mother Gothel's sweet trap and force her to help them, without breaking Faerie's laws of hospitality or giving her grounds for a curse?

For a fun one-shot game, the PCs are all children. They discover Mother Gothel living in their neighborhood. The grown-ups don't believe them, of course. They must save themselves and their unwary playmates from the cannibal witch.



tables on them, with her great roasting-pan already greased.

Quote: “What a tough and lean young man you are, Nighthawk. A little tenderizing, I think, then an oil and garlic rub — after you’re butchered!”

Powers/Tactics: Mother Gothel is impossibly strong, quick, and tough for a little old lady. She can produce a variety of domestic items from her pockets and use them for magically-potent attacks. For instance, she can pull out a meat cleaver that cuts concrete, or trap someone in a tangle of yarn. Sweets and spices are her specialty, including magical cookies, candy, or gingerbread that put people to sleep.

As a fairy-tale witch, Mother Gothel has almost unlimited power to bless and curse. She can grant (or impose) almost any physical change, including the creation of magic items. She often delivers blessings by feeding the recipient candy or gingerbread. Changes to a character’s destiny can

be represented as a wide range of Disadvantages. For instance, the Sleeping Beauty Curse (“When she is grown, she will prick her finger on a spindle and die”) can be a Physical Limitation (worth zero points, since it only affects a character once). The variable Trigger lets her enchantments take effect in the future. Don’t sweat the details of the rules unless Mother Gothel attempts a Transform with an immediate combat effect, such as turning a character into a frog — this is a “plot device” power, more or less.

Children, Mother Gothel’s favored prey, are also her greatest weakness. Good children effectively have double strength against Mother Gothel, and her DCV is halved against them. This weakness is entirely mystical, and PCs cannot do “clever” things to exploit it. For instance, a PC would not gain the half DCV and double STUN effect by having a child wrap his hand around the hero’s gun, while the hero actually aimed and fired.

Mother Gothel prefers to set up a Base designed to attract children. She keeps up with the times: instead of a gingerbread house, she might create a toy store or video arcade. She always keeps sweets around, though. Her Base always includes a dungeon-like kitchen, with cages for children... or larger prey.

Campaign Use: You can use Mother Gothel as an encounter in Faerie, or bring her to Earth to boggle the characters’ minds when they realize those old nursery tales were true. Mother Gothel also serves as a model for other ogre-witches such as Baba Yaga or the hags from Norse and Anglo-Saxon mythology. These hags do not always act as pure villains: in Russian fairy tales, for instance, Baba Yaga serves as a “reluctant helper” whom the hero must overcome to gain her aid. As presented here, Mother Gothel can borrow roles from her weird sisters.

To make Mother Gothel a greater threat, increase her STR: Norse hags sometimes dropped mountains and islands from their aprons. She could also have a wider range of magic, or a flying broomstick. To make her less powerful, scale back her Multipower to 52 Active Points.

Mother Gothel would not Hunt a character; that’s not her idiom. If a hero offended her deeply enough, though, she might appear at the birth of his child to lay a fairy-tale curse on the infant.

Appearance: Mother Gothel stands just under five feet tall. She has white hair, either flyaway or pulled in a bun, an incredibly wrinkled face, shrewd black eyes, and a cackle that can break glass. She wears dowdy old clothes and a gingham apron with lots of pockets.

TEZCATLIPOCA				
Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 102.4 T; 12d6 [6]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
25	BODY	30	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
35	PD	23		Total: 35 PD (30 rPD)
35	ED	29		Total: 35 ED (30 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
20	REC	4		
60	END	0		
70	STUN	0		Total Characteristics Cost: 316
Movement: Running: 17"/24"				
Teleportation: 17"/272"				
Cost	Powers	END		
250	<i>Divine Magic:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost, Cosmic (+2)	var		
108	<i>Sacrificial Magic:</i> Variable Power Pool (Magic Pool), +100 base + +50 control cost; OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2), May Only Create One Power At A Time (-1)	var		
80	<i>Darkness Powers:</i> Elemental Control, 160-point Powers			
80	1) <i>Turn Day Into Night:</i> Darkness to Sight Group 8" radius, MegaScale (1" = 1 km; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½)	0		
150	2) <i>Master Of Darkness:</i> Darkness to Sight Group 4" radius, Affects Physical World (+2), Personal Immunity (+¼), Variable Advantage (+1 Advantages; +2), Reduced Endurance (0 END; +½)	0		
75	<i>Assorted Divine Powers:</i> Multipower, 75-point reserve			
4u	1) <i>Claw, Bite, Or Weapon:</i> HKA 1½d6 (3d6+1 with STR), Variable Special Effects (obsidian weapons, or anything suitable to character's form; +¼), Reduced Endurance (0 END; +½)	0		
7u	2) <i>Slumbrous Touch:</i> Drain STUN 6d6, Reduced Endurance (½ END; +¼)	3		
5u	3) <i>Deathly Touch:</i> Drain BODY 6d6, Reduced Endurance (½ END; +¼); Only Works Once Per Victim Per Combat (-½)	3		
2u	4) <i>Inflict Wasting Sickness:</i> Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), Ranged (+½), NND (defense is LS: Immunity [to all terrestrial diseases and biowarfare agents]; +1), Does BODY (+1), Continuous (+1), Uncontrolled (until victim makes a CON Roll at -5; +½), Reduced Endurance (0 END; +½); Gradual Effect (damage accrues only once every 6 hours; -1½)	0		

5u	5) <i>Soul Strike:</i> HA +5d6, AVLD (defense is Mental Defense, +1 ½), Reduced Endurance (½ END; +¼); Hand-to-Hand Attack (-½)	3
7u	6) <i>Know The Minds of Men:</i> Telepathy 15d6	7
6u	7) <i>Inflict Madness:</i> Major Transform 2d6 (person to person with a Psychological Limitation reflecting the type of insanity inflicted, heals back normally), Improved Results Group (any insanity; +¼), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Limited Target (sentient beings; -¼)	7
4u	8) <i>Command Jaguars:</i> Mind Control 6d6 (Animal class of minds), Telepathic (+¼), Area Of Effect (5" Radius; +1), MegaScale (1" = 1 km; +¼); Only Affects Jaguars And Undead (-¾)	7
7u	9) <i>Call The Night's Hunters:</i> Summon 16 152-point Jaguars, Loyal (+½)	7
3u	10) <i>Stalk The Spirit Realms:</i> Extra-Dimensional Movement (any physical location in the Inner Planes)	3
50	<i>Seek Naguals:</i> Mind Scan 10d6, Transdimensional (Earth's dimension; +½); Only To Find The Minds Of Believers And People Touched By Tezcatlipoca's Power (-½)	7
30	<i>Divine Invulnerability:</i> Damage Resistance (30 PD/30 ED)	0
60	<i>Divine Toughness:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
10	<i>Eyes That Watch The Sun:</i> Sight Group Flash Defense (10 points)	
10	<i>A God Stands His Ground:</i> Knockback Resistance -5"	0
16	<i>No One Attacks A God's Mind:</i> Mental Defense (20 points total)	0
20	<i>A God Sneers At Mortal Magic:</i> Power Defense (20 points)	0
50	<i>Nothing Harms A God:</i> Life Support: Total (including Longevity: Immortality)	0
22	<i>Jaguar's Speed:</i> Running +11" (17" total)	3
42	<i>Run Through The Air:</i> Flight 17", No Turn Mode (+¼)	3
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0
5	<i>Jaguar's Eyes:</i> Nightvision	0
10	<i>Jaguar's Nose:</i> Tracking for Smell/Taste Group	0
17	<i>Sense The Supernatural:</i> Detect Magic 13- (no Sense Group), Discriminatory, Range, Sense	0
64	<i>Take Any Form:</i> Shape Shift (Sight, Hearing, and Touch Groups, any shape), Imitation, Instant Change, Costs Endurance Only to Change Shape (+¼)	5
60	<i>Shadow Form:</i> Desolidification (affected by Light powers), Reduced Endurance (0 END; +½)	0
20	<i>The God Commands:</i> Mind Link, any single person touched by the god's power, any distance, any dimension	0



Perks

- 25 Fringe Benefit: God of a small cult of powerful individuals
- 5 Fringe Benefit: Greater god of the Aztec pantheon

Talents

- 10 *Speaks All Languages*: Universal Translator 13-; Only Speech (-1)

Skills

- 30 +3 Overall
- 20 +10 OECV with Mind Scan
- 3 Acrobatics 15-
- 3 Analyze Magic 13-
- 3 Breakfall 15-

- 3 Climbing 15-
- 3 Concealment 13-
- 3 Deduction 13-
- 3 AK: Mexico And Central America 13-
- 3 AK: Faerie 13-
- 3 KS: Central American Magic 13-
- 3 KS: Central American Mythic World 13-
- 2 KS: Other Pantheons 11-
- 2 Language: Literacy with Aztec and Mayan writing
- 3 Mimicry 13-
- 3 Navigation (Astral, Dimensional) 13-
- 3 Oratory 17-
- 17 Power: Thaumaturgy 20-
- 2 PS: Poet 11-
- 7 Shadowing 15-
- 3 Stealth 15-
- 2 Survival (Tropical) 13-
- 3 Tracking 13-
- 2 WF: Common Central American Weapons

Total Powers & Skills Cost: 1,468

Total Cost: 1,784

200+ Disadvantages

- 20 Enraged: by insults (Very Common), go 11-, recover 14-
 - 10 Hunted: Quetzalcoatl and other "good" Aztec gods 8- (As Pow, "Kill")
 - 10 Hunted: Central American superheroes 8- (As Pow, "Kill")
 - 15 Hunted: various gods of other pantheons 11- (As Pow, Capture/Kill)
 - 20 Physical Limitation: Cannot come to Earth without sacrifice (Frequently, Fully Impairing)
 - 25 Psychological Limitation: Hatred Of The Modern World (Very Common, Total)
 - 20 Psychological Limitation: Enthusiastic Killer (Very Common, Strong)
 - 15 Psychological Limitation: Religious Fanatic (Common, Strong)
 - 15 Reputation: destructive and murderous "god," 11- (Extreme)
 - 10 Vulnerability: 1½ x STUN from Blessed Objects (Common)
 - 10 Vulnerability: 1½ x BODY from Blessed Objects (Common)
- 1,414 Experience Points

Total Disadvantage Points: 1,784

EXAMPLE POWERS FOR DIVINE MAGIC POWER POOL

Flame Jaguars: Tezcatlipoca combines his power with that of Huehuetēotl, the god of fire, to evoke five jaguars of magical flame. The jaguars run through an area, leaving a trail of flame behind them and setting fire to whatever they encounter. The effect is a line of flame (representing the jaguar's movement in a single Phase). The flames burn for one Turn, but anything set on fire may burn indefinitely (hence the *Sticky* Advantage). The jaguars cannot actually be slain because they are just clots of magical energy, but they can be destroyed

by filling their terminal hex with water, Halon, or some other fire suppressant.

RKA 2½d6, Area Of Effect (24" Line; +1), Sticky (+½). Total cost: 100 points

Hurricane: Tezcatlipoca calls on the power of Quetzalcoatl, god of wind and weather, to create a hurricane from nowhere. The hurricane lasts a full day and moves to sweep through a wide area before dissipating. Any region in its path can expect at least five hours of winds strong enough to lift people off their feet, torrential rain, and flooding.

Change Environment 4" radius (create storm), +/-5 points of Telekinesis STR, Multiple Combat Effects, Varying Combat Effects, MegaArea (1" = 1 km broad and wide; +¼), 1 Continuing Charge lasting 1 Day (+¼) (75 Active Points); No Range (-½). Total cost: 50 points.

Empower Divine Avatar: The Smoking Mirror can grant mortals the powers of other Aztec gods. This enables the other gods to work their will in the mortal world. Mortal avatars retain their free will, but they genuinely believe they are the gods and share their outlooks and goals. Only Tezcatlipoca can offer the other Central American gods this favor, and he uses it to buy access to their powers. Avatars start off well-disposed to Tezcatlipoca, but in time they may rediscover their former, human personalities and turn against the Smoking Mirror's goals.

Empowerment by Tezcatlipoca is represented as a Summon rather than a Transform because it is not truly reversible and the former person no longer exists. Even a Dispel strong enough to undo the Summon effect merely suppresses the victim's superpowers and divine personality. Later circumstances may reactivate the avatar's divine aspect.

Tezcatlipoca may use this spell to empower a willing mortal servant, but he may also empower a mortal his servants grab at random, or a person whose skills or personality already connect him to a particular god. For instance, Tezcatlipoca might turn a meteorologist into an avatar of the rain-god Tlaloc, or a soldier into an avatar of the war-god Huitzilopochtli.

Summon one 500-point Divine Avatar; Expanded Class (any Aztec god other than Tezcatlipoca; +¼), Friendly (+¼) (150 Active Points); OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2). Total cost: 30 points.

Restore The Aztec World: If Tezcatlipoca can remain on Earth for half an hour, and has at least 50 human sacrifices, he can transform an area eight kilometers wide into a re-creation of Aztec society. A small town would become a complete Aztec community; the center of a major city would become an Aztec ritual center, with palaces and pyramid temples. The people caught in the area transform too, so they fully believe they are subjects of the Aztec Empire and worshippers of the Aztec gods.

From Tezcatlipoca's point of view, this spell is especially valuable because he can remain on

Earth indefinitely, as long as he stays within the Transformed zone. The Transform reverses itself if someone can defeat the Smoking Mirror and force him to retreat to Faerie.

*Major Transform 1½d6 (objects and locations to Aztec analogues), Area Of Effect (8" Radius; +1), Continuous (+1), Indirect (+¾), MegaScale (1" = 1 km; +¼) (100 Active Points); OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2), No Range (-½) (total cost: 18 points) **plus** Major Transform 1d6 (contemporary people to Aztec versions of themselves), Area Of Effect (8" Radius; +1¼), Continuous (+1), MegaScale (1" = 1 km; +¼), Indirect (+¾), BOECV (Power Defense applies; +1), Works Against EGO, Not BODY (+¼) (82 Active Points); OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2), No Range (-½) (total cost: 15 points). Total cost: 33 points.*

Background/History: Tezcatlipoca, whose name means "Smoking Mirror," was the Central American god of the night, sorcery, and calamity; according to legend, he was also the first sun-god. His titles included Master of Wizards and Lord of Misfortune. When the weather-god Quetzalcoatl knocked him out of the sky, the Smoking Mirror turned into a jaguar and devoured all of humanity. Tezcatlipoca became one of the five most important gods of the Aztecs, his cult notorious for the number of human sacrifices the god demanded. Shocked conquistadors found blood caked a foot thick on the walls of Tezcatlipoca's temple. They destroyed it as a fane of the Devil.

Like the rest of the Aztec gods, Tezcatlipoca suffered a drastic reduction in power after the Spanish conquest. The Spanish ended the sacrifices that fed the gods' power and forcibly converted the Mexicans who survived smallpox and other Old World plagues. Tezcatlipoca retained a small cult in Mexico, however, which continued to murder in the Lord of Misfortune's name. That trickle of power enabled Tezcatlipoca to become the dominant god of the enervated pantheon.

For centuries, Tezcatlipoca could not manifest on Earth. The Smoking Mirror depended on his nagual cultists (see below) and a few enchanted relics of his worship to work his will among mortals. Only sacrifice could bring him to Earth, and a few slaughtered mortals did not provide enough power for Tezcatlipoca to manifest for more than a few seconds. When superbeings appeared, however, Tezcatlipoca realized they offered a new source of power. Quetzalcoatl sacrificed other gods to create the world; Tezcatlipoca vowed to sacrifice these new, mortal demi-gods to create a new world. *His* world, where the old gods would rule again — and he would rule the gods.

Personality/Motivation: The Smoking Mirror loathes the modern world and the Europeans who conquered his people. Tezcatlipoca believes humanity exists to feed the gods through sacrifice; the gods' only obligation is to keep humans alive in sufficient numbers to provide lots of sacrifices. The Lord of

TEZCATLIPOCA PLOT SEEDS

Tezcatlipoca's nagual cultists capture a super-criminal, but other crooks see them do it. Most of the city's other supervillains flee the city, but a few contact the heroes and offer a temporary alliance. They agree to help find the cultists before Tezcatlipoca comes to destroy the city.

Tezcatlipoca cannot appear physically without sacrifice, but he travels the Astral Plane without restraint. The Smoking Mirror astrally invades the city and destroys any ghost who does not submit to him. Tezcatlipoca also attacks any hero he catches entering the Astral Plane. Why does the god gather a legion of ghosts, and what does he want the heroes not to see?

The Lord of Misfortune hunts and kills demigods from other pantheons to steal their power for the Aztec gods. He cleverly frames a god from a different pantheon for his dirty deeds — and starts a war within Faerie. The war soon spills over to Earth, as various gods draft agents and avatars to attack their rivals. Even if none of the heroes are bound to a mythic god, they must cope with the Godwar's damage and other repercussions. Tezcatlipoca has further plans as well: the Godwar weakens rival pantheons and leaves them open to surprise attacks by the Aztec gods.

Misfortune doesn't care one way or another about technology or politics. He simply tries to terrify humans into worshipping him (and worshipping the other Aztec gods, to "spread the wealth" among his brethren).

Tezcatlipoca especially despises Christianity, since it became the dominant faith in Mexico. He does not hate Islam, Buddhism, and the other ethical religions quite as much, but only because he knows less about them. The Smoking Mirror thinks big: he hopes that by restoring the bloody worship of the Aztec gods, he can gain enough power to subjugate other pantheons within the Land Of Legends — and ultimately make war upon Elysium, and destroy the ethical religions at their source.

The Lord of Misfortune typically works only with Native Americans, or creatures from Native American mythology, but he's pragmatic enough to exploit opportunities that Europeans or people from other parts of the world may offer him. Tezcatlipoca always regards such "foreigners" as expendable dupes, and usually plans to expend them quickly. He seeks worshippers regardless of race, though. Everyone's blood has the same color.

Quote: "You can be my willing food, or my conquered prey."

Powers/Tactics: Not only is Tezcatlipoca tremendously strong, tough, and quick, he has a wide variety of supernatural powers. In combat, he generally attacks with a club edged with razor-sharp obsidian, or fangs, claws, or whatever other natural weapons his form provides — for the Lord of Misfortune can assume any shape he pleases. If he prefers not to attack physically, he can use his mystic powers to stun and overwhelm his foes. Furthermore, as a god of darkness, he can blot out the sun and turn day into night over an area miles wide. He can appear and disappear in the night, cast zones of impenetrable darkness, and become a shadow himself.

Tezcatlipoca ingeniously combines his powers to cover his attacks and confuse his foes. For example, he may wrap shadow around himself while taunting a foe, then teleport away, leaving the darkness behind as a target. While his enemies waste their attacks, he moves through the ground using Desolidification, then rises up to strike from behind. Tezcatlipoca can also apply many different Advantages to his Darkness, such as making it Usable Simultaneously at Range by allies, or giving it Invisible Power Effects (those caught within it are blinded, but people outside cannot see what does it).

The Smoking Mirror also has a variety of miscellaneous powers related to his traditional attributes, such as cursing victims with madness or wasting sickness, or calling and commanding his totem animal, the jaguar. As a god, Tezcatlipoca can move through dimensions, understand all languages, and resist just about everything that harms mortals.

Most importantly, however, Tezcatlipoca wields black magic of incredible power. He can destroy cities and devastate small nations, grant superpowers to mortals, enchant magic items for his followers, or perform any other feat that strikes your fancy. His spells typically manifest not as beams and spheres of colored light, but with a sort of "Aztec" motif: attack spells might be projected flint knives, razor-sharp winds, or summoned jaguars; a Mental Power might cause a mosaiced mask to appear over Tezcatlipoca's face; and so on. Fortunately for the world, Tezcatlipoca's most powerful spells always take at least five minutes to cast and require a suitably consecrated space for the ritual (which involves special tools and at least one sacrificial victim). Tezcatlipoca's minions typically prepare the ritual implements, area, and sacrifice in advance, then call their god just long enough to cast the spell.

Tezcatlipoca's greatest limitation is that he cannot stay on Earth for very long. Simply remaining on earth for five minutes requires that his nagual priests rip the heart from at least a low-powered superbeing (250 points or so). The sacrifice of a superbeing of standard power (at least 350 points) enables the Lord of Misfortune to remain on earth for 20 minutes. Every additional 50 Character Points in the sacrificial victim grants Tezcatlipoca another five minutes. At the end of that time, he must vanish back to Faerie. (You define what constitutes a "superbeing" for purposes of this restriction.)

Campaign Use: The Lord of Misfortune makes a good mastermind or arch-nemesis for teams of heroes who lack the power for toe-to-toe battles with Takofanes, Tyrannon, or other mystical master villains. More likely, Tezcatlipoca serves as a threatened consequence for failure: the heroes try to stop cultists from summoning the Lord of Misfortune, or strive to find and defeat Tezcatlipoca before he can unleash some horrible devastation.

If you need to make Tezcatlipoca more powerful to provide a suitably formidable challenge, increase his Characteristics, defenses, or his principle attacks (this means increasing his Multipower reserve). If Tezcatlipoca is too powerful for your campaign, reduce his defenses, STR, and Multipower attacks. He should be a major challenge, but not one the heroes have no hopes of overcoming.

Tezcatlipoca cannot Hunt heroes directly. His nagual minions can do so, however, and the god can send taunting, threatening, or deceptive mental messages to anyone who believes he's a real god (and not merely a powerful but delusional superbeing like the supervillain Anubis from *Conquerors, Killers, And Crooks*.)

Appearance: Tezcatlipoca's natural form is that of a young Native American man with jet-black skin, dressed as a warrior and with white stripes painted across his face. He customarily appears as a jaguar, though. The Aztecs also described the Lord of Misfortune appearing as a cloud of ash, a shrouded corpse, or a beheaded man with his chest and belly split open, but Tezcatlipoca can appear in any form he wants, including impersonating other gods or mortals.

NAGUAL CULTIST

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	5		Total: 8 PD (0 rPD)
8	ED	5		Total: 8 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
25	STUN	0		Total Characteristics Cost: 48

Movement: Running: 12"/24"

Cost	Powers	END
8	<i>Nagual Projection:</i> Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to cultist's physical location in Earth's dimension), Reduced Endurance (0 END; +½); Extra Time (5 Minutes to activate; -1), Leaves Helpless Physical Body Behind And Will Die If Does Not Rejoin It Within 24 Hours (-1), Feedback (-1)	0
29	<i>Astral Claws And Fangs:</i> Multipower, 36-point reserve, all OIHID (-¼)	
1u	1) <i>Exert Physical Force:</i> 18 STR, Indirect (+½), Transdimensional (Earth's dimension; +½); OIHID (-¼), Does Not Add To Base STR (-½), No Figured Characteristics (-½), Can Only Be Used While Cultist Uses His <i>Nagual Apparition</i> Power (-¼)	2
1u	2) <i>Claw/Bite Astral Targets:</i> HKA 1d6 (1½d6 with STR); OIHID (-¼)	2
2u	3) <i>Claw/Bite Earthly Targets:</i> HKA 1d6 (1½d6 with STR), Indirect (+½), Transdimensional (Earth's dimension; +½); OIHID (-¼), Can Only Be Used While Cultist Uses His <i>Nagual Apparition</i> Power (-¼)	2
24	<i>Nagual Apparition:</i> Sight Group, Hearing Group, and Touch Group Images, +2 to PER, Indirect (+½), Transdimensional (Earth's dimension; +½), Reduced Endurance (0 END; +½); OIHID (-¼), No Range (-½), Set Effect (nagual form; -1)	0
10	<i>Jaguar Speed:</i> Running +6" (12" total); OIHID (-¼)	2
5	<i>Jaguar Senses:</i> +2 PER with all Sense Groups; OIHID (-¼)	0
4	<i>Jaguar Eyes:</i> Nightvision; OIHID (-¼)	0
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0
7	<i>Divine Dreams:</i> Mind Link to Tezcatlipoca, Psychic Bond, any dimension; No Conscious Control (-2)	0

Skills

6	+2 with <i>Astral Claws And Fangs</i> Multipower
3	Climbing 12-
5	Concealment 12-
2	Navigation (Astral) 11-
3	Stealth 12-
2	KS: Tezcatlipoca Cult Doctrine And Practices 11-
3	Choose one of the following: Breakfall, Bribery, Interrogation, Language [English or Native American language], Paramedics, Security Systems, Streetwise, Tactics, Tracking, WF: Blades and Small Arms.

Total Powers & Skills Cost: 135

Total Cost: 183

75+ Disadvantages

10	Hunted: Tezcatlipoca 11- (Mo Pow, Watching)
15	Hunted: Roman Catholic Church 8- (Mo Pow, NCI, Limited Geographic Area [Mexico], Capture/Kill)
15	Physical Limitation: Jaguar Form Has No Fine Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Fanatic Worshiper Of Tezcatlipoca (Very Common, Strong)
15	Susceptibility: to traditional charms against naguals, 1d6 damage per Phase spent within one hex of such charms (Uncommon)
10	Susceptibility: to Tezcatlipoca's displeasure, 2d6 damage, Instant (Uncommon)
23	Experience Points or additional Disadvantages specific to individual cultist

Total Disadvantage Points: 183

Description: This character sheet represents one of Tezcatlipoca's cultists. The cultist can project his astral body as a *nagual*, an animal-shaped spirit that combines aspects of vampire, lycanthrope, ghost, and witch in Mexican folklore. Tezcatlipoca's naguals manifest in the form of jaguars. They hunt victims from the Astral Plane. Ordinary people can see a nagual only when it attacks, or deliberately chooses to manifest.

In human form, a nagual cultist has no special powers except the ability to see astral creatures and contact Tezcatlipoca in dreams. However, his *nagual* astral form has several abilities. Projecting it takes at least five minutes of meditation. It can only remain separate from the cultist for 24 hours at most; more than that and the cultist dies. The cultist's body becomes comatose while his nagual is outside it; damage to either the body or the nagual affects the overall character (hence the *Feedback* Limitation). The *OIHID* Limitation represents powers only the nagual astral form has.

Nagual cultists operate most effectively in teams where some cultists stay in mortal form while others operate astrally. The astral cultists can scout and spy on targets, while the corporeal cultists wield mundane weapons and deal with mortal authorities. For instance, if naguals wanted to kidnap a victim from within a locked home, two

spirit-jaguars would slip inside to knock out the target and open a door (which requires a DEX Roll, because of the lack of fine manipulation), and then two corporeal cultists would carry out the victim and re-lock the door behind them.

Magic Items

In addition to sending minions, avatars, and visions, gods can affect Earthly events through magic items. The Jaguar Talisman and the Smoking Mirror are typical examples of divine artifacts. They enable their owners to wield a bit of Tezcatlipoca's power — at the price of placing themselves within that power.

Jaguar Talisman: This magic item consists of a stylized jaguar carved from black jade, 6 inches long by 3 inches high and half an inch thick. Bits of turquoise form the eyes. A person who holds the talisman while meditating can project his astral body as a nagual. (This could happen spontaneously if the person falls asleep while holding the talisman.) Repeated use turns the person into a nagual, so he no longer needs the Talisman — but also taints the user's soul and warps his mind, making him a loyal servant of Tezcatlipoca. The god's cult uses the Jaguar Talisman to turn recruits into loyal naguals.

Duplication (creates 181-point astral jaguar), Easy Recombination (Zero Phase Action at full DCV), Altered Duplicate (100%, +1) (92 Active Points); IAF (-½), Independent (-2), Extra Time (1 Minute to activate; -¾), Side Effects (Major Transform 1d6 to nagual cultist, as above, always occurs; -½), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½), Corporeal Self Is Comatose and Helpless (-1). Total Cost: 13 points.

Smoking Mirror: This disk of carved obsidian enables a mortal to imitate Tezcatlipoca's power to curse people with bad luck. The foot-wide disk is flat and polished on one side, with a narrow border carved with skulls and jaguars. The other side bears a large carved jaguar surrounded by a border of people who are obviously dying in pain.

The mirror's user needs a bit of hair, a nail clipping, blood, photograph, clothing, or something else that came from his desired victim. He burns the body relic on the Mirror while concentrating upon his hatred for the victim. The Mirror absorbs the smoke, which swirls within the black glass surface. If the Mirror works properly, the smoke parts at the moment the user names his victim, and the Mirror reflects the victim's image. Sometime within the next 24 hours, the victim suffers a potentially deadly episode of bad luck — he has a terrible auto accident, something heavy falls on him, or the like.

Each murder performed using the Smoking Mirror is a sacrifice to Tezcatlipoca, forging a bond between the god and the mortal world. After five such murders, the Lord of Misfortune can come to Earth and stay as long as he wants — but he must stay within 50 feet (8 hexes) of the Smoking Mirror. Tezcatlipoca vanishes back to the Land Of Legends if he moves beyond that limit.

Cost Power

- | | |
|----|---|
| 14 | <i>Locate Victim:</i> Mind Scan 25d6; OAF (-1), Independent (-2), Extra Time (5 Minutes; -2), Mandatory Effect (user must attempt to achieve +20 "Mind Scan is undetectable by target" effect; -¼), Sympathetic Link Required (see text; -½), 1 Charge (-2) |
| 7 | <i>Locate Victim:</i> +15 OECV with <i>Locate Victim</i> Mind Scan; OAF (-1), Independent (-2) |
| 21 | <i>Inflict Misfortune:</i> RKA 3d6, BOECV (PD/ED applies; +1), Does BODY (+1), Indirect (+¾), Variable Special Effects (any plausible accident; +¼); OAF (-1), Independent (-2), Extra Time (5 Minutes; -2), Damage Is Inflicted At A Random Time Over The Next 24 Hours (-0), Sympathetic Link Required (see text; -½), Visible (sensitive people dream of Tezcatlipoca's coming; -¼), 1 Charge (-2) |
| 71 | <i>Summon Tezcatlipoca:</i> Summon 1,784-point Tezcatlipoca, Specific Being (+1); OAF (-1), Independent (-2), Extra Time (Five Minutes; -2), Only Works After User Commits Five Murders Using The Mirror As A Sacrificial Altar (-1), Summoner Has No Control Over Tezcatlipoca Whatsoever (-1), 1 Charge (-2) |

Total cost: 113 points.

WITCHFINDER				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
9	PD	5		Total: 19 PD (10 rPD)
9	ED	5		Total: 19 ED (10 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
10	REC	4		
40	END	0		
33	STUN	0		Total Characteristics Cost: 134

Movement: Running: 9"/18"
Swinging: 9"/18"

Cost	Powers	END
50	<i>Weapons Harness:</i> Multipower, 75-point reserve; OIF (-½)	
3u	1) <i>Rifle With Teflon Bullets:</i> RKA 2½d6, Armor Piercing (+½), +1 Increased STUN Multiplier (+¼); OAF (-1), Beam (-¼), 16 Charges (-0) [16]	
3u	2) <i>SMG:</i> RKA 2d6, Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼), 4 Clips of 30 Charges each (+½); OAF (-1), Beam (-¼) [30]	
2u	3) <i>Combat Shotgun:</i> RKA 2½d6, +2 Increased STUN Multiplier (+½); OAF (-1), Reduced By Range (-¼), 2 Clips of 6 Charges each (-½) [6]	
2u	4) <i>Gas Grenades:</i> Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½), Personal Immunity (+¼); OAF (-1), 4 Charges (-1) [4]	
2u	5) <i>Flash/Bang Grenades:</i> Sight and Hearing Groups Flash 9d6, Explosion (+½); OAF (-1), 4 Charges (-1) [4]	
3u	6) <i>Incendiary Grenades:</i> RKA 1½d6, Area Of Effect (One Hex; +½), Continuous (+1), Penetrating (+½); OAF (-1), 2 Continuing Charges lasting 1 Minute each (stopped by smothering; -¾) [2cc]	
2u	7) <i>Thunderstrips:</i> Energy Blast 8d6, Explosion (+½), Indirect (slide under doors or through small gaps; +¼); OAF (-1), Limited Range (up to 4", depending on whether it's thrown or slid; -¼), 2 Charges (-1½) [2]	
1u	8) <i>Plastic Explosive:</i> RKA 3½d6, Time Delay (countdown timer; +¼); OAF (-1), Extra Time (1 Turn; -1¼), No Range (-½), 4 Charges (-1) [4]	
1u	9) <i>Smoke Pellets:</i> Darkness to Sight Group 2" radius; OAF (-1), Range Based On Strength (-¼), 2 Continuing Charges lasting 2 Phases each (-1¼) [2cc]	

1u	10) <i>Holy Water Grenades:</i> Change Environment 2" radius (fill area with holy water); OAF (-1), 12 Charges (-¼) [12]	
1u	11) <i>Silver Dagger:</i> HKA 1d6+1 (2½d6 with STR); OAF (-1)	2
	<i>Martial Arts: Eclectic Style</i>	
	Maneuver	OCV DCV Notes
4	Choke Hold	-2 +0 20 STR Grab, 2d6 NND(2)
4	Disarm	-1 +1 30 STR Disarm
5	Joint Break	-2 +0 HKA ½d6 (1d6+1 w/STR)
3	Slam	+0 +1 4d6 + vel/5; Target Falls
20	<i>Armored Costume:</i> Armor (10 PD/10 ED); OIF (-½)	0
5	<i>Visor Shielding:</i> Sight Group Flash Defense (10 points); OAF (-1)	0
2	<i>Visor Light Enhancement:</i> Nightvision; OAF (-1)	0
2	<i>Visor Thermal Imaging:</i> Infrared Perception (Sight Group); OAF (-1)	0
3	<i>Visor Magnification:</i> +4 versus Range Modifier for Sight Group; OAF (-1)	0
10	<i>Mystic Bracers:</i> Missile Deflection (all Ranged Attacks); OIF (-½), Only Works Against Limited Type Of Attack (magic; -½)	0
9	<i>Mystic Bracers:</i> Detect Magic 13- (Sight Group), Discriminatory, Telescopic (+2 versus Range Modifier); OIF (-½)	0
3	<i>Mystic Bracers:</i> Power Defense (5 points); OIF (-½)	0
6	<i>Trained Will:</i> Mental Defense (10 points total)	0
2	<i>Fleet Of Foot:</i> Running +3" (9" total)	1
4	<i>Swingline:</i> Swinging 9", OAF (-1)	1

Talents

3 Lightsleep

Skills

16	+2 with All Combat
6	<i>Range Skill Levels:</i> +2 versus Range Modifier with All Attacks
12	+6 OCV with Missile Deflection
3	Acrobatics 13-
3	Breakfall 13-
3	Bugging 13-
3	Climbing 13-
3	Demolitions 13-
3	Electronics 13-
3	Interrogation 13-
3	Lockpicking 13-
3	Mechanics 13-
3	Paramedic 13-
3	Security Systems 13-
3	Sleight Of Hand 13-
3	Stealth 13-
2	Weaponsmith (Firearms) 13-
3	Scholar
1	1) KS: Monsters In Human Shape 11-
1	2) KS: The Mystic World 11-
1	3) KS: Real Magic 11-
2	4) KS: Supernatural Creatures 13-
2	5) KS: Western Occultism 13-

WITCHFINDER PLOT SEEDS

The PCs receive a delegation of night-creatures who pledge to reform if the PCs can stop the Witchfinder from killing them: the vampire will buy his blood, the *bokor* will stop making zombies, and so on. The Witchfinder is not easy to find, however... and some delegates say their offer to live within the law has a time limit.

Jeremy Blaine escapes from jail and vanishes. Two days later, a DEMON Morbane spreads the word through the mystic grapevine that he took the Witchfinder from jail, has brainwashed him, and will send him against any mystic, occultist, or night-creature in the region who does not offer tribute to DEMON — magic items and grimoires preferred, but samples of blood and hair will do. Is it all a bluff?

The Witchfinder shoots a PC, putting the hero in a coma. The other PCs must find a way to enter the visionary landscape of the character's unconscious mind and memories to find the victim's soul and guide him back to consciousness. They must run a gauntlet, however, of villains they fought before. In the world of the mind, the villains are just as powerful as the characters remember them to be.

Total Powers & Skills Cost: 239

Total Cost: 373

200+ Disadvantages

- 5 Distinctive Features: Mystic Aura tainted by bracers (Not Concealable, Noticed and Recognizable, Detectable Only With Unusual Senses)
- 20 Hunted: FBI 8- (Mo Pow, NCI, Capture)
- 20 Hunted: DEMON 8- (Mo Pow, NCI, Kill)
- 10 Hunted: supernatural creature of GM's choice 8- (As Pow, Kill)
- 25 Psychological Limitation: Utter Hatred Of The Supernatural (Very Common, Total)
- 15 Psychological Limitation: Ruthless (Very Common, Moderate)
- 10 Reputation: Murderous Lunatic 8- (Extreme)
- 15 Social Limitation: Secret Identity (Jeremy Blaine) (Frequently, Major)
- 53 Experience Points

Total Disadvantage Points: 373

Background/History: One night, little Jeremy Blaine's comfortable, middle-class childhood came crashing down. He and his parents were caught in Takofanes's debut march across the United States. The Archlich slew Jeremy's parents and reanimated

them as part of his army of the dead. Perhaps he didn't see Jeremy cowering behind a dumpster; perhaps he simply didn't need a small boy zombie. Jeremy didn't appreciate the favor.

Jeremy grew up in foster care. He became a top student and star athlete in high school, but he turned down all the offers he received from college recruiters. On his eighteenth birthday, he inherited his parents' modest savings and used the money for a 5-year trip around the world. He visited private libraries and esoteric sages, martial arts trainers and weaponsmiths. At the end he was ready to begin his life's work.

That meeting with Takofanes taught Jeremy that devils walked the night, and the worst of all were the devils in human form who treated with the Dark Powers. He lost his parents to black magic, but he could stop the magicians from claiming any more victims... by killing them all first.

Personality/Motivation: Jeremy cannot forgive himself for living while his parents died, and his irrational guilt fuels his hatred of all sorcerers and supernatural creatures. He wants to purge all magic from the world — kill the wizards, burn their books and sanctums, and destroy their artifacts — or die in the attempt. He sees all other supernatural creatures as pawns of the mystics, and tries to destroy them as well. The Witchfinder may spare a few



magic items if they help him kill mystics, but he plans to destroy them too, once the last sorcerer is dead. If one mystic escapes a few of Jeremy's ambushes, however, the Witchfinder might become so obsessed with that particular character that he would use any magic — even make his own pact with a supernatural being — just to kill his nemesis.

Quote: “‘Thou shalt not suffer a witch to live’ — so you can suffer and die!”

Powers/Tactics: The Witchfinder owns a pair of ornate bracers that parry spells, glow to point the direction of magic, and grant him limited defense against some mystical forces. Jeremy doesn't know that Mephistopheles arranged for him to find the bracers and can turn them off whenever he wants. The Witchfinder won't get a chance to kill Mephisto's most favored servants — just their competition.

Witchfinder is a hyper-competent man with a lot of paramilitary hardware: guns, grenades, explosives, and the like. He has a weapon that can kill, or at least hurt, just about anything supernatural. He even created special holy water grenades to use on vampires and demons. If the Witchfinder believes a creature suffers a special weakness (such as silver for werewolves or salt for zombies), he creates special ammunition loaded or coated with that substance. He can also create traps, from letter bombs to sunlight-channeling fiber optic cables.

The Witchfinder never openly challenges the mystics or creatures he hunts. He stalks them, learning their habits so he can find an opportunity to attack with complete surprise. He may settle for shooting a sorcerer through the head from a rooftop, but he prefers to leave a messy corpse as a warning about what other people can expect if they meddle with the Black Arts. If his target doesn't die quickly, he flees to try again later.

Campaign Use: The Witchfinder talks a lot about the menace of magic, but he's quite a menace himself. He's no heroic but misguided monster-hunter; he's a maniac who burns down New Age bookstores with the customers locked inside, just to “make a statement.” Mystical PCs not only need to protect themselves from the Witchfinder, they need to protect everyone near them, or anyone who simply shows an interest in the supernatural.

If the Witchfinder isn't powerful enough to threaten the characters, give him more powerful weapons or Targeting Skill Levels so he can reliably shoot victims in the head or vitals. He may also receive extra Damage Classes with his Jujutsu and higher DEX and defenses. If the Witchfinder is too lethal, remove his Combat Skill Levels — but remember, the whole point with this character is to challenge the PCs with a foe who strikes without warning and from a distance.

The Witchfinder Hunts *every* supernatural creature or mystic. If mystical PCs attract his attention, he tries to kill them. If they survive his first attack, he tries to kill them again, and again, until he thinks he's succeeded or the heroes catch him.

Once the heroes capture the Witchfinder, they must decide how much they want to keep him alive. DEMON is only the most prominent group that wants the Witchfinder dead because of his attacks on them.

Appearance: The Witchfinder is a wiry man of middle height, in his late 20s. He has crewcut brown hair, grey eyes, and a brooding expression. He wears a big game hunter-style ammunition vest and belt hung with grenades and tool pouches, over a camo-patterned flak suit. He also wears a military helmet with high-tech goggles. His forearms bear teardrop-shaped bracers enameled with three sigils and a twisty border.

SUPERVILLAIN SUMMARY TABLE

The following table provides basic information about all the villains described in this book for easy reference. All characters are listed in alphabetical order, without regard for which chapter they appear in. The "Attacks" column lists only the character's most common or prominent attacks, since most villains have too many ways to attack to list them all. See the end of the table for an explanation of the notation used.

SUPERVILLAIN SUMMARY TABLE

Name	STR	DEX	CON	BODY	PRE	PD/PPD	ED/RED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Angler	15	23	23	10	20	31/10	31/10	4	8	30	8	8	6", [12"]	HKA 2d6 NND	51
Archdruid Aretach	10	14	13	13	20	8/3	8/3	3	5	25	5	5	7"	MC 10d6, Drain 2d6, KA 2d6	9
Arkwright, Tappan	8	21	18	10	20	30/3	30/3	4	6	30	7	7	6"	Ent 4d6, RKA 6d6	49
Astralie	10	18	18	10	20	23/15	23/15	5	6	24	6	6	6", [17"]	Flash 8d6, MC 12d6, RKA 2½d6	67
Black Fang	30	29	23	13	25	32/15	28/11	7	20	45	10	10	13"	HKA 2d6%	90
Brimstone	30	20	22	18	20	12/4	12/4	6	10	44	7	7	16"	HKA 1d6%, RKA 3d6 Pen	107
Bromion	30	26	30	20	30	25/25	25/25	5	15	50	9	9	6", [20"]	MC 12d6, Ent 3d6, EB 6d6 B0ECV	92
Chatoyant	23	23	25	10	20	25/10	25/10	5	10	35	8	8	15", 15", 15K km!	HKA 1½d6%, HA +4d6% AVLD	83
Demonologist	8	17	13	10	20	21/6	21/6	4	5	21	6	6	6"	Magic VPP	22
Doctor Tenebrer	13	18	18	10	20	30/14	30/14	4	8	30	6	6	6", [13"]	Ent 6d6, EB 12d6, MC 10d6	96
Duquesne, Martika	8	14	13	10	20	4/0	4/0	3	5	21	5	5	6"	Magic VPP	14
Duquesne, Roger	13	14	13	10	18	4/0	4/0	3	6	24	5	5	6"	HKA 1d6+1%, Ego 3d6	16
Evil Eye	10	18	15	10	13	38/30	38/30	5	5	23	6	6	6"	Telekinesis (60 STR), Drain 2d6	99
Frag	15	20	23	15	20	23/4	23/4	5	10	35	7	7	7", 12"	HA +10d6, EB 7d6, RKA 2d6	101
Golem (statue)	50	20	10	20	25	10/10	10/10	4	12	—	7	7	6"	10d6	26
Golem (Frogge)	8	15	15	10	13	3/0	3/0	3	5	25	5	5	6"	Animate statues or objects	25
Gyre	10	18	15	10	13	27/21	27/21	4	5	23	6	6	6", [13"], 115"	Magic VPP, EB 8d6	29
Hand Of Deizzorath	—	20	—	—	—	—	—	4	—	—	7	7	0", [10"]	RKA 1d6 NND AE	46
Harpy	50	23	25	16	20	27/7	23/5	5	15	55	8	8	6", [20"]	HKA 2d6%, EB 6d6 AE Pen	103
Hell Rider	25	24	23	16	20	21/10	21/10	6	10	41	8	8	6", [15"]	HKA 3d6%, HKA 2d6% Pen	105
Kapilasa	30	18	20	10	20	15/0	15/0	4	10	40	6	6	6"	RKA 1½d6 NND, RKA 3d6 Pen	32
Lamplighter	25	24	25	14	30	25/10	25/10	5	10	40	8	8	6"	MC 12d6, Ego 7d6, Ego 3d6 AE	108
Liefeld, Cornelius	8	14	18	12	10	18/6	18/6	3	6	25	5	5	6"	Alchemy VPP	70
McFarlane, Bocal	33	17	23	16	25	23/7	23/7	5	12	45	6	6	6", [5"], 115"	RKA 1d6, AVLD, Transform 3d6	64
Mind Thief	3	14	13	5	10	9/2	9/2	3	4	14	5	5	7"	RKA 4d6 NND, Transform 2d6	53
Mother Gothel	20	23	20	15	20	23/7	23/7	5	10	35	8	8	6"	HKA 2d6%, EB 10d6, Ego 5d6	111
Nagual Cultist	13	14	15	10	15	8/0	8/0	3	6	25	5	5	12"	HKA 1d6%	117
Patriarch	20	23	23	13	30	15/0	15/0	5	10	35	8	8	6"	Magic VPP, HKA 1d6%	60
Spawn of Vulshoth	35	21	20	17	30	30/10	30/10	5	15	45	7	7	0", [10"], 125"	RKA 4d6, MC 6d6, Ego 6½d6	54
Squirm	25	18	23	15	20	31/8	31/8	5	10	40	6	6	1", [12"]	RKA 1d6, MC 8d6	56
Tartarus	50	21	23	13	20	30/15	30/15	5	15	50	7	7	6", [17"]	HKA 2d6%, RKA 3d6+1	35
Tezcatlipoca	60	30	30	25	40	35/30	35/30	6	20	70	10	10	17", 117"	Magic VPP, HKA 1½d6% Var Adv	113
Vandaleur, Adrian	10	23	50	20	15	15/3	15/3	5	15	50	8	8	9"	Magic VPP, Dispel Magic 25d6	76
Vandaleur, Anais	13	20	18	14	25	23/16	27/20	5	10	30	7	7	6", [14"], 1100km!	Flash 8d6, EB 8d6, RKA 2½d6 Pen	80
Vandaleur, Eduard	13	20	18	14	25	23/16	27/20	5	10	30	7	7	6", [14"], 1100km!	Flash 8d6, EB 8d6, RKA 2½d6 Pen	80
Vandaleur, Tobias	8	10	10	10	15	2/0	2/0	2	4	20	3	3	6", 10"	Magic VPP	85
Vilsimbra	8	20	15	10	25	19/6	19/6	5	5	22	7	7	6"	Magic VPPs, HKA 1d6% Pen	37
Vulshoth	80	21	50	35	30	40/40	40/40	6	30	100	7	7	0", [15"]	MC 10d6 AE, 16d6, Ent 5d6	43
Wicker Man	20	15	10	8	10	10/9	10/9	3	6	—	5	5	6"	HKA 1½d6 DS	18
Witchfinder	20	21	20	13	18	19/10	19/10	5	10	33	7	7	9", 19"	RKA 2½d6 AP, RKA 2d6 AF	119

NOTES

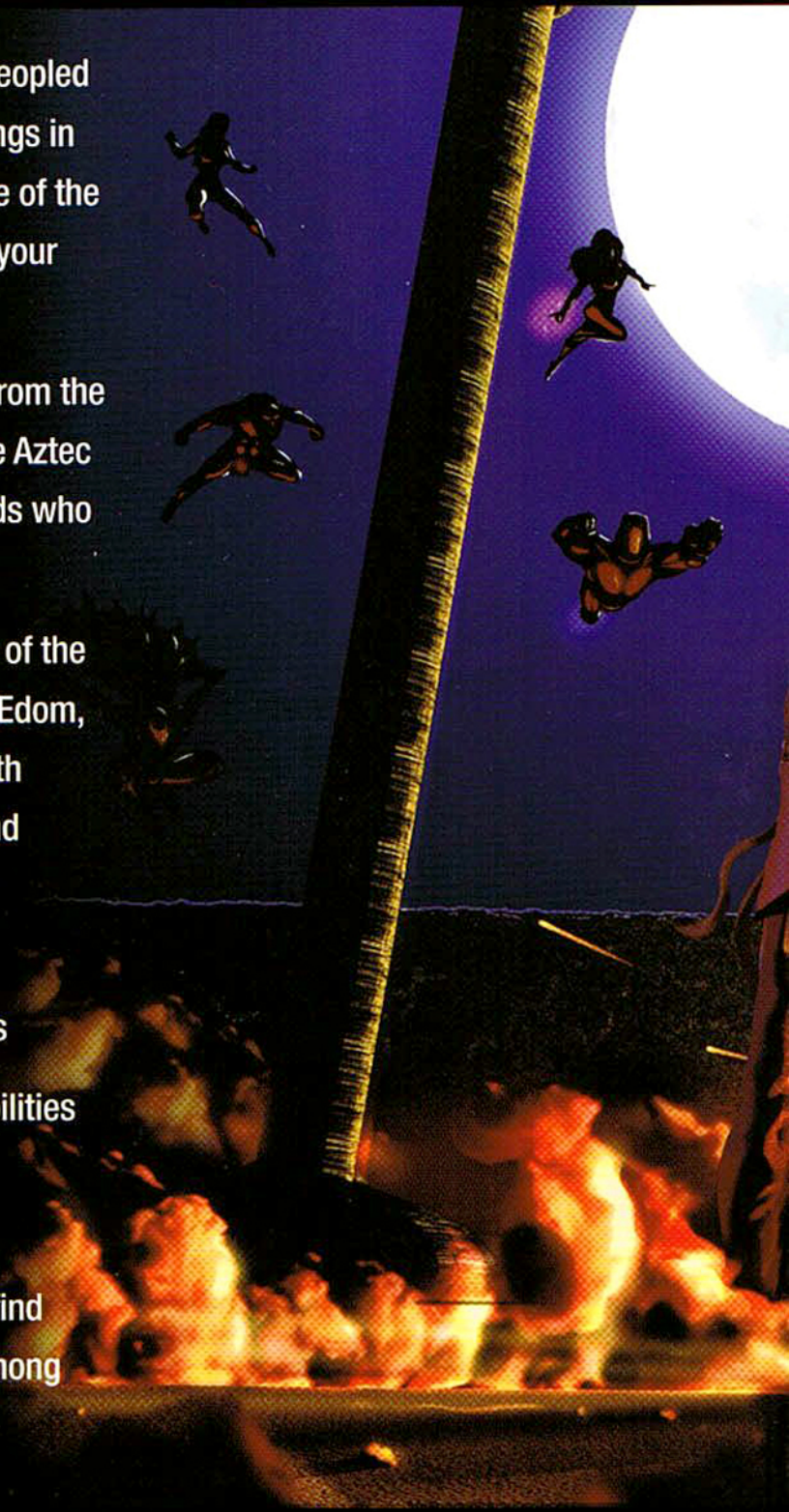
Attacks	AP: Armor Piercing	DS: Damage Shield	MS: MegaScaled	%: Character can increase	Movement	Flight	Special mode of
#: A Normal Damage	BOECV: Based On Ego	Ego: Ego Attack	NND: No Normal Defense	the attack's damage with	#: Running	#: Flight	movement (e.g., Swinging,
AE: Area Of Effect	Combat Value	Ent: Entangle	Pen: Penetrating	STR	#: Swimming (listed only if character can swim faster than 2")	#: Leaping (listed only if character can leap a different distance than indicated by its STR)	Tunneling, Teleportation)
AF: Autofire	DKB: Double Knockback	EX: Explosion	Var Adv: Variable Advan-tages				
	Drn: Drain	MC: Mind Control					

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