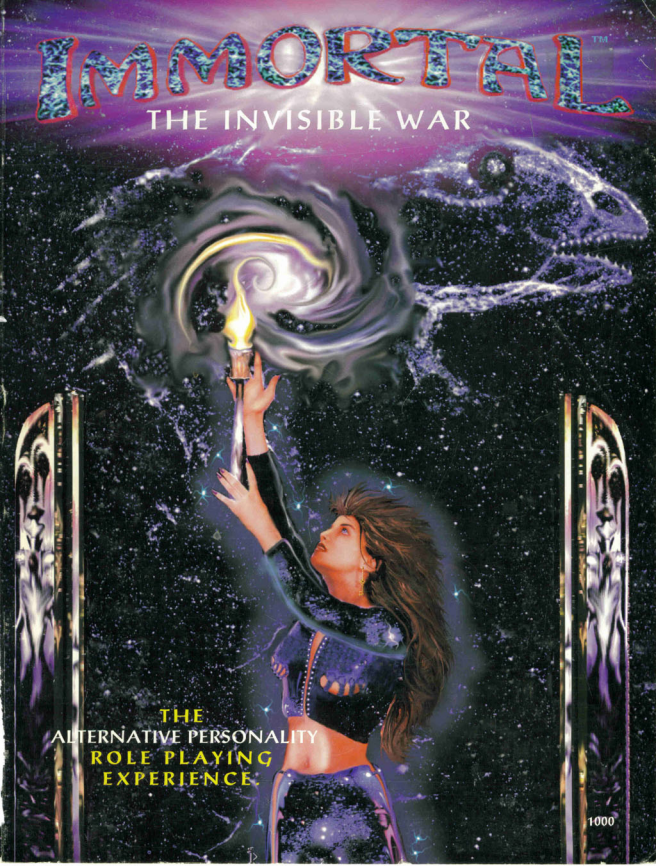


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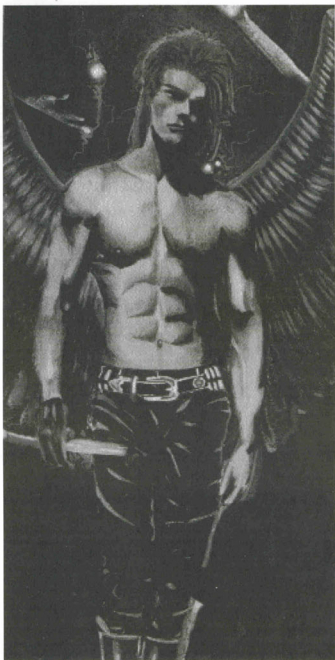
IMMORTALTM

THE INVISIBLE WAR

No Sanctuary Is Eternal.

By Ran Ackels





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Notice: The themes and subject matter described in this book are intended for mature readers. The entirety of this work is fictional. As another rendition of history and mythology, its relevance may be said to reflect its individual interpretation. The exploration of the self within this fantasy is intended to be a positive, enhancing experience. It should not be misconstrued as reality. **Persons having difficulty distinguishing between fantasy and reality are expressly discouraged from reading or participating in Immortal.**

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This book utilizes the pronouns "he" and "his" in a neutral fashion to indicate any participant in the Immortal experience, including female. It's use is solely meant to maintain clarity throughout and not to encourage a strictly male point of view.



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Translator's Note

Terms that are unfamiliar (especially those of the immortal argot) are bold italicized and referenced in sidebars. I have employed this method of organization throughout this book as a service to the reader. More detailed information is dealt with fictitiously where appropriate. There is no attempt to separate fact from mythology in this work since there is no certainty where each prevails. This book is the summation of many people's efforts, immortals and twilights alike. I regret the violation of trust from those who gave me knowledge without knowing that these secrets would be revealed. I hope that the prides will see this book and hear the transmissions of Radio Eternity, and will be moved to preserve the peace despite accumulating tensions between each.

The primary goal of this book is to reveal an unbiased view of the immortals and their mysteries. To that end I have given credit to those who provided me with rare books, conundrum fragments and other receptacles of information. It is my hope that these translations from their elegant language are both sensitive and accurate.

Jonathon of Masada

AD 1993

We are immortal.

We were born naked but for the halo that burns beneath our skin,
the cloak of eternity itself.

We have surpassed all other creatures in this mortal world
with our beauty and savagery and power.

We have eaten at the table of every war, every conflict of weapon
and word.

We draw eternal life as the moon draws the tide,
yet *we* are drawn to the mortal like moths to an enticing flame.

We burnish our hearts with the cold gleam of ancient furies
or melt them in an alembic of hot lust.

And you are one of us.

Let your mind consume these words, as a flame digests the soul of wood.

Be haunted by memories
that you thought you had buried in the back of your mind.

The illusion is brittle to our kind,
deliriums unto ourselves to escape the weight of immortal existence.

And the final war is coming like a storm,
winds ringing with our laughter, with our rage, with our mystical
serenades.

Some voices should have eternity only in silence.

Some beasts should never have drawn breath.

Some words should have stayed buried forever.



THE NULL

"There is an eye that sees through the curtains around the bed,
that peers through the cloak of dreams,
that sees the face of fear beneath the mask of composure.

There is an eye that is deeper than the sky,
darker than the heart of the earth,
and it watches us, always.

There is a symbol, the Null, that represents the eye.
With it we shall mark all that is profane.
Let us not be arrogant in this emblem of non-existence.
To forget what it embodies is to forget the enemy,
the enemy that will never forget us."

Aradia, Mauvis Air
12471 B.C.
Jerimia Archive 9



A Brief Chronology Of The Immortals

"Time is a rare and precious animal. Immortals have learned to let it live forever, but humankind chases it always, then kills it when they discover it cannot be caged. If we have enemies among the twilights, they will suicide themselves with the rope of eternity long before they learn to weave from it an existence like ours."

*"Immaculum's Cup" Minerva, Behind Caligula
Date unknown.*

- 65 million BC:** The Sanguinary appears out of the Crucible and is shattered into shards known as conundrum.
- 62 million BC:** Various saurian species, symbiotically joined to the conundrum, become immortal. These creatures, the Abzulim, hunt the rest of the surviving dinosaurs to extinction.
- 60 million BC:** The Sunedrion, a tree whose roots reached into the Crucible after the Sanguinary's arrival, attains sentience and begins spreading seedlings throughout the Dominions.
- 50 million BC:** The Tautha and Morrigan prides come into being.
- 22 million BC:** Height of the Abzulim civilization.
- 19 million BC:** Traditional date when the Arachne took control of the Hive and became a pride.
- 18.5 million BC:** The Abzulim Samiel engenders the Anopheles.
- 7 million BC:** War of the Abzulim with the Primals. End of Abzulim supremacy.
- 6.5 million BC:** The Anopheles summon the Trine (The Rukshasa, The Dracul and the Leviathan) out of the Crucible to protect them from their enemies.
- 5 million BC:** Pride Peri comes into existence.
- 400000 BC:** The Shattering: The Anopheles ride against the Sanguinary's forces and destroy the Malice Shard. The twin worlds of the mortal Habitat and immortal Dominions become separated by the cataclysm.
- 370000 BC:** First contact with the Bete Noire, animals under the possession of the Sanguinary's intelligence.
- 320000 BC:** Humans destroy the Red Shard, the core conundrum of the Sanguinary's consciousness. The Sanguinary narrowly avoids destruction by fleeing into the mortals' dreamstate. Over the eons it forms the Morpheum.
- 300000 BC:** Probable discovery of religarum, that force by which twilights begin reshaping many immortals into false bodies, according to human superstitions and beliefs.
- 144000 BC:** Pride Nimrod is engendered within the Garden.
- 99000 BC:** Pride Terat emerges from Underworld for the first time.
- 65600 BC:** Traditional date for the appearance of the prides of the Eremites and the Magdalen. The entity known as the Solitaire builds Atlantis, gathering wayward immortals under her protection.
- 65200 BC:** Beginning of the Shouting War which lasts over 50 millennia. A deadly mystical disease known as the Lash is spawned from the ripple caused by using serenades.

- 50000 BC:** The Perishing: The Lash peaks, killing over eighty percent of the immortals in the Dominions. Millions die. Survivors run wild, changed forever.
- 40000 BC:** The second avatar of the Sanguinary, the Dust, appears in the Habitat.
- 28000 BC:** The twilight group known as the Apocrypha comes to power after freeing themselves from Magdalen control. Within centuries, seven of their members break away from the Apocrypha and form the original Quiet Culture, led by an individual named Benendanti.
- 10200 BC:** End of the Shouting War. Pride Nimrod emerges the supreme power and imprisons the other Prides within Sheol.
- 7000 BC:** Pride Banjax escapes Sheol. The rite of lethe is invented to help immortals blend in with humanity.
- 6000 BC:** The stratagem comes into being as a method of preventing another war. The callings are created to insure its success. The Jury forms.
- 5900 BC:** The Mingling begins, when all prides abandon political and racial identities to live in peace in Atlantis.
- 4735 BC:** Atlantis is destroyed. The Solitaire is assassinated. Disillusioned, immortals filter back into the Habitat.
- 3720 BC:** Pride Morrigan attempts to destroy the Mediterranean world in a vast deluge, but is stopped.
- 2850 BC:** The Dracul, an enormous spiritual dragon, spawns a pride of the same name.
- 2500 BC:** Pride Phoenix is engendered by the Horned Lord within the walls of Troy.
- 1480 BC:** The Femme Darkle, a vampiric relic, is made from the ancient brain of the Abzulim Samiel.
- 625 BC:** D'arcade, an immortal association of organized criminals, comes into being.
- 338 BC:** Alexander the Great is initiated into pride Phoenix and is made immortal.
- 146BC:** The Eremites destroy Carthage.
- 61 BC:** Julius Caesar is brought to power through Magdalen influence.
- 68 AD:** The Eremites burn Rome.
- 410AD:** Amidst a war between the Morrigan and the Sanguinary, Arthur is crowned High King in Britain.
- 542 AD:** The Dust rises out of Egypt, spreading a plague which kills over 100 million mortals in the next 52 years.
- 1118 AD:** The Phoenix infiltrate the Knights Templar and make them a quiet culture of their pride.
- 1212 AD:** The Children's Crusade sends 50,000 children against the Saracens. Believed destroyed, many become immortal to sustain the fading Peri pride.
- 1258 AD:** Kublai Khan is assassinated by the Dracul.
- 1428AD:** Joan of Arc breaks Magdalen convictions and is burned at the stake two years later.
- 1503AD:** Nostradamus takes control of the Apocrypha.
- 1585 AD:** Shakespeare accepts patronage from the Magdalen, then later tries to escape their influence.
- 1666 AD:** The Dust is cornered in London. The prides set the city on fire to destroy their enemy. The Exodus begins.

*Minds black with blind hate
souls running with rage
we're animals trapped
in the depths of our cage
when the sun is too high
and the moon is too cold
our shadows converse
with the things that are old.*

*Graffiti on the walls of Ninevah, 1991 AD
Author unknown.*

GLIMPSE

It was a storm unlike any other that I've flown in, its wind greedy for the wooden flesh of the cathedral's steeple to which I clung. There was an articulation in the storm, boulders of fury rolling down out of heaven to shake the very foundations of this holy place. I sought sanctuary here, sanctuary and prey whose Immaculum would heal my many terrible wounds.

I had been, in the past, warned of the dangerous effects of taint by the immortal Rhavi. She told me that it would haunt me, a cloud of malice that destroys by instinct. The taint floated in tiny barbs of darkness, disembodied cells moving about on their tentacle-like cilia, searching for anything remotely alive. The taint is the parasite of our kind, clinging to our Halos and rendering us vulnerable. It keeps Immaculum from flowing out of the Crucible and into our souls. It's also why you—the twilights—are doomed to grow old and to die. Taint claims you all.

Tonight, it was hard to control the taint. I was too weak; my wounds were starved for healing.

I wondered if anyone heard the cracking of plaster as the thorns of my taint slashed out with my swift passing, or if they saw the color bleed away from the victimized frescos. No, it was too dark in here, and sound was trapped into the velvet clutches of the curtains on either side of me. The taint ulcerated to devour these things; it is a hungry albatross. I had to squelch the guilt that was rising in me at my damage. Whether their God slept in this house or abandoned it, I loathe any waste of art.

The church was redolent with sweet votive wax from candles that burned in shimmering rows, of the wetness of plaster and incense. In the windows near the ceiling, saints sat calmly in gardens of glass. Lightning gave them an achingly beautiful radiance, a celestial glow; but they trembled in their lead settings with each blast of thunder. Considering my wounds, I felt it appropriate that even saints should be afraid on a night like this.

I moved with some hesitation through the fog that was visible to my eyes, tiny drops of water suspended and colliding with the shadow of my taint. Taint is not choosy in what it digests; if it hungers then it also thirsts. Still, there remained a great volume of moisture in here, as warm and fragrant as the breath of God.

I was all hunger tonight.

I tried to sort out the last few days. They pass so wretchedly in this mortal Habitat. This world is the masterpiece of the twilights, our name for mortal creatures. A masterpiece that's always somber and poised on the edge of death.

Twilights rarely give me a glance, too enamored with the mirage of their own existence to peer a little deeper, to see what walks along the sidewalks with them. The nights are bright with their electric fires, the days blurred with the lassitude of their industrial smokes. I usually move about in the day. Its safest. Twilights thrive in the day and collapse into a counterfeit death when the sun sets. They dream. They desert the streets to us. They enter the Morpheum where they can be beautiful or appalling.

You just don't know what exquisite monsters we are!

As for me, I am too luminous at night, a beacon that scorches the night with my beauty. You laugh, but you've never seen us, especially in our genuine state of being. If your eyes are open, there is nothing to protect them from our incandescent contours. Nothing has provoked longing as we have, or fear.

What are we? Anticipation and hopelessness. Believe me, before I emerged from Lethe, I could never imagine a thing as what I am.

I've known the dangers of traveling at night. Usually I escape the hunters, the other prides. There is a popular axiom among my kind: no sanctuary is eternal, and the memory of pain never abates. I've eluded the Terat, things



COMMUNIQUE

- 1789 AD:** A mysterious artifact spawns the French Revolution.
- 1838AD:** Springheels Jack, a Magdalen medical experiment, begins to terrorize England.
- 1912 AD:** The Titanic is sunk by the Leviathan.
- 1919 AD:** The Tryst Migration begins, allowing immortals to gain control over the twilight Habitat. The roaring 20s results.
- 1925AD:** First appearance of the Silhouette, the current avatar of the Sanguinary.
- 1939 AD:** An internal power struggle within pride Eremité results in Germany's bid for world conquest. World War II results.
- 1948 AD:** Ghandi, former member of Pride Eremité, is assassinated after supporting their rogue pride, the Celestials.
- 1963 AD:** JFK is assassinated as a by-product of an Arachne plot.
- 1970 AD:** The Silhouette strikes Pakistan and causes the deaths of 500,000.
- 1977 AD:** The Silhouette strikes New York and blacks out the city.
- 1990 AD:** The Femme Darkle is stolen; the Invisible War begins.
- 1994 AD:** End of the Exodus. The Waking Age begins.







more feral than any animal could be. I've evaded Nimrod triads, cloaking myself in a serenade to confuse those shadows that they hold on the end of leashes.

I considered some of the prides, Immortal families springing out of the depths of the past. The Magdalen plot in their citadels built in office buildings, ritzy suburbs and shopping malls. The Banjax roam the street, sometimes in packs and hide among the deception of carnivals and fairs. It was a Banjax that confronted me tonight. I barely escaped with my life. There is a racism even in the surreal world of the immortal.

A movement in the church startled me out of my recollection. I peered out of my taint and searched among the luminosity of the candles for a different kind of light. At length, my eyes found the man who stood at the edge of the tiny fires.

He was small, the type that has silence stitched onto the soles of his feet. The halo of this man described an elegant, almost imperceptible blue spindle in the air. It was very pretty. To my eyes, even the candlelight was stained by its sublime tincture. I watched it from the dark, absorbed as the halo discharged from his pores in radiant gauzy strands. The hue of his aura told me that he was very observant. I must be careful.

I could smell immaculum in the halo, flowing free without obstruction. This was a lucky man, a man who had never invited taint to enter his light. This was the kind of man who didn't attempt to control his world, but surrendered like flotsam in a tide.

Would he be enough to heal me, to purge me of this malaise that we pollute ourselves with? I was hopeful that I could leave any others in this building alive with my passage. More, I hoped I would get away with his killing. Unfortunately, I am no accomplished killer, even when the uncaring sea of humanity makes it easy. Tonight I had broken the silence. I had played a serenade against another immortal and it had been loud. My ripple, no doubt, still swept through the empty streets, awakening others like me to my crime.

I looked up into the ceiling as if to find surveillance there, as if the other prides were observing me through the stained glass. Part of me envisioned them, animals in human skin, peering in with those astonishing senses. It made me shiver. I was no longer a part of them. I had run away. And now I was about to rob this modest priest of his brightness and transfer my own mortality into his veins. I half-hoped someone would stop me.

But like all the rest, I am a careful, if undeserving hunter. I had taken care in coming here.

Nimrod would be hunting me tonight. I had sensed them near the harbor. Surely they had sensed me as well. They'd be wading through drowned asphalt with their shadows yammering before them. Their triad would cup the spoor of everything that had trod over the sidewalks and streets into their nostrils. They can find your car just by the distinct smell of its tires or by the bits of paint that fall away like dead skin cells. They listen to the wind and hear the distinct melodies of those who don't keep their vox silent.

Earlier this evening, I'd taken to the sky with the storm rising in my wake, almost as if I had the power to muster it. I ran over rooftops until I was too tired, threw myself from building to building, defying gravity with each fall, clinging to ledges. I was a spark flying in the wind, a hot point of fire that might. . . just might. . . rouse the Sanguinary from its long sleep. As I trod the air, I wondered if that obscenity in flesh was real, or just another in the long list of Immortal conspiracies. I wanted to shout a serenade and see if it would come. But I was also afraid.

Not that I sought the truth. There is too high a price for contact with the unknown.

I shivered at that thought. The Sanguinary slew so many, it's a wonder there is any living thing in the world, immortal or not. Because of the beast, Nimrod hunts us relentlessly. They hope to extinguish the flames of those Immortals who will not enter the Crucible. They want us to abide in the realms of phantasm that float through true reality. We call these Mantles. I've entered them through billboards, dance-clubs, restaurants and the tree-houses of mortal children. All are covered by the illusion, but illusions, like silk, find ruin in an unprotected place. We must fold up our worlds and pack them away when we are forced to move on. We must search for unlikely places to smooth them out again, so that we have a place to hide.

Was the Sanguinary dead? The Banjax claim to have ended its life in the seventeenth century somewhere in the charred outskirts of London. But the Banjax require complete freedom here in the Habitat, and to this end they are a Machiavellian breed. I suppose all Immortals are.

Damn! Now I was imagining *It* looking at me through the windows, vivid eyes searing the glass with malice. It was something older than us, something rare. The Sanguinary salivates poisonous images into the collective consciousness of my kind. Only the oldest Immortals have seen it and lived. But the old ones hide. They know too much

Lexicon

In this area on the pages which follow, the immortal world will reveal itself to you through the unique terms of language which define their eternal way of life. The lexicon is alphabetically arranged.

and their voices are too loud when they speak. Perhaps it is true that the oldest immortals are nearly deaf from the decibels of their own power.

There might be some small comfort in knowing what the Sanguinary actually looked like, or what it was, or what it really wanted. It is the beast, the creature that will devour us all into its burning belly.

I certainly didn't want to wake it tonight, so I kept my vox quiet and flew through the glare of city lights, insignificant against the technological dazzle of humanity.

Of course, other things know how to fly. The Banjax fly, playing their serenades and leaving wreckage when the playing is done. I'd faced one of them tonight. My skin still tingled from her onslaught. My wounds still wept red tears.

So I came here, blown in by the black winds, to be nearly impaled on the damn steeple of this house of the twilight's God.

My starvation for immaculum was obvious in my healing. It was slower now; the blood threatened to burst forth from the many lacerations and leak my life away onto the floor. Yet, I would not die. I would lie, unable to move or speak, a prisoner inside a cold and eternal body. I would become like those poor creatures who wait in the Necropolis for their halos to catch fire again.

My eyes became crowded with tears of pain.

I must slake my need on the purity of this man, a much deserved draught for the difficulty of the Banjax's killing. Even if his traumatized mind placed a curse on me. To endure the echos of his dying was far better than to stare up forever at the ceiling of a mausoleum.

I looked at the priest again, following the lines of his body through his own incandescent fumes.

He was a simple creation, average in every way, which suited him. He didn't compare with the appearance of this place; rather, he exalted it in his plainness. I watched him approach the altar and draw his hands tentatively over the flames of the votives. I felt hot, feverish, but I liked how the fire complimented him. His ashen hair glowed as if he were a candle himself.

Already a part of me was mourning him, and I hadn't even killed him yet.

Stop it! I clenched my teeth until they hurt. I looked into myself, sensing the stir of one of my Avatars. It was Menes, trying to emerge. He was lamenting this priest. I exerted my will and he submerged again, accusing me.

Immediately I felt guilty. Menes was another part of me, my previous life before he had left the Immortal world behind and lost himself in the sea of humanity. He had impersonated a child, changed his gender, and had grown up a different person—myself. Now I am the identity of this immortal body and he is the avatar, the incarnation of the memories and experiences that had been put aside, but never forgotten.

He is a victim of Lethe, the forgetfulness. The practice of it fragments the mind, adds another person to the crowd of your consciousness each time you seek its false embrace. If it was ever conceived as a rescue, it ends as a curse. Despite that, I couldn't let the guilt stick to me. Menes, like the other avatars within me, chose his path, mandating my birth in his eternal body. Now he wanted to return to control this substance that was our shared physique.

We are not the same person. I thought to Menes. *Stop haunting your own body. I am no trespasser. You made me by forgetting who you were.*

I was a King. He replied, a vestigial pleading.

It was the presage to a story I'd heard a hundred times. However great he had once been, he fled from it so that his enemies could not find him. Now he wasn't content to emerge and live in my body for brief moments while I slept in the profound quiet of ennui. Instead, he wants to return as the seat of our soul.

No. I thought to him. *You had your time to emerge tonight and you nearly killed us. Go away.*

He sank brooding into the darkness.

I slowly tread the carpet toward the priest as lightning cracked the smoky porcelain of the sky. He looked up with a start, a fletting expression holding on to his eyes. He gathered a candle into his hand and swung its light in my direction. I gazed at the roof, saw the shadows of his fingers painted on the plaster angels that dangled there. Fat drops of water gleamed on their faces, the tears of a decaying art. I felt like weeping myself for the beauty of these faded seraphs. Of all the images cast in our mold, they come closest to capturing our essence.

I wanted to play a serenade to escape the vision of this priest. I wanted his energy, but I didn't want him to see me take it. Yet, I was so weak. Tonight, when the Banjax had confronted me, Menes had emerged to protect us. He'd played a serenade to escape her. Sloppy. Imperfect. I sensed its failure at once, felt the taint invade my purity. I was no

Aart (ay'ert) *A mental discipline employed by immortals to keep their avatars from emerging. The aart is the meditative state that an immortal enters to engage in a ventry, the cannibalizing of an avatar's immaculum from within. Conversely, the aart can be used to free an avatar, thereby creating a scion. Also known as the empty chair. Corrupted in modern usage as The Art.*

Abaddon (a'ba'don) *The black ally, used by Immortals when manipulating destructive forces. Abaddon is part of the mixture that forms Immaculum, emerging with its own identity when forced to manifest by cognizant intervention.*

longer Immaculate.

I hid in the fog and danced with it over to the old man. He saw me, of course, and froze when he determined I was more than a shadow.

"The angels are weeping tonight, Father." I said, breaking the silence with a stroke of my voice. There was an irony in that statement, a tribute to the disintegrating architecture.

"Who's there?" He cried softly. The fear in that voice cut me a little. I've never been a connoisseur of mental anguish. Anticipation always tastes better on my palate.

"I'd like to confess." I said, and was struck with the sheer heresy of the notion. An absurd need suddenly arose in me in that asking, a craving to tell this man of myself and my illimitable race.

I waited for him to reply, but my own voice seemed to hang in the cavernous gulfs between the angels. I gripped the smooth wood of the nearest pew and leaned on it. He must have seen me grimace. The pain from a wound in my belly clawed at my brain. I willed what immaculum still floated through my halo to shift into the red spectrum, so that I could better bear the pain.

"Mass is just over." The priest said at the border of my concentration.

"I don't eat flesh, Father. That it is served on the Eucharist plate doesn't make it any more appetizing."

He was obviously taken aback, merely squinting as if to bring me into focus. He moved the candle closer to his face so that I could see it better, perhaps so that I would trust it. Already I was testing his belief in the supernatural.

"You're hurt." He observed with a sharp bite of breath.

I almost laughed, but the pain demanded more from me than my sense of humor. I leaned, peering at the dimness that clouded the glory of my Halo.

"Let me call an ambulance for you." He offered, eyes trying to mesmerize me with kindness.

"I'll heal." I steeled myself against his warmth. "What I want is. . ."

You're insane. Menes whispered. *Don't talk to him.* I just didn't have the strength to keep him under, and he sensed it.

"To confess." I finished. "Will you hear it or not?" These last words I tossed at him like darts, but he didn't flinch. He was used to those like me, or so he believed now.

"There's a room, in the back." He gestured uncertainly.

I threw a frown at him and shook my head. My ass ached to sit on the pew, to take the weight off my legs and feet. I slid down, fighting the nausea. Saliva was flowing so copiously in my mouth that I thought I'd drown in it. With great effort I gathered my taint together and tethered it above my head so that the beautiful wood I sat on wouldn't crack under its ministrations. It seethed, a hungry eclipse; I wondered if the good Father could discern it.

He must have, he took an involuntary step backward. I scrutinize him, unable to conceal my amusement at his discomfort. Then my smile faded, wiped away by the seriousness in his eyes.

"You really should be seen by a doctor, young lady."

Listen to him. Menes agreed, quite suddenly. *We're dying.*

I squeezed my eyes and forced him back into the darkness. Damn, I was getting weaker. Pain steals so much from the will of the living. Then, my skin was pricked with the needles of the priest's Immaculum as he sat down on the pew that I occupied. His energy was robust, healthy. The darkness above my head moved toward it like a shark in blood-laden waters. I pulled it back.

"I'm an Immortal." I began.

It seemed the best place to start. A thrill of fright passed right through me, a forbidden pleasure to reveal our secrets to this twilight. I sensed Menes' sudden consternation.

The priest looked pensive. I couldn't decide if he was a man who required proof (which I could provide at great expense) or a blind believer. If the latter, this man was rare.

"Go on." He said simply.

What are you doing? Menes demanded, a strand of masculine memory running through my feminine mind. Even Aznen, my second avatar, seemed roused from her attempt at dreaming. I felt her palpable curiosity.

"Do you believe me?" I asked the priest.

"I believe that you believe it." He answered. His voice was perfect, devoid of contempt or judgment. I was impressed with his mask of impartiality. He was doing his duty well.

Abzulim (ab'zool'eem) (*n.*, singular: Abzul) Of the primordial immortal race formed at the splintering of the Sanguinary at the end of the Cretaceous period, evolved from saurians and thought until recently to be extinct.

Admah (Ad'mah) Ancient capital of the Banjax pride, destroyed by the Sanguinary.

Aboil (A'doe'ee) Archaic name for the Crucible, the place from which all things visible proceed. See also: Crucible.

"I'd like to," I said with a vulgar twist of mockery.

"Where are you from?" He asked, obviously attempting to steer the subject.

"San Diego," I said, visualizing images of the sea and the hills crowned with lights on a summer evening.

"That's a long way away." The priest offered nervously.

"A world away, Father," I said. "The neon on the streets conceals the entrances to our own domains. Fragments of the ancient world thrive behind the curtains of this modern one."

You're deliberately dooming him! Telling him forbidden things so that you have to kill him. Menes accused me underneath my own breath. To the priest, I must have seemed to be talking to myself.

Shut up. I thought back. Then: "But these *mantles* are prisons, Father. They spill their splendors under your very noses. When you wander off the path, you will find yourself there."

I saw a spark of interest ignite behind his eyes. He mouthed the word *mantle* silently.

He knows something already. Aznen whispered quietly.

You're too old to be speaking! Menes thought to her.

She laughed, as if over a great distance.

"We retreated into them during the Shattering." I continued for the priest's benefit. "When your kind were smashing the conundrums into fragments. You needn't have bothered. The Sanguinary could have saved you lifetimes of effort if you'd only woken it up."

This last I directed inwardly to Menes, accusing him. It was because of his emergence tonight that I was now soiled with the viruses of taint. I've been used to fighting with hand and weapon, but Menes had to prove himself. He plays serenades to take control of a situation. Tonight, he failed.

You fucked up real good, Menes. I thought. *It's a wonder that we haven't been found by worse than we've had to murder.*

Of course, he refused to answer. But shame was always temporary with him, as it is with all kings.

"Perhaps you should start at the beginning." The old man suggested. He wiped his brow with his fingers in the absence of a handkerchief. I could tell that he was trying to analyze my emotional weaknesses. The fog was making the candles gutter on the altar.

"Is it your duty to humor the insane?" I asked harshly.

"Do you believe that you're insane?"

I was annoyed at his calmness. "The beginning? If I knew the beginning I'd be a messiah to the rest of the prides. What's your name anyway?"

"Nicholas." He answered hesitantly.

I repeated the name, mouthing each syllable slowly. Then: "Camille."

He acknowledged me with a courteous nod.

"It came in the beginning," I began.

I remember. Aznen whispered.

"The Sanguinary," I said, looking at the priest. He opened his mouth to frame a question, but I silenced him with my eyes. "No one really knows what it was, Father. It came into this world before humanity was even conceived. With its broken body, it made all of us."

I regarded Nicholas. His expression had changed, so subtly that you might not have seen it in the shadows of this room. His facial muscles reinvented themselves into pity. I knew he wasn't really listening now.

He thinks you're mocking him. Menes uttered caustically. I ignored him and decided to continue anyway.

"Eden was a time, Father. Not a place. There were predators then, the likes of which you cannot imagine. The Conundrum took animals and made them into people. They made the prides."

"I see." The priest said. He was not seeing.

Menes was right, of course. The Twilight didn't understand because he didn't want to listen. Even now he was composing words to say to me, to counsel me or convince me to turn myself over to the authorities. He knew that I'd luxuriated in violence tonight. Twilights seldom want to know anything that doesn't revolve around their own finite lives, unless there is a darkness there to fascinate them. I should know; I used to play that part.

Your words are drowned out by his own thoughts. Menes said with some glee. *He thinks you're mad.*

Play him a serenade. Aznen suggested.

Adze (Ad'zee) *The remnants of the first pride of Anopheles whose himsatis manifest as a swarm of colored lights, and who form a separate pride estranged from the main body. See also: Anopheles, pride, tryst*

Al-Sirat (Al'seer'ah) *The threshold attained by Immortals when their immaculum and taint are in perfect balance. They are unable to affect, or be affected by, any physical action excepting serenades. Immortals perceive Al-Sirat as a bridge (or barrier) between the Habitat, The Blue Air and the Crucible. Also called Stalemate.*

One measure more of taint and we'll perish,
Menes hollered from the basement of my being.

Aznen hummed something to herself. It was soft and indistinct, perhaps the beginning of a serenade that I've never heard before.

Play one. She repeated. I could sense Menes' scowl in the darkness. He was being baited by Aznen, as usual.

I had to agree with her. The good Father would never believe mere words, even if he did sense the threat in me. The mask of terror has too many expressions; I hoped he'd not consider me merely psychopathic. Further, I wanted to see if it was possible to convince the man with words.

Aznen sighed, a wistful sound like wind through hollow thorns.

I continued.

"We are the older ones, Nicholas. We're the ones that inspired your kind to do great things."

I was merely being sacrilegious. I wanted to make the priest angry, to crack his veneer.

"We are all children of God." He affirmed.

He's retreating into dogma. Menes said. *You can blame the Magdalen for this. They made God and Satan as a pair of matching collars for these blind fools.*

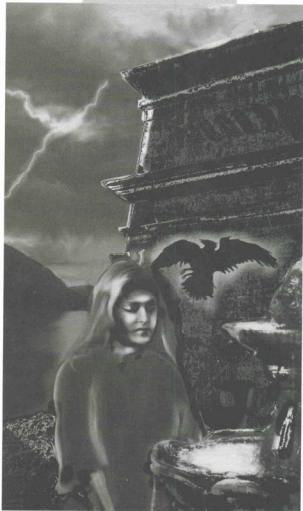
The Magdalen didn't invent the Twilight's God. Aznen whispered without feeling. *No more than they invented us. How pathetic your longing for the lost age of animal-headed gods. Can't you see the beautiful light in these mortal beings?*

Twilights have nothing that we did not give them, except perhaps their predilection for tragedy. Menes returned.

My head was spinning from the argument within. I had let both of them emerge too far from the background. I was having trouble sorting my own thoughts from theirs. I suddenly realized that the priest had said something. I looked at him quizzically.

"Where are your parents?" He repeated.

At the mention of my slain mortal parents I gripped the pew in mental anguish. It was potent enough to silence the voices of the avatars. But I lost control of the taint. It spit a viral tendril wheeling away from the rest of the mass, covered with serrated spines and murdered the flame of a candle. The light was torn apart, I could hear the sound of the fire dying. The wax gave up its form and bled over the altar.



Ammut (a'moot) *The paragon of pride Terat, once a slave of pride Nimrod.*

Anath *A human immortal the Anopheles seduced into producing the Anathasians by breeding with the Rukshasa. Anath is the father venerated by pride Eromite as their progenitor, but seen by the Magdalen as a weak-willed fool.*

Anathasians (an'a'thay'zhuns) *The children of Anath who eventually produced the Eremites and Magdalen.*

The priest had noticed the candle's slaughter, searched for the cause, his face a curiosity.

I reined in the taint with a mental pull. Somewhere, I heard the winds that blow through the Dominions, calling to me. If my taint became much stronger, it would drag me like a kite into the ravaged world that spawned us.

"My parents are dead, Father," I said, thinking quickly about the candle. "They were humans, killed when I awoke from Lethe." This last I said with as much bitterness as I could muster. Inside, Menes slunk down out of perception. He felt guilty, and he should.

"My memories of my parents all bleed now." I admitted remotely as the priest stared at me in shock. "They'd adopted an immortal into their household and paid with their lives. They were *eaten*, Father. Eaten by shadows."

The last splashed up a sickening image, like mud on a clean lens. I saw blood everywhere. My parents didn't even resemble people. They were threads of gore spread all over the bedroom. Why can't I remember what they looked like before that?

Butchery was the beginning of my new life three years ago. Waking up and smelling the metallic fog of the blood drifting through our nice house in the suburbs, and knowing with dreadful clarity that I was not who I'd always been taught to believe I was. Had they known? Was I switched with their real child in the hospital (as I've heard is the usual method for secreting immortals into the human world) or did someone come to my mother's door and simply offer me? And why didn't I die that night in the house with them?

I doubt I'll ever know.

The first year was the hardest. The streets are dangerous enough when you dance with the twilights there. Far worse is when its immortals sense you. I've been in some unforgiving circumstances. Only cowards enter Lethe. Even those who invented the ritual hold with that attitude. Better to hide and live by wits and skill. Well, I've done that for the last three years, and except for the brief period spent with Rhavi before she crossed to the dominions, I had survived alone.

"Child. . ." The priest began. I know that tone. Patronizing kindness; poised on his lips in an invisible gloss.

I silenced him with my glare.

Go, while we still can. Menes pleaded, unregally.

We have needs. Aznen whispered. *We're so weak, Camille. Take it from him.*

Instead, I abandoned my human appearance and took the himsati form, a lithe cat-thing whose emerald eyes gathered the light of the altar into their irises. The avatars shrieked and went silent. In my ears pulsed a distant heart, relentless and cold. I was too near to that sound, I thought wildly. It would sense me. I hissed as the priest tumbled away from me in the dark and rose up on two human legs. The growl died away to the ragged breath of a wounded girl.

"Transmutation is the loom from which the fabric of our existence is spun, Father. You are no less an animal than I. . . but I am immortal!" I was biting the words off and spitting them at his face.

He just stared, so I continued on the tide of my own adrenaline.

"We have curses and blessings that you can't imagine, Nicholas. We've frozen the world with the lash of them. Now we treat lightly, masked by the din of your Habitat. Now do you believe me?"

Why was it so important to me that he believe me? Was I so lonely that I was feeling like little more than a fantasy myself? Life used to be so much more concrete.

"Why are you here?" The priest breathed, very afraid.

"Sanctuary," I said simply. "I've fought an ugly battle tonight, Father. I've tasted the blood of another's magic and I've murdered."

"Magic. . ."

"Not simply a force, Nicholas." I said haughtily. "What you call magic is yet another living thing. It couples to our aura and gives us something in return when we feed it. Creation, destruction, alteration, whatever we desire. But it can be harmed. It can bleed. It clings closely to Immortals now, the last bastions for it. The universe suffers because of its starvation."

He cannot understand. Menes murmured with deep sadness. *Stop all of this destructive truth. Please.*

"Can you see it above me?" I asked the priest, ignoring Menes' plea. "Taint. A swarm of creatures that kills you because you cannot nourish them. You burn with a bright light Nicholas, but even you cannot see it. Despite it, you will die. The allies will claim you."

The last sounded like a threat, which I wasn't intending. But yes, let it stand. It would make what I came here to do

Ancten Regime (an'shyan ree'jeem) Any immortal who has never entered Lethe. Compare with *ingenue*.

Anopheles (a'nof'a'leez) (n., The Hungry Ones) One of the immortal prides of the Perpetual Society; originally the children of the Abzuli Samiel and his hominid slaves, now sensualists who pursue power through the manipulation of mortal desires, lust, and needs. The himsatis of Anopheles are reptiles, although the core of the pride are black leopards.

Ante Bellum (n., Latin before the war) Indicating historical records preceding the Shouting War.

less complicated. The priest took another step back. His eyes were becoming empty of everything but fear. The taint sensed that, pulled with renewed fervor toward him. Every spiracle of the blackness wanted to drink from the well of his Immaculum.

"We were talking about my parents." I remembered. "They expired under the hands of Nimrod." He mouthed the word without empathy.

"Killers." I said. At this point, I didn't care if he understood or not.

"Their mission is to terminate those of us who won't live in the mantles, so that we don't break the Silence and wake up the Sanguinary. They travel in threes, always a gossamer among them to sniff out life from the other side. While you're conducting your masses, picking up your dry-cleaning, playing your bingo, they hunt these cement badlands for those of us who ply our voice against one another."

"It is time." I said suddenly, which frightened me. Then I stopped speaking, realizing that it wasn't me talking from my mouth. Aznen had emerged, so subtly that I hadn't felt her brush past me. She stared out of my eyes now, truly seeing and sharing control of the body as I fought not to slip down into the darkness. Menes was in shock.

I was afraid. Aznen is the oldest of my avatars, the original inhabitant of this anatomy. She'd entered Lethe to escape the Sanguinary, she says, and created Menes in doing so. She is alien, beyond my ability to fathom. Sometimes I felt a strength in that, but more often I was averse to her lack of understanding.

I had taken to letting Menes and Aznen emerge, to help them understand this new world that they do not know. But Menes has held the emergence longer and longer, against my will. It's only when he was too exhausted and had to sleep that I could slip past him and awaken as Camille. Of course, he was keeping himself from sleeping for up to a week anymore. It's no wonder that I lose track of time with all of the holes in my memory.

I'd have to splinter him off one day, give him a body of his own. Then I'll have to kill him.

Could Aznen control Menes the Fighter? I doubted that enough to refrain from letting her emerge too often, even though she was so good about not overstaying her welcome. She came from a time when a city was a small and personal place. Not an environment of blindness and decay like it is now. She was as lost in the modern era as I would be in her primordial past. Or so I believed. Who but Aznen really knows what she's seen?

Submerge. I willed her. My alarm was increasing.

You left the door open. She said. *We have a kill to make.*

Don't. This from Menes. Why was he so insistent? I was beginning to wonder if he sensed something.

"I was one of the ones who escaped from the past, from the prison of Sheol." Aznen said, vocalizing through my larynx. "It was a place far beyond the fringe of your world, Nicholas. A country of inimitable desolation. A region so filled with hunger that you devoured your own sweet memories just to subsist another day."

I felt myself stand and assume an odd posture. It was hers. She was taking over my muscles.

"Sheol." The priest muttered, now fully believing. I could tell that he believed the wrong thing. I was now a hellish visitor to him, come to destroy his holy works. Aznen, I suspected, didn't see the subtlety. She continued.

"A mass grave. Aptly named. After the consumption of our kind by the Sanguinary, Nimrod rounded us up. The tridents of that pride took the survivors from the Habitat and put us in that lifeless vicinity as our Immaculum waned."

That's not all of the truth. Menes pronounced angrily. *The power didn't wane. It was quenched. You brought the taint on yourselves when you turned the world to winter. And the conundrum sat there, silent, not taking the taint away, not letting you purify yourselves. Served you right. Always warring amongst yourselves; you are no better than the animals that gave you muscle and bone to evolve!*

"Yes." Aznen agreed sadly. "The conundrum refused to take the taint. Because of that, it was always dark in Sheol. Night time was a disease." She turned a thought inward to us. *But the Conundrum didn't become silent to weaken us. They were afraid for themselves, that the Sanguinary would find them and devour their power.*

It should have. Menes replied imperiously. *At least then the Twilights would only have one "demon" to contend with. They'd get to know it. . . intimately. They'd kill it.*

"You can't kill violence." Aznen said. Damn, but she could be weirdly opinionated at times.

Nicholas had risen slowly. I noticed it at once. Aznen was focused inward, carrying on her argument with Menes. I tried to warn her, not having the strength to submerge her by force.

Apep (a'pep) Banjax name for the Leviathan, originating in ancient Egypt.

Apocrypha Of the group of twilight sorcerers whose goal is the subjugation of all immortals under their control and the eventual domination of the human race. Also known as the Hellfire Club.

Damn my legs hurt so badly.

Aznen seemed to have heard me, for she focused our halo so that it was green, sending our body into motion. To the priest, it must have seemed like I had simply vanished from the bench and now stood beside him. Even as I looked at my seat, it was cooling from the absence of my heat, and an afterimage of myself was fading like a photographic negative exposed to the sun.

My body assumed a ballerina-like stance—hers again. I held my breath, awaiting the blow, hungering to fill my body with his force of life.

"Please." He said tremulously, clutching at the pine strands of rosary beads around his neck.

"Isn't it appalling that we spend our lives accumulating knowledge, only to have it stolen away by someone else's truth?" Aznen inquired of him, her voice becoming sibilant and dangerous.

What are you, Aznen? I asked only myself, suddenly fearful of her mood.

"The Sanguinary raged. Slaughtered. We fled. Nimrod rose in our wake. We should have been our own masters. We have waited with mental breath for the Sanguinary to die, or even perhaps to forget."

Did Aznen notice the three steps of the priest? Did she follow his eyes to a gleaming crucifix lying on the altar?

No. He lunged for it with the effort one only sees in desperation. We turned. I've seen that look before. It's the look of an animal cornered in his own lair.

Look at him. Menes cried. *He's capable of dangerous things, they all are. Religarum! Don't let his faith reshape us!*

I observed the scene mutely, a passenger in my own body. So Menes had sensed something more in this Twilight.

As we crossed the space, limping under Aznen's manifest control, I saw the priest's fear focus suddenly inward. The Immaculum seemed to intensify near his heart, in his skull and between his legs. We were in spacious danger. A hush came to the room as if the angels near the roof were holding their breath.

I tried to retreat deeper, to settle into ennui so that I wouldn't feel the pain of the priest's religarum, as if mere flesh could serve as a barrier to protect my small identity. His faith was already audible, a wail of ephemeral strings climbing to heights, collecting Immaculum like drops of dew on a web. There was a gathering heat, a hungry fire. I cut loose a cerebral scream, heard some of it escape from out of my mouth.

The fire flared out of the man's skull, an exhilaration to him, as serenades always are. The fire of hell reached toward me, a fire fueled by belief, surely the hottest kind there is.

The fire roared around me, seeking egress to my flesh through my halo. Impossibly, it seemed to be held at bay by my own serenade. Gradually, as my fear was diluted by the lack of pain, I became cognizant of a serenade being played, somehow by myself. At the root of it, I sensed Menes.

The risk was awful, but it had worked. I stood enveloped by a cocoon of cool shadows. My taint lapped at the fire like a starved animal.

The priest staggered back. There is a grotesque melancholy which accompanies the miscarriage of a serenade. In one moment you feel so vividly alive, like the instant of orgasm. Then it's gone, and you stand like an empty vessel. We become little voids when, in the attempt at greatness, we fail. The priest was bewildered by his emptiness as the power he had summoned faded into the tapestried darkness around us.

He'd played imperfectly. There was darkness already swimming through his halo. He looked smaller, dimmer. Even his hair had lost its gloss. I had believed that he would use his faith. Instead, he had used the same power that I did. This man had been taught attentions, flawed by the gap between immortal perception and his own limited belief. It would have been better if he had really believed in his hellfire.

I gathered the last of my mental strength and pushed it through the convolutions of my brain. I determined that the pain was all *mine*, the smoke from the candles entered *my* nostrils. Only *I* existed in this ravaged, eternal body.

With a frightful cry, Aznen fell away from her governance, swept down by the tide of my will. She vanished beneath the calm of ennui. Menes surrendered voluntarily, comprehending that we were dead if we divided my strength. Filling the vacuum of my own self, feeling real and experiencing the full intensity of the pain, I looked at the priest through wet curls. I was Camille.

"That Serenade cost you, didn't it?" I observed with clenched teeth.

His uncertainty confirmed it.

"Get away from me, demon." He adjured with his palms held against the air between us.

I squinted through my bodily suffering. I felt ponderous, a tiny spark animating an immense, tattered piece of flesh.

Arachne (*a'rah'nee*) Ancient pride whose *himsatis* evolved from spiders and predatory insects, and who became the guiding force in the revolt of the I-live against the Abzulim.

Ark Carefully guarded places where immortals store immaculum and can be restored of wounds, or rejuvenated if slain.

I didn't move, but studied the man.

"I know who you are," I said suddenly. "You're one of them, the Apocrypha."

The look of terror in his eyes answered me with uncertainty.

I suddenly hated this man. I coveted what energies he had remaining.

I gathered my taint in a mass of spined tentacles, ready to drive it into his glowing regions. It responded reluctantly in the air, indignant to be controlled. Taint is a fickle curse, hard to command, easy to lose your tether on.

The candle wicks flared with renewed ambition, as if to distract me. I looked at them and hesitated. He hesitated. A dreadful moment passed between us.

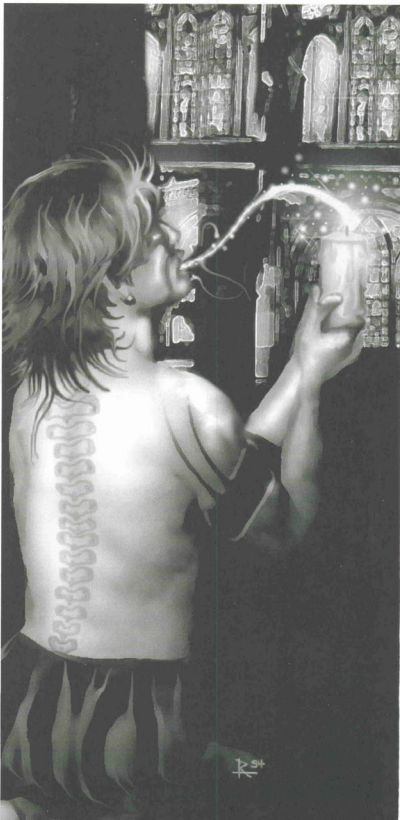
He looked nauseated, sinking to his knees in front of the altar.

I watched him. The pity came, then the unmitigated rage. How trampled by time he now looked. So small in the candlelight, a mere fragment of a man. I realized that perhaps he was no part of a conspiracy. Maybe he was not part of the Apocrypha, those who sought the annihilation of immortal kind. What if he was simply a man who'd discovered the miracle of his own being? Had he, in his quest for God, discovered himself? I looked at myself in the mirrors that were his frightened eyes. Yes, I did look the part of a demon, didn't I?

If only I had a demon's purpose. If only such fictions could capture my belief as they had his own.

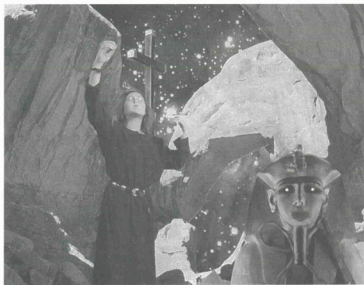
Nicholas waited to die, and I didn't have the heart to do it. My life didn't have such a substantial value connected to it just now. I was tired of running.

"No." I assured him, sinking to the floor. I felt sickened even to exist in this moment. I am no patriot in this Invisible War. I'm no rebel. I'm just Camille, a little girl lost in this ancient tissue. Are we such jealous creatures, so unready to relinquish a world that Twilights have already inherited by sheer numbers? Was it wrong to covet



Atlantis *City built by Solitaire that became the safe haven for immortals to return from the brink of extinction, and the site of the Mingling. It is venerated by all immortals as a holy city. Atlantis was destroyed in an upheaval of scions who turned against their savants.*

R. S.



the habitat for ourselves, even with the pretense of saving it from their exploitive hands?

The quiet was unnatural. Neither of us seemed willing to breathe. The storm similarly relented. Three years culminates with this scene; three short years seemed to me now as three lifetimes. My life that had been was gone now. I am a prison with two other creatures so old that I can't imagine what they've seen.

I longed to leave this place and travel to the mantles. I longed for Rhavi to return and take me away on a carpet of secrets. But I was an outlaw. There was no haven for me.

I wanted to sleep, to die in my sleep. But I realized that as soon as I became unconscious, Aznen might emerge again, or Menes. I felt like an unfinished canvas, blurry pigmented thoughts unable to form a theme, a purpose. Damn Menes his cowardice for creating me!

The door of the cathedral trembled.

My breath lodged in my throat as I turned.

Only the wind. Menes assured from far away.

I relaxed and turned to the priest. I wanted to embrace him, to hold him. He could be my father for a short time.

A crack erupted through the doors as they convulsed. A clarion sounded. I whirled to watch the explosion of the door, a spray of sharp wooden snowflakes. Wind rushed in, deranged and freezing cold. What candles that remained were robbed of their flames. I squinted in the gloom.

A shadow moved between the rows of benches, so dark that even in the utter skiagraphy of the room it presented a blacker contour. Two motes of energy floated, a parody of eyes, a wet gleam what might have been a tongue. The whole might have been a wolf, or perhaps some immense cat. Lifeless eyes fell on me and a growl of animal malice spilled into the air.

I struggled to my feet. The priest just stood, petrified by the manifestation. He gibbered a stream of words. Out of them I pieced a question. *What is it?*

Horrified, I retreated, reaching out and holding the old man like the blanket you clutch in the throes of a nightmare. He was going to die, and so was I. He deserved an answer.

"Nimrod." I murmured as the howling darkness crossed over the shattered threshold. . .

Attentions *Awareness of specific vibrations of the cosmos that permeates matter and energy, the senses of immortals that allow them to play serenades. Attentions form the basis of supernatural talents possessed by the immortals.*

Audience *Immortal term to indicate a twilight who's aware of the presence of Immortals. See also, Quiet Culture, Apocrypha*

Avatar (*Av'a'tar*) 1. The separate personalities within an immortal formed when he enters lethe and matures as a separate mortal individual. All avatars perceive the world with delusional memory from the time in which they lived. 2. An immortal game of strategy (from which chess was derived) using various relic pieces whereby immortals compete for immaculum that is stored within the pieces. The game was devised by the Abzulim, but was abandoned when it became so diverting that assassinations were performed with it.

Azeman *Tryst race of the Anopheles dwelling in South America in the Surinam (Dutch Guinea) region, with himsatis of vampire bats. They are under a taboo that they cannot enter a dwelling which has a broom propped across the doorway.*

"A single reluctant sacrifice speaks louder than the voice of a thousand fanatics."

*The Solitaire, Quotes
Alexandria Archives, A.D. 758*

Nimrod Communique 81201 Dated: January 13, 1991

From: Lady Seana,
To: Lady Razzis,
Subject: The Exodus
Emissary: Michonne, violet tier

Trusted Sister,

Please forgive my delayed response in returning this communique. It has taken me some time to finish the interrogation of the Lady Camille following her capture in Milwaukee. She proved at first to be very resistant to our serenades, as well as drugs such as sodium pentothol and the *odyssey* herb. At the last, she entered into *ennui* and could no longer be reached. She has been institutionalized in a secure facility. Of course, we will continue our attempts to reach her.

I understand your lack of patience in this matter, considering that you must directly answer to the paragon of our *pride*. This communique will serve to update you on the Exodus scandal that is spreading throughout the Society.

The enclosed interrogation transcript is the last of those that we obtained from the prisoner; you have received all of the rest. It deals mainly with the theories of the beginning of the Exodus in 1666 and the disappearance of thousands of immortals in London during our conflict with the Sanguinary's avatar, the *Dust*. I regret that this information is trivial, and that you have already read or heard similar transcripts. Nonetheless, you may discover some small minutia that was overlooked that may ultimately prove significant. One detail concerns us. The Lady Camille has learned that these missing persons became mortal in order to gain access to dreaming, and thus acquire information about our foe, the *Sanguinary*. I fear that this revelation is already spreading like the fire that burned London in the year the exodus began. I would not have guessed that this truth would stay hidden for over three centuries, though I doubt that it comes as a surprise to the politicians of the other prides.

Yes, I have investigated the connection between the missing immortals of 1666 (the name of "ingenue" has been applied to this group), and the so-called "role-play game" subculture that exists among the *twilights*. You may be delighted to learn that your intuition has proven to be quite accurate. These individuals show an intellect and imagination that is well above the average for humans. In fact, we have discovered that these "gamers" imaginations generate a powerful *religium* that has transformed three of our people into their deadly animal forms. It was necessary to capture the investigators and bring them back to the creche. Of course, we sent the very best *bigbinder* to capture them. They are undergoing convalescence even now, but it will take some time to purge the results of the twilights' belief from them. I've heard that it will be months before they can again assume anything remotely close to a human-like appearance. Considering the increased awareness of our enemy for those who take *bimsati* form, all three have been, for sake of caution, isolated. They may even be transported into the Dominions on account of their risk to the pride's security.

CONCEPTS

Key concepts of the immortal universe appear in sidebar format on the following pages. Each sidebar relates to a bolded item in the main body of the text and follows the same order of appearance.

Odyssey D'arcade's latest venture into the international drug market has been with the introduction of *odyssey*, a short-term memory inhibitor which causes its user to forget certain experiences. Usually, the most intense recollections such as the individual's first sexual experiences, their favorite songs, film or foods are temporarily suppressed by the drug. The individual then reintroduces himself to the experience as if it were the first time. While prolonged usage of *odyssey* can cause permanent memory loss (as well as a powerfully recurring sense of *deja vu* during withdrawal) it has found widespread usage in the Perpetual Society. *Twilight* usage also continues to rise, according to Dr. Andrea Milns, a resident of John Hopkins Hospital. She predicts that it will exceed the use of cocaine and its derivatives by the year 2010.

Babbler The psychological result of efficient communion between the left and right hemispheres of the immortal's brain, forming a paradox between the "truths" of logic and intuition. In immortal physiology, the corpus callosum (nerve fibers connecting the hemispheres) achieves far better communication than the same area of the mortal brain. The primary affliction of the babbler is that it merges subconscious with conscious, so that no difference can be distinguished between the two, and the immortal therefore becomes completely delusional. When strong enough, the babbler causes the immortal to enter *ennui*, allowing an avatar to move to the seat of consciousness.

CONCEPTS

Ennui This immortal state shows similarities to suspended animation and coma in humans. It is entered whenever an immortal has lost objectivity on the real world as a result of the constant assault of the babblers' mental puzzles. Ennui has been described in a variety of ways by those who have experienced it. Most describe an impression of sensory deprivation, similar to submergence in a deep watery darkness. Some reports claim that the individual joins his or her avatars within ennui, and it is their collective efforts that keeps an immortal's wounded (dead?) body from decaying until it can be healed of its mortal wounds. Of course, destruction of the immortal's vocal cords ends in release from the physical body.

Ennui is also used to describe a state of boredom plaguing immortals after living for too long without new experiences.

The Ingenue and Role-playing

As stated in my earlier report, members of the subculture assume imaginary roles representing various beings in the games they play. They usually gather in the home of a primary member of their cadre, who narrates a tale to them while they participate as free-willed characters in the story. These narrators apparently invent the tales as they go, allowing the other performers to take actions that affect the plot's outcome. It is my belief that these "gamers" are the immortals that we seek, unraveling their tales from actual suppressed memories of their lives previous to their entering the state of *lethe*. It's now well-known that *lethe* causes immortals to emulate the aging process, inducing amnesia while suppressing awareness (rendering them incapable of acquiring the *attentions* necessary to call upon the power of *serenades*). I believe that these narrators, and possibly some of the performers in their cadres, are ingenues who don't realize who they really are. If this proves to be true, their retrieval back into the Perpetual Society should be an easy matter.

The personas that these individuals assume are fascinating. They can be mythological in origin, gleaned from a form of literature known as high fantasy and science fiction. Pride Tautha would be delighted to find themselves so devotedly portrayed by these gamers. Too, there are games that allow one to personify vampires, lycanthropes, horrific beings of every type. No doubt, the Anopheles are greatly amused by the complexity of the modern expression of their dark, passionate affairs. Indeed, none of the prides seem to be left out of the multitude of worlds assembled and sold between the glossy covers of role playing books. We are expressed, if imperfectly, through the hidden memories of the ingenue who seem inexplicably drawn to this form of amusement. We are venerated there even as we are in novels, film, theater and the rest of the arts. Some of the ingenue have infiltrated the corporations that design these games. Of course, I have several members of the *probe calling* investigating the possibilities. We may feel secure that the *solitaires* have not yet disseminated the truth of immortals through this venue, although I trust that even should this occur, no one would take it seriously. They will hardly succeed where Shakespeare and Monmouth failed. Besides, they are no more immune to human thought than we.

I will be sending new reports about the ingenue as they become available. We are enacting your directives concerning their recovery back into the fold. Our intelligence from the other prides indicates that they are engaging in the same endeavor. It seems that the *strategem* has gained new stakes.

As always, I ask you to send a confirmation that you have received this information.

Yours In The Silence,

Lady Seana
Luminary of the Blue Circle

Babel One of the Dominions, ancient fortress of the Anopheles, destroyed by the Anathasians.

Babylon One of the three cities dominated by pride Nimrod.

Bad Dream An unsuccessful mission for a member of the sleeper calling. Compare with reverie.

Interrogation: A266A Subject: Lady Camille, Solitaire

Conductor: Serenarde, Scourge Green

Dated: 4/14/88

Scourge: Lady Camille, you are known to have associated with a fugitive from the **Dominions**, a certain Rbavi of the probe calling. She's told us all about the mission you sent her on.

Camille: If she told you everything, you wouldn't have me here.

Scourge: Yes. She was artificially resistant to our serenades. It seems she contracted the **Lash** while in the **Dominions**. There wasn't much faculty left in her to get all that we want. No doubt you'll be more edifying.

Camille: She didn't catch the plague. Don't insult my intelligence. Your lies are naked and your serenade was weak.

Scourge: You shouldn't resist it.

Camille: It's as insufficient as your interrogation techniques. How long have you been at this?

Scourge: You can't resist forever, even if you were to live for that long.

Camille: You'll have to talk louder for your powers to work on me, child. And I doubt you'll risk a break in the **silence**.

Scourge: There are other means of obtaining what we want.

Camille: You could ask politely.

Scourge: Is it really so simple as that?

Camille: Considering that you are already a part of the conspiracy, why not?

Scourge: Conspiracy?

Camille: You know, I've always wondered what really happened in 1666 when we burned London to the ground.

Scourge: It's a matter of record, isn't it? We defeated the Dust, the Sanguinary's latest incarnation.

Camille: And what about the thousands of immortals who disappeared on that night?

Scourge: Patriots, all of them. Each pride reveres their dead, Lady, including our own. We honor them because they bled strong and prevented the beast from escaping the city until the fire ate it. Every war has its casualties, you should know that. Besides, they reside now in the **Blue Air** and will come back to us when they are able.

Camille: They didn't die. You know it, and now I do.

Scourge: Then where are they? Where did they go?

Camille: Don't you hear the sound of moving feet outside these walls, scourge? The ingenue are still walking around outside, among the mortals.

Scourge: Ingenue? A word used for a performer? And how can this be? Can so many immortals bide themselves so effectively from our senses?

Camille: They went into lethe.

Scourge: Why would they do such a thing? The forgetfulness is forbidden. Why would thousands of immortals commit such a daring act, en masse? What are the odds?

Camille: Your tone suggests faint mocking, and boredom. You've heard this before. You believe it.

Scourge: You missed your calling.

Camille: Even your puns are mediocre.

Scourge: Shall we get back to the discussion at hand? Why continue the pretense? We both know what Rbavi found in the **Dominions**. I'm only surprised that she would make such a dangerous journey. We all know how lethal the **Dominions** have become.

Camille: The **Jury** is safe enough there.

Scourge: Members of the **Jury** are exceptional individuals, even for immortals. Do you think that the presence of your spy will go unnoticed? By her own admission she penetrated an imaginative and highly aggressive security net. In fact, she came into contact with a **comundrum**, or so she claims.

CONCEPTS

Pride "To say that there are only twelve prides within this political arena we know as the stratagem is erroneous. There are only twelve sanctified houses here, but on the fringes of our society there are easily many others who possess not only our power, but our marvelous grasp of treachery as well. In fact, these other prides are already involved in our affairs. Can we not admit that we use sources outside of the law to expedite our schemes against one another? I'm not advocating that we throw open our arms and bring these other breeds into our unity, but I do think that inevitably we must accept others. It's in our best interests that we don't isolate immortals whose strength could prepare us for the battles of the rapture." —Magdalen Paradigm Aristander, Probe calling, quoted from his speech at the Parisian Rialla, AD 1993.

Bad Spill Immortal slang for the spill of faint from a slain immortal that infects an area with his taboos.

Ban, the The Ancient mystical curse placed upon the Magdalen by Nimrod, using the power of the *Femme Dangle*. The Ban prevents the Magdalen from ever collecting immaculum from a willing mortal, forcing them to commit the Sin.

CONCEPTS

Dust "How does the Sanguinary manifest an avatar, I ask you. Do you think it has the power to physically create a darkness in which to inhabit, a vessel whose command over the destructive forces of plague has resulted in millions of tragic mortal deaths? I don't believe that the Dust came from the Sanguinary. I think that it is one of us who has turned to the wrong side. I only pray that this creature does not move among us in a fairer guise."

—Lady Wu, pride Anopheles, "Beyond The Painted Wall." AD 702.

Camille: You know it's true. That's why she went mad.

Scourge: Come now, Lady Camille. You are asking me to believe that you and poor Rhavi have uncovered some plot within the Perpetual Society. Why would the ingenue enter lethe? Why would they break the stratagem and risk their *visage*?

Camille: You're an idiot.

Scourge: It's curious that you are taking this proceeding so personally. Don't you have an answer that would satisfy us?

Camille: They went into lethe because they knew we were beaten.

Scourge: Beaten, lady? The immortals emerged victorious from the battle in London. We killed the Dust.

Camille: There were thousands of us in that city, but we were grossly outmatched. Yet, we won. We were singing, chanting, screaming serenades at that thing and it was gorging itself on our power, growing stronger!

Scourge: Go on.

Camille: Something else killed the Dust. It wasn't us.

Scourge: That is a unique delusion, lady. It is also a matter of record that the final stroke which killed the beast came from pride Banjax.

Camille: They're lying. Their hiding something... or someone.

Scourge: No one could create such a vast secret.

Camille: Oh no?

Scourge: It's clear that you have extended your imagination too far, Lady Camille.

Camille: The end of the Exodus is coming, scourge. The age of innocence. You know it, I know it. Soon, everyone else will find out. Those immortals that went into lethe will soon remember who they are. They will emerge and no one will control them. There will be hell to pay.

Scourge: Hell? We eradicated hell a long time ago.

Camille: We'll see, won't we?

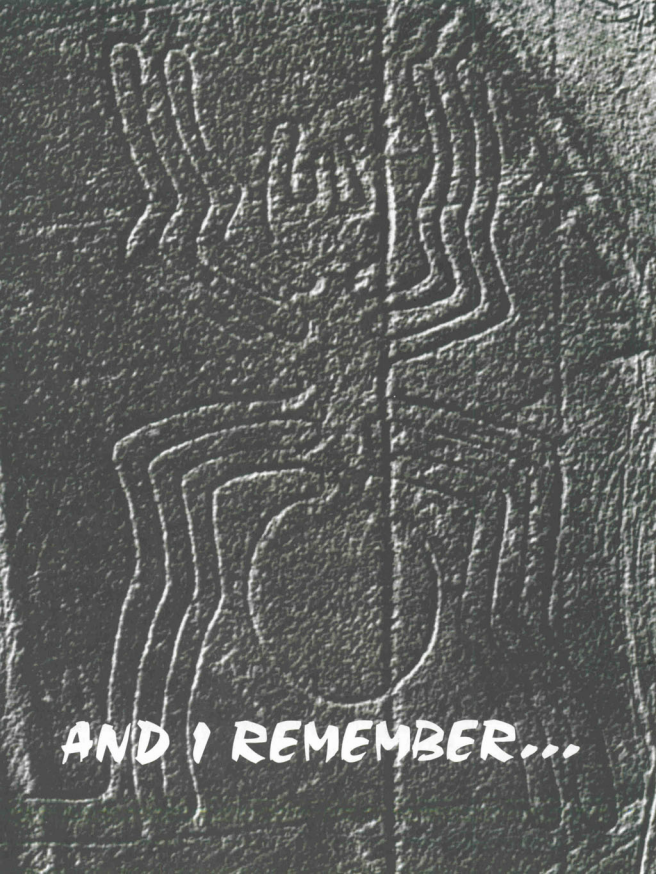
Interrogation Summary: The subject is convinced that some agency caused, by force or otherwise, the disappearance of immortals during the Great Fire of London and has correctly deduced that these ingenue are still alive and among mortal kind. Current unaccounted for ingenue are estimated in the hundreds of thousands, but information from other prides has not been forthcoming. It has been surmised that these ingenue are scattered across the globe, which will make them much more difficult to find among the mortal billions. It is my personal belief that the so-called Exodus will soon become public knowledge among the prides, and that the search for the ingenue will begin in earnest. We have precious little time to do our own work.

Subject entered self-imposed ennui at 12:29 a.m. and could no longer be reached. She has been transferred to an undisclosed mental ward for continuing evaluation and incarceration.

End report.



Banjax (ban'jacks) (n., the Destroyers) Pride originating in Sheol when they escaped and eventually released the remaining immortals from that prison. The Banjax had previously been high-status generals who were blamed for the Shouting War, and banded together for support.



AND I REMEMBER...

*"We come from the ravaged depths of the Dominions
We're your melancholy dreams in the dead of winter
We are with you, we hunt for you,
We crush the roses of time."*

Pandora, Roses Of Time



Mythology never died, nor did the creatures whose eternal lives inspired it. If mythology slept, it still dreamed, and the dream spread like breathing from one visionary to another. The immortals awoke from a dream of blissful barbarity into the cruel cognizance of intellect and eternal life. Evolution ensnared them in the cage of natural selection and forced them to endure life even after their time to dominate a placid world had ended. They rose from their four legs to two, or stepped away from the clean sanctity of fire and rain, or blew down from the clouds like tattered moths.

They ran with the human race.

Having lived for so long, they abandoned a true need to survive. Fascinated by the short, desperate living of mortal beings, they allowed them to grow beyond the ability to control them. As the merciless crush of memories devoured their will to survive, they watched as humankind ferreted out the secrets that immortals had left strewn in the sands of time.

These secrets are mythology; and at the approach of a new century, mankind will find new truths here.

They know that you are out here in the Habitat, as they call this world of the mortal twilights with its web of cities and its vast expanse of wilderness. They thought that you had perished in the majestic battle that dimmed the *balos* of countless others of your kind. As London burned in 1666, as you commanded the flames to cage the ageless foe of immortal kind, you understood the true extent of its power. The Sanguinary, so long ago an exiled monster of blistering, depthless mystery, had not died. An alien consciousness endured even when its precious stone body had shattered into thousands of shards. In wars that spanned the millennia, it held onto its life, as you and your illimitable race continued to slay its avatars. Finally, having no other refuge, it fled into the dreaming mind of woman and man.

In your trek through the human heart you saw your enemy just beyond the mortal's drowsy eyes. Vast, hungry, a computer-program in the collective sub-consciousness of their dreams. How deep your despair must have been to discover that the Sanguinary escaped justice and death. How terrified you must have felt to know that it would awaken again and steal back from you the immortality that it brought with its exile. You have seen the ruin done by death's hand for ages. How could you now accept its embrace? But death is only an illusion; you have learned to fear other things more.

Today, if the Perpetual Society blames you for what you did on that night in London, you must have believed that it was the last hope for all himsati, all immortal souls. They will call you cowards for running away, for entering the forgetfulness of lethe to escape who you were. They will not understand that you needed to dream to enter the lair of the Sanguinary and learn its last hoarded secrets.

Or perhaps, they knew all along.

One Universe. All Possibilities

Immortal: The Invisible War is more than a role-play game. It is an experience which transcends the limitations imposed by era, genre, culture and gender. Your persona, the ingenue, after hiding in the mirage of a normal twilight life, is about to be catapulted into worlds drenched in the intrigue of the ages. Now in chrysalis, you are about to emerge from a cocoon of the life you knew and soar into the power of your own past.

The most integral mission of your life has just ended. After conflicts that have spanned all of known (and unknown) history, you are among a group of immortals who entered into the state of lethe, a transformation that allowed you to take on the appearance of a twilight, to be tied into the stream of life and death. For several twilight lifetimes you have repeated the cycle, believing that you were human. You dreamed, for though immortals sleep, they do not dare venture into the lair of the Sanguinary. You saw things, experienced the totality of universal malice, without memory of the precious knowledge you gained from it. Now the Exodus ends, for you and those who entered lethe with you.

Power does not allow itself to be ignored, nor does an eternity of memory. Even as you have lived a mundane life, you have always been a dreamer. Beside your venturing into the nightmare world of the Morpheum to gather intelligence on your enemy, you have been drawn to those things that mock the dullness of the world. The arts have drawn you because the immortal buried inside you craved to express the sum of his experience. The immortal soul, the wildness of the himsati, is drawn to the myths of all time, for it finds memory there, an evocation of emotions that come from being a part of those tales. It seeks to force you into remembering, to be free again.

Your avatars whisper to you. When you abandoned your immortal form, your experiences, your very personalities found expression as separate individuals within you. They are strewn through your sub-conscious, reflections of yourself from bygone eras waiting for the opportunity to emerge and live again. Were you Peter the Great, or Mata Hari? Alexander the Great, or Rameses, or perhaps a shy Athena worshipped beneath an olive tree by those who could only marvel at the depths of your knowledge? Gods and monsters have vanished from the earth because they were buried in mortal flesh. Only you know how many of these you have been. These mythic personas slumber in ennui, enduring the constant voice of **the babbler**. There is insanity in some of them, a terrible anger; they must always be kept within.

You are immortal. Even a legend cannot sleep forever.

Sanguinary "You use all of your strength to destroy what you have named the Sanguinary, and like fools, do not understand what you are challenging. Our lord is no monster as you would like him to be. He is a radiant, compassionate being whose exile from the Crucible paves the way for his own malevolent enemies. You are the children of the Sanguinary, whether you wish to embrace that legacy or not. You were created from his splintered body to champion his cause against our enemies in the Crucible. Despite your delusions of free-will, you will, in the end, beg to join the Sanguinary as his zealous army." —Last words of the drove-member Hatep Neferu prior to her execution before the fury, preserved in the Xaballa Tablets, 12029 BC.



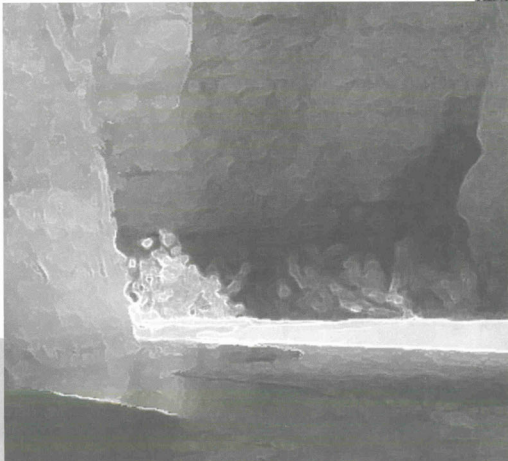
CONCEPTS

Twilights *The immortals use of the term "twilight" for mortal creatures (its usage is now specifically attributed to human beings) is meant as an honorific, metaphorically symbolizing the shortness of their lives. Current usage of the appellation accords respect to a human individual, whereas the use of the word "mortal" has taken on derogatory connotation.*

Now Let Us Play

Immortal is a retro-mythic experience in which you are the pivotal element. If all history is not true, so all mythology is not false. Somewhere in-between lie the ageless worlds of Immortal. From the holocaust-ravaged depths of the Dominions to the surreal geography of the Morpheum, the world of the subconscious where the dreamer fights the most powerful minions of the Sanguinary, you have lived and traveled. There are hidden cities and regions in our own work-a-day reality which have not bowed to the relentless gnawing of time. The personas of Immortal are among the true architects of all events that have ever occurred. They will find in the mythology of old a new beginning for those who inspired it. History itself is the canvas for you, the narrator, to splash on the paint of imagination. Immortal is the ultimate access to the images in the mind, the fleeting hopes and desires reflected upon the pool of a deep and eternal soul.

Although Immortal employs a system of mechanics which involve a persona record sheet and ten-sided dice, we encourage you to get started right away, and to do so is simplicity itself. Just call your friends, find an environment that is comfortable for you, and begin to narrate the legend that begins now. Don't worry right away about your player's characteristics. Begin the first episode of Immortal, the episode which awakens them from an everyday life to rediscovering the legacy of a mystic world hidden from the view of humanity. As they emerge from the amnesia of lethe (through the flashbacks that you provide which reveal their past) they will begin to exhibit once again their old powers, their old talents, their old taboos. They will shed their twilight life like a dull, dry skin to reveal the persona of an eternal being underneath.



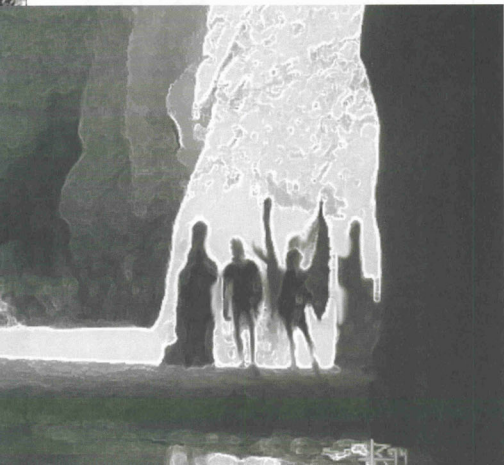
Players in the Immortal experience who assume the roles of characters are known as the ingenue. Although ingenue have begun to slowly emerge from lethe in the early 1990s, as the years pass, more and more are emerging at a faster rate. The ancient prides, vast races of immortals who were once animals, or stone, or fire, are now beginning to discover that the greatest weapon against the Sanguinary may be the ingenue. The Perpetual Society will attempt to mold the ingenue into the politics of their stratagem. The solitaires will attempt to gain for themselves leaders to challenge the more organized prides which keep them subjugated. The minions of the Sanguinary will seek to slay anyone who dares to venture into the **bush-bush**, that dark place where the malevolent spirit thrashes in its own nightmares.

As a narrator, you are integral to the successful execution of Immortal. You wear the hats of arbiter, actor, producer, director, and set-designer, along with many others. Your voice produces mental celluloid for your friends. They, as ingenue, become part of your production. You are about to create a series that can last for years to come, as the **Invisible War** builds toward epic battles, heart-rending defeats and glorious victories.

Ingenue are prone to discover their latent abilities as they go. No problem. When one of your friends wishes to test his strength, you ask him how strong he believes he is. His answer will determine how many memory motes must be spent to accommodate his wishes. Memory motes reflect the past experience of the persona, and are used to continually update physical and mental characteristics through play. You will find that this "on-the-fly" rediscovery of immortal self will cause each member of your cadre to carefully consider what they wish for, since their decisions as to their own abilities continue to drain their starting memory motes. When memory is gone, it's gone. Only through involvement in the experience will personas begin to acquire more memory as they reminisce about their past. It is a slow, but rewarding process. Later, after they have become acclimated to the rich, luxurious elements of the

CONCEPTS

Religarum Human thoughts, when intense enough, overflow the boundaries of the individual's balo, forming a vibration that is similar to those that immortals imitate with their voices to play their mystic serenades. Unlike natural vibrations, religarum is artificial and has been found to be exceptionally immutable in the presence of an immortal. Unable to influence these artificial vibrations as she does with non-sentient ones, the immortal becomes "hypnotized" by the religarum and invariably begins to imitate it with her vox. Once this occurs, the religarum is actually amplified, and the immortal victim transforms herself into the bias presented by the vibrations. In many cases, the immortal will find herself metamorphosed into a form expected, needed or desired by the human initiating the vibration. For this reason, immortals live in fear of individuals whose faith or beliefs are powerful enough to generate this hypnotic force.



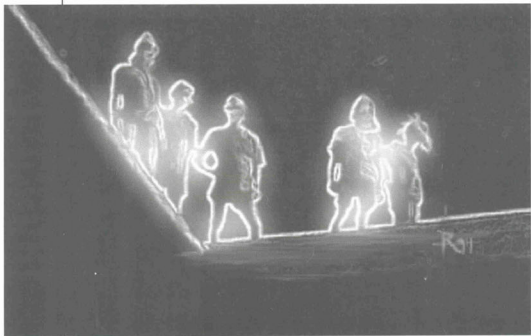
Immortal world, they can sit down with the combat rules and other mechanics and discover even more about their alter-egos and their capabilities.

Some ingenue are involved in other types of role-playing games, since they tend to gravitate to anything that allows them to vicariously express their inner selves. This too is no problem. They can bring those personas across, for all the universe can be Immortal. In fact, you can let them use the mechanics that they are comfortable with in other games while bringing their persona into the conceptual world of immortal. Give them a vacation to a new aspect of the universe that they have never seen, but have always dreamed of. It is a universe where they are the last best hope of their kind.

The rules of Immortal are here to help you. If they don't, they are better left aside. After you've gotten your feet wet in the flow of Immortal, you can peruse the mechanics at your leisure. You will find that they are unlike any other system you have encountered. But don't rush. It is the stage and screen that captures our eyes and makes our hearts palpitate. Your pilot adventure waits to debut. There is time enough to focus behind the scenes.

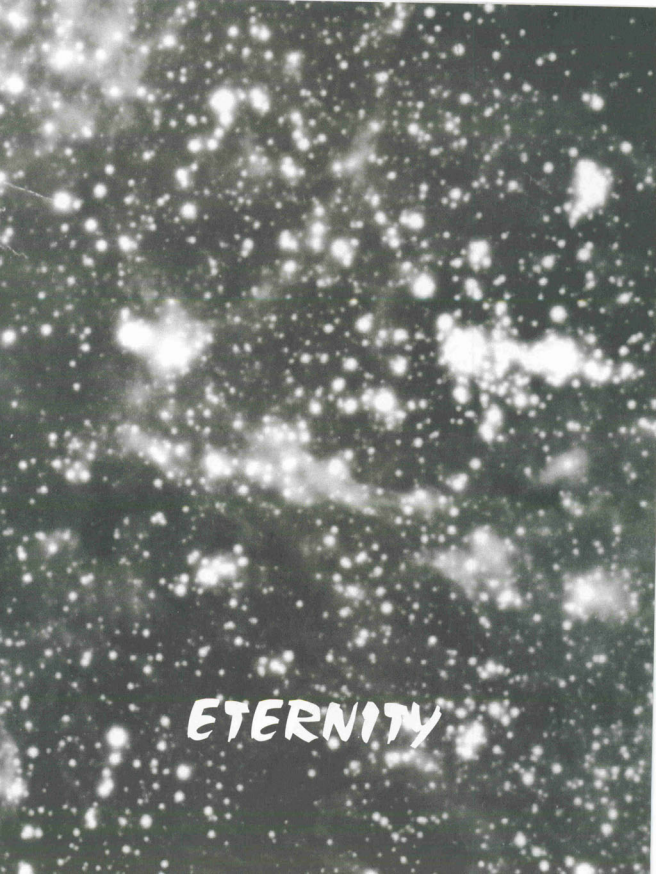
Cadres

A cadre is a number of individual immortals who entered lethe together, and who have managed to remain together as mortal friends throughout their lifetimes among the twilights. It should be of little surprise then that the persona equivalent to the cadre should bear the same name. From the standpoint of the immortal experience, friendship is eternal. It must be, for so few other things in the immortal's life remain without change.



Bassarab. Vlad Drakul

Sole survivor of the Bassarab dynasty of Wallachia. He was part of the Dracul pride that ruled the Vlach people of modern Romania. After the Dracul fled China at the slaying of the Dragon Lord Sharakat, the Bassarab family served the pride, helped to protect them, and were granted eternal life in return. The family intrigue included the use of Adze, who gave the Dracul a vampiric reputation. In 1658 the dynasty was thought to have ended with the death of Constantine Bassarab, due to the intrigue of the last Vlad.



ETERNITY



"The sea is the blood of eternity, flowing always with its oldest children watching from underneath the waves. They watch us and wait for us to grow weary. . . they control the colour of our dreams."

**Howard Phillips Lovecraft, *Lies To The Brine*
A.D. 1922**

Immortals came into being during the end of the Cretaceous period around 65 million years ago. They evolved from animal forms who were bonded to the shattered fragments of the Sanguinary, a creature exiled from out of the Crucible. The monster, composed of all forms of precious mineral, struck the earth with such force that it splintered into shards and dust. The dust eventually worked its way into the biosphere over millions of years, enriching the soil with the eternal fires of the Crucible and rendering many species of animals undying.

Climatic changes, caused by the Sanguinary's arrival, spelled the end for thousands of other species. The earth had caught fire at the creature's impact and only those animals which had the fortune of a storm over their heads, or were living in the depths of the oceans, survived. Those that were synergized by the conundrum, as the shards are now called, became immortal. As the conundrum enhanced the awareness of the creatures they inhabited, the animals developed intellectual capacity as well. Many of the dinosaurs, which seemed doomed to perish as a race, became infected by the conundrum dust and commenced to evolve hideous intelligences with their unending life. Civilization was born.

For all of their twisted brilliance and power, the immortal saurians, today known as the Abzulim, were not destined to rule for eternity as the conundrum seemed to promise. Their inclination towards enslaving immortal mammals and insects became their undoing, for in building a slave society, they allowed that society to learn too many of their secrets. Thus, the prides contrived their own alliances secretly under their captor's complacency. Starting as rebellious factions opposed to their monstrous, alien masters, the prides would eventually supplant the Abzulim in a violent and bloody holocaust.

From the Crucible, rended by the passage of the Sanguinary, crackled forth **immaculum**, the essence of all life. The new immortals stood in the flow, imitating with their developing voices the vibrations of eternity itself. Trees reached roots into the perforation and became the immortal **Sunedrion**. The enigmatic beings in the Crucible, able to exile the monstrous Sanguinary, found repose in the branch of the forest and the stem of the flower. The Sunedrion wealds became the wooden bodies for deep mysteries from beyond our world.

Himsati

Even as some birds, reptiles, mammals and insects found themselves cognizant and hyper-aware, a part of them resisted the magic that the conundrum worked on their flesh. Even immortality was not enough to destroy instinct and blind irrational needs. The repressed himsati form became the curse of those who sought to ascend to the pinnacle of evolution because of its tendency toward irrational violence. The throwback himsati lurked always in the heart of immortal being, a part of immortal physiology and psychology which resisted the complexity of increased comprehension. Immortal history would become littered with the sporadic emergence of the himsati to dominate their philosophy, a shrieking banner to herald violent dark ages. Immortals knew that you could not rescue that which glorifies in secrecy. Only now are they realizing the depths of danger that the himsati means to their survival. So this dark part of the soul is the flaw in the apparent perfect race.

CONCEPTS

Higbbinder The highbinder was the first of the callings created within each of the immortal prides at the beginning of their political alliance known as the stratagem. Other callings would be created as the need for their speciality was required. Because of the long history of this order of bounty hunters, there are more highbinders in the Perpetual Society than any other calling.

Beheading Decapitation of immortals is the only way to destroy them, since it destroys the link between their vox and the conundrum in their brains. Once done, the immaculum in the individual spills and the himsati form of the immortal is released, to enter the Blue Air as a gossamer, or to remain in the Habitat in search for immaculum that will allow it to restore its evolved form.



Just what the himsati is has generated volumes of material, far more than can be summerized in this book. Ultimately, it is agreed that it is a spiritual form which the immortal can willingly assume, a body that can interact simultaneously with the spiritual plane of the Blue Air as well as the local physics of the Habitat. In countless tales among ancient cultures, the himsati is the beast that hides itself in human skin. To immortals, it is the core of self-identity and being.

Anatomy

Over time, the destruction of the Abzulim led to the emergence of humanity as a dominant power in the world, a power that continues to fascinate immortals today. Immortals took on the appearance of man in an attempt to dwell among them. Early on, the immortals discovered the twilights' endowment of religarum could shape immortals into false forms and delusions. Immortal flesh, being clay to the imaginative mind, first became the victim of mythology and later, became the source from which more myths would spring.

Autopsies on immortals have never been performed, since their physical body disintegrates instantly under the weight of time upon the release of their himsati at death. There are macabre stories of vivisections performed during the Renaissance, World War II and more recently in Iraq and Bosnia. These experiments have deduced what immortals have already known: the differences between them and humankind derive mainly from perception and the evolution that enhanced awareness brings.

The brain of the immortal was discovered to be the repository for invading conundrum fragments, aligning themselves on one level as crystalline strands within the corpus callosum, the mass of nerves connecting the two hemispheres of the brain.

Even in lower animal forms, the conundrum enhanced the development of these elements of the brain. While the communication between the cerebral hemispheres is poor in the human central nervous system, the existence of conundrum in the immortal brain creates an almost perfect synergy. With a resulting enhanced awareness, the attentions, patterns of various vibrations associated with matter and energy, were discovered. At first the use of the attentions was instinctual; immortals would imitate vibrations which led to their own renewal, allowing them to ignore the passage of time. This allowed for their initial immortality, as they could shield themselves from all natural forms of entropy. Later, the attentions would become an obsessive study of the universe, leading to the eventual discovery by immortals of their "supernatural" powers, the serenades. Only in those individuals who have formed the bond with the conundrum is this elevated consciousness manifest.

Since immortals could perceive the universe at its basest level, they began to understand the process by which matter and energy formed. To them, the law was a strange and luxuriant music playing all around them. To imitate this music required the development of the immortal's most valuable commodity, vocal chords, known today as the vox. The call of the wild being the universal method of expression for most species, it was only natural that immortals would learn to use their larynx to alter the law, and thus alter their very surroundings. Immortals began to "speak" supernatural effects into being. Thus, the most highly developed voxes became the most potent—and deadly—tools in history.

Believers *Mortals who tolerate and*

assist immortals in their crossing, erroneously considered to be cultists. A believer is generally a solitary mortal who cannot relate to the real world of the Habitat and seeks to connect metaphysically to the immortal world. Believers are always sensed by immortals when they see them and form a general population dominated by the various quiet cultures.

Since immortals have learned to appear human, or have been trapped into human appearance by the constraints of religarum, theirs is among the most profound beauty. The most distinctive external feature of the immortal is his eyes, which are always vividly bright or broodingly dark, and generally of a color considered unusual by human standards. Too, their blood has an almost ethereal luminescence to it, especially if they are pure of all taint. A tainted immortal's blood draws in and devours light, as it also mars objects surrounding the immortal if he is wounded and when blood flows.

Psychology

With the advanced communion between immortals' cerebral hemispheres came an onerous by-product in the advent of the babbler. This incessant voice, the conflict of logic attempting to supersede intuition (and vice-versa), poses many psychological hazards to the immortal. At its most acute, the babbler may cause any number of neurosis, delusions, and even sensory deprivation in advanced cases. Although dreaming can alleviate the expansion of the babbler, most immortals do not dare to dream. To do so without proper training leaves an immortal open to possession by their greatest foe, the Sanguinary, and to become a dark avatar of the beast. These immortals are cause for terror even within the legends of the Perpetual Society. Without the release that dreaming could provide them, immortals are, in a sense, perpetually awake and never at rest. Without sufficient willpower, they succumb to the babbler as it thrives within their exhausted psyche.

The lure of humanity is a powerful one. Immortals, having lost some of their zest for living after such a protracted lifespan, find the short desperate existence of humans to be irresistible. To most in the Perpetual Society, twilights are a priceless resource, one to be protected above all other considerations. Ironically, it is in the dreamstate of humanity that the Sanguinary exists. This generates a great deal of anxiety among the prides, corrupting their dealings with mortals in ways that may sometimes seem perverse. As icons of the unknown, immortals sometimes feel that they must live up to their own enigma. This has warped many of them into creatures of unremitting malice or grief. To creatures who do not submit to the ravages of time, vanity becomes a blinding flaw.



CONCEPTS

Himsati (Sanskrit, "he injures") An aspect of the immortal soul exemplified by the original animal or element from which we have evolved in our pursuit of the Eidos, the perfect form. The *himsati* is that feral part of us which, lacking its own purpose, becomes the vessel by which our enemy, the Sanguinary, manifests itself among us. Our physical transformation into the *himsati* form must be avoided at all costs. We must bury the *himsati* within ourselves until our enemy is sent into oblivion before we are tempted to shed this human appearance and return to what we truly are.

—Quoted from
"Logos Immortalia," The
Alexandria Collection,
AD 1018.

The Stranger Within

An immortal enters *lethe* to forget his boundless past and to find solace in the fresh perspective that a seemingly mortal life can bring him. Yet, each time he enters *lethe*, the knowledge and experience of who he is neither dies, nor integrates with his new identity. Instead, the older life fragments into its own separate, distinct personality. Quite literally, the immortal is possessed by himself, yet all may be strangers to the identity that he embraces in his current incarnation. These fragmented personalities, the *avatars*, may even try to force a schism—the psychological take-over of the body. The ingenué are especially susceptible since they are so freshly out of *lethe* and lack the expertise to rally their powers.

On occasion, an immortal can reach down and bring an avatar to the forefront, sometimes altering his body in a transformation that may include a unique race, nationality or even the opposite gender. This process is known as *emerging*. It lasts until the avatar becomes so exhausted that he must surrender to sleep, allowing the immortal to return to the seat of consciousness. An avatar is almost always unlike what the immortal would expect, a stranger from another time and place which still exists at the point where the rite of *lethe* was performed. An immortal with a healthy willpower will encounter his avatars only if they are allowed to emerge, and then only as the two consciousness pass one another in the *transference*.

For the immortal whose avatars become more powerful, he may hear them speaking into his thoughts as they begin taking control of the body. In stages of observed schisms, the first ground gained by an avatar is in the muscles, allowing it to take control of certain limbs and to turn them against the body's cardinal personality. Later, the subconscious falls under attack. Usurpment of cognition is the final step in the destruction of a cardinal and the fully realized emergence of an avatar.

For an immortal who is submerged, ostensibly allowing a benign avatar to have control of the body, the sensory-deprived state of *ennui* closes around him. He experiences no passage of time, only his own thoughts. For the avatar who emerged, the alien new world and the whispers of the babblers are often enough to make them seek the comforts of the depths once again, even if those depths hold madness.

Strengths And Susceptibilities

Panacea (The Healing)

Since an immortal's body is simply a shell inhabited by his halo, he is able to rapidly repair damage that does not directly attack the halo. To deal an immortal a wound that will not quickly heal itself, his opponent must deal the blow at close quarters, with a sword, hammer, or other such weapon. Only when an immortal's halo is mingled with the halo of another creature does his unique ability to heal diminish. "Cold" weapons, those which are not charged with the contact of living flesh, deliver damage that heals astonishingly fast. With the advent of firearms, immortals actually found themselves living in a safer world since these, and other projectile weapons could not hinder their speedy convalescence. The need to fight in close quarters, where halos can freely mingle, has only strengthened immortal disdain for snipers of any sort. Because of the panacea, immortals quickly heal damage after falling from great heights or being struck by automobiles.

Benendanti (*ben'enn'don'tee*) Originally, an influential member of the Apocrypha who led a rebellion with six accomplices and fled the order. Imprisoned by Nimrod within Sheol, he gathered a force of mercenary gladiators who fought immortals for the dwindling immaculum within the region, and later came to serve the newly formed Banjax. Serving the Banjax, they were rewarded with immortality after the immortals were released from Sheol. Benendanti formed the first quiet culture, while his six accomplices went on to serve other immortal prides.

Poison

Immortals share some unusual weaknesses, the chief of which is poison. Unlike other creatures which metabolize poison (or give up their life to it), immortals are unable to cure poison once it has found its way into their glowing blood. They may endure the agony for centuries, millennia, or perhaps even longer. The only known cure for poison comes from a rare element known as palladium, wherein immaculum from the Crucible actually takes on a solid form. Palladium can be the most valuable asset to any immortal.

Religarum

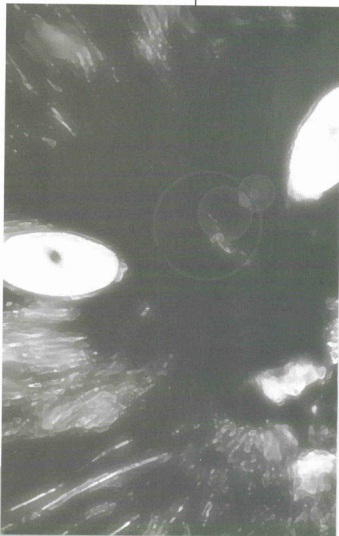
Immortals are vulnerable to human thoughts and desires, especially when these are intensely focused. This liability, known as religarum, can have flesh-warping consequences on an immortal with low volition. As evidenced by mythology, it is the priest or the madman whose visionary power so oft reaches into the psyche to transform the features of the eternal race.

Taint

Immortals whose halos become impure from the incorrect playing of a serenade are said to be tainted. It is a result of the energies of the Dominions flowing into the immortal from a breach that occurs in the Crucible during the ordeal. Certain motes in the immortal's halo become unusable here within the Habitat, making them weaker. Despite the prohibition against stealing pure immaculum from mortals, the practice of the **Lullaby** goes mostly unchecked.

The Companions

Mortal animals have an inherent enmity towards a tainted immortal whose himsati reflects their own form. A tainted immortal whose himsati is a leopard will, for example, draw the animosity of any leopard that comes into close proximity. The animals so drawn are known as companions, and Immortals with a great deal of taint will draw them even from many miles away. All damage inflicted by a companion is always one wound rank higher than the actual wound, and takes twice as much time to heal as normal. In addition, a red pain hostile will occur in the immortal afterwards upon perceiving even a representation of the companion, until the wound is fully healed. It is interesting to note that immortals with himsatis other than animals still face vulnerabilities. Some creatures may be harmed by a certain metal if their himsati is mineral in composition. Others are harmed by sunlight if the himsati is fire, or saltwater if possessing a liquid himsati. These susceptibilities are unexplained in the modern era, although the Primals, beings of pure elemental matter, are said to possess such secrets. Clearly, when an immortal is not immaculate, when his life force is clouded with the energies of the Dominions, the companion's hatred is invoked.



Immortal Death

Death seems contrary to the existence of the immortal. Some do not consider that there could truly be an end to their continuity. Others keep their desire for oblivion cherished within. Fear of returning to the ravaged Dominions, or of entering the mysterious Crucible, is prevalent in the immortal psyche. There are some places that even the enhanced vision of the immortal cannot fathom.

To slay an immortal requires the destruction of their vox, which effectively silences them. This will cause their ancient body to instantaneously crumble into dust. Immortals whose true form is that of a stone, or a sword of liquid steel, may leave behind bits of these substances when the rest of the body has perished. The vox is well protected. Only by completely severing the head can its constant vibration be halted. Immortals do not waste such precious objects. Even while it is considered profane to hold this sacred part of the immortal within one's possession, its value is nearly that of a conundrum on D'Arcade's black market. The prides often send members to recover voxes of their own kind that may have fallen into the hands of others. The narrator makes the final distinction whether a vox was actually destroyed in combat, or whether it can be recovered by the persona. It can never be removed, whether damaged or not, until the head is truly severed from the body. In its removal, the vox appears as an exquisite crystalline reed glowing with a rich, watery light.

The immaculum accumulated in the immortal erupts in a *spill*, which is usually detectable to other immortals in the area. They can, if in close enough proximity to the spill, absorb some of it. As the immortal perishes, the himsati is freed from the body to move about in its spiritual animal-like form. Immortals speculate that the halo remains in himsati form during its wanderings within the Habitat, but exists in more ephemeral form within the Blue Air. Risk of possession by the Sanguinary presents a danger for the himsati while in the Habitat, although such control is not known to exist within the Blue Air.

Gossamers

Although immortals can be slain, they have never known true destruction. If a himsati departs the Habitat at an immortal's death, it may easily enter the Blue Air, an ocean of atmosphere with incredible depths that the Himsati may wander through for millenia. In this place they become *gossamers*, ephemeral beings of bright and dark energy, unable to interact with the physical until they are able to re-manifest in physical planes, such as the Habitat or the Dominions. Gossamers cannot be affected by any attack except for serenades, and they cannot affect the physical planes without those same powers. While resident in the Blue Air, gossamers cannot target any living thing directly with serenades, only the inanimate environment that surrounds them. The advantage of entering the Blue Air as a gossamer is escaping the mental control of the Sanguinary that is exercised in the physical planes.

Familiars

If the himsati remains in the mortal world, it may begin to gather immaculum sufficient to return itself to the immortal's previous form, rebuilding the more evolved shell of the immortal around the halo. Gaining this immaculum can be difficult; it often requires the himsati to enter into a relationship with a twilight (or another immortal) in exchange for the precious motes of immaculum needed to regain its evolved form. In this relationship, the himsati is known as a *familiar*.

The familiar's place in mythology is prolific. Many religions have incorporated their existence into their own principles, from ideas of reincarnation, to demons in the shape of animals. During the Apocrypha's activity in the midst of the middle ages, the familiar was painted with satanic overtones so that it would be shunned by the very people it needed to seek for help. In the modern era, tales persist of unnatural animals that perform deeds both dark and noble in their quest for redemption. That redemption, the return to former self, is a race against time for the himsati. It must become an immortal individual within the Habitat before the Sanguinary's roving consciousness discovers it.

Arks

To avoid existence as a wandering himsati, many immortals store immaculum obtained from humans in places or objects known as *arks*. If enough immaculum is resident in an ark, an immortal can instantly reform upon death to a place of relative sanctuary. Arks are carefully guarded, and are among the deepest secrets an immortal will keep.

Arks are generally built with the cooperation of a quiet culture, through a form of veneration or worship at the site. Their willing donation of their own lifeforce collects in the place, enriching the sanctuary of the immortal. Alternatively, the immortal may travel about, storing immaculum that he collects throughout to await transport back to the ark, where it is later deposited.

All personas beginning the Immortal experience are assumed to have an ark hidden somewhere in the world, a place or object that will call to them, or where they will appear if they are actually "slain." The beginning amount of immaculum motes in the ark is 15, acting as forte to regenerate lost characteristics. If the immortal evolves above this requirement, he must feed more motes of immaculum into the ark to ensure regeneration at his present state.

The Ripple

Immortals gather power during a long and sometimes tortured existence. Their histories are littered with the dying gasps of mortal loved ones, the ringing memories of wars, the accumulated scoria of guilt or hatreds. When they enter a region, the most potent immortals can cause the **ripple**, a stirring in the habitual music, to be heard by others. The ripple is a source of fear for the Perpetual Society, for they understand that the Sanguinary, through its agents, can sense such a disturbance as well. Mortal allies of the beast, dedicated, yet dulled by their own lack of sensitivity, may not notice the mystic weight of the immortal's presence. Using any serenade against another living thing, however, begs to be felt.

Serenades, because of their nature, interfere with the ambient vibrations of the area. To play any serenade that targets the halo of another being is known to sporadically cause resonance in the audible sheath surrounding living forms if the playing is flawed. This resonance is an exaggeration, its impact felt by even moderately perceptive immortals. Too, it can be sensed by the Sanguinary, compelling the need for the Silence. Serenades played on an immortal's self remain "in tune" with his halo, and thus cause no ripple.

The Silence

The Silence is a simple law that prohibits immortals from using their serenades on one another, in order to avoid creating a ripple. Immortals believe that they can trace many violent upheavals of the Sanguinary to times when the ripple of powerful immortals was constantly sent forth in serenade duels, and later sensed by the beast. Wanting to preserve themselves, a group of immortals, led by a queen calling herself Semiramis, joined the wandering pride of Nimrod and brought with them a purpose—to keep immortals from using their powers on one another. Nimrod has been sanctioned by the Perpetual Society to halt any disturbance in the ripple. The other prides, while possessing members of the scourge calling sufficient to punish their own who break the Silence, are less avid in exacting compliance. Immortals are divided on the issue of maintaining this antiquated law. Although they fear the Sanguinary, many secretly reason that it is better to bring the servants of the beast into the open where they might be identified, if not dealt with. This philosophical division reaches all strata of immortal culture, although Nimrod does its utmost to see to the continuity of the law.

A more deeply rooted fear, one that keeps the Silence more or less inviolate, stems from the fear that the ripple was the cause of the Lash, a telepathic plague that destroyed so many immortals during the Shouting War. A repeat of the ripple in the Habitat might create another Lash, one that would surely plunge the immortal race into extinction. The rising of the Sanguinary in powerful avatar forms has historically precipitated outbreaks of plague, even in the Habitat. Certainly, the Lash would be horrible in its devastation of the twilight's world.

The Crossing

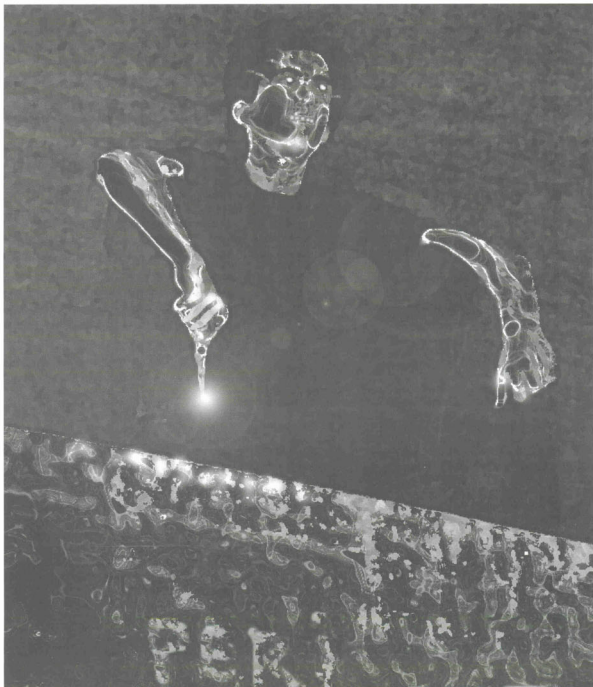
Immortals are not native to the Habitat. They sprang from regions known as the Dominions, places which were severed from the Habitat long ago after the destruction of the Malice Shard. Now desolated as a result of the Shouting War and the Lash that it precipitated, the Dominions maintain their hold on immortals even after they fled to the world of humankind. Only by maintaining immaculum in their bodies can immortals remain in the Habitat. When this precious essence depletes, or becomes tainted from blunders in playing serenades, the immortal begins to cross back over into the world from which all immortals sprang. The fear of such an exile is powerful, so much that immortals have taken to preying on mortals for their own life energies rather than face the hazards of their native

Benison *Traditional holiday in the Perpetual society, celebrated during the mortal Mardi Gras and Carnival in Rio. It's observance venerates the building of Atlantis and the golden age of the immortals.*

Bete Noire *(bet'niwar) (n., The Black Beast) (slang: blackies) Animals possessed by the Sanguinary, able to see the himsits of immortals, and who attack them without provocation. Many horror stories written about animals gone mad can be said to be the story of the Bete Noire, who are also known to steal immaculum from immortals.*

lands. Sometimes the immaculum is drawn from willing subjects, resulting in a mind-altering explosion of perception in the twilight. Others, lacking the ability to win trust, or simply considering themselves predators, steal the immaculum. This practice, known as sinning, is forbidden. Seldom is the law against sinning enforced by Perpetuals. Indeed, such a violation of spirit causes all immortals to gather **taboos** about themselves as the traumatized mortal's religarum ties a psychic albatross around the offender's neck.

The need for immaculum, and the terror of facing the Dominions, has made sinning more commonplace. Eroding values, reflected from yet another period of human decadence, find seed in the immortal heart. For all of their perception, immortals are tied to the life and times of their twilight hosts. Enlightenment is as enigmatic to them as to any addict of conflict. Their future is the future of man.



GUIDANCE



"The sleep of your people is with open eyes; it is the sleep of the dreamless on high. Better for heaven to have your eyes, but not your enemies."

*Dante, The Raven Scepter
A.D. 1307.*

In Immortal, your persona will become involved in conflicts or confrontations which will cause him to test his talents or attentions against other members of the cast. Whenever this need arises, the loose time passage used by the narrator becomes relegated to combat time, as explained in the chapter, *Battle*. That chapter will detail the simple three-step resolution of each clash between opponents.

For the simplicity and the swift flow of combat, the Immortal system employs a one-roll resolution per maneuver attempted. This single roll not only determines who hit, who dodged, who succeeded in a talent, or who played a successful serenade, it also determines damage and/or effect. The system for immortal is simple and universal, one set of core rules for every imaginable facet of the game. Even so, the system also attempts to be as realistic as possible, and is designed to be balanced. Optional rules are provided which may satisfy deeper levels of complexity beyond the basics.

The Dice

Basic Immortal combat utilizes six ten-sided dice for the exercising of all talents, each of the following colors: red, orange, yellow, green, blue, and violet. These can be picked up at any game or hobby store. In the event you cannot find the specific colors, you can represent them in either of two ways. First, you can take any six white ten-sided dice and color the tips with marker or paint in each of six hues. Secondly, you can simply designate the color of the die before you roll it, no matter its actual color. For warps, a special type of serenade, three other colors come into play: black, gray and white. Further detail on serenades and their echoes can be found in chapter, *Serenade*.

Each colored die represents a set of *hostiles*, dice that are rolled to achieve a target number of difficulty when your persona's talents are challenged, usually during combat. When you roll a hostile die, you are representing some sort of interference that arises against you, whether that is the requirement of a certain rank of talent, the presence of pain or poor visibility, slick footing, or a myriad of other situations. The more hostiles that are present, the more dice you will roll.

Hostiles

Hostiles directly correspond to the characteristic of your persona that they challenge. Since awareness, for example, is a blue characteristic, any blue hostiles will be challenges to awareness. These may include poor visibility, being surprised, sensing danger, or calling a shot on a specific area of the body when using a weapon against an opponent. Hostiles apply not only to hand-to-hand combat (melee), but also to ranged combat and serenade combat as well. In most cases, the hostiles for one type of combat work identically in the others.

CONCEPTS

Letbe (The forgetfulness)

This technique allows an immortal to submerge his true identities and powers beneath a self-imposed amnesia and appear as a mortal person.

Philosophically perceived as a sort of sleep, from which immortals awaken to constant rediscovery of their true selves, letbe has been called a gift and a curse. Benefits of this ability seem obvious. The immortal forgets his long, ponderous life and experiences all things with the novelty that a newborn human would. Having reached milestones of experience, immortals arrive at a crossroads when they must make a choice. They can enter ennui, becoming creatures of habit entrenched in their past memories, or they can enter letbe and be reborn with a blank slate upon which gratifying new experiences can be rewritten. Many immortals chose letbe at some point in their lives to break the monotony despite the current stigma (and illegality) of the practice.

Unfortunate side-effects of letbe include the acquiring of multiple personalities, all of which are the summation of the immortal's experiences before he entered letbe. As an immortal enters ignorant bliss, his previous knowledge and experience forms a (see next page)

Blackie (Slang) A Bete Noire.

Blazon (blay'zun) The symbol which distinguishes a pride. Their heraldic device.

Blitzkrieg (Ger.) Name for the Silhouette, given by the World War II Germans.

CONCEPTS

Letbe (continued)

separate, self-aware personality in the sub-consciousness. Every time the immortal repeats the letbe technique, another personality, known as an avatar, results. Despite its stigma and official profane status within the society, the prohibition against letbe is never enforced for fear that letbe's discoverers, the Banjax, would rise up in violence against the other prides.

You may be challenged by more than a single hostile at the same time. If, in addition to the blue visibility hostile, you had already sustained a wound in combat, you would roll a red pain hostile at the same time. In any single roll, you must make your target difficulty number (or above) on every hostile die to successfully complete your maneuver.

The Null

Anytime a zero is rolled on a hostile die, it is called a null. Nulls always indicate an automatic failure. A multiple of nulls also indicates a blunder, a catastrophic error. When using serenades where hostiles are involved, the null can create taint. This manifests as a displacement of your persona's pure immaculum rating that causes him to weaken, and face eventual exile into the sinister regions of the Dominions. Taint is the doorway to the crossing, and the null is the doorway of taint into the otherwise pure halo.

The Halo

The halo is the multi-hued aura that surrounds all living creatures, energy that permeates the mind and muscle to determine how physically and mentally powerful the persona is. Physically, the halo manifests both as light and as sound. There are six colors of the halo that, when energized with motes of immaculum, raise the characteristic based on that color.

Motes

The term *mote* is used to define any individual unit in Immortal. When used to represent immaculum, it indicates a number allocated to any of the colors of the halo. The more motes present, the more potent the characteristic that they energize becomes. A mote of immaculum can be tainted if an immortal rolls a null on any hostile dice while playing serenades. This will lower the characteristic that the mote was stored in. The mote limitation in any one color is determined by the himsati tier of the persona. The lower the tier, the fewer motes the color can contain, thus the less powerful they are compared to the tiers above. At the highest end, an immortal with 15 motes per halo is on the verge of becoming the Eidos, a perfect realization of their himsati form. Below is a general comparison of ability based on number of motes in the halo.

Number of Motes Per Halo Color

Comparison

0	Old mortal adult, disabled adult, child
1	Adolescent mortal, infirm adult
2	Mortal, average adult
3	Mortal adult in good condition
4	Optimum mortal adult in prime condition
5	Mortal maximum, weak immortal
6	
7	
8	
9	Exceptional immortal
10	
11	
12	Powerful immortal
13	
14	
15	Optimum immortal (On the verge of Eidos)



Characteristics

The strength of each halo color is defined by the amount of immaculum motes placed within them. Generally, these motes are anchored in each specific color. Immortals and gifted twilights have the ability to liberate motes to be free-floating, able to shift them at will from one characteristic to the next. Anchored motes are known as your persona's *forte* rating. Liberated motes (known as *free immaculum*) can then be applied wherever they are needed. Below, each characteristic is defined by the halo color that links it to the complex electrical and chemical process we know as life.

Characteristics are noted in parenthesis.

Red (resolve) The number of motes present in the red color determines how intelligent and willful your persona is. Red hostiles challenge an immortal's willpower to resist domination, pain and any other challenge to the intellect. Red hostiles come into play with mental serenades, as well as when your persona attempts to block the emergence of an avatar

Orange (force) Determines your persona's physical strength, how much he can lift and how much damage he deals in addition to the inherent damage of any weapon he uses in combat. Orange hostiles always deal with encumbrance, grappling, or any environmental condition that may work against physical strength. In serenades, orange hostiles come into play when your persona attempts to extend the natural duration of an effect.

Yellow (expertise) Represents your persona's manual dexterity, balance and coordination. Yellow hostiles present themselves when this dexterity is challenged, such as by wielding a weapon in the wrong hand, or fighting in cramped quarters. The yellow hostile represents the difficulty of achieving a greater effect than what your persona is generally capable of.

Green (movement) Determines how much motion your persona enjoys per clash of combat, and how fast he flies, swims or runs. Green hostiles present themselves when your persona attempts to dodge, fire on someone who is under cover, or hit a small target. In serenades, green hostiles represent targeting specific individuals within a crowd.

Blue (awareness) Represents your persona's sight, instinct and general attention to detail. Blue hostiles always hinder the senses. In Serenades, blue hostiles represent the strength with which a serenade can work against the senses, or locating people based on your persona's familiarity with them.

Violet (resilience) Represents the stamina and vitality of your persona, how much punishment he can take. It also represents an immortal's resistance to poisons, drugs and diseases. Violet hostiles arise in matters where fatigue, discomfort, or toxins come into play. In serenades, these hostiles apply in the same manner, as well as on wards that may be protecting non-living objects from your own serenades.

CONCEPTS

Attentions Names attributed to the vibrations of the cosmos that immortals mimic with the use of their unusual vocal reeds. Once simple methods of perceiving these vibrations for exploitation by serenades, the attentions are now developing into spiritual paths in which the immortal looks at the universe from different modes of understanding. The resulting spiritualism, akin to the oriental paths toward enlightenment, are known as the motifs.





Talents

In living as long as they have, it's not surprising that the knowledge accumulated by even the least learned of immortals should be astonishing in scope. In matters of science, immortals are assumed to know everything that humanity has accumulated. For those who entered lethe, this vast storehouse of learning has been buried in the memories of other avatars and must be slowly recovered. The memory pool of the persona beginning the game, a total of 100 motes, is used to rediscover the knowledge of their past. As the persona experiences more during each session of the experience, he is awarded motes of memory by the narrator. These can then be used to "remember" other talents, or to improve those that already exist. For more information on the use of talents, see the chapter, *Talents*.

Success In A Non-Combat Situation

In many cases, a narrator need not make a persona roll to utilize his talents, especially when there is nothing opposing him. We want to emphasize the performance element of the Immortal experience over making a roll for something that should be a no-brainer to the persona. Obviously, if a persona attempts something that is beyond his skills, he should be required to roll, with all necessary hostiles in place. It is only when your persona is actually resisted in his attempts that hostiles come into play. You roll no dice otherwise.

If the talent that you are attempting is being resisted in any way, as in a security program on a computer, or a lock on a door, you will be presented with a hostile appropriate to the situation, depending on which of your characteristics is challenged. In the example of the lock, if you are wishing to pick it, a yellow talent hostile comes into play because it challenges your manual dexterity and lock-picking talent. The lock will have a rank difficulty to overcome, a difficulty number represented by the hostile. You must, on the yellow hostile die, roll the difficulty number or above to achieve success, modifying the roll with your own rank of talent and the number of motes in the characteristic that is used in the attempt. So, you add your talent rating (laureate, for instance, is a +5) plus any motes you have in your yellow halo, plus your roll on the yellow die.

Resisted Maneuvers

Any maneuver that is resisted brings hostiles into play. Hostiles are rolled, one for each challenge to the maneuver. There is a difficulty number on each hostile that your persona must meet or exceed in order to succeed. Failing to achieve the difficulty number on *any* one hostile means that the maneuver was unsuccessful. Rolling a null on any hostile indicates a blunder, and can have repercussions on the combat, depending on the narrator's needs for the moment.

Since each hostile in effect challenges a specific color of the halo, all motes within the color that is challenged are applied as a bonus to the roll.

When playing serenades, any null on the hostile can cause one of the immortal's immaculum motes to become tainted. Tainted motes cannot be used in the Habitat; thus, the persona becomes weakened. If the number of tainted motes exceeds immaculum motes, the immortal is drawn into the Dominion, and is unable to physically exist in the mortal world. Companion animals are also drawn to immortals who are tainted.

Modifiers: Immaculum And Talent

All maneuvers, whether in combat or otherwise, are modified by two things in the Immortal system. First, the number of immaculum motes in a color adds to the persona's roll. For example, if an immortal is attempting to throw a knife at an opponent through a thick fog, a blue visibility hostile comes into play, with a difficulty number attached to it (depending on the thickness of the fog). Any motes in his blue halo indicate a higher awareness and are applied as a bonus to the roll to defeat the visibility hostile.

CONCEPTS

Probe Calling

That occupation within a pride whose duties includes research and investigation.

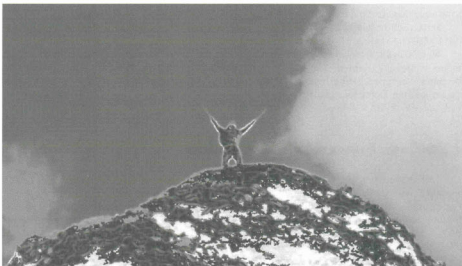


System Terms

The following is a glossary of system terms that should help you to familiarize yourself with the mechanical rules of *Immortal*. Each is more explicitly explained elsewhere in the book.

CONCEPTS

Solitaires *Immortals who would not commit themselves to the political divisions (the prides) after the destruction of Atlantis in 4734 BC. Disillusioned with the end of the immortal's golden age, during which there was peaceful coexistence, these immortals spread into the wilderness of the Habitat, especially through the western hemisphere. Because the benevolent sovereign of Atlantis, Solitaire, was destroyed in the cataclysm, the disillusioned immortals named themselves the solitaires in her honor. Estranged from the prides, they are looked upon with contempt.*



Actor Any individual that takes part in the immortal story by assuming a persona. No experience is required, just a desire to have fun.

Ally Three major themes within the Crucible which form serenades that affect the inanimate world. The allies are abbadon (the black destroyer), ether (the white creator) and orenda (the gray transformer). For more information on the allies, see the section under Serenades.

Attention A vibration pattern of the various forms of matter and energy, extending from basic physical forms to nuances such as thought. It is the perception of the various attentions that allow immortals to imitate them, and thus play serenades.

Barbs Reputed powers possessed by Silhouette immortals utilizing taint as their catalyst.

Blunder A catastrophic mistake in any maneuver, where nulls are rolled on hostiles. A blunder can be comical or deadly, depending on the situation.

Cage A hybrid serenade created by "caging" an attention with an ally, used to empower an object or twilight, or to otherwise change the manner in which a serenade manifests.

Carnals Physical gifts used by Solitaires which allow them to combine mundane talents with attentions to form supernatural skills.

Characteristic Attributes of the persona, defined by the number of immaculum motes in each halo color, used to quantify their mental and physical strengths.

Clash A unit of time in combat approximately three seconds in duration. There are ten clashes in a combat turn.

Echo A serenade which is played against a foreign halo color, one that is normally not subject to the attention. A myriad of variations on the same theme can result from the use of an echo.

Escapades In combat, the number of actions that your persona may take during a single clash. Multiple escapades represent supernatural speed.

Essence A generic term used to indicate the total number of motes of immaculum possessed by a persona, subdivided into forte, which is anchored in the halo, and free immaculum, which can be allocated to any halo color once at the beginning of each combat turn.

Exploit A critical success in combat, represented by a number of nines rolled on hostiles opposing the maneuver.

Free Immaculum Motes of immaculum that are not anchored in any particular halo, but can float between. After a persona purchases forte, he must pay additional memory to free the motes. The number of free immaculum motes determines how many escapades an immortal is allowed during any given clash. At least a single free mote of immaculum is required for a persona to play serenades.

Forte Any immaculum mote that is anchored within a specific halo color, which cannot be moved to augment another.

Gossamer A himsati form, or soul, of an immortal that exists in the spiritual realm of the Blue Air, composed of all halo colors except orange and violet, and thus, immaterial.

Halo The aura of all tangible things. In living creatures, the halo is composed of six colors, representing various forms of living energies. Non-living objects may possess only some of that number, as do gossamers. Metaphysically, the halo is considered an element of the soul.

Himsati The quintessence of the immortal, his earliest form, now a manifestation of his soul that can be assumed whenever the immortal desires. The himsati is the part of the immortal which has not kept pace with evolution. To gain in power, immortals must thus ascend the himsati tier, evolving towards the perfect state of existence. This *Eidos* is the harmonic fusion of himsati and evolved body. When slain, an immortal reverts to the himsati until he can regain enough immaculum motes to "buy back" his characteristics.

Hostile Any ten-side die that is rolled when a maneuver is resisted by another creature, serenade, or circumstance. Your persona must match or exceed the difficulty number of all hostiles in a maneuver to be successful.

Immaculate Term used to denote any immortal who is free of tainted immaculum.

Legacy An esoteric form of talent which directly works against a specific hostile to reduce its effectiveness.

Maneuver Any action that involves the use of one or more escapades in a single clash of combat, or the testing of talents. All maneuvers are based on the roll of the talent hostile.

Melo The combination of two or more immortal's powers to overcome the hostiles challenging a serenade, or the fusion of two attentions to create a hybrid special effect.

Motee Close-quarters, in-your-face combat, as opposed to ranged or serenade combat.

Motes Units in Immortal, attributed to memory, immaculum, or other aspects of the mechanics, that define the values of your persona's characteristics. Conceptually, motes are visible in the halo of an immortal as revolving sparks of colored light.

CONCEPTS

Stratagem *In it's simplest description, a political framework upon which the prides rely to hone their skills in guile. They believe these skills will be required to defeat the Sanguinary in its eventual rise to power. Because so many immortal lives were quenched and sent into the endless vaults of the Blue Air, and because of the destruction of the immortal's homeland known as the Dominions, the stratagem is intended to insure that open warfare between immortals of different convictions never occurs. Instead, an elaborate method of counting coup on one another to expose weaknesses in individuals (thus in prides) replaced war. Successful embarrassment of a member of another pride, or of an entire pride, gains visage for the perpetrator of the coup. Visage manifests in several ways: reputation, renown, celebrity. Members of the prides with the highest visage are reconsidered the most skilled immortal tacticians. They will be the designated leaders of the immortals at the hour they must face the Sanguinary.*

Narrator The person who takes the part of all personas not acted out by the actors. Also, that individual who relates scene descriptions, determines the effect of maneuvers, and otherwise directs the advancement of plot in an Immortal story line.

Null A zero rolled on a hostile die resulting in automatic failure. In serenades, nulls can cause taint which exile a persona into the Dominions. In other forms of combat or tests of talent, a null can cause a blunder.

Persona The hidden alter-ego of anyone involved in the Immortal experience, composed of desires, dreams, hopes and need for expression. The persona is a leading role assumed within the context of the Immortal episode, whereas supporting roles are acted out by the Narrator.

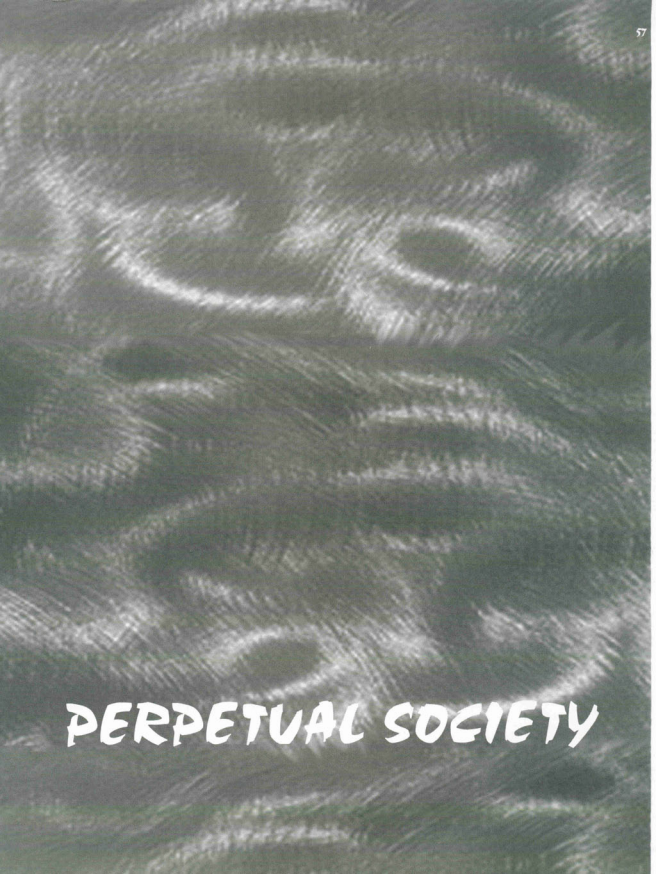
Secrets An attention known only by a specific pride, and taught only to its valued members.

Serenades The result of an immortal imitating an attention, speaking, humming, or singing into being effects that alter local physics. Historically known as magic, ESP, and by other labels which commonly identify the supernatural.

Taint "Impure" motes of immaculum, muddled by the presence of Dominion energies. The negative connotation associated with the term derives from the deplorable conditions presently rife in the dominions.

Vogue An attention that is known to more than one pride, generally one that can be easily attained by most any immortal.





PERPETUAL SOCIETY



R 94

"I asked her about politics and she said to me: 'How else would your kind remember all of your malevolence? I know how hard it is to keep track of all the hatreds.'"

*Nietzsche, "Question Of The Hungry."
Saturnalia Asleep, A.D. 1884.*

Politics

Around 65200 BC, the greatest war among the immortals occurred, lasting for over 50 millennia. The carnage resulting from the conflict was profound. The Dominions where the immortals had been nurtured for so long were consumed in a holocaust of serenades. The use of power was so grotesque, in fact, that a plague resulted. This psychic epidemic, known as the Lash, annihilated vast numbers of immortals. The small percentage spared became mutated beasts who inspired terror in those who had managed to make the crossing to the twilight world. For the survivors in the Habitat, as they called the twilight realm, the cost of the Shouting War had been devastating. They understood their survival depended on the prevention of another such conflict. The stratagem was soon born.

The Shouting War had demonstrated that a retaliatory strike of one pride upon another by violent means only guaranteed a deeper ripple of violence to spread from it. Pride Magdalen, long the scholars among immortal kind, sought to harness the religarum of mortals in order to control their rivals in other prides. It seemed sensible to form ideological cults that could weaken other pride's carefully cultivated systems of belief. To this end, they enlightened a group known as the Apocrypha, teaching them the weaknesses of immortals by exposing their vulnerability to religarum. The subsequent rebellion of the Apocrypha, ostensibly unexpected by the otherwise foresightful Magdalen, was successful. The Apocrypha grew to become a dominator of immortals, and later a sworn enemy. Retribution from the other prides on the Magdalen ensued as a result, though the Magdalen were able to eventually sway some of the more neutral prides to their banner. The defection of seven of the Apocrypha, creating the first of the so called *quiet cultures*, would later help to tip the balance back in the immortals' favor.

The rivalries were both fierce and fruitless. No clearly decisive victories occurred. The Lash began infecting immortals and no antidote to the plague could be discovered. The results of the Lash were hideous. Intellectual deformity was neither swift, nor painless. Only the emergence of pride Nimrod, wielding an incredibly powerful artifact known as the *Darkle* (precursor to the *Femme Darkle*), allowed the war to end. There were no victors but for Nimrod, which had never joined sides. After escaping imprisonment by the stronger Nimrod, the freed prides created the stratagem as a new method for resolving conflicts.

The Stratagem

The primary provision of the body of agreements that became the stratagem is the prohibition of any open conflict not refereed as sanctioned duels. Slaying a fellow immortal is considered a capital offense, punishable by exile into the perilous Dominions, or by poisoning. The Magdalen themselves stepped forward and warned the immortals of a discovery that they had made in their close association with the Apocrypha; the Sanguinary had imprinted itself in the dreamstate of humanity, creating a realm known as the Morpheum. The pride proved the existence of the Morpheum and the Sanguinary's domination of humankind. They also swore an

CONCEPTS

Lash This supernatural plague was born of a mutation occurring in the vibrations of the Dominions, caused by the abuse of serenades. In parallel, it resembles the toxicity in the Habitat building up as a result of rampant industrial destruction of the environment, and the toxins that are slowly eroding the natural chemistry of living beings. The Lash was far more deadly because it occurred as a telepathic malady, creating, in effect, a form of chaotic religarum that tears at the perception of its victims. Those who succumb to the Lash are violently insane and feral. They are torn by impulses beyond their own comprehension, the by-product of the terrible magical war in which the Lash was engendered.

Bloodshields

One of the ancient weapons of the Keeper calling, consisting of mystically inscribed cerise diamonds that orbit the immortal in a protective web, seeking anything entering the aura with lethal velocity.

Blue Air

The remnants of the Sunedriion after its dissolution. The Blue Air is the domain of gossamers, and the ocean dotted with the other worlds known as the Dominions. It can be accessed by the Shallows, places in the Habitat that are haunted or mystically charged by profound emotion.



oath to destroy the Apocrypha if the other prides would allow Magdalen reconciliation to the Perpetual Society. The other prides agreed, not without a great deal of hot debate.

Having a new fear of their enemy and its twilight extensions, the immortals knew that the Sanguinary's rise from its prison of dreams was inevitable. They determined that when the *rapture* occurred, only one pride could lead the others united for a single purpose. However, choosing a leader was evidently impossible. All prides believed that they had the proper convictions necessary to assure victory over the beast. Squabbles began to escalate toward another conflict, one which would destroy Atlantis, the immortal's place of refuge, and expose them to their enemies. The Apocrypha was not idle in their attack.

If not for the intervention of a group of exceptionally powerful individuals, immortals might well have perished as a race. The Apocrypha had honed their skills with religarum, transforming would-be immortal assailants into thralls to fight those who resisted.

These potent immortals, who severed all ties to their respective prides and called themselves the "Jury", led the bulk of immortals to the safety of a new world, now known as North and South America. Here the immortals would lick their wounds as the newly formed **Jury** usurped all power within the scattered society.

To their credit, the Jury did not make themselves dictators. Instead, they advanced the notion that only the cleverest pride could possibly lead the others during the rapture. Every pride, they maintained, had a visage to protect, an aura of eminence that must be present to earn the respect of the others. To gain this visage, each pride would need to resolve their conflicts in the most devious manner imaginable, increasing their own reputation while tarnishing the reputation of the others. This would be accomplished through a process known as counting coup, setting up one another to be publicly discredited, exposing weaknesses. The pride with the highest visage would be the Scepter, the ruling body that would lead the others against the Sanguinary when it was to finally get loose from the Morpheum.

These nuances of the stratagem were adopted on the provision that the Jury remove themselves from the political affairs of the immortals, acting

Bhogavati *A noble and great city in the Himalayan mountains, mantle of the Naga quiet culture, purportedly paved with mosaics of emeralds, rubies, sapphires, and other jewels. Bhogavati is a fortress of pride Anopheles, kept by Sanniya, a Cadra Raga whose presence causes nightmares about snakes.*

Cadra Raga *Four Anopheles sisters, now paragons of the pride, who stole fragments of the original Femme Darkle and who eventually came to dominate the Rukshasa. They are Makeda, Medusa, Sanniya, and Kali.*

only as impartial arbiters to determine when successful coup had been counted on one pride by another. The Jury agreed, astonishing the Perpetual Society by removing themselves, in fact, to the Dominions. Only a radical group of immortals, whose beloved leader had been slain during the war that destroyed Atlantis, refused to abide by the conventions of the stratagem. Naming themselves the solitaires, after their fallen guide, they withdrew from the prides and vanished into the wilderness.

Society

Modern Perpetual Society exists wholly in relation to the stratagem. The term has come to indicate only the prides who enacted it. In a broader context, the Perpetual Society is made up of many groups, known as *breeds*, some which are immune to the stratagem (as in the case of the Jury) and some which are completely outside of it, as in the case of the solitaires.

As a culture, the perpetuals enjoy a continuation of many of history's most fascinating eras in the form of mantles, hidden niches of their immortal countries within the concrete jungles and wildernesses of the Habitat. Within the mantles, immortals exist as they have always existed, in the splendor of Rome's Empire, before the walls of Troy, within the glory of the Renaissance; the list is endless. Only immortals who have had extensive contact with humanity, or have entered lethe, can truly understand mortal society as it is today. Many ancient immortals remain cloaked within their mantles, manipulating events through the use of twilight servants or other immortals. Although immortals who have contact with the so-called "modern world" are looked down upon with some degree of rarefied loathing by the eldest immortals, those who have tasted of humanity's brilliance dance with abandon on the line that separates the world of man from the fascinations of light and shadow that play through immortal climes.

Visage

At first, the sole reward of the stratagem was simply the prevention of a war that had so depleted the immortals' numbers. As it developed, it became clearer to all of the prides that the Jury's methods of dispensing reputation throughout the society was done in a way that made each pride strive to become even more politically suave. Considering the perverse intelligence of the Sanguinary, it became clear that to fight the beast required a level of subterfuge equal to its own. Personal affront at being outwitted by one's betters became almost criminal, and was not tolerated. Conversely, when coup was counted in a manner that presented a danger to a pride, exposing their weakness to the Sanguinary's minions or to humanity, grounds for legitimate vendetta sprang into existence. Early prides who consorted with the Sanguinary's *drones* were discovered and exterminated. Four prides fell into destruction this way, their remnants taking refuge with the Solitaires. The example made of such transgressors was never forgotten.

In the modern stratagem, the value of one's successful plottings has taken on additional luster through the enhancement of one's personal visage, by demonstrating the appearance of strength, brilliance and self-control. This principle exists on two levels, that of the individual which in turn affects the visage of the pride. Visage is allotted by the Jury when they have witnessed and ruled that an action or situation has altered the social standing of the individual or pride involved.

As an individual immortal rises in visage, his reputation begins preceding him. The higher his visage, the better known he is by the society as a whole, and the more he is respected for his deeds. He is considered the best of the best.

CONCEPTS

Silence "We of pride Nimrod will never tolerate immortals who use their powers against one another and cause the ripple to spread throughout the Habitat. Our enemy sleeps in the dreamstate of humanity, waiting to remember all of its skills and regain its powers. To aid its awakening with the creation of these ripples of power is senseless and dangerous. To alert its minions too is foolish. We will remove from the Habitat any immortal who breaks the silence. We will punish them."

—Paragon Semtramis, pride Nimrod, in her address to the Atlantean Congress, 5631 BC.

Cadre *Any group of immortals entering lethe for a common cause and a common goal, generally to become mortal friends and to emerge out of lethe together.*

Caliburn *Famous Peri wielded by King Arthur. Also called Excalibur.*

CONCEPTS

Blue Air A gulf of starry sky filled with blue clouds that lies between the Habitat and the Dominions, said to be limitless. In the Blue Air exist the gossamers, immortal spirits who endlessly wander the region in search of the Shallows, areas that intrude into the Habitat's haunted places. There, gossamers can emerge and eventually regain corporeal form.

For any immortal being in the presence of another of higher visage, entering combat may prove difficult because of how intimidated they will be. A natural manifestation of visage is a physical and mental discomfort that arises when in close proximity to an opponent, usually described as the sensation of having one's body completely covered in tiny crawling insects. The weakest immortal can have a visage sufficient to drive away immortals far more powerful than he.

Pride visage is determined by the number of individuals within the pride whose visage is high. These various members invariably belong to the callings, organizations in service to the pride, each of which focuses on a certain vocation to advance the pride's resources and status. Within these callings, a stratum of rank has developed, represented by the six colors found in the halo and the three colors of the allies. Black is considered the highest rank within the callings; an individual with a black visage is the core of the pride. A loss of even one of these great heroes means a disastrous loss of visage for a pride that may take centuries, perhaps millennia to recover.

The Jury

Fear of the Jury is universal for all of those involved in the stratagem. Members of the Jury are not known as bullies; indeed, they never attempt to enforce any decree. Their power lies in their isolation from the Habitat as the only breed to willingly reside in the Dominions. Survival of the horrors of the region speaks highly of the Jury's ability to defend itself. A greater power at their fingertips is their immunity from the politics of the prides, although many prides do attempt to subtly sway the Jury in their favor. There are recurring rumors that this august group of seemingly dispassionate individuals has knowledge that far exceeds that of immortals in the Habitat, and that they have whole blocs of agents working in subterfuge to actually control the prides while perpetrating a facade of pride independence. Other rumors say that they have achieved a degree of enlightenment that transcends the ages-long conflict between immortals and the Sanguinary that spawned them. If there are truths about the Sanguinary that the Jury has uncovered, no one has yet brought them forward.



Outside The Stratagem

Outlanders

The **Outlanders** are immortals of great potency, although not necessarily of great age. They have, by whatever means, increased their own abilities to the point of being independently powerful. Outlanders are almost always sensed when they enter an area, so great is the ripple that they cause. They are feared for their unpredictability, since they generally remove themselves from the stratagem to pursue their own tactics. The Outlanders are believed to be a breed which, though reclusive, aids the solitaires in their survival outside the stratagem. Many believe that their power rivals that of the Jury itself, and that a conflict between the two is a deeper undercurrent of the Invisible War.

Primals

These immortal individuals did not evolve from organic life, rather, they were the result of the conundrum dissolving into water, stone, fire and wind-storms during the Sanguinary's appearance so long ago. They are still largely an enigma, for they retreated from the world when immortals grew in dominance. Some of the prides have descended from the Primals, although the "pure" Primals are a source of terror and whispered legend. Stories have arisen of "Neo-primals" who are highly exotic, with himsatis made of glass, acid, gasoline and other modern substances. Although slow to rage, when the Primals appear, their presence has come to indicate violence on a broad scale.

D'Arcade

The Dark Arcade is a group of solitaires that formed a black market shortly after 625 BC in response to a Perpetual Society demand for the recapture of priceless relics and weapons that were used in the Shouting War. D'arcade has evolved into a financial empire dominated by two sets of individuals, the Rogues and the Literati. The Rogues are carefree burglars who fence their booty on the market, keeping the Literati well-supplied with an astonishing blend of commodities even while demanding an equal political voice in the gathering's business. The Literati are more mafioso-oriented individuals, whose interests are in twilight organized crime. Although they resent the Rogues for their lack of focus, they also run the corporate concerns of D'arcade when the Rogues lose interest. The usual pattern is for the Rogues to set new opportunities into motion, leaving the taciturn Literati to keep them going while they move on to something new.

D'arcade operates out of the vast mantle-city of Nivalea in Antarctica where they are tolerated by the prides because of their ability to dig up heirlooms that are precious. Of all the breeds, D'arcade enjoys the most privileges, but the prides are ever cognizant of their danger they represent, and exert controls over them whenever possible.



Calling

Any of the occupations within a pride which carry out specific designated duties within the stratagem. They include: Emissary, Scourge, Keeper, Highbinder, Juggler, Sleeper, Slayer, Probe. See each under its specific heading.

Cardinal

The strongest avatar in an immortal's mind. That persona which maintains control of the body.

The Solitaires

Originally, the being known as the Solitaire was a Primal of such wisdom and power that she is generally credited with elevating immortals into their golden age almost eight thousand years ago. As an icon of universal tolerance and kinship, she was responsible for the building of the breathtaking mantle known as Atlantis. It was after her assassination and the subsequent creation of the stratagem that disillusioned loners began calling themselves solitaires. The modern solitaire is an outsider who wanders in the wilderness of the Habitat, seeking after their own myths and spirituality. As with any immortal outside the safety of the stratagem, solitaires can be killed, as long as no serenades disturb the silence. Immortals within the stratagem don't go out of their way to harm a solitaire unless one happens to wander into a mantle. There, no ripple arises from serenades, and a solitaire can be quickly dispatched or enslaved.

CONCEPTS

Jury Ancient immortals who exist still in the dangerous regions of the Dominions by their superior power and guile. The Jury are observers of the prides as the pride members vie with one another in the stratagem. They grant visage to individuals whose actions show particular ingenuity and deviousness, increasing that individuals renown and leadership qualifications in the eyes of his peers. The Jury exist outside of the stratagem, and are supposed to be without political ambitions.

Silhouette Drones

As it is now well-known, animals dream. In the throes of their simple nightmares, they can become vessels inhabited by the malevolent consciousness of the Sanguinary. Although they gain no special abilities, the bete noire (black beasts) can be exceedingly dangerous to immortals, especially when they occur in packs. For this reason, Immortals will avoid zoos, game reserves, and even pet stores rather than risk a confrontation with animals, especially those that match their own himsati as companions.

Whole breeds of immortals scattered across the world toil in the service of the Sanguinary, arranged in what are known as droves, the antithesis of the pride. These are not insane, mindless creatures as are the bete noire, and their reasons for serving the Sanguinary are not clearly understood. Most prides simply believe these immortals, once existing in body, have been replaced by an avatar of the Sanguinary. Whatever the truth, all drove members are mandated for destruction whenever encountered, and this is the only time when the silence may be violated.

The droves venerate the Silhouette, the current physical manifestation of the Sanguinary, and are thus called silhouettes by their opponents within the stratagem. It is by the droves' efforts that the Silhouette continues its predation since it requires their focused immaculum to retain a corporeal existence. Because of this inherent weakness in the Silhouette, the prides consider the droves' destruction to be the most vital objective.



Manes (Also, Entim, the terrors)

After the Shouting War, at the height of their influence, pride Banjax developed the rite of lethe and offered it as solace to any immortal whose endless existence held them poised on the precipice of lunacy. This supposed gift was soon enforced, especially on immortals whose age brought them dangerously close to madness, or allowed them no understanding of the creatures in the Habitat. A segment of immortals resisted the "gift" and fled from the Banjax into the Dominions. A few returned with tales of the manes, immortals who had been ravaged by the Lash, but had not died, as most of the plague's victims supposedly had. These bloodthirsty abominations prowl the ruined cities of the Dominions, seeking victims for purposes whose speculation has created volumes of immortal horror tales. Modern theories are being advanced to the effect that there were no real deaths from the Lash, only a transformation into ravenous himsatis searching for immaculum. This view is overshadowed by other, more horrific traditions in the Perpetual Society.

Trysts

A *tryst* is any of the rare children born of the union between an immortal and a twilight. Trysts maintain the finite lifespan of their twilight parent, albeit a longer one, and some of the perception of the immortal one. Every culture has held the tryst as semi-divine. In Greece, they were the demigod children of the gods of Olympus. In Israel, they were called the Nephelim, the progeny of angels that cohabited with mortal women, giants who won glory among their mortal counterparts.

Trysts possess a unique ability to blend the religarum of their human side with the immortal mastery over the cosmos, allowing them to create the mantles within which reside most immortals in the Perpetual Society. At the center of every mantle are the trysts whose intense training allow them to capture and hold an era of time under the blind eyes of modern mankind. They are among the most precious individuals to the immortals, yet also the most rebellious. Because of the difficulty in controlling them, the birth of a tryst is always well-documented. The infants are abducted early and brought into the immortal fold. Often another twilight child, transformed to resemble the original, is left in its place. After a transplant of the vox from an immortal into the tryst, he is able to speak his new world into existence. The life of the tryst is the enactment of an illusion that brings into being the very real cloisters for immortals in the modern human world.

Trysts are not usually immortal themselves, although most tend to be long-lived. Many eventually die within the center of their webs of fantasy. The vox that allowed them to preserve a world is then handed down to their successor, who brings the world back out of its darkness. The personality of the new Tryst will certainly affect the nature of the mantle that he has taken up, despite strict methods of teaching to prevent deviations from the original pattern. Thus, even these frozen regions of history or fantasy acquire unique qualities whenever they gain new guardians.

Trysts of some unique immortal creatures, such as the Horned Lord, the Lightning Man and the Lord of Snow, often are born immortal. Other mantles are pale shadows compared to the majestic creations of these undying beings.





Scions

The scion is the closest thing to procreation that immortals attain, outside of their sporadic success with twilights in the creation of trysts. When an immortal acquires a taboo through the forceful theft of pure immaculum from a twilight, he can rid himself of the taboo with a ritual known as *the splintering*. Once accomplished, the immortal actually creates a living, mortal receptacle for the taboo in the form of a child.

Scions never grow up, nor do they seem to age. Their lifespans are, however, relatively short. The most aged scion reported has only endured about a half-century. They carry the taboo of their "parent" until then. For more information on Scions, refer to Chapter 12, *Purity*.

The Perpetual Society considers scions to be dangerous experiments in reproduction. In the old days, because the prides were so closely affiliated, almost every immortal among them could be accounted for. However with so many Ingenue in the modern era, most prides have lost count of who is who. Some have even forgotten (or have been made to forget) identities of very powerful immortals that once belonged to their pride. Today, most immortals are on constant alert for the appearance of a stranger within the fold. When discovered, scions are usually put to death, and the creator is severely punished with exile to the dominion. This law, like others, finds exceptions in its enforcement.

The Apocrypha

A group of mortals was once embraced by pride Magdalen and taught secrets which the immortals hoped would transform them into a cabal of servants who could exert their religarum over the Magdalen's enemies. The plot failed when these mortals turned, as all slaves eventually do, on their masters. Their knowledge immense, the new Apocrypha became enemies to immortals with a hatred that endures to this day.

Passing their traditions down through the ages, refusing immortality as the curse of the monsters they wish to one day destroy, the Apocrypha seek to destroy immortal influence wherever they find it. They have become the immortals' greatest terrestrial enemies; many fear that they are allied to the droves and have become instruments of the Sanguinary. The Magdalen, who spawned them in the first place, vow that such an alliance would never occur, since the Apocrypha hate all immortal beings. Members of this group, who have also been known as the *Illuminati*, are avoided by immortals at all costs, lest they be captured and enslaved or destroyed.

Children's Crusade Event occurring in 1212 AD when the Catholic church, manipulated by the Eremites, send 50,000 children to take Jerusalem from the Moslem Saracens. Half of these were taken in and made immortal by the Peri, bringing the ancient order back from extinction. Others were brought as apprentices to the Eremites. Eventually, those children who matured broke away from the Eremites in a bloody rebellion and went on to join the solitaires.

The Quiet Cultures

If a twilight breed would pit itself against the immortal presence, others would seek to embrace, even worship it. The original quiet culture (a term which has since come to be applied to many such gatherings) broke from the Apocrypha when seven young members, led by a man named Benendanti, were tempted with promises of immortality by the Perpetuals. Around themselves they formed breeds that collectively made up the first quiet culture, humans who rejected conventional systems of belief and sought spirituality in nature or ritual older than the foundations of the world's religions. The culture serves as the immortals' counter to the Apocrypha, with the twilight members immune to the religarum of their lord's enemies. For those who distinguish themselves, the road to immortality is opened, although none achieve real political status within any segment of the perpetual society. Even so, they are well-loved by their patrons.

The original quiet culture's seven members split apart to found their own cultures, leaving the original, now known as the *Benendanti*, to become obscured. Despite this, the Benendanti is the only culture to have attained immortality for all of its members through capture of immortal voxes. These members work ceaselessly to make their breed a full-fledged pride. They continue to enjoy the protection of the Banjax, while hiring themselves out to other prides as superb combatants and gladiators.

The Government

Various governments around the world have agencies devoted to the study of unexplained phenomena, including UFOs, paranormal abilities such as ESP, and other perceived threats to their national security.

The United States is now known to have a special agency within the National Security Agency whose primary focus is a special operation known as "Project Looking Glass," known to keep surveillance on at least sixty ingenue who are still in lethe. This project researches any reports of metaphysical occurrences within the states.

The Federal Bureau of Investigations also maintains its own scrutiny that stems from the UFO sightings which have proliferated in the last three decades. Some immortal lighters, marvelous vessels which move through the sky and oceans under the power of serenades, have been shot down and vanished, presumably to be taken to secret hangers on military air-bases. Lacking the ability to play serenades, the government may be marveling over "technology" that they could never hope to exploit. No doubt the Apocrypha seeks to recover these majestic vessels.

Other countries such as Russia, Great Britain, France and Germany are known to have organizations which seek to exploit the abilities of the Perpetuals, particularly the secret of eternal life and youth. Funds intended for other forms of research, most notably in the health care area, are known to have been rechanneled to fund these operations.



Inside The Stratagem

The Prides

CONCEPTS

Conundrum *The physical fragments of the Sanguinary's body when it shattered upon its arrival to the world in 65 million BC. The Conundrum represent various aspects of the Sanguinary. One shard may represent a piece of its heart, its brain, its eyes or teeth. The powers of the conundrum vary from shard to shard, depending on which part of the Sanguinary's body it once formed. They are known as conundrum because of the hypnotic effect the shards have on immortals, and the twisting passages of knowledge that exist within them. Immortals use the power of the conundrum with trepidation, not wishing to fall under the control of the Sanguinary. There are a multitude of names ascribed to specific conundrum, depending on their origin. Shards of the Sanguinary's brain, for instance, are known as whisperballs, and have the unique ability to allow all persons speaking in their presence, no matter what language is being spoken, to understand one another.*



Over time, as the larger prides absorbed the weaker, an uneasy balance of power was achieved. With the Scepter seeing to the strict observance of the stratagem by all prides, backed by the intense power of the Jury, the prides settled into their present configurations. Since the Scepter was so powerful, the other prides decided that it was in their best interest to forge alliances. As this feudal compromise took root, certain members within each pride began gaining prominence from the visage they had gained on a personal level. A stratum originated wherein members of the pride with the highest visage gained political power within the pride. These paragons could count on their personal visage to gain support from the Jury in disputes that would arise with other prides, since visage was the principal element upon which the Jury's judgment was based. Soon, others with growing visage formed an increasingly complicated network of alliances, creating family-like dynasties to advise and support the paragon.

There are currently twelve sanctified prides within the framework of the Stratagem, each one unique in perspective and physical makeup, each with their own abilities and taboos. Gaining pridal standing is a difficult matter, having rarely been achieved by coups counted against all of the other prides simultaneously. Still, many factions of solitaires work to be recognized within the stratagem, striving constantly to penetrate the monopoly on power.

Club Eternity

Dance club franchise operated by immortals in the Habitat, used as access points to mantles as well as safe-houses for immortals. See also: Radio Eternity.

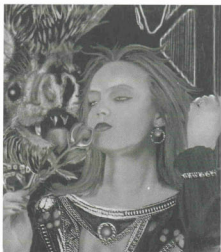
Anopheles (The Hungry Ones)

One of the eldest prides, those whose servitude to the dread Abzulim gained them a touch of madness and a deep lust for all sensual things, the Anopheles parlay their knowledge of mortal desires to achieve their political ends. Often, their method of counting coup on members of the other prides relies on seduction, or temptations of a less sexual nature. They consider themselves to be lust incarnate, manipulating the greed of others with one expert hand while taking what they want with the other. They are known to possess an almost overwhelming exuberance for life, grabbing on to every wisp of passion and living it to its extreme. They are decadent, often considered perverted by mortal standards.

The history of the Anopheles is long and illustrious, but also torn with tragedy whenever their attempt to master the power of their conquerors has resulted in great displays of destruction. They are noted for two important events in immortal history. The first is their near destruction of the Sanguinary which caused the desolation of the Sunedion and the separation of the Habitat from the Dominions. The second is their summoning of three spiritual entities known as the Trine out of the Crucible, beings now believed to have been those that exiled the Sanguinary in the first place.

Certainly the Anopheles are respected for their ability to entice and confuse the senses of mortal (and immortal) kind. There are whispers that the pride also holds in their possession secret knowledge of the Abzulim, as well as some living specimens of that alien race in hidden vaults around the world. The pride is ruled by four paragons of equal stature known as the Cadra Raga whose beauty is said to be nearly too intense to bear. It is the trend of the pride to appear as physically appealing as possible, to better influence human sexuality.

The himsatis of the Anopheles are generally reptiles such as snakes and lizards, although the original core of the pride are descended from black leopards. They dress in outrageous styles, especially those that might be considered risqué in twilight society. In the females, leather and lace abound. In the mantles, many wear nothing but unusual jewelry to accent their perfection of body.



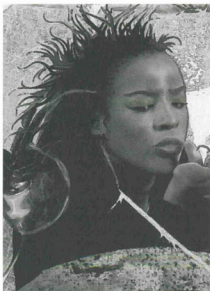
CONCEPTS

Halos The aura that surrounds every living thing, occurring in six colors that energize various mental and physical attributes of the individual. Immortals, because their halos are stronger than twilights, tend to shed a soft radiance off of their skin when perceived in their own domains, the mantles. Gossamers have four halo colors instead of six because they lack the orange and violet hues that enable corporeal beings to physically affect the Habitat.

Arachne (The Trap Weavers)

Humorless and shrouded in enigma, the Arachne triumphed in survival after emerging as the dominant members of immortal insects known as the Hive around 50 million years ago. First the servants of the Abzulim whose duty it was to toil in the construction of their exquisite cities, the Arachne became the greatest architects known to history.

The Arachne perceive unbridled emotions, especially hate, love and rage, as a dangerous, volatile element of the personality, easily exploited in an individual whose rationality is hindered by it. For this reason, they seek the suppression of passions and the raising of the logical mind to seek a clear view of the uni-



CONCEPTS

The Babblor In essence, the perfect communion between both hemispheres of an immortal's brain that allows for his remarkable understanding of the cosmos beyond the senses evident to human beings. The babblor arises from this communion because of constant conflict between logic (represented by the left hemisphere) and intuition (represented by the right.) As each hemisphere attempts to supersede the other in dominance of the consciousness, the immortal must endure shifts in perceived reality. If the babblor becomes strong enough in an immortal, he may become severely delusional.

The most effective method of combating the effects of the babblor is the practice of Aart, a legacy which allows an immortal to create in his mind an empty chair, and mentally place the babblor there to be questioned. Paradox questions are then introduced to the babblor, which it attempts to answer. During its search for an answer to the paradox, the babblor's incessant "voice" quiets, giving the immortal respite.

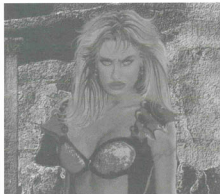
verse's truths. They are supreme strategists, and are sometimes called upon to bring low an immortal's enemy when such a defeat is to be handled in the most delicate manner. Dispassionate killers, the Arachne also serve as assassins, asking only for a single emotion from those that hire them as payment for services rendered.

The Arachne are also known as the archeologists of the Perpetual Society. Their search for truth about the past has become a source of great irritation, especially to other prides who would rather keep some secrets buried in the past.

It is rumored that the Arachne have an object within their possession wherein are trapped thousands of emotional energies from those whom they have harvested expressive payments. Giving an emotion to the Arachne causes the individual to be unable to feel that emotion ever again. As superb masters of the use of fear, the Arachne will never take that emotion as payment. In the end time, they secretly plan to loose these emotions on themselves in order to become mindless killers of the Sanguinary, while also loosing emotional weapons on the minds of their enemy.

Favoring dark clothing and surroundings, the Arachne make a point of remaining unobtrusive wherever they may be. Their spider himsatis make them, among other things, skillful weavers, climbers and patient killers. Because of their careful study of all potential adversaries, they have earned a reputation as flawless perceivers of the truth. For this reason they are often employed in the capacity of interrogators.

Taciturn, most Arachne do not verbally communicate with members of prides other than their own unless absolutely necessary.



Banjax (The Destroyers)

Wrongfully known as rebels, the Banjax were actually a group of immortal field commanders who banded together in the dismal emptiness of Sheol for protection from the other predators there. When the Magdalen tricked the Apocrypha into opening the gates of Sheol, it was the Banjax who poured forth like a river of fire, destroying all in their path. Eventually, they were able to return to the prison to lead the other survivors back into the Habitat, while they

fought to prevent pride Nimrod from recapturing them. Later, the Banjax invented the rite of lethe to give quietude to immortals who were weary of their long lives. Even when the rite was declared profane, the Banjax continued to teach it. In doing so, they continued to promulgate their philosophy, urging immortals to recapture the simplicity of existence which the ages had robbed from them. For this and other transgressions against the greater sensibilities of the other prides, the Banjax are considered the anarchists of immortal society, even though they have been the founders of such glorious civilizations as ancient Egypt. Their almost simple aim is to maintain the stratagem at all cost, for they were its first supporters. To this end they will fan the flames of rebellion anywhere that they consider tyranny ensconced.

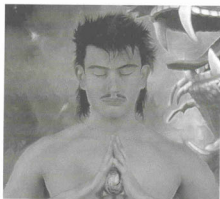
The Banjax embrace their reputation as the immortals' misfits, dressing in street fashions, riding motorcycles and mingling with the more unsavory elements of twilight society. They tend to champion the downtrodden as they establish Banjax turf throughout the world. Their himsatis are varied; they have no prejudices against any species of immortal.

Colostrum (koe 'lahst'um) The milk of the Rukshasa, highly addictive, which grants temporary immaculum to any twilight that ingests it and displaces tainted motes in immortals. Colostrum has a variety of harmful side effects, including extreme cramping, paranoia and hallucinations; if the persona addicted to it attempts to withdraw.

Come-on Polite term for convincing a mortal to give up part of their immaculum to a tainted immortal.

Dracul (The Dragon Speakers)

Undoubtedly considered the most spiritually-motivated of the prides, these immortals rose in the Far East, as warriors of the dragon known as Sharakai, one of the Trine spirits that had been summoned from the Crucible to protect the Anopheles from their enemies. After their initial conflicts, the pride dedicated themselves to the philosophy of Sharakai. They would eventually name themselves the Dracul, meaning "of the dragon." Even when their mentor was slain outside the Forbidden City in A.D. 632, the Dracul continued to dedicate themselves to him.



Strictly hierarchical and dutybound, the Dracul believe that the destruction of the Sanguinary will occur through the depletion of its resources, and believe in education for the mortal masses to prevent them from unknowingly carrying out the beast's will. The Dracul employ ninja members to secretly sabotage any power base that has shifted the balance between the prides.

The Dracul are fascinated with dream research, and tend to follow it very closely. They understand that the Sanguinary is trapped in the twilight dreamstate, and that humans enter the Morpheum every time they sleep. The testimonies of those people involved in their experiments provide the Dracul with, they believe, important research on how to destroy the Sanguinary. The pride envisions a mass exorcism performed on the Morpheum by an enlightened human race.

Rare among the Dracul are the Ki-rin, immortals whose speech manifests as jade tablets that are drawn from their mouths. These beings, considered to exist in the pinnacle of enlightenment, are the intermediaries of Sharakai and counselors to the Paragon of the pride. Known for their truthfulness, the Ki-rin have inspired the immortal slang "it's jade" to indicate a statement that's unerringly guileless.

Dracul favor modern fashions outside of their strongholds. Among their own they dress in the full regalia of an oriental warrior. Jade, of course, is very precious to them. All words spoken by the Ki-rin are said to be installed as mosaics on the walls of the pride's creche.



Eremites (The Crusaders)

A mystery surrounds the origin of the Eremites. Despite the fact that immortals are long memoried, it is unclear whether the Eremites were a result of birth, or whether they were actually a group of immortal humans who followed Anath, their mentor. What is certain is that they were bred as a warrior class, defenders of Anath and his children. Claiming descent from him, their himsatis are all primate in origin, a distinction which they consider important enough to elevate them to a status superior to all other "animals" within the stratagem.

CONCEPTS

Hush-bush Within the Morpheum the central lair of the Sanguinary where its consciousness grows day by day, aided by interaction with humans in their dreamstate.

Conundrum (con'un'drum) (n., the puzzles) Any of the mineral-like living shards of the Sanguinary's body which generate mantles outside of the Blue Air with the discipline of a tryst. Considered to be the most powerful relics in existence, they are capable of altering both space and time. The conundrum are believed by some to be under the control of the Sanguinary. Also called Whisperballs.

Convictions Thirteen tenets held sacred by the prides. Those central beliefs which give immortals their long lives in eternity purpose.

The Eremites believe that the world belongs to human kind, that immortals have no place in the Habitat. Ardent protectors of mankind from any perceived Perpetual influence, the Eremites will often use this philosophy as a means to advance their own political schemes. Considered supremely brave and capable, they are nonetheless looked upon with suspicion for having broken their agreements with other prides with alarming regularity.

Only immortals with the "human" himsati are allowed into their ranks. They are not tolerant of other immortals, whom they consider to be simply beasts in the disguise of twilight bodies. If they become the Scepter at the time of the rapture, their intention is to force the other prides out of the Habitat, luring the Sanguinary into the Dominions where it can be slain without the endangerment of an innocent humanity. Traditionally, the Eremites also see themselves as shepherds who will help mankind achieve its own spiritual truth. They have been known as angels throughout their history in pursuit of these goals. Some Eremites claim that they will restore immortality to the entire human race, but these are discounted as either mad or grandiose. The emissary calling of the Eremites is the among the most extensive in the stratagem.

The Eremites revere the dog as a faithful companion to their pride, and utilize trained canines in a variety of tasks, from guardians to hunters. It is from the Eremites that the appellation of "man's best friend" became attributed to dogs, and they hold this as one of their sacred truths.

Inside their strongholds, the Eremites dress in simple robes of a single color to denote their station. Similarly, their way of life is austere and monastic. Rumors exist that their creche contains many treasures garnered during their history of plunder, especially from World War II, in which they played a prominent role.

Magdalen (The Pebagogues)



Sharing a common ancestry with the Eremites, the Magdalen have pursued erudition over the arts of the warrior. They have been responsible for the education of the dread Apocrypha, the raising of Hellenistic Greece to her heights of brilliance, the triumph of Rome and the protection of the Catholic Church. In the early days of the church, the Magdalen fended off attacks on the institution, partaking in its scholarly brilliance as they had from all other religions before it.

The Magdalen believe that the greatest weapon an immortal can possess is knowledge. They see literature and other forms of artistic expression as keys to the Sanguinary's downfall, since all forms of expression betray the nature of the artist. They constantly search for patterns of thought that will indicate the Sanguinary's advancement into the human psyche.

The Magdalen are thought to be responsible for the instigation of the Exodus, somehow manipulating immortals into entering lethe. This was done in order to gain first-hand information about the Sanguinary directly from ingenu, who might dream without being detected by the beast. The Magdalen patently deny this suggestion, but urge all other prides to take advantage of the new source of knowledge which the ingenu represent.

An accomplishment most notable to the Magdalen is their construction of the fabled library of Jerimia somewhere in the Himalayan mountains. It is purported to have a copy of every manuscript ever written by the hands of twilight or immortal. This stronghold, whose exact location is the Magdalen's best-kept secret, is constantly updated with the mass of books now being printed. No doubt, this book will end up there. Within their strongholds, the Magdalen fancy the clothing and culture of ancient Greece and Rome, and their mantle within the twilight city of Rome epitomizes the Eternal City's ancient zenith.

Coup (coo) *The public embarrassment of one pride by another, used to judge the strength of the pride, their will to survive through subtility, and their ability to manipulate events to strengthen their kind, used to garner visage within the stratagem.*

Crackerjack (slang) *Anything that can be done with relative ease.*

Because of their involvement in the Apocrypha's education, the Magdalen were placed under a ritualistic curse by pride Nimrod known as the Ban. The Ban forbids the Magdalen from ever receiving immaculum from willing mortals. . .they must always steal what they need, and face the consequence of taboos. It is just now being discovered that the Magdalen have adapted a method of consuming taboos in an individual by means of creatures known as Sineaters. Because of this supposed ability, the pride may have considerable leverage in the future among those immortals who are loaded down with supernatural curses.

Morrigan (The Storm Masters)

The current Scepter of the stratagem is the Morrigan, descendants of birds and other flying creatures. Their governance over the forces of the air makes them ideally suited to challenge the Sanguinary's current manifestation, the Silhouette, which has been responsible for many of the weather disasters of the last century as well as the destruction of the ozone layer in the Habitat. Supreme in visage, the Morrigan's activities hinge on the preparation of all prides for the eventual storm of the rapture.

The Dark Ages proved to be the time of the Morrigan, with the scattered seeds of civilization being washed away under the collapse of mighty Rome. In Britain they attempted to unite the Celtic tribes in order to throw the Magdalen-dominated Romans out of the land. Desiring to extend their occupation over the barbarians of the isles, they did all they could to bring strong rulers under their standard. From their creche on the isle of Avalon, an isle that would later be abandoned to triumphant rebels within their own pride, they took control of the wild land. Arrogant even in their defeat, they retired to the floating mantle of Magonia to reorganize themselves for later advances into the mortal world.

King Arthur is a pivotal figure in the pre-science of the Morrigan. His prophesied return from the Crucible will herald the rapture to them; so the pride is constantly on the lookout for the reincarnation of their most illustrious mortal follower. Others within the pride consider Arthur to be a tool of the Sanguinary itself. These dissenters, led by Morgan Le Fey, have been exiled from Magonia, and now search for the child whom they believe will be the ruin of all immortal kind. While Morgan is said to be confined somewhere in Utah, her allies still wait for the day when they can emerge from the hazy curtain around Avalon.

The Morrigan favor the colors of the storm, with accents of glowing gems, feathers and the like. They are known to be haughty in their treatment of others, ruling, as they do, from the sky. In their ranks are among the most noted skylords in mythology, Donar, Odin, Thor, Tlaloc, Zeus and Shu, among others.



Creche *(cresh)* The stronghold of any pride or calling, generally a remote and well-guarded fortress.

Crone, the A manifestation of the Sanguinary who has not yet been seen, but is foretold to bring the rise of the Sanguinary out of the Morpheum. It will be the herald of the rapture.



Nimrod (The Hunters)

The Nimrod are descended from the Horned Lord, from whose original name they derived their own, as well as their reputation as supreme hunters. During their wanderings and conflicts, the pride came into contact with the Darke, an artifact whose dark powers eventually extinguished the light himsatis of the pride, and left only shadows under their skin. When the Darke was discovered to have the presence of the Sanguinary attached to it, and since it had been used to imprison all other prides in Sheol, Nimrod became accountable for unspeakable crimes.

The pride might have faced extermination if not for a clever coup de etat within their own ranks, which poisoned the Horned Lord and all other masculine members of the pride. Blame was placed on the

Horned Lord and his "favorites" by the new female Paragon and she vowed to peacefully give up the Darke that had brought her pride into such disgrace. The Horned Lord, despite his poisoning, was to escape, an event that Nimrod would later regret when pride Phoenix rose from the ashes of their seeming destruction.

Having created the Silence, Nimrod is its most vehement advocate. In their view, without the ripple, the Sanguinary would never awaken from the Morpheum. They take the enforcement of this immortal law with deadly seriousness, and hunt transgressors using three-member packs known as *triads*. A matriarchy, Nimrod are spiritists. There is always a gossamer in each triad. Their clothes favor a hodgepodge of styles, usually worn under imaginative armor layered with barbed wire or needles. They do not attempt to blend into humanity, preferring to remain forever on the outskirts of the Habitat so as not to attract the Sanguinary's watchfulness.

The Nimrod are noted for their ability to free their shadowy himsatis from their bodies and to hold them on mystic leashes. This allows them to track their enemies with chilling accuracy. Once they have captured their quarry, they return him to his pride with an extensive ransom and public humiliation of his comrades.

Peri (The Children of War)

The Peri were created by the Primals during the period of peacemaking that brought an end to conflict between the Primals and the inexplicable Sunedrion wood. Having been formed as weapons of war by their Primal progenitors, the Peri escaped their destiny for a time, fleeing underground to the vast hollow regions of *Underworld*. There they became famed explorers who discovered hidden regions under the earth's crust.

Their freedom was short lived, for the purpose for which they had been designed whispered to them. Sensing conflict, they left the safety of Underworld and emerged into the midst of the Shouting War. There they saw immortals who had exhausted their own immaculum and were losing their powers. The Peri quickly became mercenaries, morphing themselves into gruesome instruments of slaughter.

The toll of death among the Peri was high. Their lack of loyalty alienated their own comrades until, when Nimrod imprisoned all participants in the conflict, the Peri were left friendless. The Peri died quickly in Sheol; they might have been eradicated if not for the Banjax pride which took them in and used them in cooperation to insure their own survival. These Peri-wielding Banjax would eventually relinquish their comrades at the escape of all immortals from the Prison. For millennia, the Peri would attempt to revive their diminished pride.



Seldom seen for over seven thousand years, only a few of the Peri made their mark in the world above. Gugnir, Mjolnir, Caliburn and Longinus are a few of those whose presence in the upper world created legends ignorant of the breed from which they'd sprung.

The Children's Crusade of 1212 marked a period of rejuvenation for the Peri, who had still not attained pride status. In an elegantly orchestrated coup (plotted by the Arachne, so it is rumored), both the Eremites and Magdalen were tricked as they fought within Jerusalem. The Peri were able to save the children of the crusade, bringing them into their pride and making them immortal. The Jury shortly thereafter bestowed pride status on the Peri.

Most Peri seen in the world are the youth of the pride, all resembling children from age eight to eighteen, although an occasional ancestor is sometimes encountered. Their seeming innocence has caused other prides to underestimate them time and time again. Because of the hard lesson taught in their mercenary days, Peri rarely hire themselves out as weapons, but will "bond" to certain individuals who have clearly impressed them. The Peri are known to be fearless. Persistent rumors explain this with a story that ends with the Arachne's taking of the pride's fear emotion, though this fact runs contrary to the Arachne's methods of payment.

Phoenix (The Torch-Bearers)

When Semiramis overthrew the Horned Lord and declared herself paragon of pride Nimrod, she also determined that he and his male children were corrupted by the Darkle, and thus were responsible for Nimrod's harsh treatment of all other immortals. She blamed the imprisonment in Sheol on them as well. Having poisoned all of these, Semiramis imprisoned the children of the Horned Lord on the remote island of Talos, only to discover that the poisoned Horned Lord had escaped her.

The Horned Lord buried himself in agony near the shores of the Euxine (today, the Black Sea) on the future site of the city of Ilium, now called Troy. As settlers built the first settlement of what

would become one of the most sacred cities in the world on the Hisarlik hill, they discovered a vibrant green stone which looked like the petrified sap of a tree. The stone was indeed amber, but its power lay in its origin, having come from the corpse of a dead Sunedrion weald. As the settlers began exercising the immaculum-drenched healing power of the palladium during the next centuries, the Horned Lord sensed it and began a torturous journey toward the light.

Obtaining the healing power of the *palladium*, the only substance capable of healing poison in his kind, the Horned Lord took refuge among the denizens of Troy. During the next millennia, he hunted mortals, stealing their immaculum and collecting taboos from their perishing minds. Fifty taboos were shed into fifty scions, each one an immortal. Pride Phoenix had been born.

Still, the Phoenix were vulnerable because of their small numbers. Having been born with the ability to sense Sunedrion amber, they moved through the world, collecting what fragments they could while the Horned Lord remained incognito behind Troy's massive walls. Eventually, the breed counted coup against the Magdalen and Nimrod, resulting in the burning of their precious city. The city would be destroyed seven times by the Magdalen to mark the anniversary of their humiliation until 1453, when the Jury declared Troy the creche of the new pride Phoenix. Despite excavations by archeologists in the area, Troy continues to flourish today as the Phoenix's center of power.



CONCEPTS

Invisible War *The anticipated beginning of the rape, a time when the Sanguinary's forces would rise in an attempt to manifest it in the corporeal world after releasing it from the human dream-state. The dawn of the war began in 1990 with the theft of the Femme Darkle, an artifact of malignant power whose stewardship by the prides was intended to keep its power from ever being invoked. Now believed to be in the hands of the Sanguinary's droves (prides serving the creature), the Femme Darkle is intended to form the core of the Sanguinary's physical form that is predicted to emerge in the coming century.*

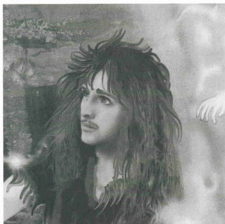
The Phoenix became known as the healers of the Perpetual Society, having secured a near-monopoly on precious Sunedrion amber because they are able to sense it. The Knights Templar became their first quiet culture of real power until Magdalen vengeance was served and the order was disbanded in the fourteenth century. The Templars continue today under more secretive auspices, using their considerable finances in service of the pride.

The Phoenix paragons are avatars of the Horned Lord, a group of warlords who are all manifestations of their founder, as are the scions. These warlords dispatch the Phoenix where necessary to combat the Sanguinary's forces, especially within drove-controlled Sheol.

Having himself of fire, the Phoenix is susceptible to fire if their halo is tainted. Further, tainted members cannot bear the light of the sun. The pride propagates itself strictly through the splintering of scions after an immortal enters lethe. In essence, all members of the pride are extensions of the Horned Lord, one vast entity spread over a multitude of bodies. This Phoenix secret is still unknown to the other prides. Any persona who is a Phoenix is required to begin with a taboo, representing his link to the Horned Lord that spawned him.

Tautha (The Guardians)

With the Morrigan, the Tautha are among the most ancient of the prides, having developed just after the apex of Abzulim civilization in the pure gloom of the Sunedrion. Among the most secretive of the immortals, the Tautha became a target for the Sanguinary's manipulation when they stumbled upon the site where it had entered the world, a place later called Sheol. Fascinated by puzzles beyond their comprehension, they toiled ceaselessly to introduce together the shards of the beast's body, bringing it into a hidden place known as the ark of



the conundrum. Over untold time they brought the conundrum together, fusing them into a single living stone known as the Malice Shard. If not for the daring of the Anopheles, the Sanguinary might have completed its plans. After the Malice Shard was shattered into fragments, the Tautha fled into the Habitat and remained there in the quiet of the wilderness.

After wandering without purpose, estranged from the Sunedrion, the original source of their knowledge, the Tautha began to diminish. Throughout the British Isles, they stole twilight children to preserve their waning immaculum. As all prides faced disaster, the Tautha too would balance on the edge of extinction. Driven by remorse for the destruction

of the Sunedrion, they became perversely unpredictable. Wars among their dynasties wove a spell of violence and beauty through the region, a shadow that still persists. What few wealds still exist in modern Britannia are fiercely guarded from all interlopers.

Eventually, the Tautha found their salvation when they arrived in the New World. The Amazon Basin cloaked the remains of the Sunedrion which had been inadvertently destroyed by the Anopheles eons before. Here they settled and reconciled with the wood, regaining their purpose in a new age of faith. Not long afterwards, when they returned to the avenue of immortal politics, the Tautha counted coup on the Arachne, an event that earned them the admiration and trepidation of the entire Perpetual Society.

Descendants of the earliest mammals, the Tautha have been the source of innumerable tales of beauty, joviality and unrelenting anger. They are venerated still in the lands where they wandered, having been the friend and nemesis of humankind. They wait for the day when they can shed their voxes and gain the true immortality of the Wealds, an immortality which stems from the Crucible itself instead of the Sanguinary's fragmented body.

Terat (The Unfettered)

Among the ranks of the Silhouette droves, only one is known to have broken the bonds of the Sanguinary. Having gained enlightenment from the Solitaire, whose teachings are still revered by the pride, the Terat became members of the Perpetual Society during the Mingling, when Atlantis was built and all immortals were of one identity. As with all the droves, the Terat exist solely in their himsati forms, and thus bear a heavy burden whenever the Sanguinary attempts to usurp their bodies. Having discovered the link between himsati and their greatest enemy, the Terat might easily have been subverted to the destructive form as their cousins had. Instead, they became determined to sever the link, and achieve not only complete freedom from the beast, but also the key to its power.

This philosophy causes the Terat to endure their himsati forms rather than to venture into the human-like "mask" that they consider other immortals to wear. By their belief, human thought, culture and beliefs have polluted the immortal at levels that none of them can even guess at. If immortals would cease their emulation of man, a temptation that the Terat acknowledges to be formidable, they would rediscover the essence of what they were. In this way, the immortals could become truly separate beings, distinct from the Sanguinary that spawned them.

Historically, the Terat have always carried the torch for the dead Solitaire, being her guardians within Atlantis, and during her wanderings previous to its construction. For this reason, they are the most tolerant of prides when it comes to creatures outside the stratagem. In fact, the Terat consider the stratagem to be secondary to their personal motivations. They do not believe that any immortal pride would be capable of leading the others to victory unless they embrace the himsati form, and broke the Sanguinary's hold over it. There are stories of immortals in the core of the Terat who are completely free of the control of the conundrum in their brains. These beings remain a mystery to the remainder of the Perpetual society, as well as a source of self-respect and awe to the Terat.

Dynasties

On the immortal level, a dynasty is an association of immortals within a group whose ties are familial, and who typically look to a supreme member to guide and protect them within the politics of the pride. Dynasties are very selective in who they allow to join their ranks, since they serve as an internal power check against the paragon. In the past, dynasties have attempted to usurp the power of the paragon, but a purge during the latter part of World War II restored the paragons to their positions of authority. Dynasties again have become relegated to advisory bodies; the struggle for power continues unseen, but unabated.

Dynasties are served by avatars splintered off from immortals. Because their actions reflect on their parent immortal, the savant, they are rigidly controlled. Many work for the dynasty until they are able to prove themselves responsible and worthy of freedom.



CONCEPTS

Avatar Immortals who tire of eternity become fated from the lack of fresh experiences, often entering *letbe*, the state of forgetfulness which allows them to forget everything they know and to re-experience life as a new individual. The imperfect submergence of past memories and experiences form a separate individual within the self known as an avatar. In modern twilight culture, the multiple personality disorder often manifests in immortals whose *letbe* is weakening, and whose avatars are skirmishing for control of the body. Accounts of demon possession are, likewise, reflective of this process. Since immortals exist in various modes of survival (known as *motifs*), the multiple personality is an accepted part of their psychology.

Avatars are often splintered from an immortal, who seeds or bears them as children. The children grow up as separate beings while retaining much of the original consciousness of the parent (called *savant*). Avatars form the basis of the familial structure in immortal society, with each one considered to be the progeny of the immortal which splintered them. The fact that avatars are but aspects of a single individual only enhances the bond between the two.

Crossing, the

The state of purity in an immortal's immaculum. When the impurity of taint becomes greater than the pure immaculum, the immortal makes the crossing into the Dominions. When that immaculum is restored in balance over taint, the immortal makes the crossing back to the H-habitat.

Crucible, the

That place where all things were created, from which the Sanguinary is believed to have been exiled, and to where immortals aspire to enter to understand the secrets of the universe beyond the attentions. Within the Crucible is also believed to exist the Neverness, immortal oblivion.



The Callings

In such an ancient society as the immortals live in, purpose has come to mean everything. Without purpose, without the fire of living, eternity can be enervating. The beginning of civilization being a violent thing, they understand too the need to harness the anarchy which had threatened to purge them forever from the world.

The beginning of the callings are to be found in Sheol, where groups of immortals took on certain responsibilities in order to gain favor with those whose power could protect or aid them. During the time of the Mingling, the callings solidified into groups necessary for the operation of the new stratagem. Spies, bounty-hunters, even assassins came into being, all caught in the web of the stratagem, each operating in its own way to filter ever increasing rumors into the center of each pride.

Today, the callings *are* the stratagem. To belong to one is to be acknowledged a player in the vast game of intrigue. In accordance with the non-violent nature of the stratagem, an adjustment that did not come easily to most immortals, the callings form the avenues by which the ruin of their enemies may be gathered. An assassin may not kill another immortal, but a twilight contact with value to a rival may well be a choice target. Spies are insinuated at every level, interwoven with thousands of years worth of circumspection.

There are several callings in the stratagem, each one stratified by the nine ranks of color. Each has its own sphere of influence and performs a specific duty to the pride. On the top-most tier, the members of callings have a responsibility to protect all members of all prides, no matter their affiliation. This responsibility gains them certain privileges from all prides, such as shelter, food, and whatever else they may require that would not compromise the host.

Rooks

Not all members of a pride exist in a calling. Some have little talent in playing the political game, and might even be a liability to the pride if they tried. They serve the rest of the pride in everyday mundane tasks that keep pride resources growing, whether economically or in the area of recruitment to the pride's banner. Since they are of no political consequence, counting coup on such individuals, called rooks, is meaningless, just as their own coup would be invalid. This immunity from the political stage allows them to serve the pride without being a burden.

While rooks do not hold the same respect that is ascribed to members of the calling (they have no visage), a movement within their ranks has been predicted to lead to the formation of yet another calling. Their argument that they provide a number of valuable resources to the pride is gaining credence in some areas, although there is opposition from those immortals who feel their political position would be compromised if these immortals ever became stakes in the stratagem.



The Convictions

The fiber of each pride's cohesive bond lies with the convictions, a group of opinions based on thirteen subjects relevant to immortal survival. The varying perspectives on these same subjects between different prides gives each pride its identity. All who share the same convictions are allowed to become pride members, at a lower status than the founders. Members of the callings are immune to this condition since their value is so considerable. Of course, all new applicants for membership in a pride are carefully scrutinized. Any spies are harshly dealt with.

There is a base tenet connected with each conviction that is universal to all prides, a framework that must never be deviated from. To break a conviction is to face certain censure, the loss of visage and the possible loss of visage for a pride as a whole. Morality being as fleeting as the times that require them, the convictions are a symbol of permanence and dedication to purpose that shores up the seemingly chaotic borders of the stragem.

Culture. The

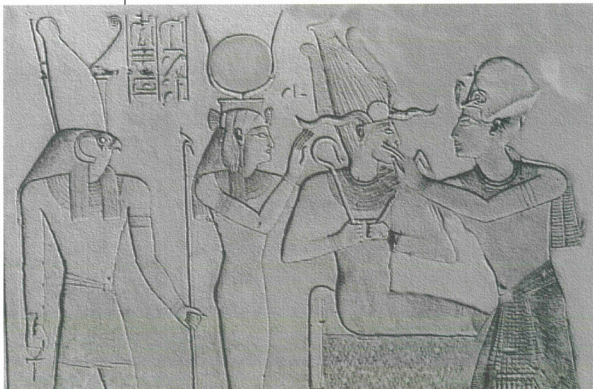
Swank name for a quiet culture.

D'arcade

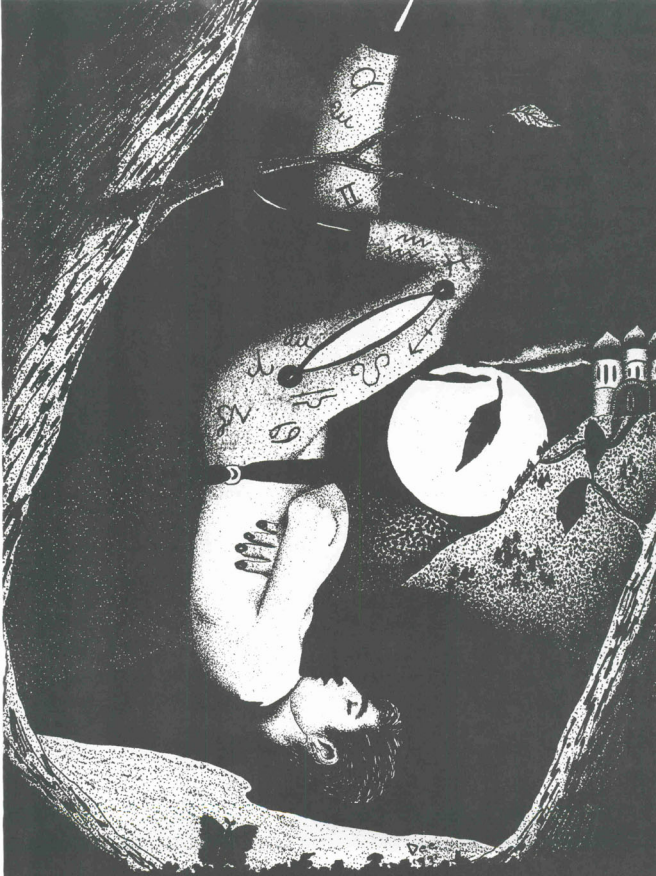
Black market and criminal organization of the immortals, composed mostly of solitaires, whose existence maintains the city of Nivalea and its hoarded treasures. Influential members control the hailstones, fragments of the Malice Shard that allow entrance into Nivalea from any location. Partially because of this advantage, they are tolerated by the Perpetual Society, so long as they remain out of sight.

Conviction General Tenet

Sanguinary	Our enemy for all time, all who join it shall be destroyed.
Silence	In our battle against the enemy, the silence is our invisibility. Violators shall be punished unless their violation destroys a proven enemy of the prides.
Habitat	The world of man is our refuge, none shall despoil it.
Dominions	Once a place of our achievement, now let its deadly environs be our prison for those among us who will not obey the stratagem.
Crucible	A place whose mysteries are beyond our scope. None shall provoke the powers there.
Morpheum	The lair of the Sanguinary, none shall trespass there unless they are adept dreamers.
Stratagem	Our only hope for survival. All who are accepted by a pride will follow its law.
Profane	All of those outside the stratagem may not interfere with our manifest destiny to lead all immortals against the Sanguinary.
Ingenue	Missing persons, all that they know and do shall be suspect.
Conundrum	Keys to knowledge, we must handle them with care.
Sinning	To rob a twilight of immaculum diminishes us all.
Himsati	The himsati is our innermost demon; we must keep it under control or the Sanguinary will have us.



PERSONAS



"Draw your sword against them, and you must throw away all in life that you once knew. The heat of rebellion drowns in the deep of their eyes; they do not cry for you. They are immortal."

*Shakespeare, The Chains
A.D. 1601*

Imagine This. . .

You are in the Habitat, unknowingly disguised as a mortal being while your immortal brothers and sisters wait pensively in their towering creches, staring at the world as if it were a chessboard. The persona you role-play in the immortal experience is an imaginative representation of yourself, moving though your life as a human being; yet there is a deeper identity within you waiting to emerge. Like an undying moth from a fragile cocoon, the immortal within you is about to break out.

When designing your persona, you should keep in mind that the true immortal form need not be the same age, physical description, gender or race as your twilight form. The image of your immortal self already lingers in your imagination. Now you use the rules of Immortal to bring this image life.

Characteristics

Your immortal persona is defined by six characteristics, each of which are created by allocation of motes to the six colors of the halo. Immaculum that is fixed within a specific color is known as forte. Any motes which can be freely moved between halo colors are known simply as free floating immaculum. Immaculum which becomes useless to your persona is known as taint. Taint can be used in concert with immaculum only when an immortal is under a mantle or within the Dominions.



Ratings

Normal human characteristics range from 0 to a maximum of 5 within each halo color. This maximum is extended to a total of 15 for immortal beings. All beginning personas have a starting mote total of 15, which are considered to be pure immaculum. These are distributed as forte freely among the six halo colors; a persona may then pay points from his beginning memory pool to free some or all of these motes, so that they may float and be allocated wherever the persona may wish to have them during a specific turn.

Red Halo (resolve)

Motes Description

- 0 Educably mentally retarded, trainable, No self-control.
- 1 Mild retardation, limited intelligence, easily tempted, with weak will.
- 2 Average human intelligence and willpower.
- 3 Gifted human intellect and willpower.
- 4 Human genius intellect and superior willpower.
- 5 Upper limits of human intellect and iron willpower.
- 6 Mortal beings seem simple and weak willed by comparison.
- 9 Mortals seem hardly sentient by comparison.
- 12 Potent immortal intellect and willpower, mortals seem like animals in comparison.
- 15 Most potent immortals known, mortals' intellect seems insect-like by comparison.



Orange Halo (force)

Motes Description

- 0 Overhead lift = 1/4th own weight.
- 1 Overhead lift = 1/3rd own weight.
- 2 Overhead lift = 1/2 own weight.
- 3 Overhead lift = own weight.
- 4 Overhead lift = own weight x 1.5.
- 5 Overhead lift = 2x own weight.
- 6 Overhead lift = 3x own weight.
- 7 Overhead lift = 4x own weight.
- 8 Overhead lift = 5x own weight.
- 9 Overhead lift = 10x own weight.
- 10 Overhead lift = 15x own weight.
- 11 Overhead lift = 20x own weight.
- 12 Overhead lift = 40x own weight.
- 13 Overhead lift = 60x own weight.
- 14 Overhead lift = 80x own weight.
- 15 Overhead lift = 100x own weight.

Yellow Halo (expertise)

Motes Description

- 0 Completely uncoordinated.
- 2 Mortal average.
- 3 Above average coordination, good athlete.
- 5 Exceptional coordination; height of mortal athletic capability; World class athlete.
- 6 Most mortals seem clumsy by comparison.
- 9 Incredible agility, the immortal could easily juggle a dozen objects.
- 12 Astonishing agility, immortal walks on a thread, on water, on vertical walls.
- 15 Unearthly agility, gravity presents no hindrance whatsoever.



CONCEPTS

Immaculum Life-force, a complex web of electrical impulses and chemical interactions that animates the body. An energy form, immaculum flows from the Crucible, exuding into the environment of the Habitat. According to the Phoenix Apollo, all living things are vessels for immaculum, some being more superior conduits than others. In the Delpbian Scriptures he writes: "...by enhancing our awareness of immaculum, we learn how to lower our bodies' innate resistance to its flow, and further, to keep it from ebbing away. We are only eternal for so long as we are vigilant."

Since immaculum is easily carried in photons, it assumes spectral identities based on the various wavelengths of light. These colored motes take on physical properties in organic beings, defining each creature's capabilities.

Tainted immaculum is comprised of motes that have dimmed from the colors to the identity of any of the three allies, destruction, creation or transformation. Thus, when an immortal becomes tainted, he may physically weaken until these tainted motes are forced from the body. When a tainted immortal bleeds, taint manifests as barbs of black, white or gray energy which move around him and affect his surroundings.

Green Halo (movement)

Motes	Description can move at a rate of:
0	Crawl with great difficulty.
1	5 mph, 8 yards per clash.
2	10 mph, 15 yards per clash.
3	15 mph, 22 yards per clash.
4	20 mph, 30 yards per clash.
5	25 mph, 40 yards per clash.
6	30 mph, 45 yards per clash.
7	40 mph, 60 yards per clash.
8	50 mph, 75 yards per clash.
9	60 mph, 90 yards per clash.
10	80 mph, 120 yards per clash.
11	100 mph, 150 yards per clash.
12	120 mph, 180 yards per clash.
13	160 mph, 240 yards per clash.
14	200 mph, 300 yards per clash.
15	300 mph, 450 yards per clash.



Darkle A physical manifestation of abbadon, found encrusted in the brain of Samiel, an Abzulim, after it had died. After a protracted history of tragic influence, the vampiric ruby-like substance was placed within a receptacle, the Femme Darkle, until stolen in A.D. 1990.

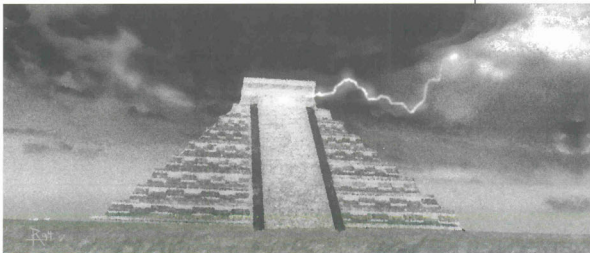
Demeter (dem'e'ter) Immortals' term for the earth, used reverently.

Dirge The sound of a Peri's halo that is heard by others of the pride.

Blue Halo (awareness)

Motes Description

- 0 Legally blind without glasses, hearing impaired. Poor sense of smell and taste.
- 1 Near sighted, far sighted, astigmatic (needs glasses for some tasks), hard of hearing, sensory acuity of a 60 year old mortal.
- 2 Human average senses. Limited instincts, minor visual impairment at night. Unaware of most background odors or sounds.
- 3 20/15 vision, sensitive hearing, smell, and taste.
- 4 Excellent distance vision, can operate effectively without visual input.
- 5 Excellent low light vision, can identify people by scent, extremely sensitive hearing, taste and touch, can perceive halo color intensity with a roll of 15.
- 6 Ultrasonic hearing, perfect night vision, can hear heartbeats at 1 yard distance, vision like unto a low powered microscope or binoculars, can track like a dog, can perceive halo color intensity on a roll of 12.
- 9 Infrared and ultraviolet vision, hearing as per a parabolic microphone, vision as per a high powered binoculars or 100 power microscope, can track like the best blood hounds, can perceive halo color intensity on a roll of 9.
- 12 Sight and hearing extends to the horizon, can perceive a heartbeat at 100 yards, can navigate in perfect blackness (total spatial awareness), can perceive magnetic fields, and radiation, can see in spectrums beyond infrared and ultraviolet, can perceive halo color intensity on a roll of 6, can peer into the membrane of the Crucible.
- 15 Senses extend globally, can perceive on the sub-atomic level, can see all spectrums of electromagnetic emission, can perceive halo color intensity on a 3 or less, can perceive into the Crucible itself.



CONCEPTS

Sunedrion These enchanted wilderness areas exist around wealds, immortal trees which attained awareness several million years ago. The Sunedrion's genesis was long thought to be linked to that of other immortals; wealds were merely plants or trees which had been somehow bonded to the conundrum fragments of the Sanguinary's broken body. Later, intriguing rumors arose suggesting that these wealds gained immortality (and intelligence) from the Crucible itself, after reaching their roots into the dimension from which the beast had been exiled. The term Sunedrion is used to denote the entirety of these mystic forests existing in the Habitat and the Dominions. The most famous of the wealds is a triad of trees existing somewhere in the Sabara desert, at the center of a vast hidden garden known as Gynnab. In the new world, the famed Fleetwood exists, spreading unseen from parts of California, into Arizona and the Colorado Rockies. According to references from several sources, Fleetwood experiences the passage of the seasons in a sporadic and completely unpredictable fashion. Other wealds are known to exist in perpetual spring, winter, autumn or summer.

Violet Halo (resilience)

Motes Description

- | Motes | Description |
|-------|---|
| 0 | Fragile as crystal, will bruise at the slightest touch, is exhausted with any movement, has no immune system, cannot hold breath at all. The stamina of a 90 year old. |
| 1 | Stamina of a 50 year old, fatigues easily from physical tasks, susceptible to disease and injury, can hold breath for up to 1 minute. |
| 2 | Stamina of a 30 year old adult, can fast for up to week, can hold breath for up to 2 minutes. |
| 3 | Excellent immune system, rarely ill, athletic stamina, physically tough (as a professional football player), can withstand extreme temperatures, can fast for up to 3 weeks, can hold breathe for up to 3 minutes. |
| 4 | Superb health and immune system, hardly ever ill, can fast for at least 5 weeks, can hold breath for up to 4 minutes. |
| 5 | Never ill, stamina of a marathon runner, can withstand severe physical abuse (as a bare knuckles fighter), can withstand temperatures above 100 degrees or below freezing with little effort, can withstand fasts for at least 8 weeks, can hold breath for up to 5 minutes. |
| 6 | Immune to all normal disease, flesh is as resistant as wood, superhuman stamina, can withstand desert or arctic conditions for prolonged periods of time, can withstand pressure equal to 200 fathoms, can fast for up to 3 months, can hold breath for up to 10 minutes. |
| 9 | Flesh is as resistant as bronze, can withstand subarctic or desert conditions indefinitely, can withstand pressure equal to 1000 fathoms, can fast for up to a year, can hold breath for up to 10 hours. |
| 12 | Flesh as resistant as tempered steel, can withstand the rigors of vacuum, can withstand pressures from the deepest oceans, can withstand temperatures equal to the boiling point of lead (700 degrees) or near the temperature of liquid oxygen (-300 degrees), can fast indefinitely without harm, can hold breath for up to 10 years. |
| 15 | Flesh is as resistant as diamond, can withstand volcanic temperatures, or the cold of absolute zero, has no need to eat, drink or breathe, can withstand any pressure, is virtually indestructible by any natural means. |

Outfitting

Personas will have use of various equipment and gear during their experience. These can range from a weapon to a portable laptop computer, or a mystic item such as an artifact. Such items may be veiwed as props, introduced by either participants or the narrator to enhance play.

Dominions The desolate regions within the Blue Air, destroyed by millennia of war between the immortals, dangerous and hostile to all but the strongest. Access points into the Dominions form whenever an immortal taints himself into making the crossing. The Dominions exist in a holocaustic state of complete barbarity, ravaged by the Lash and controlled, it is rumored, by the Outlanders.

Awakening The Persona

The matter of awakening from the twilight existence into the dramatic arena of immortal intrigue is as easy as sitting down and beginning to create the story for the first episode. As the actors decide to attempt new things, the narrator secretly keeps track of the memory they spend out of their starting pool. If an actor decides that he is incredibly strong, or exhibits powers of a cat, the narrator asks him how strong he is, or how talented he is with those powers. The narrator may even ask him to give him a rating from 1 to 5. His answer will decide the amount of memory that will be spent out of his starting pool. For those actors who wish to take a firmer role in awakening their own personas, the following guidelines are supplied to build the persona from the ground up.



CONCEPTS

Lullaby Possibly one of the most profound psychological experiences of human contact with immortals is the lullaby, the voluntary surrender of immaculum to an immortal. The sensation is universally described as a journey down a vast dark tunnel while wrapped in feelings of absolute security, warmth and joy. As the transfer of immaculum nears completion, the twilight perceives the increased vigor of the immortal's halo and the displacement of the immortal's tainted immaculum. This perception is experienced as a bright, beautiful light at the end of the tunnel.

Aradia wrote extensively on the subject of the lullaby in her book "Flight In The Tunnel." This work reveals the social pattern of near-death experiences when twilights who almost die are persuaded to give up their immaculum to an immortal hovering nearby. Why twilights return from the lullaby when near death has been further explained in contemporary texts. While in the lullaby, immortals can "rearrange" the motes of a twilight, filling halo colors that may be weak with motes from more potent ones. This practice, common today, is the cause of profound change among individuals which have survived a near-death experience during the lullaby.

Dracul One of the Trine summoned from the crucible, in the form of a great dragon. Later the name of a pride centered around its teachings. Also known as the Dragon Sharakai.

Dracul, Pride Those immortals who gathered around the Dracul, Sharakai, and became its followers. The pride is dedicated to the balance of power within the Perpetual Society so that the stratagem does not become discarded in the face of superior physical power.

CONCEPTS

Spill When immortals have their vox destroyed or taken from them, they die under an enormous crush of time. During this procedure, the untainted immaculum within their halo spills in all directions. Any immortal standing within proximity of a spill will gather motes of immaculum into their halo if it is at all tainted. More information on taint can be found in the chapter Purity.

Predilections

Often, the actor can discover the pride to which he belongs simply by examining his own personality traits, known as predilections. Each pride template has a list of predilections taken from the list below that can serve as a general guide in fitting the persona into a logical origin. Each predilection generally has a predominant color associated with it. The persona will almost always have a higher rating of forte in that color. Predilections are also important for defining non-participant personas created and dramatized by the narrator. On the following chart, the key color in the last column indicates what is normally the highest forte of personas with the associated predilection.

Predilection	Description	Key Color
Arbiters	Find it necessary to resolve problems between others to achieve harmony.	Red
Analyst	Always take into account all variables before deciding on course of action.	Yellow
Authoritarians	Generally like rules and do what's necessary to see them enforced.	Red
Bohemians	Like to be up on the latest styles, on the cutting edge of fashion. If they don't experience it, it must be obsolete.	Red
Boors	Like to be crude and crass, ruffling the feathers of those they consider to be bigbrow.	Orange
Builders	Find tangible accomplishment to be the centerpoint of their lives.	Yellow
Bullies	Must maintain control of those around them to prove their own talent, ability, or strength.	Orange
Cabalists	Plot, plot, plot. They visualize everything and everyone as a means to extend their control.	Blue
Confidants	Have the ability to appear impartial, or even solicitous to most anyone thereby gaining their trust in matters of secrecy.	Red
Connoisseurs	Strive to experience only those things in life that are unique or rare.	Violet
Custodians	Take care of certain people or things as timeless guardians.	Violet
Detractors	Find fault with everything, nothing can meet their enigmatic standards.	Blue
Drifters	Find freedom only in wandering. They can't stay in one place for reasons that may not be of their own choosing.	Blue
Heretics	Consider authority to be corrupt. They oppose the law at every turn.	Orange
Innocents	Never grew up. Embracing the world of the adult is inherently destructive to their spirit.	Blue
Jokers	Love mischief. Their delight is to annoy those with no sense of humor.	Yellow

Dreaming The state of unconscious mental activity where the Sanguinary exists as an electromagnetic entity which utilizes human subconscious in the same manner a computer program utilizes RAM. Immortals avoid dreaming to remain immune to possession by the Sanguinary, although they do sleep. The actual topography of dreaming, a surrealistic reflection of the real world, is known as the *Morpheum*.

Knights	<i>Defend the weak; the law of natural selection be damned!</i>	Violet
Leaders	<i>Naturally assume positions of authority and do their best to solve problems.</i>	Yellow
Martyrs	<i>Believe that there are some things in life worth dying for.</i>	Red
Misfits	<i>They embrace alternative lifestyles, professions, and orientations. Are outsiders unable or unwilling to conform to societal standards.</i>	Red
Mourners	<i>Are obsessed with death and the mystique which surrounds darkness and dying.</i>	Blue
Paramours	<i>Insist on being the center of attention.</i>	Red
Preternaturals	<i>Display tastes that are considered bizarre and shocking to most people.</i>	Orange
Rakes	<i>Are sensualists in the extreme. They feel compelled to experience everything in its diversity.</i>	Blue
Right-Wingers	<i>Consider anything that does not keep with tradition to be subversive.</i>	Violet
Romantics	<i>Believe that old-fashioned love makes the world go round.</i>	Blue
Scoundrels	<i>Were born with trouble in their footsteps. There's nothing like a good rumble.</i>	Orange
Surrealists	<i>See deeper meaning in the mundane world, truths and flaws that should be apparent to everyone, but are not.</i>	Blue
Survivors	<i>Will make certain that they are around for millennia to come, no matter what the cost. To themselves or others.</i>	Red
Sycophants	<i>Flatter others in hopes of manipulating them.</i>	Red
Teachers	<i>Feel a responsibility to share their superior knowledge with everyone.</i>	Red
Thrill-Seekers	<i>Live hard, love fast, and... well, live harder, love faster...</i>	Blue
Yuppies	<i>Maintain the status quo; whatever society requires of you is the best way to go.</i>	Violet

CONCEPTS

Gossamers This is the immortal's term for spirits of their own kind, differentiated from twilight spirits. Gossamers are the pure halo of an immortal that escapes the ruined body during a spill. Lacking the orange halo to effect the physical world and the violet halo to be physically touched themselves, gossamers must swim in the shallows of the Blue Air until they are able to rejuvenate these missing colors, regaining corporeality.

The Himsati

As the quintessence of all immortals, the himsati is an important part of their culture, even though it has come to be feared because of its vulnerability to the Sanguinary. Manifesting the himsati for the beginning persona can be relatively safe—the Sanguinary is loath to exert energy on a creature of comparatively lesser power. Too, there are benefits in taking the himsati form that cannot be achieved in other ways.

Advantages The himsati is the ultimate combative creature. Once a persona assumes this form, all of his forte is freed up, as if it were free immaculum, which can then be allocated wherever the himsati wishes on a clash by clash basis.

Himsati forms are not readily perceivable by twilights, although mortal animals can see them for what they really are. The most perceptive human will sense something unusual if the

Droves *An organization similar to a pride, but in service to the Sanguinary.*

CONCEPTS

Arks "If our woeful tale of existence contains a universal element, it is our unwillingness to pass from this Habitat without a fight. We create the temples worshippers come to use, giving us offerings of immaculum which we store in the pillars or the foundations, ready to regenerate or rejuvenate us after our battles. Our sanctums are ingenious. We are dryads in our trees, gods in our shrines. We are griffons who guard the treasures of Hyperborea and the three-headed dogs which growl before the gates of Hades. We pour our power into the river Styx and into the Ganges. There is no person or place in the mortal world where we do not cache the food of our survival" Wisdom of Solitaire, retrieved from the Intajul whisperball.

himsati is in their proximity, and may even see a hint of the immortal at the border of their peripheral vision. Others may feel uneasy in the himsati's presence.

The narrator may wish to have himsati witnessed by a mortal occasionally, especially in the case of mortals whose awareness is a cut above the norm. This rare occurrence needs no mechanics to enact, a twilight's mind is essentially unable to fully realize the image that the himsati puts forward, so strange is its appearance. Only on occasions when a himsati actually attacks a mortal should they perceive their tangible physicality. Even then, unless well educated, most mortals will be unaware of what they are truly facing. Immortals see the himsati whenever it occurs.

Disadvantages Because of the intensity of its being, the himsati finds it exceptionally difficult to perceive beyond its own self, and thus to use serenades effectively. All attentions possessed by an immortal are at a -5 to succeed whenever they assume this form. This is not to say that serenades are impossible; high ratings in the attention are simply necessary to offset the penalty.

Himsatis are recognized by mortal animals of the same species, known as companions. For instance, a lion himsati is sensed and perceived by mortal lions. The reaction of an immortal's companion depends upon the roll of the persona on the companion hostile whenever a companion animal is encountered. The companion animal will react to the persona depending on the amount of taint in his halo. In the case of human himsati, primates are considered their companions, although they can also draw sociopathic humans if their taint is high enough. Only the legacy *masque* can influence such a roll.

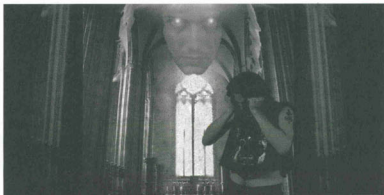
As mentioned earlier, the himsati is vulnerable to the Sanguinary, which is able to exert its will through the conundrum fibers in the immortal brain. Whenever the possibility of this occurs, the persona must roll the himsati hostile. The himsati tier of the individual—how evolved they are—determines the rank of hostile. The lower the immortal is on the tier, the more difficult it is to keep control of the himsati when it is assumed.

The Himsati Tier

The Himsati Tier is a scale that measures an immortal's evolution from the animal they were to the civilized beings that they have become. The higher on the Tier a persona is, the more immaculum he is capable of containing within his body. Those personas created by the narrator will often have higher values than starting player personas. The following table indicates the number of immaculum possible at each different tier, as well as limits on how many motes any single color of the halo, or free floating motes, may contain.

The Eidos

At the very top of the himsati tier is the Eidos, a term coined by Plato himself to describe the pinnacle of Perpetual Society. The Eidos is perfection in the immortal form. According to some sources, immortals become pure, unobstructed channels to the crucible, able to pass freely between this state of being and many others. Most immortals scoff at this idea, viewing the concept of the Eidos as a philosophical journey towards complete understanding of the universe, where illusions can no longer exist.



Costs For Forte and Free Immaculum Motes

All personas begin the experience with 15 immaculum in their halo at no cost to their memory. These are initially fixed as forte. To buy additional immaculum motes with memory, the right column of the chart below will serve as a guide. For example, to achieve the third tier of himsati requires at least 19 immaculum in the halo. To rise to this tier would require the purchase of 4 immaculum beyond the starting number of 15. The cost in memory for these 4 motes would be 5 (for the 16th mote) plus 5 (for the 17th) plus 5 (for the 18th) plus 6 (for the 19th) for a total of 21 memory.

Keep in mind that costs are cumulative, and reflect the cost for forte only. Each time you convert a mote from forte to free floating immaculum, you must pay one additional memory for each free floating immaculum in your halo (including the new one). Thus (starting with no free floating immaculum) to convert the first mote of forte to free immaculum costs 1, a second costs 2 more, the third 3 more, and so forth. Thus to convert 15 immaculum to free motes cost 120 memory total.

Tier	Immaculum In Halo	Maximum Motes Per Halo Color	Memory Cost Per New Mote	Notes
1	1-15	5	5	Twilight, Starting immortal
2	16-18	5	5	
3	19-21	6	6	Weak immortal
4	22-24	6	7	
5	25-27	7	8	
6	28-30	7	9	
7	31-33	8	10	
8	34-36	8	11	Typical immortal
9	37-39	9	12	
10	40-42	9	13	
11	43-45	9	14	
12	46-48	10	15	
13	47-51	10	16	
14	52-54	10	17	
15	55-57	11	18	Exceptional immortal
16	58-60	11	19	
17	61-63	11	20	
18	64-66	12	21	
19	67-69	12	22	
20	70-72	12	23	
21	73-75	13	24	
22	76-78	13	25	Powerful immortal, Weak Paragon
23	79-81	13	26	
24	82-84	14	27	
25	85-87	14	28	
26	88-90	14	29	
27	91-93	15	30	
28	94-96	15	31	
29	97-99	15	32	
30	100-102	15	33	
31	103-105	15	34	Optimum immortal, Paragon, Jury
32	Unknown	Unknown	Unknown	The Eidos

CONCEPTS

Ripple The ripple is perceived by immortals as a tacitly which surrounds them, the sympathetic presence of an immortal who was elsewhere the target of a serenade. When the ripple occurs, immortals in the area feel as if they are standing near the victim, smelling him, perceiving vague details of his clothing, even feeling the heat radiating from his body. Those perceiving the ripple may immediately know its source, depending on how familiar they are with him.

Dry Spell The period of immortal captivity in Sheol where all immaculum was exhausted, forcing immortals to kill one another to survive. See also: Sheol, Nimrod.

Dust, the (Also called the Dustman) One of the avatars of the Sanguinary, manifesting most dramatically in a variety of plagues occurring after the fall of the Roman Empire and finally slain in the seventeenth century AD. See also: Rime, Silhouette, Crone.

CONCEPTS

Taboos Whenever an immortal tries to steal immortality from a twilight, a taboo might result. Taboos are mystic burdens placed on an immortal, engendered from the psychological violation of the victim. Taboos are vestigial patterns of religarum made potent by the trauma of the assault. Since the terror resulting from such an assault is so intense, the religarum manifests in a fragmented manner. For example, a twilight who fears vampires might invest his attacker with a craving for blood, but fail to shape in him any abilities or powers such as might otherwise be derived from fully realized religarum... A fascinating study of taboos has been conducted by the Magdalen and published in seven rare volumes under the title *Cloaks Of Superstition*.

Determining a Persona's Number Of Wound Notes

The number of wounds a persona can sustain is dependent on his weight. The heavier he is, the more damage he can naturally withstand with his bulk. The chart below allows each actor to calculate his number of wound boxes on the persona sheet. Likewise, any characters presented for use by the narrator will have their weight noted, so that the narrator can fill in their wound boxes if combat becomes necessary.

Weight	Light Wounds	Impairing Wounds	Severe Wounds	Crippling Wounds	Mortal Wounds
under 8 oz	1	0	0	0	0
8 oz to 1 lb	2	1	0	0	0
1.1 - 2 lbs	3	1	1	0	0
2.1 - 4 lbs	4	1	1	0	0
4.1 - 8 lbs	5	2	1	1	0
8.1 - 15 lbs	6	2	1	1	1
16 - 30 lbs	7	2	1	1	1
31 - 60 lbs	8	3	1	1	1
61-125 lbs	9	3	2	1	1
126-250 lbs	10	3	2	1	1
251-500 lbs	11	4	2	1	1
501-1000 lbs	12	4	2	1	1
1001- 1 ton	13	4	2	1	1
1.01 - 2 tons	14	5	2	2	1
2.01 - 4 tons	15	5	3	2	1
4.01 - 8 tons	16	5	3	2	1
8.01 - 15 tons	17	6	3	2	1
15.1 - 30 tons	18	6	3	2	2
31 - 60 tons	19	6	3	2	2
61- 125 tons	20	7	3	2	2
126-200 tons	21	7	4	2	2
201-300 tons	22	7	4	2	2
301-400 tons	23	8	4	3	2

Eden A time when the Sunedtrion flourished on the earth.

Elves Ancient name for trysts of pride Tautha.

Emerge The state of an avatar taking control of the body, having the effect of replacing consciousness, memories, even shape and gender of the former cardinal.

Pride Affiliation

Each persona is considered to have once belonged to a pride, even if this is no longer so. The pride which engendered the persona will be looking for signs of the ingenue's emergence from the human crowd. How quickly they discover the immortal depends on their timing, the persona's resourcefulness and desire to be left alone, or how blatantly he enters the Perpetual Society's arena of politics. Spies are everywhere, watching for signs of unusually gifted mortals who may be the chrysalis of an ingenue.

Prides are not simply seeking their own. Members of other prides, certainly members as important as the player personas, can be used to gain strategic advantages in the ongoing politics of perpetual society both inside and outside the stratagem. The prides will, as a rule, attempt to keep any ingenue they discover, who is not a member of their own number, in the dark as to what is real and what is illusion. Masters of falsehoods, immortals without the handicap of lethe have had much time to hone their deviousness.

Cadres

Historically, it is noted that when many immortals entered lethe at the beginning of the Exodus, they did so in groups known as cadres. Cadres are circles of friendship, designed to promote an atmosphere of cooperation between various prides. In the Stratagem, cadres are generally superficial and back-biting. However, those cadres now emerging from lethe are being discovered to have forged a deeper bond between these friends, a fact which is somewhat unsettling to the prides. Cadres in lethe invariably remain together as twilight friends without remembering the connection that existed when they were immortals. This twilight friendship, the cadre bond, tends to create conflicting loyalties when ingenue are finally brought into the Perpetual fold.

The Callings

These eight positions of service within the pride are integral to each pride's visage and to their physical well-being, especially in relation to the malignant forces of the Sanguinary that seek to rend the fabric of the Stratagem and promote open warfare. All player personas are considered to begin on the red tier of their chosen calling, the lowest rung. As they increase in memory, rediscovering their past, acquiring power and talents that were buried in twilight ignorance, they may rise to the top rank held before their decision to commit themselves to the Exodus.

Each calling's approach to duty is greatly influenced by the convictions of the pride from which they derive. An Anopheles sleeper will promote erotic dreams, while a Dracul will seek to wrap the dreamer in a sense of calm and security. Only coup that is counted by the member of a calling carries importance within the Society. The visage of calling members ultimately makes up the visage of their entire pride.

In counting coup, no calling will betray its own. A juggler of pride Morrigan will not involve jugglers from other prides in her schemes, but will not hesitate to manipulate another pride's highbinder. This point of etiquette is to prevent a calling from losing valuable cooperative contacts within other prides that could eventually render the prides helpless against the servants of the Sanguinary.

CONCEPTS

Jury Rumors of a deeply-involved conflict between the Jury and Outlanders (immortals equal to the Jury's vast power) are being documented with great interest by the Solitaires. Further, the Magdalen have announced that they are prepared to pay handsomely for additional information on this reputed struggle. Any cadre which brings back verifiable information is guaranteed research privileges in the Magdalen's library of Jerimia, known to possess copies of nearly every book ever written.

Emim *(The Terrors) Name for the manes, survivors of the Lash who have become insane and vampiric.*

Emissary *The calling in the immortal prides whose duty it is to contact and inform, functioning as messengers.*

SLEEPER

"We dream the Invisible War. Dreaming isn't such a bad thing, not really. Those immortals who fear it haven't yet learned to bide in the Sanguinary's jaws, the Morpheum. Dreaming is a rush, like no other danger anywhere. Mortals don't hold back here in the Morpheum. They don't pretend. They do whatever they want because they believe, when they awake, that their lust and violence was a private thing. It's only a dream, right? Uh-huh. The only accounting in the Morpheum is your strength and stealth against someone else's. If you can't bang, you hang."

The **sleeper** serves a vital purpose in the pride's structure; in the search for allies within the Morpheum, and in fulfilling the constant duty to confound the Sanguinary's plans, through dream-assassination and other forms of terrorism against its minions. In the glass houses of the twilight subconscious, the sleeper must remain unobtrusive, moving like a metaphor through a constantly transforming landscape, while turning to the advantage of his pride any weaknesses he discovers there. In a very real sense, the sleeper is a virus in the biological dream computer that the Sanguinary has constructed in the minds of sleeping mortals. Sleepers attempt to coerce or ally themselves with mortals whose power in the Morpheum is great. Any twilight can be king for a day in the surreal land of nightmares. Through the efforts of the sleeper, the truth of what nightmares slumber within the mind of a twilight can open chinks in the armor of the beast.

The second priority of the sleeper is to locate mortals who are actually immortals submerged in the lethe state. Through the discovery and early guidance, sleepers can build resources that will eventually aid their prides in the waking world.

A disadvantage common to the sleeper is the difficulty members have relating to the "reality" of the waking world, with its apparent permanence contrasting with the ever-changing topography of the Morpheum. Because of this mind-set, sleepers will often appear untrusting and non-committal, since they do not fully comprehend that any situation can last for more than a brief moment of time. Perceived by others with a sense of awe, sleepers sometimes acquire a stigma of mistrust from their waking peers. Being close to the lair of the Sanguinary, they run the greatest risk of direct corruption. For this reason, they are constantly monitored for psychological changes by the probe calling.

There are two types of sleepers in the Morpheum. The Nightmares promote violence against the Sanguinary and any twilight who may be in the thrall of the beast. They perform acts of terrorism, fear, and assassination in pursuit of their duty. Often they kill sleeping mortals, which deaths are usually explained away as heart failure or as the product of some other natural cause. The second type of sleeper is known as a Reverie. Reveries promote enlightenment and instruction within the Morpheum, attempting to promote with pleasure what the Nightmares are unable to gain by force.

The sleepers maintain a fortress within the Morpheum surrounded by their own allies to conceal its existence from the Sanguinary. One of its two gates is made of horn (from which issue Nightmares) and the other of ivory (from which issues Reveries).



EMISSARY

"The paths of communication are the lifelines of every world, every civilization wrought by every creature. We are the heralds of the Perpetual Society, the bearers of good news, and bad. We carry decrees and strategies up and down the stair of command. As the mouths of the pride, we form the network of truth. Our reputation for loyalty and accuracy is well known through the Society. If we have spoken it, it has been said."

Emissaries are the messengers of immortals, considered to be infinitely more reliable than any other means of transmitting communication since it is so difficult to intercept them. Having a photographic memory and enhanced perceptions, deliver a message in the same tonal inflections and dialect in which it was given to them. In fact, they can also commit to memory complex imagery and describe it in exact detail. Oftentimes, important objects are placed into their hands for delivery from one immortal to the next.

The power of the emissary calling is immense; with a word they can consign a pride to unalterable courses of actions. To balance this power, they are monitored by probes for any hint of falsehood.

Members of the Emissary calling, historically mistaken at times for angels, are always accorded immunity in the performance of their duty. Only when they are discovered in the act of counting coup on another pride can this immunity be revoked. Emissaries are often the source of rumors that circulate throughout the Perpetual Society, many of which are carefully seeded as falsehoods designed to advance the schemes of the pride to which they belong.



HIGHBINDER

"Our work is a relentless duty, searching night and day for those who vanished from the world under the drab coat of lethe. For those who have fled from their standing within our society, we are the nets that

recapture them and bring them before the hot torch of justice. All who see us fear us. Most despise us. Just remember, but we are the only insurance policy you can get in this day and age with that coverage never expires."

Highbinders are bounty-hunters whose feet walk the twilight street, seeking out and capturing, either by force or subtle manipulation, ingenué who have forgotten their own identity. Most highbinders are constantly on the move around the globe in search of their quarry, although there are some who focus their attention on territory that they know well.

Sometimes a highbinder is sent to recover objects valuable to his pride. Because of this satellite duty, highbinders have been looked upon by other callings as thieves, although no one would ever voice such a sentiment lightly.

In addition to their other duties, highbinders also retrieve members of the Perpetual Society who have been kidnapped, or who have defected to another pride. Since defections can cause a great loss of visage to a pride, highbinders will regain the defector in order to remove that stroke against their own gathering. As a matter of tradition, no one interferes with a highbinder when he is in pursuit of a defector, preferring to see the quarry remain ahead of the hunter and thus improve the pride's visage. Because a highbinder will always declare the identity of his victim, further loss of visage from his pride will inevitably if he fails in the capture.



JUGGLER

"Time is the supreme irony of the twilight condition, the taskmaster of all humanity which demands their worship, yet robs them in the end. The mortal life is a life in service to time itself, a brief struggle which inevitably must conclude with debility and death. One need only understand the various masters of humanity to control them. We are the puppet-masters behind the scenes whose duty it is to keep the Sanguinary in ignorance as it stares out through the twilight eyes. Mistakes made by other immortals call us to service to hide their vulnerability from the enemy."

Jugglers are the waking reflection of sleepers. In the world of human civilization, where the Sanguinary may hide in dark, unnoticed niches, these immortals maintain the secrecy of the Perpetual Society, controlling damage that has been done through any compromising contact between immortal and twilight beings. Jugglers are political maneuverers who manipulate police agencies, investigators and especially the media. They perform their duty by creating counter-plots and smoke-screens in the attempt to confuse mortals (and thus the Sanguinary) and to keep their secret places undiscovered.

As most callings rely upon one another for assistance, the juggler is a persona frequently summoned to help bury investigations which might eventually lead to a sensitive discovery of immortal activity. While the Perpetual Society does not fear humanity for its own sake, they understand the malevolent power that can manifest in twilight dreams, influence mortals toward the Sanguinary's goals. In addition, jugglers attempt to counteract the political tides generated by the droves which are bent on usurping lawful rights from individuals.

In the context of the stratagem, jugglers are the master manipulators who set up others in plots that will hopefully lead to the counting of coup on another pride. They are commonly called upon whenever a coup is of sufficient scale to warrant the use of media, law enforcement and/or government sources.



SLAYER

"I am the quintessential assassin. If you are beyond redemption, I am the angel that will lead you to oblivion. Some creatures are too odious even for the clement law of the stratagem; we are sanctified in delivering these into the neverness. If you encounter me, your struggles are at an end."

Slayers are the only immortals in a calling who are sanctioned to kill other immortals, although they are required to maintain the silence in the same manner as any other gathering. They pride themselves on catching their quarry unaware; they always seek to deliver a swift, clean death. Because they must make certain that their slain victims do not return, they remove the vox after decapitating the corpse of a victim and take him back to their creche as proof of their success. In cases where their quarry has built an ark to resurrect himself, a slayer may be forced to return empty handed.

Members of this calling are feared, for obvious reasons, more so than any of the other callings because they represent an overt threat to an immortal's person. Despite this, they are considered by the highest tiers of power to be secondary in their danger to the jugglers, whose manipulations can have long, enduring doom heaped upon their victims. Not surprisingly, the Peri form the majority of this calling, using their own bodies to dispatch their mark.

Slayers tend to avoid using any serenade that would directly target another immortal's halo, preferring instead to augment themselves or use an old-fashion weapon in close quarters.



KEEPER

"We are the sleepless guardians of the stratagem who defend your blood with our own. Our vigil is relentless, our compassion empty. Only as our charge can you be safe from our wrath, for we keep the most precious persons and things from harm. Assassins are our toys, thieves the post upon which we sharpen our claws. We pledge our existence to the protection of the worthy."

Keepers came about when most immortals were still imprisoned in Sheol, their duty to protect the precious immaculum which still flowed through the halos of the survivors. Their loyalty during this time was impressive; and they were increasingly relied upon when the immaculum had all but dried up toward the end of the imprisonment. After leaving Sheol, the calling maintained its own identity, although the peace enforced by the Solitaire in her Atlantean city was such that Keepers fell into dissuse. It wasn't until the struggles between the prides began anew that their services once again came into demand.

Keepers serve as bodyguards and guardians for objects precious to the prides that they belong to. The most elite keepers guard the persons of the Paragons themselves, housed within each prides' formidable creches. Sometimes keepers are dispatched to make certain that a charge is safely escorted from one place to another, or to safeguard resources considered important by their masters.

The reputation of keepers as terrible adversaries is such that they are always the main consideration of any strategic plan which has as its aim some harm to one of their charges. Keepers also have such a reputation for unswayable loyalty that, when it is broken, keepers retribution is sought by members of the calling from every pride. Failing their duty is far more acceptable when it is not intentional.

Keepers never sleep, but stand perpetually alert.



PROBE

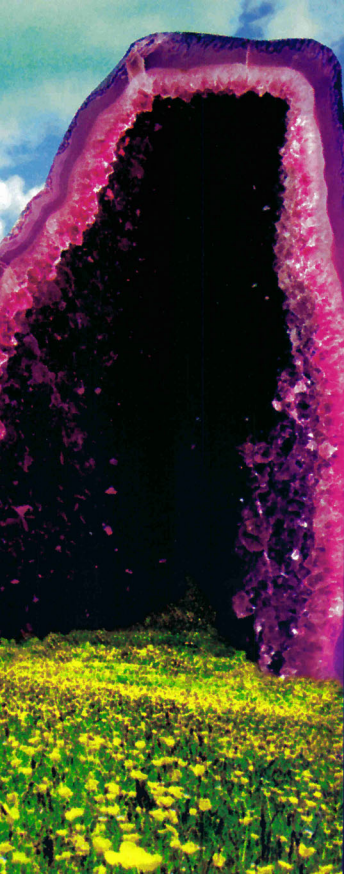
"All creatures have eyes and ears, all creatures have secrets. No mind is laid bare to the sight of all others, but those which are locked tightest are the ones that are the most dangerous. We seek the rumor, the innuendo, the whispered remark and the grain of truth in the pages of the tabloid. All things supernatural in the world are ours to investigate. We

return to our prides with information about denizens of this world which no eye has ever seen! We unveil secrets like pieces of art. If there is a skeleton in your closet, we are here to take exhibit it on stage of the stratagem."

The primary aim of the *probe* calling is investigation. Probes are the spies of the stratagem who insinuate themselves wherever a rumor has come to light. It is on their report that the juggler is able to enter an area and perform his manipulations. Probes are often exceptionally well versed in the use of computers and they are superb hackers. Probes make inquiries, document and return their findings to the pride for judgment. In a very real sense, probes are the Perpetual Society's detectives. They are often used to verify the guilt or innocence of other pride members when their actions have been brought into question.







SCOURGE

"We are those who demand satisfaction when criminals outside our pride transgress against the stratagem. We are those whose task it is to punish conviction breakers within our own ranks. Vengeance is ours, and when the prides seek satisfaction for deeds, it is we that exact the required retribution. We measure the lash. We number the days of harsh confinement."

Because of the delicate nature of the stratagem, any open violence against another pride is considered highly provocative. Wayward members of the prides who commit violent acts against other immortals create a potential for war between the perpetrator and the victim's breed. To prevent violent escalations of conflict, the *Scourge* came into being to fulfill the role of arbiters and punishers of those proven to have committed violent acts outside the mores of the stratagem.

The scourge calling perform two functions. First, they serve as witnesses against pride enemies that have committed a crime. After stating the pride's requirements for a perpetrator's atonement, a scourge will remain to be certain the mandated punishment is carried out. When satisfaction has been achieved, a scourge will report back to the pride, ending the matter. A scourge must be diplomatic in this performance of duty, since unreasonable demands will only escalate tensions to the point where a member of the Jury might be summoned to settle a dispute. Any scourge whose duty has been usurped by the arrival of the Jury suffers a loss of visage.

The second function of the scourge is to carry out sentences on members of his own pride who have been accused and found guilty. In this capacity, he must satisfy the cry of punishment from the pride which was harmed, lest the arrival of a Jury member lower the visage of the pride he serves.



Anopheles (The Hungry Ones)

"I can make your every desire awaken. I can burn your lips with my slightest kiss. Our pride understands the greatest weaknesses in twilights, the cravings they cannot be free of. We are the succubus, the incubi, the haunting brides and the handsome strangers that lurk out the lonely mortal's window. We have been the greatest lovers in history, and the greatest betrayers. Life is a sensual experience, depravity and excess mere labels for the fantasies you dare not consummate. We understand the power of desire, when it is repressed and when it is allowed to spring forth. The secret needs of all creatures find fulfillment in us. In granting permission, we take control."

Predilections:	Bohemian, Cabalist, Connoisseur, Heretic, Paramour, Prematural, Rake, Surrealist, Sycophant, Thrill-Seeker.
Location of Creche:	The Karakorum mountain peaks on the border of India and Pakistan.
Appearance:	Anopheles are always fashion conscious, preferring dark colors such as wine red, midnight blue and black. Often they have a red teardrop tattooed under one of their eyes. They favor sensual or erotic clothing accessories to distinguish one another within the pride, as well as the use of leather, lingerie, and metal combinations.
Quiet Cultures:	Nagas, Ganymedes, Incubi, Lhiannan, Adze, the Rephaim.
Himsatis:	Black leopards, cats, snakes, bats.
Legacies:	Animas, Masque, Quicksilver
Convictions:	
Sanguinary	We owe the Sanguinary our existence, but it is too dangerous to serve. To tame the greatest power in the world, now that would be our master stroke!
Silence	The Silence is a joke. If the Sanguinary could break free, it would. If it makes the fools of our society feel safe to preserve it, we will. . . for now.
Habitat	The world of humanity is a fascinating place. We revel in its diversity and revel in planting its forbidden fruits.
Dominions	A dangerous place, perhaps, but the Abzulim buried alive by the Eremites are still there. We must return one day to rescue them from their tombs.
Crucible	It holds a great mystery, but it is a place for spirits alone. We forsake it because spirits are exiled from the pleasures of material life.
Morpheus	We explore this place with masterful hands and secrecy. How vulnerable the twilights are when they dream! How easy then to unlock their secret needs!
Stratagem	It's enforcement must continue to prevent immortals from destroying one another. We understand the limitations of our own kind when it comes to the seductive whispers of war.
Profane	Those outside the stratagem are inconsequential. When the rapture comes, the prides will all fight, and if we don't die, we will all share victory together. But we, the Anopheles, will always rule.
Ingenue	For the courage to live the intensity of a twilight life, we envy them. Their experiences are a treasure for us to gather. Still, they are pitifully naive.
Conundrum	Their power is overestimated. We depend on our own ingenuity.
Sinning	Mortals want to give themselves to us for the taste of our mystery. Why should either side deny the other?
Himsati	There is danger in the himsati; we take that form only in greatest need. Still, its passion is profound, and we enjoy it overmuch.
Humanity	They make us what we are, they give us our power. We drink their tears of happiness and the dew of their pleasure. They are the greatest students of lust.



Arachne (The Trap Weavers)

"Passion is the poison in our veins, the desire that often outweighs what we really need to survive. With emotion comes blindness, and control by others. We keep our emotions tied into our creche, within the delirium stone. Only during the last days shall we shatter the stone, and with the resulting flood of emotions, sweep over the Sanguinary and its minions in a tide of rage. Call us the weavers of darkness, the architects of intrigue at the center of every web. All who seek the best way to deal with their enemies will eventually come to us."

Predilections: Arbyter, Analyst, Cabalist, Confidant, Custodian, Drifter, Mourner, Surrealist.

Location of Creche: Everglades, Florida

Appearance: Arachne are generally angular-featured with dark, penetrating black eyes. They prefer silk clothing that blends them into a crowd; black and grays are common. As consummate weavers in their himsati forms, sometimes they spin the silk themselves. Tattoos of spiders and insects are common among Arachne. Bracelets are common and a preferred method for establishing identity within the culture of the pride.

Quiet Cultures: Children of the Loom, Rahanna, Tarantella, Unai.

Himsatis: Spider, mantis, any insect.

Legacies: Ambidextrous, Balance Of One, Momentum.

Convictions:

Sanguinary If only the others realized just how alien this creature is, they would understand that to overcome overcome it will ultimately require the destruction of all that we have become.

Silence We make no wakes in the silence. It serves its purpose well.

Habitat Merely a part of the web, but we are the ones entrapped in its strands.

Dominions There may be much that we have left and forgotten there, but it is of limited value. Since we failed there, we must now perfect methods born of a new world.

Crucible An uncaring place which revitalizes us and our enemies with equal dispassion. Why seek any tiding more from it than it has already given us?

Morpheum A dark place which harbors a larger spider than we, but we have made nests there in preparation for the fullness of our plans in time.

Stratagem Its perfection lies in its ability to expose weakness while building new strength. Not even war has been able to accomplish such a dual feat!

Profane They are a chaotic element that we must beware. Their lack of discipline could be the undoing of us all.

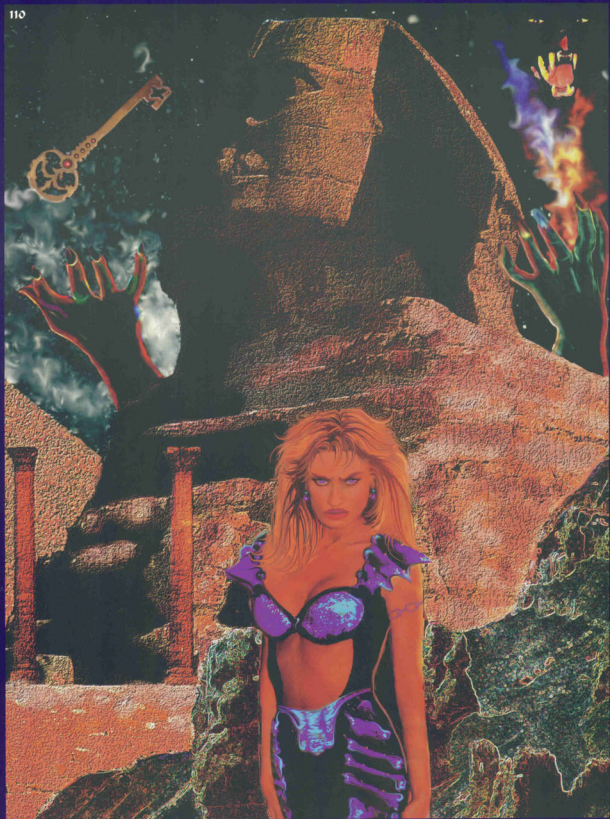
Ingenue They are our best link to humanity. Fortunately they are easily controlled.

Conundrum The ultimate webs are to be found in these mazes of the Sanguinary's fractured flesh. The riddle of the Sanguinary will be solved when we have mastered them.

Sinning As we are preyed upon, so humans must sometimes be our prey. We will not be entangled in a false sense of morality.

Himsati We allow the himsati to kill for us, as it was meant to do. Let us take the passions that pollute us and place them into that form, where they will make it even more fierce and remorseless.

Humanity They have built many beautiful things. Too bad the can't build faster than their own ruin.



Banjax (The Destroyers)

"The fear of the Sanguinary is just a means to control us. We have founded civilizations, and fought in the wars which elevate and cast them down. We saved all immortals from extinction when Nimrod imprisoned them in Sheol. Our gift of lethe is the gift of life, the experience of the human condition which can enrich us all new understanding of the truly valuable. We are the liberators, the freedom fighters, who loose immortals from their emptiness. Only through our intervention can the others escape the bonds of slavery, body to enemy, mind to self."

Predilections: Bohemian, Boor, Bully, Cabalist, Custodian, Detractor, Heretic, Knight, Misfit, Scoundrel, Survivor, Thrill-Seeker

Location of Creche: Cerro Fitz Roy, a granite spire on the border between Chile and Argentina in the Andes Mountains.

Appearance: Although the Banjax often incline towards street fashion, they augment their apparel with camouflage gear and various insignias of military rank drawn from throughout the ages. Their heritage as the founders of the ancient Egyptian civilization is preserved in the jewelry which they wear. Many Banjax use ritual scarring of their wrists, ankles, and body piercing, as well as tattoos as a means of declaring self-identity.

Quiet Cultures: Benendanti, Iriians, Sons of Anubis, Ruffians, Sapphirim, Uraeus.

Himsatis: Any.

Legacies: Adrenaline, the Bonding, Lethe.

Convictions:

Sanguinary We have slain its avatars and we will one day slay it. It will look into our eyes as it is sent flailing back into hell.

Silence We don't find the silence to be an inconvenience. We can fight without using serenades against our enemies. Sheol taught us that much.

Habitat A unique place, but the destruction of freedom which threatens much of it with tyranny forshadows a reflection of the dominion which we can ill afford to ignore.

Dominions We never wish to see them again. There has only been misery for us there.

Crucible Power beyond our power. Let it be.

Morpheum A battleground for thoughts instead of action. We far prefer to defeat the Sanguinary's whelps out in the concrete streets.

Stratagem We invented it, but it has changed from its original concept. Still, it serves to keep us from destroying ourselves. Whenever it tries to exert too much control, we rise against it.

Profane It would be a miscalculation to underestimate the resources of breeds not shackled by the stratgem. Many powers of this world are building while other prides have eyes for nothing but the mirrors of their own vanity.

Ingenue The most blessed of immortals. They have received a great gift, even in the gravity of their mission against the enemy. They should thank us.

Conundrum Anything that comes of the Sanguinary is repulsive to us. The conundrum are a force which stinks of the beast.

Sinning We will do much to survive, but we prefer to ask rather than to take.

Himsati When all else fails, depend on your own blind animalistic soul to get you out of a tight spot.

Humanity Twilights are really cool, but they need some guidance. We should rescue them from the Sanguinary's taint.



Dracul (The Dragon Speakers)

"Listen to the wind and the sound of your heart. The dragon has existed forever, and even as it is slain over and over, we continue to draw our strength from it. If Sbarakai has vanished from the world, still he flies within our spirits. Seekers of harmony, we understand that too much power in one place is inherently destructive. It is our nature to distribute energy and create balance. Our way honors those who seek the truth, both mortal and immortal creatures alike."

Predilections: Arbitrator, Authoritarian, Builder, Martyr, Right-Winger, Yuppie

Location of Creche: The Forbidden City, China

Appearance: The Dracul favor a wide variety of fashions so long as they speak of quality. While among one another, they often wear ancient oriental armor. The highest ranked members of the pride wear jade armor which has come from out the mouths of the Ki-rin. Dracul also favor kimonos and other oriental forms of dress. Dragon symbology is always prominent in their attire, as are intricate belts and buckles which are used to identify class distinctions in the pride.

Quiet Cultures: The Daughters of Jade, the Gongong (Black Dragons), Quanrong, the Po-gui, the Jing.

Himsatis: Reptiles, dogs, rats, hares, tigers, horses, birds

Legacies: Aart, the Bonding, Dark Page

Convictions:

Sanguinary The Sanguinary is the enemy of all creatures devoted to enlightenment. When enlightenment comes to all, it will perish in the void of ignorance and self-hatred.

Silence The Silence should be maintained, but a balance must be achieved. To keep the Sanguinary truly ignorant, we must misdirect the ripple elsewhere. To make no sound at all only invites its speculation and inquiry.

Habitat We have waited long for the twilight world to attain harmony with itself. Always such moments have been short-lived. Still, we will never give up our attempt to make the chi of life in this place flow with currents of gentle strength.

Dominions Let them be held up as examples of what can happen when the Secret Arrow strikes. We must rethink our abandonment of that world and heal it. We are the one's responsible for it's destruction.

Crucible Other prides fear it, but they do not realize that it represents the next step beyond our existence here. We open our minds to whatever it may teach us. It was from out of the crucible that the dragon first came to us.

Morpheum Dreaming takes discipline. Secret arrows are made in the Morpheum in the name of the beast. We must break each one over our knees.

Stratagem An effort which still lacks balance. Games are played on too many levels for the power of the prides to remain evenly matched. We right the balance whenever it becomes necessary.

Profane There are none who deserve less than we, but these breeds have alienated themselves with their own lack of vision.

Ingenue They are the greatest threat to balance among the prides. We must do what we can to prevent them from becoming the unwitting tools of other prides. We must minimize their danger to Perpetual Society.

Conundrum They are necessary keys to the past. Yet there is nothing more treacherous. We cannot trust them. It is good that they are divided among so many prides. This state of affairs prevents the Sanguinary from regaining its body.

Sinning Only those who are a threat to the harmony of the world are our victims in this way. Still, it is kinder to kill them.

Himsati We cannot return to the barbarity of what we were. We lock the himsati behind a seven fold gate of the mind.

Humanity Our equals, if it were not for the Sanguinary working through them. We must be patient.



Eremites (The Crusaders)

"Immortals came from a place they destroyed. Unchecked, they will likewise destroy this one. Except for us, immortals are animals, unlike the twilight beings who exist in the Habitat. We protect and purify humanity. We understand that mortals must eventually ascend to mastery of their own world. Let the immortals whose bimsati are animals return to their lairs in the dominions and leave the future of the Habitat to us!"

Predilections: Authoritarian, Boor, Builder, Bully, Detractor, Leader, Right-Winger, Romantic

Location of Creche: Berlin, Germany.

Appearance: The Eremites tend to favor the attire and symbology of religions both ancient and modern. Hierarchal in nature, the appearance of solidarity means everything to them. The colors they favor tend to extremes, either monotonous or garish swaths of red and black.

Quiet Cultures: The Hospitallers, Children of the Rain, the Sabaoth, the Nephelim, the Malachim

Himsati: Primate only. All Eremites developed from various classes of primates such as Neanderthal, Cro-Magnon and even earlier predecessors of Homo Sapiens.

Legacies: Enemy Chain, Upper Hand, Valor.

Convictions:

Sanguinary Its destruction cannot come soon enough, but first it must be made to suffer for the misery it has inflicted on mankind.

Silence A temporary situation that we tolerate only until the Sanguinary awakens and we destroy it. We have not long to wait.

Habitat The last good place in creation. We must protect human civilization with our every breath.

Dominions The rightful zoo for other immortals. One day the other prides will be lead back to it on leashes and put back in their only place. Perhaps they can tame its wildness.

Crucible We must learn what else is in the Crucible. It is the ultimate mystery, perhaps the key to humanity's eternal life.

Morpheum We venture here only to reach mortals who fall under the domination of other prides. We brave the Sanguinary's den only to keep mortals from becoming puppets.

Stratagem A game we play along with because we are not yet ready to face all other prides alone. However the day will come when open season is declared on all animals. When it does we will be passing out the licenses.

Profane These breeds are no better than the animals, yet there may be those among them who are human in their soul, and these are worth our efforts to save, albeit secretly.

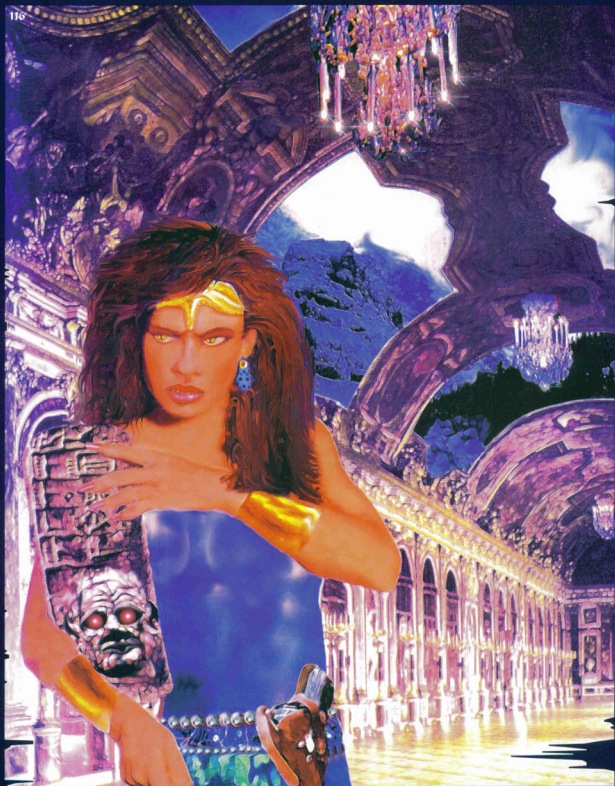
Ingenue The greatest thorn in our side, for we cannot determine if they are human or animal before they emerge from lethe. We bide our time while they pretend to be mortal and we pray they do not bring the human race to ruin.

Conundrum Priceless relics, we can reshape the world with them, after we have taken them away from the servants of the Sanguinary. Ultimately, they will be the tools of our victory.

Sinning Sometimes sacrifices within the ranks are necessary to strengthen the whole and rid the habitat of our enemies. Still it is better to take immaculum from animals.

Himsati Our himsati is not an animal. In either form, we are who we appear to be.

Humanity They are our children to protect. Woe to any who try to feed upon them!



Magdalen (Pedagogues)

"Power is knowledge, ideas precious. We are the preservers of all that has been thought, spoken, sung and written. For long ages we have borne the light of comprehension and in turn been rended by the claus of ignorance. This we see: Only through illumination can life hope to triumph against destruction. The pattern of violence and hate propagated by the Sanguinary into the depths of the human sub-conscious can always be found in the written word, to track the beast in its slouching approach we accumulate all written words into our archives for careful study."

Predilections: Cabalist, Connoisseur, Custodian, Heretic, Leader, Misfit, Preternatural, Romantic, Teacher.

Location of Creche: Jerimia, somewhere in the Himalayan mountains of Tibet.

Appearance: Magdalen generally like to fuse archaic and modern fashion into a single expression, one that is unique to each singular personality. In their Mantles, they invariably wear attire reminiscent of their long association with Hellenistic Greece, Rome and the Renaissance. Their use of earrings makes up an intricate system of identification within the pride.

Quiet Cultures: The Erinyes, Myrmidons, Inheritors, the Muses, the Witches Of Endor.

Himsatis: Varying sorts of mammals.

Legacies: Censor, Esteem, Vizard.

Convictions:

Sanguinary The enemy masquerades as a beast, but we understand the true nature of its devious intelligence. Unknowing, it has betrayed itself in the writings of man.

Silence Breaking the silence only provokes the enemy. Still when it is broken, one can occasionally learn something new.

Habitat We have nurtured it so that the thoughts of the Sanguinary find expression before our eyes. The storyteller gives way to the computer, but we have encouraged the genesis of all these, and more yet to come.

Dominions The place of our humiliation; there is nothing for us there but cold memories.

Crucible The lifeline of all creatures. We wish there was more written about it, but the Sanguinary protects its origins well.

Morpheum The Morpheum is a book, rewritten by dreamers every day and night. We have our translators there, absorbing every word.

Stratagem Words cannot describe what the stratagem has taught us about the other prides. It was a stroke of genius, although we would already be judged the scepter if not for the jury's bias against us.

Profane We would hardly give such breeds a thought if not for their potential to tear down all we have accomplished or conversely to facilitate our plans. They should be watched carefully, punished when they get out of hand.

Ingenue The most valuable authors ever to appear in our conception, they will bring us knowledge that we could not hope to have otherwise gained. We harvest them with gusto.

Conundrum Valuable tools, but their maze of puzzles leads inexorably to an understanding of things that were not meant to be known. They are the Sanguinary's attempt to do to us what we do to it.

Sinning It is our only means to survive due to the Ban. In cursing us, Nimrod has cursed humanity with our depredations.

Himsati We detest this part of ourselves, for it languishes in ignorance. We will not take the form that injures.

Humanity Paper and pens that live and breathe the secrets of the Sanguinary. Yet, their culture has captivated us for ages.



Morrigan (The Storm Masters)

"We are the ravens in the storm who guard against the advance of immortal kind's greatest earthly foe. We are the watchers and those who feed upon the carcasses of the Sanguinary's defeats. Call us rulers of the sky, lords of the wind, masters of the stratagem, for our visage is supreme. All other prides attempt to sit in our Siege, but so few will ever learn to fly in splendor as we do!"

Predilections: Authoritarian, Custodian, Drifter, Innocent, Leader, Paramour, Sycophant, Yuppie.

Location of Creche: Magonia, a mantle city in the sky which floats near the northern pole.

Appearance: The Morrigan favor clothing that flows with the wind, usually in light, airy colors. They also enjoy street fashions, and use gloves whenever they leave Magonia, for they refuse to touch anything of the ground with their bare hands. The Morrigan often wear circlets on their foreheads as a method of identification, as well as symbolizing their status as being the scepter pride of the stratagem. The circlets are often set with gems whose colors denote the station of the wearer.

Quiet Cultures: The Furies, the Harpies, the Raven Circle, the Tempestarii, Banshees, the Calalo.

Himsati: All birds, ravens especially favored.

Legacies: Wantonness, the Loop, Prophylaxis.

Convictions:

Sanguinary We battle the Sanguinary in the air, where its avatar eats a hole in the blanket of the clouds. Only in our supremacy can the beast be caged.

Silence Preserve it at all cost! We have witnessed its effectiveness, the diminishing of the Sanguinary's overt manifestations during recent centuries. One day, it will be so deeply asleep it will forget about us all. Then we can kill it while it lolls in ignorance.

Habitat No better a place than the dominions were, a place of barbarity and fools. Only the sky is clean. We only regret that the evil of the world wasn't washed away in the flood we sent so long ago.

Dominions They're gone behind us. No loss.

Crucible Oblivion. We laugh at the foolishness of those who seek after it.

Morpheum The place of dreams is no place for our kind. We enter the Morpheum only to keep in touch with the campaigns there underway to eradicate the Sanguinary's influences.

Stratagem We are proof that the stratagem is integral to immortal survival. We will surely punish any who try to undermine it.

Profane They are the playthings of the Sanguinary. Wherever they impede us in the slightest way, we must destroy them.

Ingenué Doomed, like the mortals they live among. Do they think that they are more clever than the Sanguinary? Do they think they are immune to its subtle influences?

Conundrum Obscenities, we'd shun them entirely but for their power to keep us aloft in our city.

Sinning We do whatever is required to survive, just as mortals do. That the act is named a sin is only an attempt by enemies to discourage us from maintaining our fullest strength. Is it a sin to enter a supermarket to feed your family?

Himsati Our himsati never touch the ground. We have learned the ultimate control of ourselves in all forms.

Humanity At first, merely our competition. Now, our enemies. We preserve them only to preserve ourselves, just as they take care to preserve their cattle.



Nimrod (The Hunters)

"For eons we were so deeply enveloped in darkness that we never even thought to emerge from it. However now we have purged ourselves of the enemy's corruption. If not for the Magdalen passing dangerous knowledge to humankind, we would still hold immortals beyond the reach of the Sanguinary. If our methods are harsh, it is because we understand that a prison can also be a fortress. Now we hunt those who break the silence. We impose the Ban. The immortal's voice is a weapon; serenades ripple forth and shatter our ancient enemy's dreams. Immortals must not voice their power lest the Sanguinary rise to consume us all."

Predilections: Analyst, Authoritarian, Detractor, Knight, Leader, Mourner, Rake, Survivor.

Location of Creche: Moscow, Russia.

Appearance: Nimrod's dress is always holocaustic in appearance, as if they came from the far future. They favor eclectic uses of pins, cufflinks and badges all over their clothing. Their fingernails are normally painted in elaborate designs, and a triangle generally adorns their foreheads. They also enjoy using gloves to indicate their rank. Usually these display various rank insignias, medals and the like.

Quiet Cultures: Arianrhod, Foxgloves, the Hecatae, the Black Druids, and the Talismans, the Thorns

Himsatis: Shadows of various animal forms. The shadow of a Nimrod always moves independently of her own actions. Those are used by more potent members of the pride as actual tracking or fighting animals.

Legacies: Animas, the Seeking, Achilles Heel

Convictions:

Sanguinary It would go to sleep and forget us all if we would only keep quiet. Without our clamor, it would lose purpose. Why then do so many immortals insist on trying to provoke it? It must be allowed to sleep! The Sanguinary is the genesis of us all. Destroying it destroys ourselves.

Silence Our reason for existence; only by halting the music of our serenades can we enjoin the beast to sink deeper in slumber.

Habitat This is not our world, we do not belong here!

Dominions We took no part in the destruction of that world, yet we would return there and labor tirelessly to make a new start. We belong to the Dominions.

Crucible In the Crucible many have laid up false hopes for long term survival or escape. There is no harnessing that kind of power. Let us focus on what can be accomplished here and now.

Morpheus If we forsook that place, the Sanguinary would dream in an empty hall. We enter there only to prevent other prides from breaking the silence in the very lair of the monster.

Strategem We will support it up until the time when our visage is great enough to take control and force the others to follow us back to the Dominions.

Profane The most dangerous immortals, for they have no laws to prevent their ripples. We must subjugate them and place them under the strategem. Why resist bringing them into the fold when they present such a danger outside of it?

Ingenue Time-bombs ready to explode with a shout of power. We must defuse them wherever they are before they can cause untold damage through their ignorance.

Conundrum We must collect them together and bury them in the Dominions, beyond all reach of the enemy.

Sinning We do not rob mortals of their immaculum because we refuse to acquire taboo. We do not make ourselves visible by taking on all mortal traumas.

Himsati Our himsatis are our slaves, as they must always remain. In enslaving our himsati, we make use of the Sanguinary.

Humanity Victims of the beast, we can only help them by removing ourselves completely from their notice.



Peri (The Children of War)

"Our soul is metal, glass, crystal and stone. All weapons sprang from us, as we partake of all conflicts. We have been the sword of King Arthur, the hammer of Thor, Zeus' thunderbolts, the spear that was made to pierce the side of Christ. We have dealt strokes that ruined lands as they ruined kings. We have marched off into wars which had no hope of victory. We will lead such wars again. The eons have sharpened us. Do not be deceived by our innocent appearance—we cut the hands of those who misuse us."

Predilections: Bohemian, Boor, Bully, Confidant, Custodian, Drifter, Heretic, Innocent, Knight, Scoundrel, Survivor.

Location of Creche: Mammoth Caves, Kentucky.

Appearance: Many Peri that are now seen resemble children. They will be seen wearing the fashion of the day, although beneath their coats, their bodies are covered with delicate traces of metal that looks as if it has been hammered against the skin. Peri who appear as adults favor whatever clothing will blend them in among humans. The use of necklaces, especially torques, is well-known as the Peri's means of establishing self-identity among their own kind.

Quiet Cultures: The Lost Boys, Grey Dolls, the Hecatoncheres, Lapis, the Nibelung.

Himsatis: The Peri have himsatis that are made of various earth materials. The bestial form of their himsati has been immortalized in gothic architecture as gargoyles, although in point of fact Peri most usually shape themselves, or allow themselves to be forged into the shape of most any weapon.

Legacies: The Bonding, Gamut, Momentum

Convictions:

Sanguinary A worthy opponent, we will win a glorious battle when we destroy it for good.

Silence It makes little difference to us. We use no serenades against others, for we are ourselves weapons.

Habitat The upper world is a loud and corrupted place. We take solace in the underworld where the quiet goes on forever.

Dominions If not for the plague there, we would not balk at returning to take back our homeland from whatever manner of creature has survived there.

Crucible We believe it to be oblivion. And if it wasn't, why search for spiritual contentment when it's always been within you?

Morpheum Those in the Morpheum need good weapons to do their work, and that's why we are available.

Stratagem We follow the stratagem to atone for the crimes of our past. When our visage becomes absolute, the debt will be repaid.

Profane The others overestimate the malice of some of these immortal breeds. Only the droves are worthy of unremitting hatred. We would help the profane if we did not believe that they needed adversity to survive the coming times.

Ingenué An interesting experiment. . . whoever did it. We merely want to find our own among them and to make friends among those who don't remember what pompous jerks they used to be.

Conundrum We hate the conundrum and will find a way to destroy every one that exists! This is our most profound mission. Stone understands stone, and we see the evil that saturates these bewitching fragments.

Sinning Only those mortals who have harmed their fellow man are worthy of having their lives drained away. This is no moral judgment. If we must rid ourselves of oppressors, then we might as well get some use out of them first.

Himsati Even though the Sanguinary can influence this part of us, we are unwilling to bury ourselves completely in the contours of human lies.

Humanity Overall, they aren't too bad. However they should learn to listen to their children. In seeking to build their lives, they forget to look at all the available materials.



Phoenix (The Torch-Bearers)

"Fire is the essence of all that must survive: the spark of intellect, the conflagration of the soul, the terrible cleansing of the old to make way for the new. We rose from the ashes of our own destruction to perfect the flaws of this twilight world. All others have sought to escape the Sanguinary, to wait for it to awaken before taking action. We bring the purging flame to the beast now, to burn it before it burns us! All those who turn from the light of the pure flame will be consumed in its beat. To those who are pure, we offer healing from the wounds of war. Look into our eyes and see the hottest emotions ever to kindle in flesh."

Predilections: Bohemian, Cabalist, Custodian, Drifter, Joker, Knight, Martyr, Misfit, Rake, Romantic, Scoundrel, Thrill-Seeker

Location of Creche: The mantle city of Troy, located on the western coast of Turkey.

Appearance: Because of their involvement in the motorcycle culture, most Phoenix in the field tend toward the attire of humans, denim and leather jackets. Their close association with young members of the club scene has caused them to adopt the latest fashions. Because their himsatis are fire, the Phoenix often wear materials that are flame-retardant. The Phoenix distinguish themselves with the use of eclectic epaulettes created from a variety of sources.

Quiet Cultures: Balm, Balor, Duergar, Ferrishyn, Knights Templar, Nefertum, Palatine, Shinanim.

Himsatis: The himsati of the Phoenix are made of fire, with blended animal forms such as of falcons, tigers, and salamanders. Some Phoenix maintain completely human-like himsatis, albeit lined with flame.

Legacies: Catholicism, Prophylaxis, the Yearning

Convictions:

Sanguinary The enemy of immortals is weak now, and it is now that we must strike to destroy it. If we wait it may get strong enough to obliterate us instead.

Silence The silence gains us nothing, but we obey it in order to keep the hands of the other prides shackled against our other plans.

Habitat All that is worthy in the place is tainted by the foul influence of the Sanguinary. We will burn out the beast's rot and erect in its place a zenith of achievement! After that, human kind can move off of this world and explore the fires of the galaxy.

Dominions They must be cleansed of the remains of the Lash. We frequently travel to them for just that purpose.

Crucible The brightest fire of all, it blinds us to what truly exists there. Perhaps when we have conquered the Sanguinary, we will probe into that eternal fire.

Morpheim We enter the Morpheum to rouse the beast in its nightmares; to attack it in its home and wound it. Our sleepers hunt its monsters when they dream.

Stratagem We have secured our survival through the stratagem. Once counted among the profane, we are now accepted by the powers among the prides. When we are ready to break forth as one, the stratagem will end, having served its small purpose.

Profane Only the doves, and other servants of the Sanguinary, are truly profane. We have lived among the dregs of Perpetual Society. We understand the pain and fear that is there. No "profane" breed which is free of the beast's influence will suffer when we have captured the greatest visage.

Ingenue We hunt for them to bring them into our pride. If they have not sufficiently provoked the enemy, they may understand some of its weaknesses.

Conundrum They can be dominated by our fiery will. Only without masters do they present a danger. In the end, we will kill the Sanguinary with the fragments of its own body.

Sinning Those who serve the Sanguinary with volition are our rightful prey.

Himsati We cannot contain what burns in our veins, but we can leash it as Nimrod leashes their shadows. Even the doves fear the fire of our inner beasts. Our himsatis symbolize all that is eternal.

Humanity For those who resist the Sanguinary, we shall do what we can to preserve them. Those who serve it shall burn with the rest.



Tautha (The Guardians)

"The wilderness is a healer whose hands are being shackled in the chains of civilization. When the wild places are gone, the healing will end. We must stop this, lest immortals be left to tend a dying planet. We alone have found the path which leads away from the Sanguinary's corrupt power through our bond with the immortal Sunedrion. We work to shed the curse of the beast and become one with that place which exiled it."

Predilections: Custodian, Drifter, Heretic, Innocent, Joker, Knight, Martyr, Romantic, Teacher.

Location of Creche: Somewhere in the Amazon basin of Brazil.

Appearance: The Tautha are tribal in their fashion, emulating the dress, tattoos, and body-painting of early Amerinds and Africans. Whenever they move among mortals, they wear ripped clothing under which their body designs can be readily seen. This body painting is used as their method of self-expression and distinction among their kind. A variety of fetishes and other objects are usually carried on their persons.

Quiet Cultures: Dark Age Society, Atamasu, Co-Walkers, Damballah, Druids, the Nimue, Silvanae.

Himsatis: Mammals, especially woodland creatures. Some Tautha are said to have himsatis which are trees or thorned flowers such as roses. If true, such himsatis are extremely rare.

Legacies: Masque, Oculus, Compass.

Convictions:

Sanguinary We have allowed it to spread, ignorant of what it was. Now that we have learned the truth, we will see to its extinction.

Silence We preserve the Silence for the sake of peace with the others and to give them time to find our path.

Habitat A beautiful place falling to ruin, we once held its destruction at bay, but the enemy has prevailed. We must protect the Sunedrion at all cost. . . only they can heal the scars of the battle yet to come.

Dominions A graveyard where none of the immortal trees remain. It breaks our hearts to think of what death has wrought there and the beauty which has been expelled from all but our memory.

Crucible The true power of immortality without its curse. We seek to cross over to a deeper tier of existence. The Crucible is the salvation of all beings.

Morpheus There we plant the seeds of escape from the oppression of the creature that dwells there. Mortals must be returned to their birthrights. Only by embracing the Crucible will they regain the immortality which they have lost.

Stratagem Our way of gaining respect from the other prides, so that they will listen to our message. When we have gained the highest visage, our voices will truly be heard.

Profane All are seeking a way to quiet the Sanguinary. There should be more cooperation. We should not allow those who seek to destroy the stratagem to do so, whatever the cost.

Ingenue They are learning what we have long known. They've started on the road to wisdom. May they take all the prides with them on their journey.

Conundrum They are the seeds of darkness that would overcome the Sunedrion. They must never be planted. The Zuzog must never be allowed to grow.

Sinning When we take, it is only a little. Better that than for either of us to perish.

Himsati This form is our ultimate betrayer. We must never allow it to emerge outside the protection of our sacred places.

Humanity They would be our friends if they learned to respect the world around them. For those who try to be kind to the habitat, we extend our hearts.



Terat (The Unfettered)

"It is clear to us that immortals have become too much like their inferiors. Our animal natures are eclipsed by twilight fears and sensibilities. Civilized life has created guilt and a false sense of community. The only community is the monster within. It is we who will break the Sanguinary's hold on our himsati form and strip away its control. We live as animals, not as human beings. Only through trials of will can we ultimately rise as the strongest of the prides."

Predilections: Boor, Bully, Confidant, Custodian, Detractor, Drifter, Misfit, Preternatural, Scoundrel, Thrill-Seeker.

Location of Creche: Mount Kilimanjaro, Kenya.

Appearance: Favoring himsati form, Terat often wear items that cannot be lost during their change, usually jewelry. They carve their claws and horns in a variety of patterns and wear rings as tokens of their past bondage to the Sanguinary. These rings are discarded when an individual is able to free himself completely from the Sanguinary's dominance.

Quiet Cultures: Black Shuck, Cu Sith, Gruagach, the Menagerie, Rawheads, the Bright-eyes

Himsati: Any.

Legacies: Adrenaline, Hackles, Valor

Convictions:

- Sanguinary** We were the willing slaves of the beast, until we turned away from its compulsion. Now we bear the brunt of its hatred for seeking to empower ourselves. No drove had escaped before us.
- Silence** We readily preserve the silence. When a ripple spreads from us, the minions of the enemy will always come.
- Habitat** Our prison as surely as Sheol was. It is too small, and getting smaller every day. Soon, there will be no place left for refuge.
- Dominions** Our home. We wait for the day when we can return there, but not until we have survived our test of the himsati against the beast, for it would certainly follow.
- Crucible** We do not belong there. The Dominions are our place.
- Morpheum** Once we were lords in the Morpheum, now we are its greatest criminals, the monsters lurking beneath the beds of mankind. If we are diminished in power, we have not lost our knowledge of the Morpheum and how to survive there. We will be masters of the sandmanse once again.
- Stratagem** Peculiar to us, but to have an end to violent war with our once-enemies, it is well worth the political intrigue. We must concentrate our violent urges on the other minions who are still enthralled.
- Profane** Other prides are frightened to expand their circle, trusting others. Nevertheless they will learn who their true friends are in time.
- Ingenue** They run from the problem instead of confronting it, as we have. It is time for them to shed their false existence and venture into the dark.
- Conundrum** By mastering them, we help to master ourselves. What power they bring comes only when they control us. When that has changed, they will be riddles without words.
- Sinning** To deny the need in us is no small thing. We cannot be held accountable for our appetites. Let mortals stay out of our way.
- Himsati** We take back the weapon of this form and wield it against the greater monster. If we inspire terror in some, others see our nobility.
- Humanity** They are as we were, puppets on the strings of their own nightmares. When they relinquish their fear of the unknown, they will perceive what we have already come to know.



IDENTITY

HIMSATI TIER ☐
MEMORY ☐ ☐ TOTAL/ SPENT

	Light	Impairing	Severe	Crippling	Mortal
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GENESIS

Creating Your Persona. Step By Step

This section provides guidance for translating a persona from imagination into the mechanics of the immortal experience. Here are a few basic guidelines for crafting a well-conceived persona:

Your persona is usually based upon yourself, in the life that you know. You begin the experience completely uninformed as to the actual existence of immortals, or of the legacy that you bear as one of them. In the course of your day-to-day life, you will rediscover a world that you have partaken of for thousands of years, long before you erased your own memory to become one of the ingenue. As a beginning persona, you have 100 memory motes to allocate toward the purchase of your persona's talents and characteristics. The cost for these can be found on page 140. After the initial allocation of this memory (which simulates your gradual recall of some of your old abilities) you will continue to gain memory motes throughout the game. These can be spent as desired. Any persona that does not distribute their memory motes throughout each area—talents, characteristics and attentions—will certainly develop acute vulnerabilities. The better balanced the persona, the more effective they will probably be.

Step One Predilection

The first thing you need to do is to decide what personality type your persona possesses, even if it is somewhat different from your real one. Since the immortal experience is enriched by the inherent personality of its actors, try to choose a predilection that really suits you. Your persona will then have a realistic basis, and you will be comfortable dramatizing the persona in its introduction to the Perpetual Society. The list of predilections can be found on page 90.

Step Two Affiliations

Now you're ready to decide where you came from—originally. The predilection you've chosen is associated with some of the prides in this chapter, but don't feel like you have to conform to a specific pride just because of your predilection. If you want to belong to a pride where your predilection seldom occurs, fine. You will simply be a unique persona within their political structure. Your entrance into the Perpetual Society may come from many sources. Having little information, all actors must proceed as best they can. The immortals that watch for emerging ingenue love to play with them before letting them know what's really happening, unless it is too dangerous to lead the ingenue around. You can find the pride that best suits you by reading their list of convictions and applying them to your own viewpoint on the same subject. No conviction is wrong or right, but each exists to create purpose in the lives of a very jaded people.

Next, choose your calling within the pride you have selected. In many ways the calling you choose will act like a sub-description for your persona. If you can't choose one, allow the narrator to choose it for you. In any event, you will be rediscovering your old career as you experience the game. Simply write down on your persona sheet what calling you want and let the narrator work it into his production.

Step Three Characteristics

Decide where to place your 15 starting motes of forte. You don't have to spend any of your memory motes on these 15 motes. If you wish, additional motes beyond 15 may be purchased based on the cost on page 93. If you want to free any of your forte into free immaculum, do so now. You need at least one free floating mote to be able to play serenades. Having 2 or 3 free immaculum is generally a nice start. With three motes free you will have an additional escapade per clash.

Having forte is dependable. You know that certain halo colors—and their associated characteristics—are at a predictable strength. Having too many free motes makes you extremely versatile, but may also render you more susceptible to attacks on the weaker halos. Now you should also determine how many wound boxes your persona possesses. This can be determined by cross referencing your real weight with the chart on page 94.

Your starting himsati tier is based upon your end total of immaculum as per tier chart on page 93.

Step Four Talents And Attentions

Now you determine where your talents lie. A rank 1 in a talent or attention is less potent than a 2 or 3. The cost for each talent and attention you choose is based on its complexity as can be found in Chapters Seven and Nine. Any legacies that are listed under the pride you chose can be purchased for 1 rank less cost. For example, Aart would be a lower complexity rank for any Dracul, allowing them to buy it at a rank 4 cost instead of a 5.

Purchasing attentions works the same way as talents. Listed under each one are the usual complexity ranks, and ranks for prides who specialize in them.

Step Five Concept

Now that you have determined all of the mechanical representations of your persona, you may want to choose an interesting taboo from the chapter on *purity* to make him unique. Perhaps the wind always blows around him, or his shadow talks to him. We recommend that you don't choose taboos of a rank that is too high, since the taboo hostile that comes into play may be too difficult for a starting persona to overcome.

Now decide how your persona looks. The old you is merely a disguise, a covering of the real immortal beneath. However you want your persona to look is fine, although animal forms are restricted to times when you take your himsati.

If you already have some ideas about your immortal past, let the narrator know (secretly) and let him work these into flashbacks that can occur to you during the episodes you are about to dramatize. Or, let yourself be surprised by a past you never knew.

The Gossamer Persona

If you want to play a gossamer, it's as easy as any other immortal persona. No gossamer has orange or violet halo. They cannot affect the real world without the use of serenades. They also cannot be harmed by physical means, although serenades will affect them. Gossamer personas begin the game with 11 immaculum motes instead of 15.

Gossamers can only reach the Habitat (or the Dominions for that matter) through the Shallows, the edge of the Blue Air that intrudes into places that have once been the source of great veneration or perhaps tragedy. Gossamers can travel the Ley Membrane at will, and must rely on their persuasion to get personas in the Habitat to cooperate with them. Many gossamers have given up corporeal existence in order to be free of the domination of the Sanguinary while in their himsati form. Many others form alliances with mortals to collect enough immaculum to return to the Habitat as a fully corporeal immortal. Gossamers cannot take immaculum from an unwilling twilight as a corporeal immortal can. They must rely on the willing intimacy of the lullaby if they wish to pursue immaculum in this way.

Outfitting

You are not required to spend memory on equipment. It is really up to the narrator to provide avenues in which weapons and other things of dramatic value to the production be acquired. Of course, material things should be scarce unless your persona has access to large amounts of cash, and that is left up to the narrator to moderate and to keep reasonable.

The Immortal Questionnaire

To help you put the finishing touches on your persona, the following questionnaire is provided. The answers to these questions can help develop the identity of the ingenue, since the current personality is only a shadow of the eternal being underneath. The mood, likes, dislikes, and motivations of your persona can be greatly enhanced by the use of this section.

How would your persona answer the following questions?

Describe the perfect room.

What is important: status, monetary gain, or self-satisfaction?

What is the perfect time of day? Weather?

What era of history most intrigues you? What would you have been doing if you were in that era?

What kind of animal would you be?

Describe the perfect mate.

What is more important: honor, or success at all costs?

If you had to live forever, what purpose would keep you going throughout the long ages?

Describe your most vivid memory from childhood, dream, daydream.

What is the perfect musical form?

If you were to go on an expedition, what 3 items would you pack first?

Would you rather be physically beautiful or unique?

What part of your body best represents you as a person?

What is your most recurring dream?

What is the perfect vehicle? Color? Options?

Describe the perfect meal.

What is your favorite color?

How far could you be pushed before becoming violent?

Describe the creation of the universe in detail.

What is the purpose of war?

Describe the perfect weapon.

In your last 24 hours of life, what would you want to accomplish?

What is your preferred way of attacking an enemy; by full frontal assault or by sneaking in the back door?

What gods could you have descended from?

Describe your immortal appearance, hair and eye color, and any distinctive features.

Is it more satisfying to achieve success, or to strive toward it?

Where in your body burns the most intense light?

What emotions are appropriate to display in public?

Who do you idolize out of famous figures in history?

What is the worst crime that a person can perform?

What traits in others can you simply not tolerate?

What quality in yourself do you respect the most?

Who gains your greatest loyalty? Yourself, family, friend, mate, country, or deity?

Describe the perfect trap.

What is sin?

If the phone rang in the middle of the night, who would you hope it to be?

What do animals think of you?

Describe any phobias you have.

What languages do you speak?

What single thing do you find to be the most irresistible motivation?

Contacts

Invariably, immortals will have contacts among one another and among humanity to assist them in their purposes. Contacts must necessarily have some logical reason for associating with the persona, and this fact needs to be taken into consideration. The loyalty and dependability of a contact determines its value and thus its cost. To buy contacts at the beginning of the experience, personas spend memory points depending on the value of the retainer as follows:

Contact Is	Cost
Neutral, will offer assistance in an exchange.	3
Friendly, will always help the persona if it does not put them out.	6
Dependable, will help out the persona even if it puts them out, but only if there is no danger involved.	9
Loyal, will do almost anything for the persona short of sacrificing themselves.	12
Exceptionally loyal, will always put the persona's interest above their own	15

How Visage Works

Visage is awarded to personas whenever they have done something particularly clever that exposes the weakness of, or seriously embarrassed a pride other than their own. Visage can only be awarded by a member of the Jury, and generally takes the form of a pilgrimage to the Jury's stronghold known as Candlegate. This journey is always assisted, and the jury bestows the visage on the immortal there.

Visage maximum is 15. Its rating represents the percentage of immortals who have heard of a persona's works and thereby know him by reputation. The higher the visage, the higher the percentage of immortals outside his gathering that are aware of, and respect him. The higher the visage, the harder it is for other immortals to directly challenge a persona. However, the higher visage becomes, the more impressive the feats required to gain the next mote. Immortals with a visage of 9 or better are exceedingly rare. Since the number constantly rises and falls, the narrator should be hesitant to award visage for a coup that most members of the Jury would expect from an immortal of that caliber.

Visage Milestones	% Of Immortals In The Area Who Are Aware Of The Persona
3	10 %
6	25 %
9	50 %
12	75 %
15	Almost every immortal

How visage can be used to intimidate another immortal and face them down is detailed in the Chapter on Combat, under the listing of the Visage hostile.

The Ripple

The ripple is a physical manifestation of an immortal's presence, a calling card which is determined by the number of free immaculum he possesses in his halo. Because free immaculum can be relegated to any halo color desired, it creates an energy surge that can be sensed by any creature with the proper number of blue halo motes (awareness). The higher the free immaculum a persona carries, the more easily he is sensed by others around him.

Anyone who senses the ripple of an immortal is able to view his halo colors, and to determine how many motes are allocated to each one. Conceptually, the sensing persona will see one color in the halo as brighter than the others, with rotating orbs or sparks of energy wheeling around the entire figure. This, of course, is bound to give the viewer a distinct advantage in serenade combat, especially in selecting a halo to target.

Free Motes Can Be Sensed By

0	Immortal's halo cannot be sensed—no ripple.
1	15 blue motes
2	14 blue motes or more
3	13 or more
4	12 or more
5	11 or more
6	10 or more
7	9 or more
8	8 or more
9	7 or more
10	6 or more
11	5 or more
12	4 or more
13	3 or more
14	2 or more
15	All living things—profound ripple.

A second manner in which the ripple can be felt, (considered far more dangerous because the sensing occurs beyond the range of sight), is the failure of serenades when targeted against the halo of another immortal. The higher the free motes of the persona who fails the serenade, the louder the ripple is as it spreads on every level away from the combat area. This form of ripple is the reason for the silence still it only occurs when the halo of a living thing is targeted and a null is rolled. The discordant sound of the free immaculum motes becoming polluted rings loud in any ears that listen in the shadows.

The droves often listen for the sound of the ripple, if they do not actually have an immortal in sight to determine the brightness of their halo. As with the table above, any creature with blue motes in inverse proportion to the amount of free immaculum of the immortal who rolled the null can hear the ripple, just as they could see it.

Personas do not create a ripple if the serenade that they use against another immortal's halo is successful. And, for any serenade that requires an ally, the same applies. Any failure always results in a ripple through the silence.





TALENTS

"Never to be cast away are the gifts of the gods, magnificent. / which they give of their own will, no man could have them for wanting them."

*Homer, Iliad
B.C. 916*

Using Talents

CONCEPTS

Trysts "The corruption among trysts, who create mantles wholly unknown to the remainder of the Perpetual Society, is intolerable. You ask me why the solitaires are so adept at biding from us? I don't believe, as the rest of you apparently do, that they are quietly worshipping trees in the wilderness. I believe that the solitaires possess their own mantles, kingdoms within our own borders which sympathetic trysts have allowed them to form. To this end, we must tighten our custody of the trysts as well as their trainers. Errors in training can create pockets in our lands where the enemy can grow like a cancer. Have we not enough encroachment from the human world?" Quoted from Heather, pride Tauitha at her assumption of the black rank of her calling.

The use of talents in Immortal is designed to be easy, to keep the complexity at a minimum while still offering a realistic method for quantifying various skills that the persona possesses. There are essentially two types of talent used in immortal: *low talents* utilize normal, non-mystical skills, while *attentions* define supernatural ability. The system used for the resolution of each is identical.

Talent Ranks

There are six tiers of talent for personas to exercise. The lowest rank, untrained, always subtracts 5 from a persona's roll when attempting a maneuver that requires a talent rating. However, even if he does not possess talent for accomplishing a specific maneuver, like riding a motorcycle, a persona can still rely on whatever motes are within the halo color related to the talent to improve his chances for the attempt against the -5 penalty.

Rank	Modifies Roll By	Description
Untrained	-5	Persona has never attempted the talent.
Familiar	+1	Persona has casual knowledge of the talent.
Trained	+2	Persona has at least a year of experience with the talent or the equivalent of a college degree.
Pro	+3	Persona has four years experience or more with talent, and uses the talent in his career.
Master	+4	Persona has a decade or more experience with the talent, and is well qualified to teach it.
Laureate	+5	Persona is among the most proficient users of the talent in the world, and has decades of experience.

Some ancient immortals possess a seventh rank of talent, known as *virtuoso*. Invariably, such extraordinary talent comes from living for millennia without entering lethe, and is thus not available to a starting persona. Only through great journeys, sacrifices or searches lasting many episodes should a persona be able to acquire the virtuoso rank of any talent. The modifier is +6 and the cost for the rank is 25 memory per talent or attention.

All talents spring from one of the six elements of the halo, and are thus identified in this

Empty Chair Common name for the Aart legacy, allowing an immortal to keep his avatars from emerging by rooting them to the image of an empty chair in the mind's eye and keeping them under a constant assault of questions and interrogations to weaken their resolve.

Ennead (*ahn'ee'd*) (*n.*, the judges) A council of immortals among the Jury whose duty it is to monitor and judge the visage of each pride. Akin to the mortals' United Nations. Considered to be among the most powerful immortals, the Ennead is served and advised by the Jury.

manner. Whenever a persona attempts to exercise a talent that is resisted or contested in any way, he rolls the die whose color matches the talent; and adds any motes he has in that halo color.

For example: In attempting to climb the face of a skyscraper, Carmichael exercises the talent, climbing, which springs from the yellow (expertise) element of his halo. He will roll a yellow die as the hostile, attempting to roll a target difficulty number or above for success. Because he is also trained in climbing, he adds a +2 to the number he rolls, plus any motes he has allocated to the yellow element of his halo.

Degree Of Success

The Immortal system does more than represent all or nothing propositions. The attempts of a persona to successfully accomplish any maneuver may succeed partially, although some maneuvers may require a certain degree of success to satisfy the requirements of the narrator, and will thus have a higher difficulty number associated with them.

There are five ranks of success in Immortal, just as there are five wound ranks and five ranks of effect for serenades. These ranks establish target numbers which must be met in order to successfully achieve a minimum rank of success.

Because rolling dice is meant to defeat hostiles, the amount by which a persona rolls a value that exceeds the minimum requirement for success can be added as a bonus to any other hostile dice. Only the primary talent hostile may be used to improve other related hostile rolls.

For example: The narrator determines that Carmichael is required to roll 9 (a rank 3 success) to successfully climb the skyscraper. Because climbing is a yellow talent, Carmichael rolls a yellow *talent* hostile. Because it is raining (making the building slick—a yellow *environmental* hostile)—he must roll a rank 2 (6 difficulty) to beat the hostile. He rolls a 4 and fails the hostile. However, he has rolled a 12 on his yellow talent hostile when he only needed a 9 (rank 3). These additional 3 motes are then added to any other roll to help defeat the hostile, in this case, the yellow *environmental* hostile. His roll of 4, adding the +3 on his talent hostile = 7. Carmichael has defeated the *environmental* hostile because of his superior use of his climbing.

The chart below lists the effect ranks, their associated target difficulty and the wound level delivered by damaging talents.

Target Difficulty Number On Hostile Die	Rank Of Effect (Serenades)	Wound Delivered
3	1	Light
6	2	Impairing
9	3	Severe
12	4	Crippling
15	5	Mortal

CONCEPTS

Illuminati These are alleged members of the Apocrypha, supposed to be the founders, who have broken their vow to remain mortal and have begun to seek immortality. All members of this mystical group of twilights are expected to take on apprentices (hence the beginning of the tradition) and to seek death when it comes, but the Illuminati maintain their domination of the order as well as making key inroads into the world's economic community. The number of Illuminati is unconfirmed since they surround themselves with formidable barriers. Members of pride Arachne put forth that the existence of such skillful barriers around the power core of the Apocrypha logically points to creatures capable of devising them. Any ingenuie who can conduct a census of the Illuminati will be well-rewarded by any pride. All of the prides insinuate what agents they can into the Apocrypha's ranks in pursuit of such a goal.

Ennui (ahn'wee) (*n., the boredom*) A state of sensory deprivation, in which the babbler becomes strong enough to supplant the cardinal of an immortal's body, allowing another avatar to take it over. Ennui also occurs when an immortal has become mortally wounded, and has entered a state similar to suspended animation until he can heal.

Eremites (air'a'mytes) One of the prides of immortal, descended from the Anathasians, whose goal it is to propagate an immortal human race as the inheritors of the earth. Eremites accept immortals whose himsati is humanoid only.

CONCEPTS

Sleepers

(Famous Members)

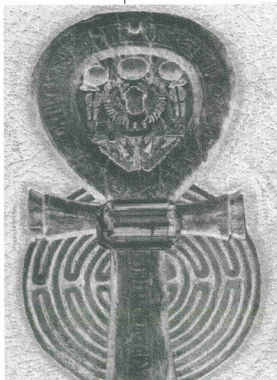
Eros, pride Anopheles;
 Endymion, pride
 Magdalen; Arawn, pride
 Tautba;
 Medea, pride Nimrod;
 Ilya Moromyets, pride
 Eremit; Chuang Kung,
 pride Dracul; Lilith, pride
 Arachne; Phantassus, pride
 Phoenix.

Talent Complexity And Cost

Some talents are harder to accomplish than others of the same rank. For example, it is easier to become a laureate at swimming than a laureate at brain surgery. For this reason, the talents are rated on a scale of 1 to 5 for their complexity. Generally speaking, talents are less complex than attentions. For every rank of complexity, the memory cost per talent rank increases according to the following table:

Complexity of Talent	Cost for Familiar	Cost for Trained	Cost for Pro	Cost for Master	Cost for Laureate
1	1	+3	+5	+7	+9 Total: 25
2	3	+5	+7	+9	+11 Total: 35
3	5	+7	+9	+11	+13 Total: 45
4	7	+9	+11	+13	+15 Total: 55
5	9	+11	+13	+15	+17 Total: 65

The complexity rank for talents are based on their overall application and use within the immortal experience. Although microbiology might theoretically be more difficult for a persona to learn, as opposed to swinging a sword, a rating has been provided for each talent that reflects how often they are employed within the game.



Talent Classifications

Immortal categorizes talents into eight categories: academics (knowledge talents), aggressions (warfare talents), attentions (serenade talents), genteels (cultural and artistic talents), legacies (mystical talents), remedies (medical talents), rustics (rural talents) and urbanes (city talents). Each talent operates in relation to a particular halo color (for example: Archeology, as an academic which utilizes the mind, uses a red talent hostile. Escape Artist, which relies upon expertise and dexterity, uses a yellow talent hostile.) Each talent has its complexity rating noted below, as well as its related halo color. The attentions are discussed in a separate chapter, *Serenades*.

Academics (All academic talents utilize a RED hostile)

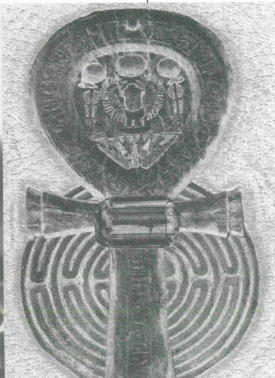
Because immortals are so long lived, they retain, even in the lethe state, a superior background knowledge of the sciences. After all, most were present for the birth of the academics listed here. Because immortals have such knowledge locked into their memory, even if not efficiently accessible, the complexity rank for each academic talent reflects this natural aptitude. Human personas, with their far shorter lifespans, must buy these same talents at a +2 complexity rank. This is because their learning must begin at a much more basic level.

- | | |
|---------------------|---|
| Anatomy | You understand the layout and physical structure of most animals, including humans, and to a lesser extent you are familiar with the structure of plants.
<i>Complexity: 2</i> |
| Anthropology | You understand the human animal, its bodily development, ancestry, cultural development, and interactions. <i>Complexity: 2</i> |
| Archaeology | You understand ancient peoples, their tools, religions, and customs.
<i>Complexity: 2</i> |
| Architecture | You understand the design and construction of buildings, including variations in style and materials. <i>Complexity: 3</i> |
| Astronomy | You understand the dynamics of the celestial bodies. <i>Complexity: 2</i> |

CONCEPTS

Emissaries (Famous Members)

*Hermes, pride Magdalen;
Iris, pride Nimrod;
Sandalphon, pride
Eremité;
Hugin and Mugin, pride
Morriagan;
Shango, pride Phoenix;
Aradia, pride Anopheles.*



Biochemistry	You understand the interaction of organic molecules as they occur in living systems. <i>Complexity: 3</i>
Biology	You understand the fundamental principles that govern life forms. This knowledge extends to a working comprehension of microbiology, genetics, zoology, botany, and physiology. <i>Complexity: 3</i>
Botany	You understand the dynamics and development of plants. <i>Complexity: 2</i>
Business	You understand the workings of business, including the underlying principles of economics. Your understanding includes marketing, accounting, investment, and finance. <i>Complexity: 2</i>
Cabalism	You understand the modern interpretations of the occult as they exist in twilight society. <i>Complexity: 3</i>
Cartography	You understand the layout, dynamics, and construction of maps. <i>Complexity: 2</i>
Chemistry	You understand the interactions which occur between the various chemical elements. <i>Complexity: 3</i>
Ecology	You understand the interrelationship between plants and animals within a biome. <i>Complexity: 2</i>
Engineering	You understand the structural dynamics of various physical systems. Engineering has many different specialties including computer, chemical, biomedical, civil, electrical, and aeronautical engineering. <i>Complexity: 3</i>
Geology	You understand the history, structure and dynamics of the planet and the minerals which compose it. <i>Complexity: 2</i>
History	You understand the eras, events, and major developments of written human history. <i>Complexity: 2</i>
Hybrid	You understand the principles of genetics. You can perform selective breeding and engineer the development of organisms. <i>Complexity: 3</i>
Language (verbal)	You understand and can speak a language other than your native tongue. <i>Complexity: 2</i>
Language (other)	You understand non-verbal forms of communication such as sign language. <i>Complexity: 2</i>
Law	You understand the principles of law that govern a specific society or culture. <i>Complexity: 3</i>
Linguistics	You understand the principles that underlie language itself. You can begin to translate a language completely unknown to you or break encrypted messages. <i>Complexity: 3</i>
Management	You understand the principles of management and administration, and are capable of applying them to a given organization. <i>Complexity: 2</i>
Marine Biology	You understand the lifeforms which inhabit our aquatic environments as well as their interaction with one another. <i>Complexity: 3</i>
Mathematics	You understand numerical relationships and the base principles of computation. This knowledge extends to, geometry, algebra, trigonometry and calculus. <i>Complexity: 2</i>
Metallurgy	You understand the dynamics of metals, their relationships to one another, the principles behind creating alloys, and techniques for extracting metal from base ores. <i>Complexity: 2</i>
Meteorology	You understand the earth's weather and climate patterns and can often accurately predict the weather. <i>Complexity: 2</i>
Microbiology	You understand the dynamics and principles of life at the cellular and molecular level. This includes an understanding of disease organisms, viruses and other microscopic life forms. <i>Complexity: 3</i>
Mythology	You are knowledgeable concerning the cultural beliefs, religious systems, myths, legends and superstitions of cultures in the Habitat. <i>Complexity: 2</i>
Navigation	You understand how to accurately plot courses, determine location, and interpret maps in order to travel from one place to another. You can navigate by the stars. <i>Complexity: 2</i>
Oceanography	You understand the structure and makeup of the ocean and its floor. <i>Complexity: 3</i>
Philosophy	You are familiar with many rational systems for the conduct of affairs and the conceptualization of reality. <i>Complexity: 2</i>
Physics	You understand the principles of force, motion, matter, energy and time. <i>Complexity: 3</i>
Psychology	You understand the basic principles of human personality and cognition. <i>Complexity: 3</i>
Physiology	You understand the mechanics of living creatures as physical systems. <i>Complexity: 3</i>
Research	You know how to conduct thorough research on a subject. This includes how to conduct proper scientific studies, where to find materials related to the subject you are studying, and how to organize research findings into a presentation acceptable to the academic community at large. <i>Complexity: 2</i>
Sociology	You understand the dynamics of social systems and their relationship to individuals. <i>Complexity: 2</i>
Speed Reading	You can read and rapidly skim written materials at a rate 200 words per minute faster than the average reading speed of 300-400 words per minute. <i>Complexity: 3</i>

Exodus *Period of time from AD 1000 to the present, during which thousands of immortals entered Ietie to discover the secrets of the Sanguinary. The Exodus is considered to be the leading plot in the modern stratagem.*

Fairies *Trusts of the Morrigan pride.*

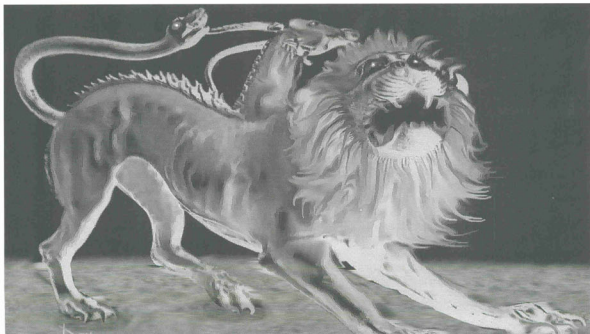
Familiars *An immortal who has been slain and wanders the I-habitat in his himsati form, searching for immaculum to restore his body. The Familiar often makes pacts with immortals and twilights in exchange for precious immaculum.*

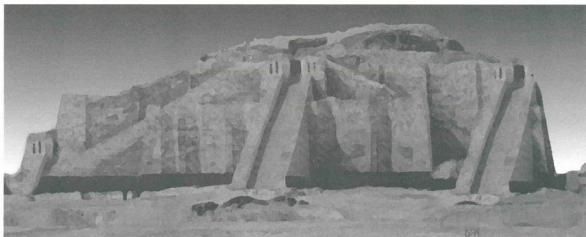
- Theology** You understand the relationship between humanity, nature, and the divine in various religious systems. You are also familiar with various denominations which exist within religions. *Complexity: 2*
- Toxicology** You understand the workings of drugs and poisons on living creatures. You can treat or create poisons, administer effective chemical therapy, and measure the effects of pharmaceuticals on humans and other mammals. *Complexity: 3*
- Zoology** You understand the life processes, taxonomy and social dynamics of most animals. *Complexity: 2*

Aggressions (All aggressions employ the **YELLOW** talent hostile unless otherwise noted)

Aggressions are primarily weapon talents, but they also include forms of information retrieval, martial arts and combat vehicle operations.

- Archery** You know how to use bows of all types. *Complexity: 3*
- Armory (archaic)** You know how to fashion and repair armor and shields of all types. *Complexity: 3*
- Armory (modern)** You can construct body armor using modern materials and tools. For example, this talent allows you to make kevlar, given the proper facilities and materials. *Complexity: 4*
- Axes** You know how to use bladed chopping weapons such as axes and cleavers. *Complexity: 2*
- Blackpowder Arms** You know how to load, clean, strip, and fire blackpowder rifles, pistols & cannon. *Complexity: 3*
- Blunt Weapons** You know how to fight with hafted blunt weapons such as clubs, maces, batons, and any other similar weapons. *Complexity: 2*
- Climbing** You know how to climb and how to use basic climbing gear. You can repel. *Complexity: 2*
- Combative Piloting** You know how to fly combat aircraft in a dogfight. *Complexity: 4*
- Crossbow** You know how to use a crossbow. *Complexity: 3*
- Demolitions** You know how to make, time, plant and defuse bombs and similar explosive devices. *Complexity: 4 Talent Hostile: Red*
- Dodge** The talent required to dodge in melee and ranged combat. *Complexity: 3 Talent Hostile: Green*
- Fencing** You are knowledgeable in the art of fencing with lightweight thrusting and cutting swords. *Complexity: 2*
- Flails** You know how to fight with a flail or with nunchuka. *Complexity: 3*
- Forward Observer** You are familiar with the placement and training of artillery. You know how to call down artillery barrages onto enemy lines. *Complexity: 3 Talent Hostile: Blue*
- Gunsmith** You know how to modify firearms of all types and how to reload bullet casings. You can use this talent to convert a semi automatic rifle to full automatic. *Complexity: 3*
- Indoctrination** You know the techniques of brainwashing and propaganda. *Complexity: 4 Talent Hostile: Red*





- Intelligence Analysis** You know how to interpret intelligence data and to plan strategic and tactical strikes.
Complexity: 3 Talent Hostile: Red
- Interrogation** You know how to question people to find out what they know. This combines techniques for information gathering with those of intimidation. *Complexity: 3 Talent Hostile: Red*
- Joust** You know how to fight from horseback. *Complexity: 3*
- Knives** You know how to fight with short bladed weapons of all types. *Complexity: 2*
- Light Sleep** You have trained yourself to be alert for noises, even when sleeping. *Complexity: 2 Talent Hostile: Blue*
- Lip Reading** You can determine what is being said by those out of ear-shot simply by watching their lips move.
Complexity: 3 Talent Hostile: Blue
- Long Arms** You know how to clean, load, shoot and maintain, rifles, assault rifles, carbines, big game rifles and shotguns. *Complexity: 3*
- Martial Arts** You are skilled in techniques for unarmed combat. For each rank of martial arts, add +1 to all unarmed damage. *Complexity: 4*
- Military Weaponry** You know how to assemble, load, fire, and maintain military hardware like mini-guns, rocket launchers, flame-throwers, etc. *Complexity: 4*
- Parachuting** You know how to pack a chute, and how to skydive safely. *Complexity: 2 Talent Hostile: Green*
- Pistols** You know how to load, clean, shoot and maintain a revolver or automatic pistol. *Complexity: 3*
- Polearms** You know how to melee using a polearm or a long shafted weapon. *Complexity: 3*
- Scuba Diving** You are skilled in diving and maintaining scuba equipment. *Complexity: 3 Talent Hostile: Red*
- Siege Weaponry** You know how to construct, load, and fire a variety of siege weapons of the ancient world, including catapults and ballistae. *Complexity: 3*
- Shadowing** You know how to follow someone else and to keep them from noticing you.
Complexity: 3 Talent Hostile: Yellow
- Shipboard** You are familiar with the operation of waterborne vessels. *Complexity: 2*
- Spear** You know how to fight with long pointed weapons such as spears and javelins. *Complexity: 2*
- Staff** You know how to fight with long and short staves, quarter-staves, bo and jo sticks. *Complexity: 3*
- Stealth** You know the art of moving silently, unseen by others. *Complexity: 3 Talent Hostile: Green*
- Streetfight** You know the art of dirty infighting and brawling. This is not an exact science like martial arts. You know how to fight with makeshift weapons like tire irons, broken bottles, etc. *Complexity: 2*
- Swimming** You know how to swim. Without this skill, the best you can do is dog paddle.
Complexity: 1 Talent Hostile: Green
- Swords** You know how to fight with long bladed weapons such as katanas, broadswords, shortswords, scimitars, etc. *Complexity: 3*
- Throwing** You are adept at throwing weapons. These can be darts, shurikens, spears, etc. *Complexity: 3*
- Weaponsmith** You know how to fashion archaic melee weapons such as swords, knives, spears, etc. *Complexity: 3*
- Weaponsmith (Modern)** You know how to repair, modify, and fashion modern weapons such as grenade launchers, tasers, stun guns, laser sights, starlight scopes, cattle prods, heavy military weapons (anti-tank guns, etc.), missiles and flame-throwers. *Complexity: 4*

Genteels (All genteels have a RED talent hostile unless otherwise noted.)

Acrobatics	You can execute various acrobatic and gymnastic maneuvers such as tumbling, swinging from a trapeze or chandelier, and tightrope walking. <i>Complexity: 3 Talent Hostile: Green</i>
Acting	You are skilled at portraying a persona other than your own. <i>Complexity: 2</i>
Apologetics	You are skilled in the art of logical debate and techniques for winning people to your point of view. <i>Complexity: 3</i>
Artist	You are skilled in one or more of the fine arts: painting, drawing, or sculpture. <i>Complexity: 2</i>
Bargain King	You are skilled at obtaining goods and services for a reasonable price. You also can accurately estimate the value of many items. <i>Complexity: 2</i>
Board Games	You are good at playing recreational board games such as chess, checkers, etc. <i>Complexity: 2</i>
Brewing	You are skilled at brewing home-made alcoholic beverages. <i>Complexity: 1</i>
Clothier	You are skilled at designing, making and repairing clothes. <i>Complexity: 2</i>
Dance	You are a skilled dancer in one or more styles. <i>Complexity: 2 Talent Hostile: Green</i>
Disguise	You are skilled at altering your appearance through the use of makeup, clothing and/or prosthetics. You also know how to affect limps, accents and otherwise of disguise your mannerisms. <i>Complexity: 3</i>
Double Talk	You are good at talking yourself out of a jam. <i>Complexity: 3</i>
Escape Artist	You are skilled at escaping from handcuffs, locked safes, & straitjackets. <i>Complexity: 3 Talent Hostile: Yellow</i>
Enticement	You are skilled at the world's oldest pastime: seduction. <i>Complexity: 3</i>
Etiquette	You are knowledgeable concerning the proper social forms within your own culture. You know proper words of greeting, titles of respect, the correct way to eat, etc. <i>Complexity: 2</i>
Gambling	You are good at games of chance. <i>Complexity: 3</i>
Genealogy	You know how to trace family trees, find out who ancestors were and where they came from. You are familiar with sources of information around the world. <i>Complexity: 2</i>
Gourmet	You are a skilled chef in one or more food specialties. <i>Complexity: 2</i>
Heraldry	You are knowledgeable in the symbolism and science of ancient heraldry. <i>Complexity: 2</i>
Lapidary	You are a skilled gemologist. You know how to cut and set stones and how to make jewelry. <i>Complexity: 3</i>
Meditation	You know how to achieve altered states of consciousness without the aid of external stimuli. <i>Complexity: 2</i>
Music	You are a skilled composer and performance artist. You can play a number of musical instruments. <i>Complexity: 3</i>
Oration	You are skilled at rousing an audience's passions with the power of words. You understand rhetorical techniques. <i>Complexity: 4</i>
Photography	You are skilled in the art of composing, taking and developing photos. <i>Complexity: 2</i>
Probing	You understand how to interpret the minutiae of other's behavior and body language. <i>Complexity: 3</i>
Protocol	You are skilled in the social manners of other cultures. For example, you know the right way to conduct yourself during a meeting with a foreign diplomat. <i>Complexity: 3</i>
Skating	You are a skilled skater on either ice or wheels. You can skate in a graceful and artistic manner. <i>Complexity: 2 Talent Hostile: Green</i>
Singing	You are a skilled performer of lyric interpretation in song. <i>Complexity: 2</i>
Skiing	You are an excellent skier, either downhill, acrobatic, or cross country. <i>Complexity: 2 Talent Hostile: Green</i>
Sleight of Hand	You are a skilled stage magician. You can perform any number of tricks that deal with hand-eye coordination. <i>Complexity: 3 Talent Hostile: Yellow</i>
Sports	You are skilled at most individual or team sports. <i>Complexity: 2 Talent Hostile: Yellow</i>
Trivia	You have amassed a huge collection of factoids and trivial knowledge in a broad range of divergent fields. You are very good at Trivial Pursuit, Jeopardy, and other games where trivial knowledge is required. <i>Complexity: 1</i>
Writing	You are a skilled writer or poet. You can compose moving lyrics and/or prose. <i>Complexity: 3</i>

Legacies

These are all physiological talents of a mystical nature normally known only to immortals. They differ from attentions in that they operate at all times. Legacies always add to a persona's ability to counter hostiles by providing the specialized ability specifically needed to overcome a particular hostile. Legacy talents are linked to the color of the hostile that they oppose, as indicated in parenthesis next to each one.

Each pride has certain legacies that they pass through their ranks, usually as a reward for good service. Under the listing for each pride, in the chapter Persona, any legacies listed may always be purchased at complexity rank 4 by personae of that specific pride.

- Aart** (red) This legacy comprises techniques for resisting the *avatar* hostile, thus slowing or preventing the emergence of an undesired avatar. *Complexity: 5*
- Achilles Heel** (blue) This legacy challenges the *called-shot* hostile representing an uncanny ability to land blows in vital areas. *Complexity: 5*
- Adrenaline** (red) A legacy which provides resistance against the *pain* hostile in combat. *Complexity: 5*
- Alacrity** (yellow) The techniques of this legacy circumvent the *parry* hostile which normally occurs when you parry multiple opponents in the same clash. *Complexity: 5*
- Ambidextrous** (yellow) This legacy helps overcome the *wrong-hand* hostile. *Complexity: 5*
- Animas** (red) A legacy to resist the *bimsati* hostile. Immortals that employ it are in less danger of being taken over by the Sanguinary when they assume the form that injures. *Complexity: 5*
- Balance Of One** (orange) This legacy provides the means for eluding the constraints of mud, wind and water, thus resisting the *environmental* hostile. *Complexity: 5*
- The Bonding** (Orange) This legacy intimates a supernatural proficiency with a specific weapon that allows a persona to ignore *bulk* hostiles when using it. Each weapon, however, requires a separate Bonding. *Complexity: 5*
- Catholicon** (violet) A legacy to resist the effects of poison, and drugs. Unlike most immortals, beneficiaries of this legacy may counter the *poison/drug* hostile. *Complexity: 5*
- Censor** (blue) This legacy employs a body of techniques designed to quiet the *babblor* hostile, resisting its debilitating effects on the psyche. *Complexity: 5*
- Compass** (green) A legacy to help counter the effects of the *voyage* hostile. Immortals who employ it are better able to travel using serenades benefiting from a perfect sense of where they want to go. *Complexity: 5*
- Dark Page** (blue) A legacy of misdirection designed to allow serenades to be played upon opponents while keeping them oblivious as to their source. The legacy resists the *instinct* hostile. *Complexity: 5*
- Deviation** (green) The techniques of this legacy circumvent the *dodge* hostile which normally occurs whenever you dodge multiple opponents in the same clash. *Complexity: 5*
- Eidolon** (red) This legacy alters the halo in a manner pleasing to gossamers. Consequently the *courtesy* hostile is resisted. *Complexity: 5*
- Enemy Chain** (green) This legacy teaches techniques that make several targets into a single one, resisting the *multiple-targets* hostile. *Complexity: 5*
- Esteem** (blue) A legacy designed to circumvent the *jeopardy* hostile. When employing mind-controlling powers, an immortal may command a target to put himself at risk or to perform actions inherently alien to his own nature. The jeopardy hostile will not come into play unless the immortal tries overtly to harm the target. *Complexity: 5*
- Faith** (red) This legacy implies that the user is a true believer in a force greater than himself and is therefore able to counter the *religarum* hostile generated by humans. This legacy is extremely rare among immortals; the narrator may not wish to use it in his production. *Complexity: 5*
- Gamut** (green) A legacy to strike an opponent without hindrance from the cover behind which he cowers. A counter to the *target cover* hostile. *Complexity: 5*
- Genesis** (white) This legacy allows the user to utilize attentions to create without the addition of the white *ether* hostile. *Complexity: 5*
- Hackles** (blue) This legacy imbues an uncanny danger sense to help resist the *surprised* hostile. *Complexity: 5*
- Isolation** (red) Those with this legacy are immune to the effects of the *ripple* hostile. They are not intimidated by those with visage higher than their own. *Complexity: 5*
- Lethe** (red) With this legacy, immortals may assume the persona of a twilight, forgetting who they are and experiencing life as if it were new, from womb to tomb. A consequential benefit is resistance to the *flashback* hostile. *Complexity: 5*

The Loop (red)	This legacy unlocks the ability to extend a serenade forever once it has been played. The serenade <i>extension</i> hostile is thus resisted, although a loop may be quieted by another immortal. <i>Complexity: 5</i>
Maleficia (black)	This legacy warps serenades into echoes that are inherently destructive, ignoring the <i>abbaddon</i> hostile normally added when serenades are played in this way. <i>Complexity: 5</i>
Masque (blue)	This legacy prevents companion animals from sensing immortals near them, even when in their <i>himsati</i> form. It resists the <i>companion</i> hostile. <i>Complexity: 5</i>
Momentum (orange)	A legacy which imbues immortals with the ability to resist the held/grappled hostile. Its practitioners fight with the same ease whether held by their opponents or not. <i>Complexity: 5</i>
Oculus (blue)	A legacy which lends clarity to the obscure. Those who employ it peer through murk and darkness with ease, thus confounding the <i>visibility</i> hostile. <i>Complexity: 5</i>
Prophylaxis (violet)	A legacy which allows an immortal to withstand smoke and other fumes in the air without being hindered, resisting the <i>irritant</i> hostile. <i>Complexity: 5</i>
Proteus (gray)	This legacy allows the user to use attentions to transform without the addition of the gray <i>orenda</i> hostile. <i>Complexity: 5</i>
Quicksilver (yellow)	This legacy makes a body so supple that even in close quarters, a weapon may be swung without hindrance. It resists the <i>close-quarters</i> hostile. <i>Complexity: 5</i>
Reticulum (blue)	A legacy to allow firearms to be aimed with deadly accuracy even at extreme range. It resists the <i>range</i> hostile. <i>Complexity: 5</i>
Robustus (orange)	Those with this legacy can carry great weights without hindrance in combat. It resists the <i>encumbrance</i> hostile. <i>Complexity: 5</i>
The Seeking (orange)	This legacy teaches methods that counter the <i>recoil</i> hostile of firearms. <i>Complexity: 5</i>
Tranquil Halo (green)	For those with this legacy, serenades in an area that have been extended beyond their normal duration fall silent in their presence; resists the <i>quieting</i> hostile. <i>Complexity: 5</i>
Upper Hand (green)	Practitioners of this legacy can fight without penalty even on ground that is disadvantageous to them compared to the position of their adversary; resists the <i>tactical</i> hostile. <i>Complexity: 5</i>
Wantonness (As per target halo)	The legacy which confounds the hostile normally associated with sin. Its devotees may steal immaculum from twilights without difficulty. <i>Complexity: 5</i>
Vizard (red)	This subtle legacy allows the practitioner to take immaculum from a mortal, with the target always forgetting the act. The <i>lullaby</i> hostile is resisted by this legacy. <i>Complexity: 5</i>
Valor (red)	The legacy which consumes fear. It confounds any <i>fear</i> hostile. <i>Complexity: 5</i>
Vigil (violet)	This legacy develops resistance to all forms of fatigue. Its devotees need not sleep and resist the <i>fatigue</i> hostile. <i>Complexity: 5</i>
The Yearning (blue)	This legacy allows serenades to be played against those you have never met with out the penalty of a <i>familiarity</i> hostile. <i>Complexity: 5</i>

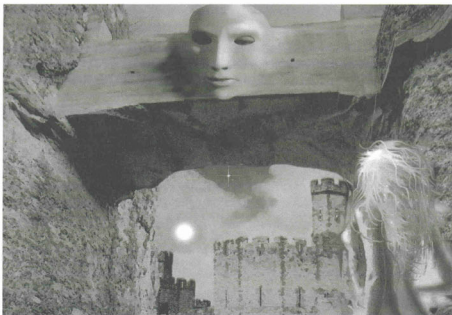
Remedies (All remedies use a RED talent hostile)

Acupuncture	You are skilled at either the ancient Chinese art of acupuncture, or the modern art of acupressure. <i>Complexity: 3</i>
Biofeedback	You can put yourself under a form of self-hypnosis and control your heart rate, blood pressure and many other normally autonomic functions of your body. You can feign a state of death. <i>Complexity: 3</i>
First Aid	You are skilled at rendering immediate trauma treatment in emergency situations. You can reduce wounds taken in combat by a single rank with successful application of this talent. Only one attempt is allowed per individual after combat. <i>Complexity: 2</i>
Forensics	You understand how to collect and analyze medical data to determine the cause of a death, the source of an infection, etc. <i>Complexity: 4</i>
Herbalism	You are skilled at effecting cures by means of herbal medicines and poultices. You recognize medicinal and poisonous plants and know how to prepare and store medicinal herbs, tinctures, ointments and teas. <i>Complexity: 2</i>
Hypnotism	You know how to induce a hypnotic state in another person. <i>Complexity: 4</i>
Medicine	You are a skilled physician. You can diagnose and treat injuries, deformity, trauma or disease. You know some surgical procedures, and are competent with most medical technologies common to your era. <i>Complexity: 4</i>
Surgery	You are a trained surgeon or nurse. You can perform a variety of surgical procedures. <i>Complexity: 4</i>

Rustics (All rustics utilize the RED talent hostile, except where noted)

- Agriculture** You are familiar with crop growing, animal husbandry, and other aspects of farming. You know how to treat minor ailments in domestic animals, and can spot a good horse, cow or other prime livestock when you see one. *Complexity: 2*
- Animal Discipline** You know how to train animals to perform certain tasks. You can break a horse to riding, train a lion to jump through a hoop, train elephants, etc. *Complexity: 2*
- Animal Handling** You are good with handling and calming animals. This is not the same as training. *Complexity: 3*
- Camouflage** You know how to hide yourself and other objects, blending within natural terrain. *Complexity: 3*
- Fishing** You know how and where to catch fish with a net, line and pole, or how to spearfish. *Complexity: 2*
- Hunting** You are adept at finding, stalking and killing wild game animals. *Complexity: 2*
- Leatherworking** You can cut, stitch, and otherwise fashion items out of leather. *Complexity: 1 Talent Hostile: Yellow*
- Mimicry** You can mimic the sounds of wild animals, the wind, and even other people. *Complexity: 2 Talent Hostile: yellow*
- Riding** You are skilled at riding a mount, and have no trouble riding any horse, even bareback. *Complexity: 2 Talent Hostile: Yellow*
- Scouting** You are skilled at finding food, water, shelter, and evaluating the resources of a wilderness area. You are able to locate and observe possible enemies in a natural setting. *Complexity: 3 Talent Hostile: Blue*
- Smithing** You are skilled at forging implements out of iron, copper, and other metals. *Complexity: 3 Talent Hostile: Orange*
- Tracking** You are skilled at following a trail, tracking animals or people across wild areas. You can deduce many things by examining tracks, old campsites, etc. *Complexity: 3 Talent Hostile: blue*
- Traps** You are good at fashioning traps such as snares and deadfalls capable of catching animals or killing your enemies. *Complexity: 3*





Urbanes (All urbanes utilize the RED talent hostile, except where noted.)

Computers	You know how to operate and program a computer. <i>Complexity: 3</i>
Criminology	You understand the thought processes of the criminal mind and can anticipate what a criminal may do next and why. <i>Complexity: 3</i>
Cryptography	You are skilled at figuring out ciphers, codes and puzzles which involve words or numbers. <i>Complexity: 3</i>
Driving	You know how to drive many types of wheeled transportation commonly used in the modern world. <i>Complexity: 1 Talent Hostile: Yellow</i>
Electronics	You are skilled in the dynamics of electronic equipment. You can diagnose and repair problems, or can build devices from available parts. <i>Complexity: 3</i>
Forgery	You can accurately falsify documents, currency, or signatures. <i>Complexity: 3</i>
Graft	You are skilled at bribing and blackmailing public officials, business contacts, and others. <i>Complexity: 2</i>
Journalism	You understand how to report facts in a way that is interesting and informative. <i>Complexity: 3</i>
Lock Picking	You know how to open locks using specialized or even makeshift tools. <i>Complexity: 3 Talent Hostile: Yellow</i>
Mechanic	You know how to diagnose, repair, and modify mechanical systems such as cars, truck, and airplanes. <i>Complexity: 3</i>
Pick Pocket	You know how to steal small items from another person without being noticed. <i>Complexity: 3 Talent Hostile: Yellow</i>
Pilot (non-combat)	You know how to fly various kinds of aircraft: single engine planes, jets, helicopters, gliders, etc. <i>Complexity: 3</i>
Repair	You know how to diagnose and repair small appliances, toys, etc. <i>Complexity: 2</i>

CONCEPTS

Highbinders (Famous Members)

Heracles, pride Bajax and Phoenix;
Jason, pride Magdalen;
Cu Chulainn, pride Phoenix;
Atotarbo, pride Tautba;
Loki, pride Morrigan;
Grendel, pride Terat.

Femme Darkle *An automaton built by the Anopheles in Sheba that reincarnated Samiel until it was beheaded by Menelik. Now the head is given the same name. Any skin contact with the Femme Darkle causes blood loss, and prolonged exposure to it induces the dreamstate in living things and vampirism in inanimate objects. The Femme Darkle's theft in 1990 began the Invisible War.*

Firmament *The chaotic mass surrounding the Maelstrom from which the Primals came, as well as the terrestrial geography of the Habitat.*

CONCEPTS

Jugglers

(Famous Members)

Eris, pride Magdalen;
Circe, pride Nimrod;
Orpheus, pride Phoenix;
Zin Kibaru, pride Tautba;
Set, pride Banjax;
Isis, pride Morrigan;
Nanna, pride Eremitie;
Astarte, pride Terat;
Caliburn, pride Peri;
Mata Hari, pride Arachne.

- Security Systems** You know how to install and thwart security systems, especially electronic security systems. *Complexity: 4*
- Sleuth** You are a skilled detective. You can find missing persons, track down stolen goods, etc. *Complexity: 3*
- Scouting (urban)** You know how to survive in the big city, where to find the soup kitchen, which places hire day workers, etc. *Complexity: 2*
- Underworld** You know the ins and outs of organized crime and have contacts among the criminal element. *Complexity: 3*
- Woodworking** You know how to chop, carve, sand, and finish woods and wood crafts. *Complexity: 1*





BATTLE



"Every now and then, the world needs a good war to rescue it from the insipid hoarding of civilization."

Peri maxim.

Combat Time

When a persona enters any conflict that demands the use of his talents, the game proceeds in units of specific combat time known as clashes. Clashes last for approximately three seconds, generally allowing for a single exchange of attack and defense between opponents. There are ten clashes in a combat turn. During each clash, each persona describes his action before making any dice rolls. The narrator describes the actions of non-participant actors in the scene.

Types Of Combat

Melee: This is close-quarters, hand to hand combat, usually involving the use of swords or other similar weapons, or martial arts.

Ranged: This is combat that generally involves firearms, thrown weapons such as knives, or other projectile weapons such as bows or spears.

Serenade: Supernatural combat involving the use of attentions, commonly mistaken for magic or psychic power. See the next chapter for details concerning this method of combat.

All three combat methods operate the same in the Immortal system, there are simply different hostiles that come into play for each one. The following breaks down the three types of combat and the hostiles that are associated with each. More information on the use of hostiles can be found toward the end of this chapter.

Combat Type	Applicable Hostiles
Melee	Bulk, Cramped Quarters, Encumbered, Environmental, Held/Grappled, Tactical, Target Size, Wrong Hand
Ranged	Bulk, Cramped Quarters, Encumbered, Environmental, Firearm Recoil, Held/Grappled, Range, Tactical, Target Size, Wrong Hand
Serenade Only	Allies, Colostrum, Familiarity, Instincts, Jeopardy, Multiple Targets, Quietening, Serenade Degrade, Serenade Extension, Voyage, Wards
All Combat Types	Armor Degrade, Avatar, Called Shot, Dodge, Fatigue, Fear Flashbacks, Irritants, Lethe, Talent, Pain, Parry, Poison/Drug, Surprised, Taboo, Target Cover, Visage, Visibility
Unique	Babbler, Companion, Courtesy, Extended Maneuver, Himsati, Lullaby, Religarum, Sin

CONCEPTS

Slayers

(Famous Members)

Ares, pride Magdalen;
 Longinus, pride Peri;
 Beniah, pride Fremite;
 Herne, pride Phoentix;
 Boudicca, pride Nimrod;
 Ammut, pride Terat;
 Lin Do, pride Dracul;
 Kali, pride Arachne.

Flood, the *The emanations of life-force from the crucible that invests all beings with life. Immaculum and taint are mere by-products of the Flood.*

Glamour *The DNA of the immortal himsati that is mutable, allowing them to transform themselves from animal form to a human appearance, and to rearrange their characteristics at will.*

CONCEPTS

Keepers
(Famous Members)

Cerberus, pride Terat;
Ladon, pride Dracul;
Lerith, pride Magdalen;
Lancelot, pride
Tautba; Bes, pride
Banjax; Bast, pride
Anopheles; Aeolus, pride
Morrigan; Perseus, pride
Phoenix.

Describing Combat

In many role-playing games, combat tends to become a bland exchange of mechanics, with the moderator of the event saying "you hit for 3, you missed, you hit," etc. The key to an exciting combat is describing it with some detail and flourish. Make use of descriptions such as what the persona hears (screams, the ringing of the blade as it hits the motorcycle instead of his opponent, the ethereally beautiful harmonies of the serenade.) Or what he sees (A slashing web of energy splashes across the air and onto the Anopheles, the swords clash with sparks gliding off their skin, the city spins below you as you fly down toward your opponent.) What are the smells of combat? Pain, of course, is made evident by how it feels. Describe the persona's halo turning from mostly blue to hot red or molten yellow. Make the actors feel like they are really in the thick of it. With short, descriptive remarks, the combats you create will be told, and retold by your actors, for a long time to come.

The Panacea

In combat that takes place at range, the attacker is at a disadvantage. Immortals rapidly heal all wounds dealt to them that are not delivered at close quarters, within the halo of their opponents. Weapons such as bows, guns, and thrown knives perform their damage as normal, but unless they are mystically charged with immaculum an immortal will heal wounds so delivered at a supernatural rate. This is known as the Panacea. Each clash after the delivery of the wound, the wound rank heals to the next rank above it, until the immortal is completely regenerated.

Wound Sustained At Range	Number Of Clashes Before Completely Healed
Light	1
Impairing	2
Severe	3
Crippling	4
Mortal	5



Because of the Panacea, most immortals carry archaic weapons like swords and axes to deliver their blows. Being within the proximity of their opponents' halos prevents the Panacea from functioning, so that they must heal at the normal rate as a human would. The advantage of using guns is that they deliver a wound from relative safety, and place the target under a pain hostile until the wounds heal, thus allowing a persona to get in close to attack with an added advantage.

Any normal damage that occurs to an immortal—whether from an explosion, impact with a car, or fall from the top of a skyscraper—is healed by the Panacea in the same manner as a wound taken from a firearm. Immortals have even been known to hurl themselves from tall buildings to escape pursuit; after all, the pain passes quickly.

Glorious Crime *The slaying of another immortal in the H-habitat, coined by Pride Banjax.*

Glyph *(from hieroglyph) A bullet or arrow which has been inscribed with the ancient tongue of the Abzulim, which carries serenades locked within.*

Gossamers *The remains of slain immortals wandering the earth in an attempt to revive themselves with immaculum. Spirits.*

Healing

When the panacea does not apply, immortals heal at a rate similar to humans. Of course, healing through the mystic power of a serenade can considerably speed up the process. Again, this healing rate will apply only when the immortal has sustained a hand to hand blow, or has been shot while being grappled. Otherwise, the Panacea operates to heal wounds at a phenomenal rate.

It takes a number of days relative to a wound's rank to naturally heal to the next lowest wound. A mortal wound, for example, would require 15 days to heal to the next lowest wound rank, i.e., crippling. It would then take 12 days to heal to next lowest wound rank (severe), 9 days from severe to impairing, 6 days from impairing to light, and 3 days from light to completely healed. Thus, it takes a total of 45 days to heal a mortal wound. Fortunately, all wounds taken in a combat heal simultaneously, based on their severity.



Wound	Days To Heal Completely
Light	3 (6 for poisoned)
Impairing	9 (18 for poisoned)
Severe	18 (36 for poisoned)
Crippling	30 (60 for poisoned)
Mortal	45 (90 for poisoned)

Poison And Other Toxins

For wounds that have delivered poison, immortals heal at a slower rate than normal because of their susceptibility to toxic substances. Poisoned wounds take double the time required to heal. Poisoned wounds also heal last—all other wounds sustained in the same combat as the poisoned one must heal completely before the poisoned wound does. Because of this liability, immortals often seek mystic assistance to cure a poisoned wound.

Poison is not fatal to an immortal, but they are far less capable of metabolizing poisons than their human counterparts. Once an immortal is poisoned, he may suffer the throes of his agony for centuries, or millennia (the Rukshasa is still suffering from a poison introduced into her blood in 632 BC).

CONCEPTS

Probes

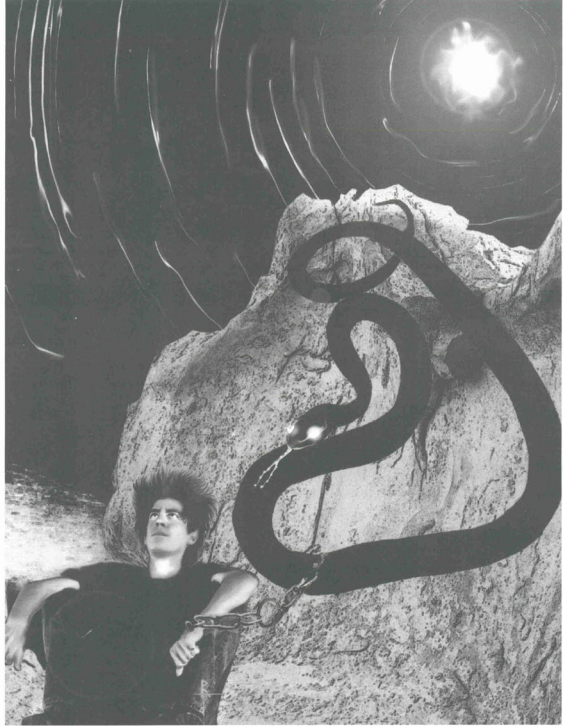
(Famous Members)

Delilah, pride Anopheles; Shakespeare, pride Magdalen; Tboth, pride Banjax; Machiavelli, pride Arachne; Odin, pride Morrigan; Tlaloc, pride Dračul; Taliesin, pride Tautba; Hippolyta, pride Nimrod; Paris, pride Phoenix.

Great Darkness *A year of absolutely no light, occurring after the Sanguinary's arrival to the world in 65,000,000 BC, responsible for the beginning of the Perishing.*

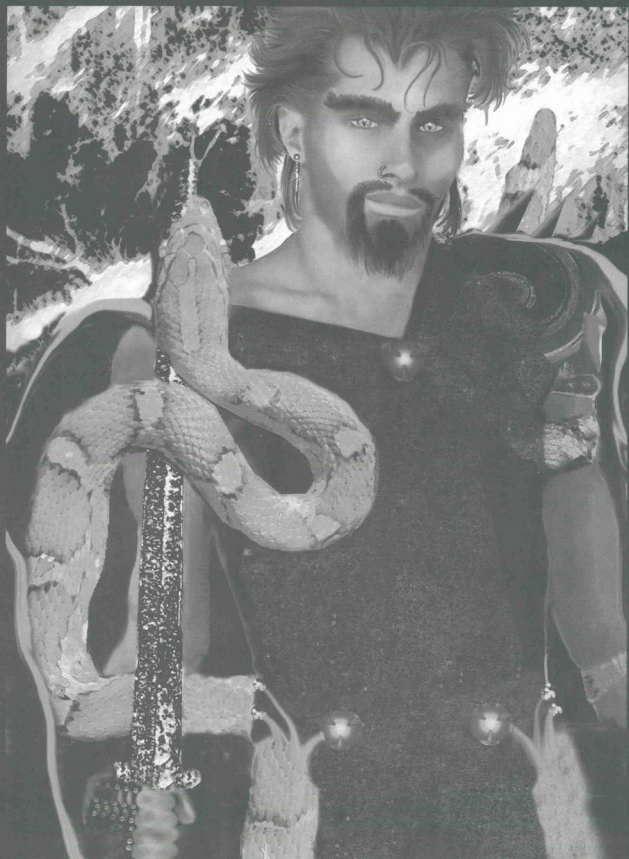
Habitat *The world of mortals to which the Perpetual Society fled from the Lash in the Dominions.*

Halo *The aura generated from the connection of inanimate matter to the Flood of the Crucible, creating life. In immortals, the halo is more powerful.*



Hebdameron Seven conundrum cut from the Incubus which form the center of power for many of the prides. Each of these conundrum is sentient, being the physical anatomy of the Sanguinary's mind, and evokes certain emotional aspects. The *F-hebdameron* are: The Tearstone (a blue emerald) which is carved in a multifaceted globe, the Ragestone, (a violet diamond) which was placed in the ring of Solomon, the Fearstone, (a golden moonstone) which was placed in an earring, the Vainstone (a red ruby) placed within a circlet of gold, the Joystone (a green peridot), placed within the drinking goblet Sangreal (holy grail), the Luststone, placed within the forehead of a monstrous ancient skull, Baphomet, and the I-lopestone (the I-lope Diamond), within a necklace.





Exposure

Exposure to heat and cold will cause temporary effects on the persona so exposed. Extreme exposure can cause wounds and even death.

Recovery from heat exposure requires that a persona be shaded, given fluid, and rested. Continuous exposure (at least 45 minutes per hour) is necessary to achieve the levels of heat exposure below.

Exposure Level 1 — Occurs at temperatures of 100 F or below 32 F. It takes rest in order to recover fully from this level of exposure. This level of exposure is called heat exhaustion or hypothermia (for cold). The persona takes a light wound after the first exposure period, which wound continues to increase in severity rank at the end of each additional exposure period.

For example: A persona with 2 violet motes would take a light wound from exposure after six hours, and for every six hour period beyond that, the wound would advance in severity, becoming a mortal wound after 30 hours.

Violet Motes	Exposure Period Before Taking First Wound Rank	Recovery Time
0	2 hours	8 hours
1	4 hours	6 hours
2	6 hours	4 hours
3	12 hours	2 hours
4 - 5	16 hours	1 hour
6 and up	immune	immune

Exposure Level 2 — Occurs at temperatures of 115 F or below 0 F. This level of exposure is called heat stroke or frost bite.

Violet Motes	Exposure Period Before first wound Rank	Recovery Period
0	1 hour	1 day
1	2 hours	12 hours
2	4 hours	8 hours
3	8 hours	6 hours
4 - 5	12 hours	4 hours
6 - 8	16 hours	2 hours
9 and up	immune	immune

CONCEPTS

Scourges

(Famous Members)

Artemis, pride Magdalen;
Horus, pride Banjax;
Thor, pride Morrigan;
Galabad, pride Tautba;
Alexander, pride Phoenix;
Hydra, pride Terat,
Nemesis, pride Nimrod.

Hailstones *Slang term for the conundrum used to build Nivaloa.*

Highbinder *Calling whose duty it is to track and capture, serving as bounty hunters.*

Hijack *Term used to denote the stealing of any data from a secured computer.*



Making An Awareness Roll

Whenever a persona enters a new scene, he may wish to take a look around and try to pick up any clues. If there are hidden antagonists, or if there are clues that the persona is expected to look for, then the narrator should have him roll a blue awareness hostile, based on a difficulty number that he determines is appropriate to the situation. Adding his blue motes and any applicable talents to the roll, the persona must match or exceed the target number to ascertain any valuable information. The awareness hostile is an example of a unique hostile that can arise in any situation. The narrator can also create specific hostiles for situations not covered by those hostiles provided.

The Three-Step Combat Sequence

1. *Allocation phase:* All personas allocate some or all of their free immaculum to whichever halo colors they desire. This phase is repeated once every ten clashes, allowing personas to shift their motes from one halo color to another. Unallocated motes provide additional escapades and aid initiative.
2. *Initiative phase:* is concluded. A ten-sided die is rolled. All personae add any immaculum not allocated to their halo to their roll in this phase.
3. *Resolution and damage phase.* Begin Clash 2.

Escapades

An escapade is a single action that is used during a clash of combat. Typical examples of an escapade include: drawing a gun, swinging a sword, throwing a knife, playing a serenade, surveying the combat field, etc. It is the combination of escapades that make up the maneuvers of the persona. Some maneuvers require multiple escapades to complete, such as cocking a crossbow or reloading a gun. The narrator determines how many escapades are required to complete extended or unusual maneuvers. Below is a general list of maneuvers that require a single escapade to complete. For any custom attack that the persona attempts, the narrator will decide on the number of escapades that are needed to perform the maneuver.

Himsati ('him 'sah 'tee) (Sanskrit, "he injures") The primordial form of the immortal, his animal or elemental core that is separated from his evolved being as a spirit-like entity, often given to irrational behavior and possession by the intelligence of the Sanguinary.

Hive Any of the immortals who ascended from insects, mostly extinct but for the Arachne.

Escapade**Examples****Draw Weapon**

Removing a sword from its scabbard or a gun from its holster.

Aim Weapon (Ranged)

For each escapade that you aim, you add +1 to your roll up to a maximum of +3.

Swing Or Thrust (Melee)

Using swords or other close-quarter weapons.

Unarmed Combat (Melee)

An unarmed attack. For instance, a kick, punch, or Martial Arts attack.

Fire Weapon (Ranged)

Using firearms, bows, and other weapons that launch projectiles.

Parry

Blocking a weapon in melee combat with your own. You may parry against a single opponent during each clash without penalty. Parrying multiple attackers requires an escapade for each additional opponent. It is possible to parry multiple opponents without spending escapades; to do this, you must roll a Parry Hostile at 1 rank for each opponent, cumulative.

For example: If you have two escapades, you can parry three opponents without incurring a parry hostile. A fourth opponent would call that hostile into effect at a beginning rank of 1 (difficulty 3), the fifth at a rank of 2 (difficulty 6), etc. Note, this multiple opponent hostile is in addition to the talent hostile, and must be rolled with each new parry attempt.

If a persona does not wish to use an escapade to parry or dodge, he can take the parry hostile immediately to parry, then use his escapades to attack when he has initiative.

Dodge

Getting out of the way of blow. To dodge ranged weapons, you must first see the projectiles coming. Dodging is similar to parrying, but always requires either an escapade, or a hostile roll. For every opponent over your escapades that you attempt to dodge in a clash, the dodge hostile is rolled at a beginning rank of 1, cumulative. As with parrying, a persona may take the penalty immediately, and so save his escapades to attack later in the clash.

Standing

Rising from the ground after being knocked down.

Look Around

Surveying the combat field.

Spin

Turning to face opponents directly behind you in order to eliminate a tactical hostile.

Switch Opponent

Concentrating on a new target.

Disarm

Taking a weapon away from an opponent.

Play Serenade

As per serenade combat.

Maneuver

Outflanking or otherwise gaining a tactical advantage through movement. A Green talent roll may be required to determine the degree of success.

Horned Lord *The progenitor of pride Nimrod who was usurped by Semiramis, and went on to form the pride of the Phoenix, all his own scions.*

Hush-hush *Within the Morpheum, the actual lair of the Sanguinary's intellect, akin to the master control program of a sophisticated artificial intelligence computer, protected by a bulwark of assorted nightmares.*

Illuminati *Members of the Apocrypha who have broken their vow of humanity and have made themselves immortal, said to presently control the order.*

Multiple And Bonus Escapades

All combatants start each clash with an automatic 1 escapade. The number of additional escapades that a persona receives reflects how much free immaculum he did not allocate to any of the halo colors, as per the chart below. Multiple escapades represent the raw untapped power of the halo when it is not being used to augment either body or mind. The additional actions an immortal gains can more than make up for the cost in potential ability.



Free Immaculum Motes	Additional Escapades After The First
3	1
6	2
9	3
12	4
15	5

Any persona who has additional escapades must wait to attack again until after all other combatants have made their first maneuver. However, a persona may use as many of his escapades in succession as he wishes if he uses them to defend against multiple opponents. Only one escapade per new opponent can be used in this way. The initiative roll at the beginning of the turn determines the order in which all other escapades are used.

Surprise

Even immortals are sometimes caught unawares. For those who desire the advantage of surprise, some consideration should be given to selecting the location of an ambush. In most cases, a persona will be asked to make a green Stealth roll, to help determine his degree of concealment. Of course, it is very difficult to sneak up on someone while wielding a chainsaw. Narrators should use the terrain, the persona's actions, and the talent roll to ascertain the effectiveness of an attempt.

Even setting an effective trap by no means guarantees success. Victims are usually given at least one chance to avoid surprise. When the trap is sprung, the victim will normally attempt an awareness roll. If the victim meets the hostile rank

Immaculate(s) *Any immortal whose halo is pure of taint.*

Immaculum *Life-force in the I-habitat, which takes on a different form in the Dominions known as Taint. It is immaculum that forms life and the characteristics of the physical body and mind.*

Immortal Celebrant *The third of the Ishim, also known as the Lord of Snow, from whom the legend of Santa Claus is ultimately derived.*

set by the Narrator, he is not taken by surprise, and is able to act and react normally.

If, however, he fails to overcome this hostile, the victim is unprepared for combat, and will be extremely vulnerable to attack. He will be unable to dodge, parry, or counterattack while his opponents each have one escapade in which to act.

This bonus escapade must be used against a surprised victim, or it is lost; once any attacks are resolved, action proceeds to the Allocation Phase.

Allocation Phase

When combat begins, the immortal decides where to place any free immaculum motes into his halo colors. He may want to add them to yellow to allow him to strike better, violet to be more resilient, or red to resist mental control. In the case of serenade combat, where any color may be the target of the effect, any of the six halo colors may need shoring up. Free motes not allocated to any halo color add +1 to the initiative roll in the next phase. The allocation of motes made in this first phase lasts for ten clashes, after which the motes may be reallocated.

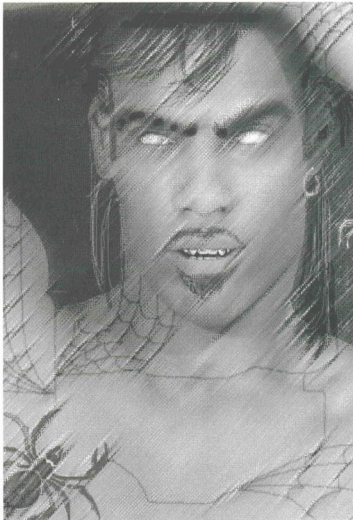
Initiative Phase

Each persona (including those performed by the narrator) rolls a single ten-sided die. If they have held back any immaculum in the allocation phase, they add this number of motes to their roll. The highest roll proceeds first. For example: Lin Do, feeling cautious, allocates 1 of his 3 free immaculum motes to his violet halo. The other two he simply lets float. He will add a +2 to his initiative roll in this phase. This phase is repeated at the beginning of each clash.

Resolution And Damage Phase

Attacking

The persona rolls a talent hostile (usually yellow if he is using a weapon talent). He adds to the roll his talent rank (1-5) with the sword and any motes he has in the yellow halo. His potential for damage is decided by the result of this roll as compared to the defense roll of his opponent. He also rolls any additional hostiles that oppose his maneuver, such as the bulk of a heavy weapon, decreased visibility, pain from a wound, etc.



Incubus *A giant conundrum, formed by the Rime, that was cut into the seven Hebdameron.*

Infinity City *See Nivalea.*

Insengue *Any immortal who entered lethe in 1666, and who is currently sought by the Perpetual Society.*

Taking Damage

When an immortal takes a wound, he marks off one of his wound boxes on his persona record sheet. A persona's number of wounds can be found on the chart on page 94. If he has no more wounds of that tier, he marks a wound of the next highest severity. If an immortal has exhausted all of his light, impairing and severe wounds, the next wound of any of these ranks would be crippling.

An immortal who suffers a mortal wound falls unconscious and passes into ennui, until healing occurs, or first aid is administered.

Some gigantic beasts have more than one mortal wound. They must have all mortal wounds removed before being incapacitated.

Defending

Parry: The defender must roll a talent hostile to parry, based on the number that his opponent has rolled in attacking him. He adds his weapon talent and his yellow motes, as the attacker did. If the defender's total is equal to or higher than the attacker's, he has completely parried the blow. If the not, then his parry is only partially effective, reducing the opponent's damage, but not completely stopping it. A null results in a complete failure to ward off the blow. The defender may also be required to roll additional hostiles related to the parry attempt.

For Example: Kala decides that she will swing her sword at her opponent, Adam. She rolls a 4 for her attack. Her yellow motes equal 3, her talent with swords is pro (+3). Since she rolls a 4, she adds this to her yellow motes plus talent of 6 to equal 10. Adam attempts to parry. He has a weapon talent of 4 (master), and 3 yellow motes for a total of 7. Rolling against Kala's 10, he rolls a 2, adding his 7 for a total of 9. Since this final value is one less than Kala's attack roll, Adam was unable to completely parry. This now allows Kala to apply a value of 1, along with her orange motes (strength) and the damage rating of the sword she is using against him to determine the severity of wound he will take. His violet motes will act as a cushion to deduct from that total number, as will any armor he is wearing.

Dodge: To dodge, an immortal applies his dodge talent plus a green roll against the total roll of his attacker. The system used is identical to parry, with the exception that the dodge talent is used instead of a weapon talent, and the green motes are applied instead of the yellow ones. To dodge multiple opponents, see below under the dodge hostile.

Determining Damage: The difference in the final result of the resolution roll forms the base for the damage that the defender receives. In the above example, the comparison between Kala and Adam totaled 1, in Kala's favor. This base number determines how well she placed her blow, and counts as base damage. Then she adds to that her orange motes (reflecting her physical strength) and the damage factor of the weapon (in this case +4.) Her orange motes (2) plus the damage factor of the weapon (4) plus her attack bonus of 1 = 7. Now she checks to see where she hit her opponent to determine any damage bonus.



Vital Areas

In the above example, Kala's final value of 7 is modified by a roll on the hit chart below. Depending on what she rolls on a single ten-sided die, the damage may be modified.

Die Result	Area Hit	Damage Modifiers
0	Graze	Halved
1	Hand, Foot, Hip, Fingers, Toes, Appendages	0
2	Forearm, Shin, Upper Arm, Tail, Wing	0
3	Thigh, Shoulder, Cheek	0
4	Chest, Back, Stomach, Jaw	0
5	Nose, Ear, Spine, Elbow, Collarbone	+1
6	Sternum, Solar Plexus, Knee, Groin	+2
7	Genitals, Kidneys, Vital Organ, Large Eye	+3
8	Small Eye, Skull, Antennae	+4
9	Temple, Throat	+5

After applying any modifiers for hitting a vital area, Adam will determine the type of wound that he sustained. Kala rolled a 5 on the hit chart above, and the narrator determined that of the vital areas listed, she struck his collarbone for +1 to damage. He has now taken a total of 8 damage. He compares this number to the wound chart, deducting his violet motes (resilience) of 2. If he had armor, he would deduct more. Although he has no armor, his two violet motes have softened the impact of the 8 damage, reducing it to 6. He has taken an impairing wound.

Damage Value	Wound Sustained	Pain Hostile
3	Light	3
6	Impairing	6
9	Severe	9
12	Crippling	12
15	Mortal	15

Any number between the rank ranges are rounded down. A 1 or 2 is counted as a graze, scratch or bruise, with no real damage other than cosmetic.

Stun (optional)

Stun occurs whenever a 9 is rolled on the Vital Areas chart. The roll of a 9 indicates a blow on the throat or temple of your opponent.

This exploit results in the victim being stunned, and unable to act or defend himself for the remainder of the clash.

For each clash thereafter, until he makes a successful roll on the violet Stun Hostile, he is stunned and unable to react.

The difficulty of this roll is equal to the damage that was inflicted by the wound. This goes down by one point per clash, until the immortal makes his roll.

A successful rank 5 Called Shot hostile will also cause stun.

Knockout (optional)

A victim who fails a number of stun rolls equal to the motes in his violet halo falls unconscious.

Knockout also occurs when a mortal wound is delivered. Victims have one chance to resist knockout by making a violet Stun Hostile at rank 5 (difficulty number 15). This allows immortals to keep on fighting after they have suffered a mortal wound, though they will be under a red Pain Hostile as well.

Determining Order Of Combat

After the first escapade within a clash, personas with multiple escapades will be able to act again. Actors proceed in the same order, determined by the Initiative roll. Each persona with escapades remaining acts in turn. This procedure is repeated as often as necessary until all escapades have been used.

Example Of An Added Hostile

Because he had taken an impairing wound, Adam is in pain. This pain manifests as a red pain hostile. In his attack on Kala, not only will he roll his yellow talent hostile, he will now have to roll the red pain hostile as well. He can add any red motes he possesses to modify this roll in his favor, but if he rolls a null on the red hostile, he is too stunned and misses his attack even if he succeeds on the yellow die. He must continue to roll the pain hostile with every maneuver until he is somehow healed.

If Adam fails his roll against the pain hostile, but does not roll a null, all is not lost. Any amount needed to bring this hostile up to a success can be deducted from his talent roll. For example: Adam is severely wounded. If Adam rolled a 12 (total) for his yellow talent hostile and a 5 for his red pain hostile, he would subtract the 4 points needed for success from his talent roll. This reflects the added difficulty in overcoming adverse circumstances, but lets personas who are highly skilled (or lucky) succeed to some degree in spite of obstacles.

Later in this chapter appears a list of various hostiles that can occur within Immortal. Many of them are rare, and some occur outside of combat. All hostiles have a color, since they affect a certain color of the halo, a certain characteristic. Whenever a persona rolls a hostile die, he adds to his roll any motes within the targeted halo color.

Reducing Damage

Armor reduces damage according to its rank. Rank 1 armor deducts a value of 1 from the damage, rank 2 deducts 2, and so on, as does the violet halo. The exception to this rule is the use of kevlar, which slows down a hyper-velocity projectile such as a bullet, but offers less defense against arrows, swords and the like. Unless it is enchanted by a serenade, kevlar's rank deducts only half as much from non-firearms. See the armor chart in the back of this book.

Autofire Weapons

Autofire weapons come in two categories: normal and full-automatic. Normal autofire weapons fire bursts of 3 shots, full-auto fires 5. Calculating damage from an autofire weapon is done for each separate shot. See the *reload* hostile below for insight on how to treat each shot after the first.

Invisible War *A war begun in A.D. 1990 when the Femme Darkle was stolen from its sanctuary, violating an agreement between all of the prides that the evil relic must never fall into the hands of the enemy. With the theft of the Darkle, the prides declared open warfare on the droves, and are sending their members to retrieve the dangerous item before it can be used to summon the Sanguinary into the H-abitat.*

Ishim *Triplet immortals born from a merging of the Primals and the Sunedrion trees, sworn enemies of the Sanguinary and its servants. The Ishim are the Horned Lord, revered by pride Phoenix. The Lightning Man, revered by pride Morrigan, and the Immortal Celebrant, revered by all.*

Explosions

Grenades and exploding shells can affect a larger area than any other sort of weapon. The damage at ground zero equals the full damage rating of the shell or grenade. For each yard away from the center of an explosion, the damage decreases (by 1 for most grenades). For simplicity, most grenades and explosions are assumed to inflict a Mortal wound at ground zero, with a damage rating of at least 17.

Remember that grenades are "cold" weapons, they cannot incapacitate an immortal for long, due to the Panacea. The same holds true for explosions of any sort.

Optional Rule: Blunders and Exploits

Blunders occur whenever nulls are rolled on non-serenade hostiles. The number of nulls determines the severity of the blunder. Conversely, all nines rolled on non-serenade hostiles create an exploit, a miraculous success.

A blunder increases the difficulty of the persona's next roll on the same color. If he rolls a null on a yellow hostile, his difficulty number for the next yellow hostile increases by 1 rank. An exploit works in the opposite manner, decreasing the rank of the next hostile of the same color.

The narrator may use this optional rule if he wishes, deciding how to use exploits and blunders to the advantage and disadvantage of the personas. The more nines, the more beneficial to the persona. The more nulls, the more the persona may be penalized, perhaps by wounding a comrade.

Scopes in Ranged Combat

Because range hostiles come into play whenever a firearm or other projectile weapon is used, scopes are required to help guarantee the success of the persona firing them. Scopes are ranked according to their sophistication and effectiveness.

Scope	Effect On Range Hostile
Peep Sight	+1 to roll
Low Power Optical	+2 to roll
Medium Power Optical	+3 to roll
High Power Optical	+4 to roll
Laser Targeting	+5 to roll
Starlight	Negates visibility hostile. (only in darkness)

Jerimia (jer'im'ee'a) *The fortress of the Magdalen, known to exist in the Himalayan mountains, thought to contain every book ever written.*

Jesters *The architects of flesh, the tryst derived from the Terat. Jesters posed as freaks in various carnivals throughout the nineteenth century in attempts to destroy P.T. Barnum, a dangerous member of the Apocrypha with the most powerful religarum ever known.*

The Hostile List

Hostiles are difficulty numbers that arise to challenge a specific element of the halo, based on the characteristic that motes in that halo color generate. Whenever a hostile is encountered in combat, the ten-sided die of the appropriate color is rolled, depending on the rank difficulty of the hostile. The higher the rank, the higher the difficulty number becomes.

Hostile Rank	Difficulty Number
1	3
2	6
3	9
4	12
5	15

1	3
2	6
3	9
4	12
5	15

Difficulty numbers over 15 exist beyond rank 5 for situations that are inherently impossible to overcome. The narrator can set them as high as necessary, depending on the needs of his game. All rolls on the hostile dice are modified by the addition of any motes in the halo element to which they pertain, and the rank of talents that are involved.



The following constitutes a list of the hostiles that may arise during events of the Immortal experience. You are invited to use as many as you like. Only a few are integral to choreographing a battle. For those who enjoy a complex quantification of their capabilities, the list provides all the necessary modifiers. Any hostiles that are optional to the rules, but not integral, are noted.

Allies (*Black, Gray, White*) These three forces are used in serenades which do not target a halo color, that is, a living being. For serenades that effect the environment, situation, or inanimate objects, these allies take the place of the talent hostile that is rolled in serenades that target living creatures. The color of the ally depends upon its function, whether it destroys (abhadon/black), transforms (orenda/gray) or creates (ether/white). This hostile is also rolled when warps are played, serenade-like effects that utilize the raw power of the ally without an attention.

Armor and Armor Degrade (*Optional*) (*Orange*) This hostile is rolled whenever an armored persona is struck with a successful hit. The rank of the armor (1-5) determines the difficulty number to roll in order to keep it from degrading to a lower rank. For example: If a persona with an armor rank of 3 was struck, the armor would degrade by 1 rank if the attacker rolled a 9 or higher.

Armor Rank	Degrade Roll Against Armor
1	15
2	12
3	9
4	6
5	3

Avatar (*Red*) This special hostile is rolled whenever an immortal's avatars attempt to emerge from ennui and force the consciousness of the persona to submerge. The rank of the hostile is inversely proportional to the strength of red motes of the emerging avatar. This hostile is modified if the immortal possesses the Aart Legacy, as noted in the chapter *Talents*, and by his own red motes. The hostile also comes into play whenever a savant attempts to exert control over one of his previously splintered avatars.

Hostile Rank	Avatars Red Halo	Difficulty Number
1	3	3
2	6	6
3	9	9
4	12	12
5	15	15

Jugglers *Calling whose duties include control, manipulation, salvaging and troubleshooting of events. Jugglers are sent to handle unusual matters or for damage control of political situations.*

Juliet (*Slang*) *A beautiful woman, usually mortal.*

Jury *The body of immortals who exist to witness the counting of coup between the prides. The jury enjoy supreme immunity, to even touch one is to lose visage for one's pride. Killing one is enough to have pride status revoked.*

Babbler (Blue) This hostile comes into being whenever an immortal reaches his next stage of evolution on the himsati tier. Failure to meet the hostile causes the persona to fill in one of his babblers boxes on the persona sheet. When all are filled in, the immortal enters ennui, relinquishing the body to whichever avatar within him is the most powerful. Personas may rid themselves of babblers motives through the successful roll of this hostile at the next himsati tier if they exceed the required difficulty number by at least one more rank.

Hostile Rank	Himsati Tier Reached. . .	Difficulty Number
1	1-7	3
2	8-13	6
3	14-20	9
4	21-27	12
5	28-35	15

Bulk (Orange) Many weapons have an inherent hostile to use because of their weight and aerodynamic properties. The heavier and more clumsy the weapon, the higher the rank of hostile which challenges the persona's orange motives. The bulk hostile comes into play whenever a persona attempts to use a weapon whose weight and size exceeds his orange halo. Consult the weapon chart in the appendices to determine the rank of this hostile for each individual weapon.

Called Shot (Blue) This is rolled in place of the Vital Area chart to allow a persona to hit a specific area of the body, and thereby gain a damage bonus equal to the hostile rank.

Hostile Rank	Area	Difficulty Number
1	Arms, Legs (shoulder, upper arm, ankle, thigh, hip)	3
2	Abdomen (Collarbone, spine, wrist, hand, fingers, belly, groin)	6
3	Head (Nose, jaw, cheek, sternum, elbow, solar plexus, knee)	9
4	Crown of head, mouth, kidneys, genitals	12
5	Eyes, heart, temple, throat	15

Colostrum (Red) This hostile arises whenever an immortal attempts a serenade in combat after becoming addicted to this form of liquid immaculum. It acts as another hostile in the playing of serenades until the addiction is cured. The colostrum hostile only arises if the persona has tainted motives in his halo. Otherwise, it does not manifest. See Chapter Thirteen, Purity, for more detailed information on colostrum and its uses.

Keeper *Calling that functions as bodyguards for important dignitaries or for valuable allies of the prides.*

Kenosia *Suicide of an immortal which forces his himsati into the Blue Air, used to avoid capture by droves.*

Hostile Rank	Rank Of Serenade Attempted	Difficulty Number
1	1	3
2	2	6
3	3	9
4	4	12
5	5	15

Companion (Blue) This arises whenever a persona who is not absolutely immaculate takes his himself near normal animals who share that form. Any similar normal animal in the area will sense the immortal and react unfavorably if this hostile is failed. Immaculate immortals actually have an affinity with their companions, able to converse harmoniously with them at will. The rank of the hostile is determined by a persona's percentage of taint.

Hostile Rank	% of Taint	Companion Reaction	Difficulty Number
1	10 or less	Stalks and makes noise to inconvenience immortal.	3
2	20	Attacks if immortal enters proximity	6
3	30	Attacks at best opportunity, when immortal seems weak or defenseless.	9
4	40	Will sacrifice self to kill immortal.	12
5	50	Calls others of the same species to hunt immortal.	15





The Courtesy (*Red*) This hostile comes into play whenever a persona attempts to manipulate gossamers (spiritual manifestations) with serenades. Simply put, the courtesy indicates that the gossamer will depart without malice, and will not attempt to serve any vengeance on the persona who summoned or controlled it. The rank of the successful courtesy depends upon the rank of attention used to influence it. Failure to achieve the hostile causes the entity to become hostile and unforgiving toward the persona. Note: This hostile comes into play only if the persona has had to force the gossamer into service. Willing service preempts the courtesy.

Cramped Quarters (*Yellow*) Whenever a persona is hindered in the full swing of his weapon by enclosed spaces, he must roll this hostile. The Narrator assigns the rank of the hostile, depending on how cramped an area the persona is in. Note: Firearms are not affected by this hostile.

Dodge (*Green*) This hostile comes into play when a persona attempts to dodge an opponent without spending an escapade. For every additional opponent the immortal dodges, a cumulative rank of hostile accrues. This hostile also applies to countering serenades. See the next chapter for detailed information on serenade combat.

Hostile Rank	Opponents dodged without spending an escapade	Difficulty Number
1	first	3
2	second	6
3	third	9
4	fourth	12
5	fifth and beyond	15

Kuruvinḍa (*koo'roo'vin'da*) An energized crimson mineral whose outer facets constantly rearrange themselves across the stone's surface, used in bloodshields. Also known as cerise diamonds.

The Lash A deadly plague created in the Shouting War due to the use of serenades and the amplification of many ripples. A telepathic disease, it causes the mind of its sufferers to perceive their own thoughts as reality, despite their senses, and brings on a severe craving for fresh blood.

Encumbered (Orange) This hostile comes into play when a persona is carrying objects (or persons) while attempting a maneuver. The rank of the hostile is based on the weight of the object in relation to the weight of the persona himself.

Hostile Rank	Weight Is . . .	Difficulty Number
1	1/4 of persona's	3
2	1/3 of persona's	6
3	1/2 of persona's	9
4	3/4 of persona's	12
5	Equal to persona's	15

Environmental (Orange/Green) Operates when a persona is attempting a maneuver on slippery ground, in deep mud, or in a wind.

Hostile Rank	Condition	Difficulty Number
1	Thin sticky mud, brisk wind (up to 25 mph), water up to ankles	3
2	Ankle deep mud, wind gusts of 25-35 mph, water up to knees	6
3	Mud up to knees, wind gusts of 35-55 mph, water up to waist	9
4	Mud up the waist, wind gusts of 55-75 mph, water up to shoulder	12
5	Mud up to shoulders, wind gusts over 75 mph (hurricane force), completely immersed in water	15



Extended Maneuvers (Various, based on talent) Some maneuvers may take longer to succeed at than others. Examples include maintenance on electronics, constructing fortifications or barriers, preparing a chemical mixture, learning a new attention, etc. The narrator assigns a difficulty number based on the time the extended maneuver will take, based on the chart below. For every number above the required target that the persona rolls, the required time decreases, in effect allowing the persona to complete the task in less time. This hostile should only come into play when the persona is in a short-term race against time to complete the maneuver.

Hostile Rank	Time Requirement	Difficulty Number
1	Over 1 day	3
2	Up to 1 day	6
3	Up to 1 hour	9
4	Up to 1 minute	12
5	Up to 1 turn	15

Familiarity (Blue) Whenever a persona attempts to control the will of another, or attempts to spy on someone from a great distance, the success of a serenade depends upon familiarity with the person being targeted. The actual range thus becomes irrelevant; it is how intimately the persona knows the target that determines if the serenade finds effect.

Hostile Rank	Target is . . .	Difficulty Number
1	Intimate (Twin's sibling, mother/child, father/child, soul-mate, best friend.)	3
2	Related (Blood relatives, good friends)	6
3	Social (Co-workers, drinking buddies)	9
4	Met (The target has been introduced, superficial chat)	12
5	Stranger (Never met)	15

Fatigue (Violet) Fatigue enters the maneuver when an immortal continues to battle beyond the first turn of a combat. On and after the eleventh clash, the persona must roll a fatigue hostile on all maneuvers because he is physically tiring.

Hostile Rank	Turn/ Clash number	Difficulty Number
1	2nd/ 11	3
2	3rd/ 21	6
3	4th/ 31	9
4	5th/ 41st	12
5	6th/ 51st (For every clash over the 61st, a +1 difficulty accrues)	15

Fear (Red) This hostile takes over whenever the persona encounters anything that may stimulate a phobia he may have. The rank of the hostile determines the difficulty number needed to defeat it.

Hostile Rank	Fear Is	Difficulty Number
1	Mild	3
2	Concerning	6
3	Serious	9
4	Acute	12
5	Paralyzing	15

Firearm Recoil (Orange) This hostile comes into effect only when using an automatic firearm, simulating the kick of the gun to affect accuracy in a burst of fire. For every shot in a burst after the first, whether from a normal burst (3 shots) to fully automatic burst (5 shots) a rank of the recoil hostile accumulates at a +1. If this hostile is failed all subsequent shots in the burst automatically miss their target.

Hostile Rank	Shot Number	Difficulty Number
1	2nd	3
2	3rd	6
3	4th	9
4	5th	12
5	6th	15

(For every shot after the 6th, the difficulty number doubles.)



Flashbacks (Blue) This hostile comes into play whenever the narrator wishes to allow memories of a persona to come forth for advancement of his plot. It is this hostile around which lethe revolves. As an immortal begins having flashbacks, the hostile to resist experiencing flashbacks also increases.

Hostile Rank	Flashback Frequency Occurs	Difficulty Number
1	In neutral situations	3
2	Occasionally	6
3	Frequently	9
4	Often	12
5	In compromising situations	15



Hold/Grappled (Orange) Comes into play whenever a persona is being held by another. When this occurs, the number of orange motes of the opponent who holds the persona is compared to the persona's orange motes to determine the rank of the hostile.

Hostile Rank	Grappler's Orange Motes Are . .	Difficulty Number
1	x1/2 of persona's	3
2	Equal to persona's	6
3	x2 of persona's	9
4	x3 of persona's	12
5	x4 or more of persona's	15

Lethe (Lee-thee) (The Forgetfulness) A state in which an immortal sheds all memory and excess immaculum until he has the life-force of a twilight. This renders the immortal completely mortal, with no recollection of his previous life. He will remain in Lethe until his immaculum begins to slowly regain, due to the emergence of the suppressed memories of his immortal self within. Each time an immortal enters Lethe, his former nature and memories form a separate individual in his mind, a multiple-personality known as an avatar.

Leviathan, the A gargantuan monster, resembling a snake and crocodile, and one of the Trine. A modern age sea serpent, it is also known as Apep and the Midgard Serpent. With the others of the Trine, it was originally summoned to protect the Anopheles from their immortal enemies.

Himsati (Red) This hostile sometimes (depending on the narrator's need) occurs when an immortal shifts to his himsati form. The instinctual need to survive attempts to override the immortal's logic, causing the immortal to blank out as the himsati goes on a rampage of mindless violence (or is temporarily seized by the Sanguinary). The rank of the himsati hostile is inversely proportionate to the himsati tier of the immortal. The more evolved on the himsati tier an immortal is, the less difficult it is to maintain control over the himsati. This hostile should not be often used in the game unless a persona overuses his himsati form. For every mote of taint in a persona's halo, 1 is deducted from his roll of this hostile.

This hostile never occurs in mantles, the Dominions, or places other than the habitat and morpheum. To determine when to utilize this hostile, the narrator should exercise fair judgement. Immortals with low visage will generally not be targets of the Sanguinary, and thus should not often roll this hostile.

Hostile Rank	Himsati Tier Is. . .	Difficulty Number
1	35-28	3
2	27-21	6
3	20-14	9
4	13-8	12
5	7-1	15

Instincts (Blue) This hostile occurs in serenades whenever a persona wishes to affect another without the target discerning the source of the ripple. The rank of the hostile is proportionate to the rank of the attention used on the target. If a persona fails this hostile, his serenade will still succeed, but his target will also be aware of where the serenade came from.

Irritants (Violet) Occurs whenever a persona is attempting maneuvers while standing in or breathing irritants such as smoke or other fumes. It also comes into play whenever some allergy hinders a persona. The narrator determines the rank of the hostile based on the severity of the irritants.

Jeopardy (Blue) This hostile occurs in any serenade where the subject is somehow deceived by an illusion, mental or emotional control, or any other mind-altering effect. Whenever a persona attempts to physically harm the target of these serenades, or command them to do something that would bring them harm, the jeopardy hostile is rolled. Failure to make this roll indicates that the mental control breaks immediately. Further, if the persona attempts restore control by playing the same serenade on the target, the hostile must be rerolled at one rank higher.



Lefthe (Blue) This hostile comes into play when a persona attempts to remember something from a previous avatar, or to delve into their past, especially in combat where they might meet an enemy who is vaguely familiar, and wish to remember weaknesses and the like. The difficulty of this hostile is commensurate with the importance of the information the persona seeks out of his own memories.

Hostile Rank	Information Is. . .	Difficulty Number
1	Unimportant	3
2	Mildly Helpful	6
3	Moderately Helpful	9
4	Extremely Helpful	12
5	Vital	15

Lullaby (red) This hostile is a special case that is used when a persona draws immaculum from a twilight and wishes to make the twilight forget the experience.

Hostile Rank	Mortal Will. . .	Difficulty Number
1	Forget immortal's exact features	3
2	Forget all of immortal's physical features	6
3	Forget memory of the actual event	9
4	Forget meeting immortal at all	12
5	Never remember the immortal after seeing them, even after subsequent visits.	15



Multiple Targets (Green) In serenade combat, this hostile comes into play whenever a persona attempts to hit more than a single target selectively within a group. He must make the hostile roll for every target to hit any of them, then make his roll on the serenade hostile.

Hostile Rank	Number Of Targets	Difficulty Number
1	1st additional	3
2	2nd additional	6
3	3rd additional	9
4	4th additional	12
5	5th additional and more	15

Pain (Red) The pain hostile arises whenever an immortal has been wounded. The hostile is determined by the highest rank of wound that is currently against the persona. Pain hostiles remain in effect until the persona heals.

Hostile Rank	Current Highest Rank Wound Is . . .	Difficulty Number
1	Light	3
2	Impairing	6
3	Severe	9
4	Crippling	12
5	Mortal	15

Parry (Yellow) This hostile comes into play when a persona attempts to parry more than one opponent, without spending an escapade for each. For every additional opponent the immortal parries, a cumulative rank of hostile accrues. This also applies to the resistance of serenades, as explained in the next chapter.

Hostile Rank	Opponent parried after escapades are exhausted	Difficulty Number
1	first	3
2	second	6
3	third	9
4	fourth	12
5	fifth and beyond	15

Ley Membrane *The skin of the crucible which flares, and can be traveled to other points along its dimension to transpose an immortal to other parts of the world.*

Lightning Man *The progenitor and paragon of Pride Morrigan. Also called Namergon.*

Looker *Any mortal or twilight who can perceive the true form of Immortals on sight.*

Poison/Drug (*Violet*) Whenever an immortal is poisoned, or given drugs that distort his mental capacities, this hostile comes into play to hinder his attempt at any maneuver. The Narrator decides the rank of the hostile based upon the type of drug or poison and the dosage administered. The amount of time in which the immortal remains under this hostile is dependent on the virulence of the poison. Even after a wound that delivers poison is healed, the poison hostile persists for a substantial amount of time.

Quieting (*Optional*) (*Various*) This hostile is used to shift the duration rank of a serenade downward so that it expires in a shorter period of time, much as the serenade extension hostile shifts the duration rank up the scale. A full explanation of the duration rank of attentions can be found in the chapter on Serenades.

Hostile Rank	Shift Duration Rank	Difficulty Number
1	Down 1	3
2	Down 2	6
3	Down 3	9
4	Down 4	12
5	Down 5	15

Range (*Optional*) (*Blue*) Applies in the use of firearms when attempting to fire beyond their accuracy range. It is rolled in unison with the talent hostile (and the recoil, if applicable). See the weapon charts in the appendices for the suggested accuracy range of each weapon.

Hostile Rank	Weapon Range Beyond Point Blank	Difficulty Number
1	Short	3
2	Medium	6
3	Long	9
4	Extreme	12
5	Maximum	15



Religarum (Red) This special hostile represents the power of human belief over an immortal, causing the persona to conform to special taboos or beliefs of the person who possesses it. Because religarum is, in essence, faith, the persona will roll this hostile anytime he faces an opponent with it. If he fails this hostile, he is either driven away or transformed, depending on the actual expectations of the twilight.

Hostile Rank	Power Of Faith	Difficulty Number
1	Barely there. (mortal red motes 1)	3
2	Well-founded. (mortal red motes 2)	6
3	Formidable. (mortal red motes 3)	9
4	Extreme. (mortal red motes 4)	12
5	Unshakable. (mortal red motes 5)	15

Serenade Degrade (Various) This hostile comes into play whenever a mystical defense of an immortal is damaged by another serenade, such as in the case of mystical armor, augmented flesh, etc. The same rule applies here as for *armor degrade*, above. See: Serenade Countering in the next chapter for more details on how this works.

Serenade Extension (Red) This hostile extends how long a serenade lasts according to its duration rank (see chart in the seranades chapter). The rank of the extension is determined by the current duration of the serenade. A persona must roll the next rank difficulty to bump the duration up by one rank. For example: A serenade with a rank duration of 2 (which lasts for the scene) could be moved up to encompass the entire episode with a roll of 9 on this hostile, since a 9 is required for the 3rd rank of duration.

Sin (Any) Comes into play when an immortal tries to steal immaculum from a twilight against his will. The rank of the hostile depends on the percentage of the victim's full mote rating that is being absorbed by the immortal. Any failure on this hostile generates a taboo, a mystic disadvantage for the immortal which can be randomly rolled on the taboo chart provided later in this book. The number of motes stolen from the victim is rounded up to determine the percentage.

Hostile Rank	Percent Of Victim's Motes Stolen Is . . .	Difficulty Number
1	25%	3
2	33%	6
3	50%	9
4	75%	12
5	All	15

Lullaby. The

Mental state resulting from gathering immaculum, in which the victim enters a state of amnesia, dreamy and contented. The lullaby persists until the victim is confronted by an intense noise or situation that rouses him from it. The lullaby can only manifest if the immaculum taken from the mortal was given freely, eliminating the memory of the immortal from the twilight's mind until he sees the immortal again or hears his voice.

Madonna One of the rare immortals able to give birth to an immortal child by another immortal, protected by the prides as sacred.

Surprise (*Blue*) This hostile manifests when a persona attempts a maneuver when attacked from behind or after being ambushed. The rank of this hostile is dependent on the number of blue motes the persona has in his halo at the time of the attack.

Hostile Rank	Blue Motes	Difficulty Number
1	15	3
2	12	6
3	9	9
4	6	12
5	5 or less	15

Taboo (*Any*) The taboo hostile can be rolled whenever the narrator wishes to invoke the taboo of a persona during a maneuver. The severity of the taboo determines the difficulty number that must be exceeded to prevent the taboo from manifesting. A taboo can, in fact, be invoked whenever it adds to the production's value.

Tactical (*Green*) Comes into play whenever an immortal is fighting on ground that is disadvantageous when compared to his opponent's position. The narrator decides the rank of the hostile on the basis of how far elevated above the persona his attacker is, or on the relative advantage the position gives.

Talent Hostile (*Various, based on talent*) This is the basic hostile that arises whenever any talent is being exercised. The color of this hostile matches the color of the talent that is being used to successfully defeat it. See the chapter on Talents for a list of the talents and the halo associated with each one. The talent hostile also applies to the attentions used in playing serenades. This hostile can help overcome other, related hostiles. See Talents.

Target Size (*Optional*) (*Green*) This hostile occurs when an immortal's target is smaller than himself, and is rolled in tandem with any weapon bulk, recoil, or other hostiles pertaining to the use of weapons.

Hostile Rank	Target Size In Relation To Persona Is . . .	Difficulty Number
1	50% persona's height	3
2	40% persona's height	6
3	30% persona's height	9
4	20% persona's height	12
5	10% or less	15

Maelstrom
of the Primals.

The chaotic helix of the Firmament from which all elemental materials of the universe flow, the nursery

Maestro *The guiding mind in a meld.*

Magdalen, The *The only pride which never faced Sheol, collectors of knowledge who manipulate the Habitat through belief systems and commerce. The Magdalen, like the Eremites, developed from the Anathasians. See: Menga*

Target Cover (*Green*) This hostile becomes applicable when a persona's target has taken refuge behind an object, such as a shield or any other object that can be placed between them.

Hostile Rank	Percentage Of Target's Body Exposed Is . . .	Difficulty Number
1	90%	3
2	70%	6
3	50%	9
4	30%	12
5	10%	15

Visage (*Red*) This hostile is rolled whenever two immortals meet and intend to enter physical combat. The visage of each immortal determines his ability to intimidate the other. Each immortal rolls the visage hostile, based on the visage of his opponent. The higher the opponent's visage, the harder it will be to meet the hostile. If both immortals make their rolls, then visage becomes irrelevant during the remainder of the scene. If not, the immortal who fails his roll accumulates the fear hostile for each maneuver he makes, with the rank of the hostile beginning at 5, and dropping by 1 rank per clash thereafter, lasting for a maximum of 5 clashes.

Hostile Rank	Opponent's Visage	Difficulty Number
1	3	3
2	6	6
3	9	9
4	12	12
5	15	15



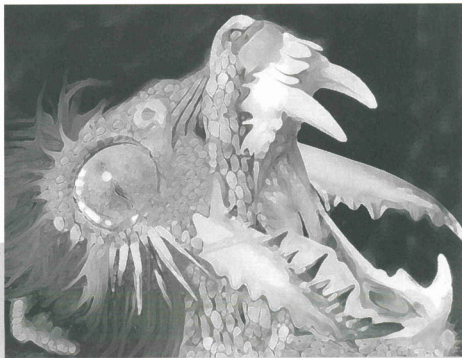
Visibility (*Blue*) The visibility hostile comes into effect when there is fog, mist, darkness, harsh light, or anything that causes a persona's judgment to be hindered because of his inability to see clearly. The narrator chooses the rank of the hostile depending on how acutely the persona's vision is challenged.

Voyage (*green*) A persona rolls this hostile whenever attempting to travel to a place he has never been via the use of a serenade. The exact nature of the locality determines the rank of the hostile.

Hostile Rank	Locality Is a...	Difficulty Number
1	Continent	3
2	Country	6
3	City or rural region	9
4	Specific street or rural landmark	12
5	Specific domicile or lair	15

Wards (*Violet*) This serenade hostile arises whenever an immortal attempts to manipulate an object that has been enchanted in any way. The rank of the highest attention used to enchant the object forms the rank of the hostile needed to overcome it, plus an additional +1 for every additional attention. This applies to damaging, using, or bringing the object to the persona.

Wrong Hand (*Yellow*) A persona must roll this hostile when attempting to use his off hand while attempting a maneuver requiring manual dexterity. Right-handers roll it when using the left hand, and vice versa. The rank of this hostile is exactly the same as the rank of a weapon's bulk or is the difficulty number associated with the use of a talent.



An Example Of Combat

You may be surprised at how easy it is to narrate your first episode of immortal. A little preparation can go a long way toward helping you guide the actors through the episode. While some narrators enjoy making up scenes spontaneously as the experiment progresses, Others rely on notes or scripts which have been carefully prepared in advance.

Lin Do, Carmichael and Suzanna have just entered the corporate headquarters for Sunland Solaroptics at night, unannounced and uninvited. Suzanna, while in lethe, used to work there as a secretary. She had hints that something suspicious was happening in the office building, and began suspecting that her employers were not quite "human".

Carmichael met Suzanna during a rainstorm on the night that he emerged from lethe. He was running for his life, he believed, as immortals were hunting through the deserted streets of the city, having played a serenade that convinced most inhabitants not to take a drive for a little while. Finding shelter in a drainage pipe in a water treatment plant, Carmichael, with his trusty shotgun, waited out the night, until Suzanna stumbled on his hiding place and decided to help him out.

Lin Do, formerly formerly known to himself and others as John, a longtime friend to Carmichael, has been busy during "purge night." He has accidentally played a serenade that contacted some very important members of pride Nimrod (among others) and has told them that he'll meet them in Encanto Park. Of course, he doesn't intend to be there, and with the creative use of truth/half-truth, he's sure that there's going to be a conflict. If he only had enough visage, he could expect the jury to be watching him to award him, and perhaps award him even more visage after his coup causes several prides to meet in a park and fight it out based solely on his misinformation.

Tonight, three immortals are together to shake the Sunland tree and see what falls out.

As they enter the building, Suzanna decides to make an awareness roll. The narrator has something happening upstairs, and decides that the hostile against hearing it is rank 3 (a difficulty of 9). Suzanna picks up her blue die, which she will use as for the awareness hostile. Because she is listening and wants to improve her success, she takes her 3 free immaculum motes and shifts them to blue, adding them to her 3 blue forte for a total of six. Now she rolls the blue hostile. All she needs to succeed is a 3. She rolls a 9, which is the best she can get. With the use of an optional rule, her next roll based on her blue halo will be made at +1 because of her attunement to the environment.

She hears the sound of growling upstairs and gestures for her friends to follow her up. Carmichael pulls out his shotgun (which he likes almost as much as he likes Suzanna) and gets ready to rock and roll, shifting his free immaculum into a deep green and harvest yellow to augment his movement and dexterity. Lin Do, more cautious than the other two put together, decides he wants to make no noise at all. First, he shifts his free motes into violet, so that he will take less damage if he gets hit. He then takes his stealth talent of 2, and rolls his green talent hostile for stealth. He rolls a 5. His 5 plus 2 makes 7. Anyone listening for Lin Do coming must now make an awareness roll, and roll a total of 7 or better to hear him.

They arrive at the top of the stairs, and a cat leaps at Carmichael's face! The cat, not a normal cat at all, rolls to hit Carmichael. It rolls a 6, adding its 2 yellow motes to the roll, for a total of 8. The cat has no bonuses based on talent. Carmichael decides to dodge. He takes the cat's roll of 8 as the value he is rolling against. His green halo has 2 green forte, plus he's shifted 1 free mote for a total of 3. He has a dodge talent rank of 1, which he will also apply to the roll. So, he needs to roll at least a 4 to dodge the cat completely. He rolls a 2.

Ouch. And the claws were poisoned, too.

Malice Shard *The conundrum formed of the Sanguinary's first attempt at incarnating, eventually shattered by the Anopheles in 400,000 BC when they invaded Sheol. The remnants of the shard now form the basis of all the Dominions in the Blue Air, as well as some mantles formed in the I-lablat.*

Manitou *A tryst bred from a Primal.*

Carmichael now takes damage. The cat's roll beat his own by 2, so that forms its base damage. Added to that is its orange halo motes, a total of 2, and its supernaturally hard claws (enchanted with a serenade), an extra 4. The total is 8.

Carmichael looks at his number of violet motes, which are his resilience against all physical attacks, and discovers he has 3. He deducts the 3 off the top of the cat's damage, making a total of 5. When he consults the wound tier, he discovers that he has taken a light wound, by rounding down from 5 to 3.

Not only does Carmichael have to look forward to days of agony as the poison runs its course in his system, he is now also under the effects of a red pain hostile. Every maneuver he makes from now until the time he gets healed will be at a rank hostile of 1 (difficulty 3) due to the light wound. It doesn't matter what talent he attempts. At this point Carmichael has many options. Naturally he chooses to blow away the pet from hell with his shotgun.

Who needs to aim when you have a shotgun?

Carmichael fires. His talent with the shotgun is a 3, and his total motes in yellow equal 4. He rolls a 5 on the yellow die for a total of twelve. At the same time, Carmichael must roll his pain hostile. His red motes equal 2 and he rolls a 5 for a total of 7. He has made his pain roll and so is not hindered by that burning scratch.

The bete noire (we knew this wasn't a NORMAL kitty) tries to dodge. It takes its dodge rank of 4, and adds its 3 green motes for a total of 7. The narrator rolls a 0, a null, for the cat. Time to say good-bye.

Because the bete noire rolled a null, Carmichael gets his entire 12 yellow as base damage, plus he adds the damage of the shotgun. The total will certainly be equal to a mortal wound, even with the cat's 2 violet motes to reduce the damage. The possessed creature, no longer a cat, but a manifestation of the Sanguinary's control, explodes in a cloud of fluff. If it had been an immortal cat, the himsati of a drove, perhaps, each clash following the one in which Carmichael shot it would lessen its wound rank by 1, because of the Panacea. In 5 clashes it would be completely healed. On the other hand if Carmichael had used his sword, the Panacea would have been negated.

Carmichael has sustained a light wound. If he takes no other wounds for the next 6 days, it will heal normally. In immortals, poisoned wounds stop healing whenever a new wound is taken, and do not begin healing again until all other wounds are healed. And all the while, the pain hostile will come into play whenever Carmichael enters combat.

The cat was only the welcome mat for our three immortals. They will eventually discover a group of Silhouette Immortals in the basement who are trying to open a gateway to the Dominions to bring through one of the ancient, alien Abzulim. There's going to be a real fight to stop that from happening. . .

Bottom line—fighting is not all that the Immortal experience is about. It's focus is on political intrigue within the strata-gem, eluding your enemies' traps, or leading them into one of your own. Indeed, what is death but an end to suffering? Better to make your enemies endure eternity under your wrath than to hide them in the niche of death. After all, You might not see them coming the next time.

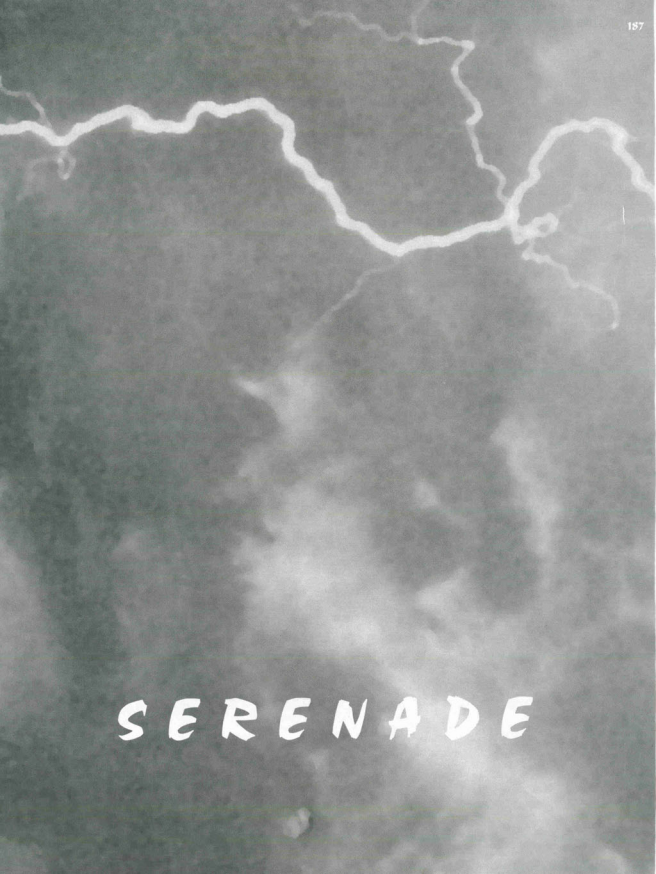
One point to remember: If the Story and the System ever clash, the Story always wins.

Mantle

An environment created by the daydreams of a tryst in possession of a conundrum, generated from memories, fantasies and experiences derived from intense training. Mantles can literally exist anywhere, in a billboard, your bathroom, the depths of the Amazon river basin. They differ from Dominions only in that Dominions are permanently rooted in the Blue Air. While in a mantle, immortals can play serenades freely without fear of the ripple.

Melding

The ability to merge two attentions together to create a new effect, or to combine two immortals with the same attention to make the playing of a serenade easier.



SERENADE



"In the dust where we have buried the silent races and their abominations, we have buried so much of the delicate magic of life."

D.H. Lawrence, quoted in Stewart L. Udall's
The Quiet Crisis, A.D. 1963

Serenades

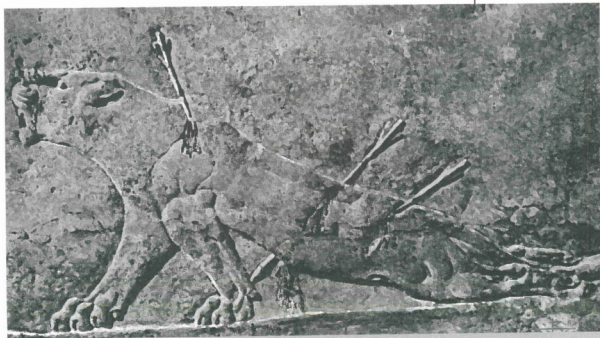
The Abzulim, over millions of years of flourishing and decay, peered deeply into the crucible, watching the loom upon which the universe was ceaselessly spun. The common threads that they perceived were called attentions because special attention was necessary to perceive and thus imitate them. Cities rose from the sound of a curse, a song, a whisper. The Abzulim became masters of the crucible, or so they believed. But the serenades that they played in the eternal forge would ultimately bring their total destruction. Other immortals would follow, developing their vox to mimic the attentions, and thus cause serenades to burst forth into the physical world like flares from a tiny, invisible sun.

Attentions form the components for the serenade, the speaking of a supernatural effect into existence by an immortal. While attentions are generally beyond the perception of most mortals, there are some gifted individuals whose perspective allows them to see below the placid surface of reality.

Attentions are applied in a similar fashion to other talents in Immortal. Their five ranks form the basis of a specific effect which can then be warped into the form of an echo. To play a serenade, an immortal rolls a talent hostile, adding his rank of skill with the serenade, and his motes of free immaculum.

In the playing of serenades comes the intrinsic danger of taint, resulting from the roll of a null on any hostile. Nulls also determine automatic failure, as well as blunders for your next roll.

For every null that occurs, one of an immortal's immaculum becomes tainted, and thereby useless. When the number of taint motes exceeds the number of immaculum motes, an immortal no longer exists in the Habitat, but has made *the crossing* to the Dominions.



How Serenades Work

As weapon damage in melee combat is ultimately applied against the violet halo, damage and effects of serenades are usually applied against any one of the six halo colors, depending on which is targeted. Thus, the motes present in the targeted halo will reduce the damage or effect of a hostile serenade. Any serenade that deals direct damage is applied against the violet halo. Serenades which attempt to affect the mind are applied against the red halo. Serenades which weaken the strength of the target are applied against the orange halo. An attacker powers his serenades with free immaculum, and personas require at least one free mote to play any serenade.

Halo Targeted	General Effect
Red	Controls the target's mind, reads the mind, communicates with the mind, searches through memory or evokes it.
Orange	Weakens or augments the target's strength
Yellow	Increases or decreases raw agility in the target.
Green	Increases or decreases the targets ability to move.
Blue	Increases or decreases the target's ability to perceive.
Violet	Weakens or augments the target's resilience.

Some serenades do not usually target a halo, but work extrinsically on the environment or under circumstances that are not resisted. An example would be the use of the Welkin attention, which produces weather. A persona may wish simply to bring a rainstorm, rather than strike his opponent with a lightning bolt. Whenever he uses an attention which does not directly affect an opponent, he must use an *ally* as a resistance to the halo.

Allies

The allies are forces extrinsic to the attentions, necessary when a serenade is played which does not target a specific halo color in a living thing. There are several manners of integrating a serenade with an ally. Allies can also be used directly, without the control of a serenade, this procedure is called a *warp*. Or, a persona can *cage* a serenade with a warp, to create some truly powerful and unpredictable effects. Attentions which often use allies are noted under their own entry.

Abbadon

This ally represents the universal force of entropy. It is rolled, in addition to the talent hostile, when serenades are targeted against inanimate objects incapable of resisting (such as a car) when the intent is to deal damage to them. The rank of the hostile is commensurate with the rank of destruction the persona wishes to use with his attention.

The success of destroying an object depends on its hardness. The harder the substance is, the higher roll needed to destroy it. For a diamond, which has a hardness of 15, a persona

Menga

An ethnic division in the Magdalen pride which developed in Carthage, then in the interior of Africa, and that began the practice of voodoo.

Morpheum

The topography generated in the mind of mortals who dream. The Morpheum is an organic cyber-like environment used by the servants of the Sanguinary to manipulate other mortals who dream. The Sanguinary is imprinted in the Morpheum like a computer program in the collective RAM formed by the human subconscious.

would need to roll the equivalent of a mortal wound to destroy it, a difficulty number of 15. Below is a list of various objects and their hardnesses. It can serve as a guide for narrators to determine the hardness of non-haloed objects.

A persona that attempts to destroy anything with a serenade rolls the ally hostile and adds to this roll any immaculum that is not fixed as forte in any of the halo colors.

Substance

Hardness

Alloy, Chromium (Chromed Steel)	11
Alloy, Lithium	12
Alloy, Magnesium	12
Alloy, Platinum-Iridium	9
Alloy, Titanium	12
Aluminum, Can	4
Asphalt	6
Bismuth, Crystal	2
Bone	6
Brass	7
Bronze	9
Calcium (Deposits)	3
Cloth, Cotton	3
Cloth, Nylon	4
Cloth, Silk	4
Cloth, Velvet	4
Concrete	8
Copper	7
Corundum (Ruby and Sapphire)	14
Diamond	15
Glass, Bulletproof	10
Glass, Crystal	2
Glass, Drinking	3
Glass, Soda Bottle	4
Glass, Tempered	6
Glass, Windshield	7
Gold	5
Ice	3-6
Iron, Wrought	10
Ivory	5
Kevlar, Ballistic Cloth	5
Kevlar, Reinforced Armor	9
Lead	6
Leather, Suede	5
Leather, Thick	6



Morrigan *Pride surrounding the Lightning Man and dwelling in the mantle of Magonia. The Morrigan developed from birds.*

Mother Fatal *Modern name for the Rukhsa, also the narcotic term for colostrum.*

Motifs *Paths of enlightenment popular in the modern immortal culture based on their perception of the universe in various modes, influenced by the attentions. The ember motif, for example, perceives the universe from the standpoint of fire, and how it relates to the cosmos.*

Namtar *Name given to the Lash when it supposedly appeared briefly in the Habitat during the glory of Babylonian Civilization.*

Substance	Hardness
Leather, Thin	5
Nickel	8
Obsidian	7
Paper, Cardboard	3
Paper, Cardboard, Heavy	4
Paper, Notebook	1
Plastic, Ballistic	12
Plastic, Generic	7
Plastic, High Impact	9
Platinum	6
Quartz	9
Rubber, Hard	6
Rubber, Soft	4
Silver	6-7
Steel	10-14
Stone, Basalt	8
Stone, Granite	9
Stone, Limestone	7
Stone, Sandstone	6
Stone, Shale	5
Tin	5
Tungsten	9
Water	0
Wood, Balsa	2
Wood, Ironwood	8
Wood, Maple	6
Wood, Oak	7
Wood, Pine	5
Wood, Plywood	4
Zinc	7
Zirconium Gemstones	10



Ether

This white ally, personifying the force of creation itself, is used whenever a persona plays a serenade whose attention requires this ally. For warps, creating anything is an uncertainty. To decide the rank of difficulty, a persona simply determines the hardness of the object to be created.

Living Things: Creating living things of substantial physical power is difficult. It requires a persona to roll a separate hostile for each color in the creature's halo. Failing even one of these rolls cancels the creation. Rolling a null, as with any other serenade, produces taint. A persona can create immaculum that floats free in the creature at the same rank difficulty as any halo color.

Neverness *The immortal concept of heaven, considered to be a state of oblivion. It's existence is purely mythological and remains unproved.*

Nexus *The loyalty bond between a savant and his scions, expressed as a loyalty to self.*

Nimrod *Immortal pride which developed under the H-horned Lord within the darkness of Gynnah, later usurped by the immortal Semiramis. Pride Nimrod is responsible for the creation and implementation of the silence.*



Number Of Motes In Each of Creations Halo Color	Hostile Difficulty Roll Per Color
1	3
2	6
3	9
4	12
5	15

In the creation of injurious substances, such as fire, acid and the like, the damage that the substance is expected to do determines its hostile rank. Fire that could cause a mortal wound would require a roll of 15. Acid that only does a light wound requires a roll of 3. This rule also applies to poisons.

Orenda

The gray orenda ally, which represents the force of change (therefore, transformation) is used in attentions which transform objects, or can be used with a warp to cause any sort of transformation. The more radical the transformation, the higher the hostile rank is. As with any warp, there is no control of what the object will transform into unless the persona exceeds the difficulty number. The transformation affects only the appearance of the object, not its operating properties.

Rank of Transformation

1 (Roll 3)

Effect

Transform target to similar form (Car into truck, knife into hatchet, etc.)

2 (Roll 6)

Transform target to dissimilar form (Car into metal wall, knife into gun, etc.)

3 (Roll 9)

Transform object's actual substance (Car into glass, knife into rubber, etc.)

4 (Roll 12)

Transform target to elemental form (Car to fire, knife to fog, etc.)

5 (Roll 15)

Transform target into living thing (Car to elephant, knife to hornet, etc.)

Nivalea (Ni'val'ee'a) A mantle city hidden in the southern reaches of Antarctica, of gargantuan size and serving as a crossroads to the Habitat. It is in Nivalea that the D'arcade plies its criminal trade. The conundrum that sustains Nivalea was cut into smaller versions, the hailstones, so that the city can literally manifest all over the world, wherever the D'arcadians wish to do business. Also called Infinity City.

Odyssey A drug developed by D'arcade which induces in mortals (and immortals) temporary loss of short term memories. Addicts of odyssey use it to forget certain pleasurable experiences such as their favorite foods, movies or music, that these may be reintroduced as new experiences.

Types of Serenades

There are different forms of serenades, an interlocking web that utilizes the halo that is targeted, the attention used to target it, or talents that are blended with attentions to form supernatural skills.

There are two main categories of attentions. *Vogues* are attentions that are rather commonplace, known by the society at large. The counterpoint to vogues are *secrets*, attentions known only by a single pride or calling. Serenades that utilize vogue attentions are by fore the most common; D'arcade itself traffics in their instruction. The seranade types are explained below.

Types Of Serenades

Type 1: The Echo

The echo is a serenade which targets a non-standard halo color. In the case of the Impulse attention, which is used to dominate the will of the target, the normal target halo would be red—resolve. However, if the serenade is targeted against the blue halo instead of red, the persona can simply command the target to be unable to see, hear, or smell. Or perhaps the same attention is focused against the green halo, which embodies movement. The persona could make the limbs of the target move against his will, without actually taking control of the mind. The possibilities for echoes are endless and must be carefully moderated by the narrator.

The imaginative use of echoes among immortals forms an intense competition. The cleverest immortals use echoes whenever specialized effects are desired. Although the subject of echoes will be dealt with at length in the *Immortal Book Of Callings*, the narrator can allow the use of echoes simply by allowing an actor to determine his echo, and determine how effective it is meant to be. The hostile can be set accordingly.

Type 2: The Chorus

A chorus is an immortal's attempt to combine two attentions into a single serenade effect. An immortal must roll a talent hostile for each attention he is attempting to blend together at the rank of effect he wishes to achieve. In this way, the Ley attention can be combined with Looking Glass to allow an immortal to travel through mirrors, for example. The uses of a chorus are virtually limitless since there are an almost infinite number of combinations, and require sensible moderation.

Type 3: The Serenade

These serenades are simply those that utilize a single attention against the halo color it normally would target. A persona adds the same motes as he has in the color he targets to his roll, plus the bonus for his rank in the attention.

Type 4: The Cage

Serenades can be altered by combining an attention with an ally. This is a difficult and chancy procedure. If the ally and attention are not harmoniously bonded together (with the failed roll of either hostile), the immortal who invoked the cage will be completely unable to guide its effects. A cage is used when an immortal wishes to trap a serenade in an object for later use (as described under *wards*), requiring an ally hostile of a rank equal to the serenade rank of effect. Cages frequently take the form of serenade "bombs", allowing the attention to be placed dormant within a person or object to be later activated under certain conditions.

Opening Night Initiation of an individual joining a calling.

Orenda The gray ally whose existence causes change and transformation.

Outlanders Immortals of such age and might that their presence in the *Habitat* causes loud ripples in the Silence, and who are said to manipulate the entirety of perpetual society through intrigue. The Outlanders are said to live in the sconces that dot the Dominions.

Type 5: Carnals

Carnals are strange powers which occur when an attention is "cross-bred" with a normal talent. A Peri could use Endue and the weaponsmith talent to transform himself into a gun. Come-Hither could be combined with gambling to bring extra cards to the player in a poker game from another part of the world. The possibilities are infinite, and should always be moderated by the good sense of the narrator. Some attentions simply become extremely skewed when combined with the wrong talent.

In using a carnal, a persona must roll separate hostiles for both the attention and the talent, adding his appropriate bonuses on each die. As with any serenade type, taint results from the roll of a null on each hostile.

Type 6: Warps

Warps are not true serenades; rather, they are allies that are simply targeted against an inanimate object without the use of an attention. Warps are highly unpredictable, especially those which utilize orenda. It's difficult to guess what you're going to transform an object into, or what you may create using ether. Because of this inherent wildness, most immortals perform warps only in emergencies. Warps cannot target a living halo.

To play a warp, the immortal simply converts his free immaculum into one of the allies, and makes a roll based on the rank of effect he desires. Abbadon can do a light wound or a mortal wound, ether could create something of a hardness from 3 up to 15. Orenda can create a minor transformation or can transmute an object into something completely different than the original form.

Warps are difficult to perform. There is no attention to add to the roll, per se, only free immaculum. Because of the great difficulty in performing a warp, the target number is twice as high. Thus, a rank one warp requires a roll of a 6 to succeed. The legacies of Genesis, Maleficia and Proteus are, however, applicable to the roll at a +1 per rank of the legacy. As with other serenades, rolling a null creates tainted motes. The droves of the Sanguinary are known to rely heavily on warps, as do many members of the Apocrypha. To determine the effect of a warp on the persona who attempts it, consult the guidelines below.

Roll Of Persona	Result Of Warp
1 over target number	Warp was mildly beneficial
2 over target number	Warp was helpful
3 over target number	Warp was very helpful
6 over target number	Warp was close to perfect
9 over target number	Warp responded exactly as the persona desired.

Palladium Any object which naturally accrues immaculum from the Flood, generally found within the Dominions and used as ports of crossing from the Dominions to the Habitat. Palladiums in the Habitat usually are discovered in the form of amber from destroyed Sunedion Wealds.

Panacea (pan-uh-see-a) The ability of an immortal to heal at a supernatural rate. The panacea is negated when an immortal is wounded in hand-to-hand combat, which involves the intermingling of his halo with the halo of another, thus disrupting the ability. Because of the panacea, the most grievous wound taken by an immortal from a fall, a moving vehicle, or a falling object is healed within 15 seconds.

Pandect The body of laws governing the stratagem and the silence.

Pantheon A profane family unit of immortals, consisting of an immortal and his own freed scions.



Countering/Resisting Serenades

In combat, resisting a serenade works similar to a parry or dodge, but does not require an escapeade. If a persona possesses the same attention being used against him, he may apply his talent rank to his roll as he would a weapon talent in parry. He also adds the motes of the color in his halo that was targeted to his resistance roll. Whether or not the persona possesses the attention used against him, he still gets a roll, adding applicable halo motes—provided, of course, that he is aware of the assault.

Melding This is a method often used by immortals to combine their talents to a serenade's successful play. For every persona who enters the meld, they add a +1 to the roll of the maestro, or leader of the meld. Each member of the meld must possess a rating of rank 1 in the attention to insure the additional modifier for the maestro. Any failure does not affect the maestro's roll, but a null adds a -1 to the maestro's roll. The maestro is the last to roll his talent hostile, after the other members have made their attempts, adding or subtracting the accumulated modifiers.

Wards

Anytime an item is enchanted with a serenade, it assumes a ward based on the rank effect of the most potent attention placed into it, with an additional +1 for every other enchantment placed within the item. For example: An item is infused with three attentions, one at rank 3 effect and two at rank 5. Since the rank of the highest attention is 5, a base difficulty of 15 exists to affect or use the item. Because there are two other attentions enchanting the item, the difficulty rises by +1 for each. Therefore, the difficulty increases from 15 to 17. The ward is lowered by the number of colored motes in the halo whose bias matches the serenade being played. For example: Using an artifact that contains the Ahimsa attention (which targets red) is made easier by the number of red motes possessed in a persona's halo.

Artifacts which utilize any allies cannot be warded, which makes them easy to destroy; nor can they contain any serenade which does not utilize an ally. Similarly, all artifacts utilizing an ally cannot contain attentions of a different ally. Thus, an abaddon artifact cannot contain attentions which utilize ether.

Paradigm *The leader of a calling.*

Paragon *The leader of a pride.*

Peer Ranks *Color livery that denotes the station of an immortal within his calling.*

The Talent Hostile For Serenades

As stated in the chapter on talents, the talent hostile is rolled when a serenade is played, just as when the persona performs any other talent or uses a weapon. It represents the difficulty of pitching the vox precisely in order to transform the local physics of the area. Other hostiles may come into play, depending on any additional challenges a persona may have to contend with.

Serenade Rank Of Effect	Roll of Talent Hostile
1 (A Whisper)	3
2 (A Murmur)	6
3 (A Voice)	9
4 (A Shout)	12
5 (A Howl)	15

The Tempests

The tempest is a surge from out of the Crucible that can manipulate the local physics of an area, creating instant hostiles, extending or quieting serenades, masking ripples, healing immortals, creating mantles or a plethora of other effects. Used sparingly, the tempests can provide the narrator with a good excuse to shake things up, or take his production in a new direction. It should not be used to harm any persona unnecessarily.

Duration Rank

Because some attentions perceive fragile patterns within the crucible, as opposed to sturdy ones, some have different amounts of time that they may exist after the serenade is played. The lowest rank lasts the shortest amount of time, the highest endures longer. The duration rank is not a hostile, merely a key to the length of time any serenade will endure.

Extending Serenades: To extend the duration rank of a serenade, a persona need only roll the serenade extension hostile to shift the current duration up by one on the scale detailed below. Similarly, to quiet a serenade the persona rolls a hostile to shift the scale down. Some attentions may have multiple possible ranks, depending on the narrator's needs. He can specify which of the choices are available to a persona, although at least the lowest rank is guaranteed.

Note: Any serenade whose function is to create direct damage is likely to have a duration rank of 1. Any attention with this rank cannot be extended beyond the clash it was played in. This scale is designed so that serenades do not become troublesome with too much length, yet are not unnecessarily curbed. As mentioned above, a tempest can affect serenade duration.

Duration Rank	Length Of Time
1	Clash it was played in only.
2	the entire scene
3	the entire episode
4	the entire series
5	narrator's discretion (permanent?)

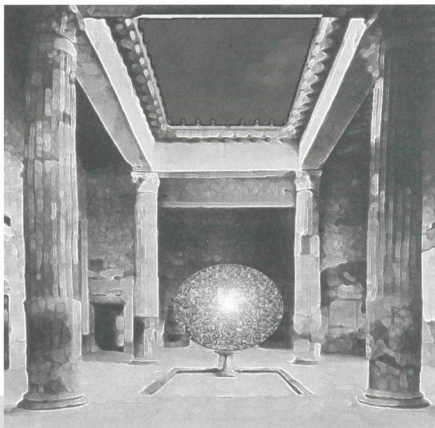
How Taint Is Applied

When an actor rolls a null on any hostile while playing a serenade, he will gather taint. If he is rolling three hostiles at the same time and rolls 3 nulls, he will gain three taint. Taint always accumulates first in the halo color which has the most motes. If the persona has more red motes than green, blue or free immaculum, the red motes become tainted first. All taint on a single roll is applied to a single halo color. If there are not enough motes in a color to accommodate all of the nulls, the surplus is applied against the next halo color with the most motes, and so on.

If an immortal's tainted motes exceeds his pure motes, he makes the crossing into the Dominions where he must purify himself in order to return. For immortals who can find twilights willing to give them pure immaculum, fear of the crossing can be minimized.

Serenade Combat

Using a serenade in combat is no different from using any other weapon talent. A persona simply rolls the talent hostile which represents the color of the attention he is using, just as if he were slashing with a knife. His roll of the talent hostile, plus his motes of free immaculum, plus his talent rank in the attention are applied against his opponent. The opponent then rolls his resistance hostile (if he wishes to counter the effects of the serenade), adding his rank in the attention being used against him if he possesses it as well. He also adds the motes of whatever color is being targeted by the serenade.



Peri *Immortal pride, often childlike in appearance, members of which are able to transform themselves into weapons. The Peri descended from the Morrigan when they entered the Maelstrom and were merged with Primals. Their limbs are always stone or metal weapons, which they can alter at will.*

The Vogues

The following describes the vogue attentions that may be learned by the personas. The rank effect of each attention is one to five, as with all other talents. Pride secrets are not included, and are at the whim of the narrator. The complexity rank is included to determine the cost of each attention, as well as any special hostiles that are always present. Because some prides are more learned than others in a specific vogue, their cost to buy it is cheaper, as indicated under the complexity rank. Also, because some attentions do not target the halo of any living thing, the ally hostile is provided where necessary. Other hostiles may apply, as decided by the narrator. The most common of these is the instinct hostile, which determines if the target of a serenade can determine its origin. See Chapter Eight, Battle, for a complete list of hostiles that apply to serenades. Any hostile listed in the other hostile slot is mandatory for some or all applications of the attention.

AHIMSA

Wild Animals

Target Halo

Red

Complexity Rank

5 (4 for Anopheles and Dracul)

Ally Hostile

N/A

Duration Rank

2

Other Hostiles

Jeopardy

The Ahimsa attention is keyed to the mental processes of wild animals; its effectiveness tends to break down with the more complexly civilized beings. It is interesting to note that even humans can be affected by Ahimsa if they have lived their entire lives in the wilderness, removed from technological culture. Not only can you communicate with animals through the use of this attention, you can also instinctively understand where the animal has traveled, what it has seen and how to control it. Seeking to harm the animal in any way will bring the jeopardy hostile into play.

- Rank 1** Gather non-intimate knowledge of the animal (its species, health, age, etc.)
- Rank 2** Communicate basic feelings to the animal, or alter its general state of mind
- Rank 3** Gather information about where the animal has recently been, seen, heard, etc.
Make an alliance with the animal.
- Rank 4** Plumb the animal's memory, distinguish its special abilities, influence it into changing its natural behavior patterns.
- Rank 5** Total control and communion with the animal.

Perishing, the (65,000,000-68,000,000 BC) A time after the arrival of the Sanguinary during which mass extinctions occurred over the entire planet. This term was coined by the Abzulim, some of whom witnessed it.

Perpetual Society The collective civilization of Immortals, now usually attributed to the prides.

Phoenix Immortal pride, engendered by the Horned Lord as scions, whose purpose is the destruction of the Sanguinary's terrestrial minions and the creation of immortal utopia.

Primals Immortals formed from elemental forces imbued with immaculum which bonded to conundrum dust at the arrival of the Sanguinary. Powerful and enigmatic, they are estranged from the Perpetual Society as a whole.

ALLURE

Illusions

Target Halo	Blue
Complexity Rank	4 (3 for Morrigan and Tautha)
Duration Rank	5
Ally Hostile	N/A
Other Hostiles	Jeopardy



Immortals have always understood the power of illusion, since they perceive mundane physics to be an illusion in itself that conceals the endless possibilities of the crucible beneath them. With the Allure attention, you can play serenades that trick the senses of the target, making them believe they are experiencing something other than the normal, real environment. While no actual damage can be inflicted in this way, a number of Allure echoes are known to be harmful. You must roll the instincts for the target not to know that you created the illusion if they ever see you after the expiration of the serenade's duration.

- Rank 1** Minor, static illusions which affect one sense.
Rank 2 Minor, static illusions which affect all senses.
Rank 3 The Illusion will affect an individual with full sensory side-effects, but cannot interact or communicate with the target.
Rank 4 Illusion can interact with the target with full sensory side-effects, can use the target's own thoughts to interact with them. The target can produce no interaction that is not based on his own knowledge.
Rank 5 The illusion links with the mind of the immortal who plays it, and can subconsciously interact with the target with full sensory side effects.

ANTHROPOMORPHIS

Interrogating the Inanimate.

Target Halo	N/A Player adds Red motes to roll
Complexity Rank	5 (4 for Nimrod and Peri)
Duration Rank	2
Ally Hostile	Orenda
Other Hostiles	The Courtesy, if necessary

This attention allows you to communicate with non-living objects, to determine what has transpired in their vicinity. The rank of the attention determines how much information can be gained, i.e., how much the object can remember. The more vital the information is, the higher the rank of serenade required. If the object is resistant to being questioned, the persona must roll the courtesy hostile when attempting to coerce the gossamer inhabiting it.

- Rank 1** Information needed is unimportant to current events.
Rank 2 Information is somewhat important to current events.
Rank 3 Information is very important to current events.
Rank 4 Information is crucial to current events.
Rank 5 Information is absolutely vital to current events.

Prodigy *Any mortal who learns to use the taints of the crucible and thus play serenades.*

Quiet Culture *Any affiliation of mortal believers who seek to advance the schemes of immortals in return for reward. Immortal groupies. Also called cultures, they are the twilight foil used by immortals against the Apocrypha.*

BASTION

Armor

Target Halo	N/A Player adds Violet motes to roll
Complexity Rank	5 (4 for Arachne and Banjax)
Duration Rank	2
Ally Hostile	N/A
Other Hostiles	as per narrator

Bastion creates armor on your body that is skin-tight and resembles a mirrored surface. The amount of violet motes that the bastioned skin employs directly corresponds with the rank of the serenade that is played. A rank 1 offers one mote, rank 5 offers five. Like normal armor, the violet halos of Bastion are not added to the total of the persona, but stand alone against any blow from weapon or serenade.

BRIO

Emotions

Target Halo	Red
Complexity Rank	4 (3 for Magdalen and Morrigan)
Ally Hostile	N/A
Duration Rank	2
Other Hostiles	as per narrator

Brio allows you to manipulate the present emotion of the target. The higher the rank of the serenade, the further the target's present emotion can be swung toward the opposite. The instincts hostile is also rolled to keep the target from knowing that you are the cause of their mood swing.

- Rank 1** The target's emotion varies slightly from the present. Calm becomes nervous or agitated, happy becomes mild, etc.
- Rank 2** The target's emotion varies moderately. Calm becomes anxious, happy becomes annoyed, etc.
- Rank 3** The target's emotion varies greatly. Calm becomes flustered, happy becomes very angry, etc.
- Rank 4** Target loses control of their emotions. Calm becomes blind panic, happy becomes suicidal or enraged, etc.
- Rank 5** You can alter target's likes and dislikes, and can create emotional triggers that the target will react to, such as feeling secure when they see you, or becoming angry when it rains.

Ra*Paragon of pride Banjax.***Radio Eternity**

A mystical broadcast reminiscent of Radio Free Europe made with the intent to reach into mortal dreams, to reach twilights in the habitat and to reach immortals in the Dominions with messages of harmony. Because it attempts to warn ingenue in lethe of the machinations of the Perpetual Society, Radio Eternity is considered profane and is mandated for destruction. The solitaires are its architects.

BUBASTIS

Cats and other domesticated animals

Target Halo

Red

Complexity Rank

4 (3 for Anopheles and Terat)

Ally Hostile

N/A

Duration Rank

2

Other Hostiles

Jeopardy

The Bubastis attention perceives the forces that brought cats into being, the forces that make them the individualistic creatures that they are. In fact, the use of the attention can be extended to any animal which is frequently found within the environs of a city. In that capacity, it is identical in its effects as *Abimsa*, above. You can only use this attention on animals that are domesticated, not on human beings. Bubastis is effective, however, on any immortal whose himsati is a cat.

CASSANDRA

Prophecy

Target Halo

N/A (Add Blue motes to roll)

Complexity Rank

4 (3 for Eremita)

Ally Hostile

N/A

Duration Rank

2

Other Hostiles

Disbelief (special)

The attention of Cassandra is visually peering into the events that may unfold in the future. The higher the rank of the serenade, the more likely that the future viewed will actually transpire, taking into account all of the variables that come together in forming it. There is a danger in viewing the future in that the viewer will personally be unable to alter it after a certain point. In other words, if you play a rank 5 of Cassandra, you will inexplicably connect yourself to the reality and be personally unable to alter it. In fact, events will begin to alter you. The disadvantage of the Cassandra attention is that the more accurate a glimpse of the future that you gain, the less likely it is that anyone you tell will believe you. This is reflected by how far into the future you are attempting to see. Whenever you attempt to disclose your prophecy, you must succeed on the roll of a disbelief hostile, commensurate to the rank of effect you achieved, or your confidant will not believe you. Depending on how vital the prophecy is, the confidant may even try to prevent your actions and attempts to change the future. Often, the manifestation of Cassandra appears as riddles or mental images. It can be played on the self, or on another.

Rank 1 Vague feeling of what the future will bring. Can completely alter future.

Rank 2 Perception of persons, objects and symbology coalesce in a surreal tapestry of images, relating to the events of the future. Can alter future to great degree.

Rank 3 Brief scenes of the future with a greater definition of actual possible events. Can alter future somewhat.

Rank 4 Clear visions of localized events. Can alter future very little.

Rank 5 Visualization of events occurring far beyond the current awareness of the target. The target senses events that will occur on other continents, or even other worlds such as the dominions. Will be caught up in the future, unable to change it personally.

Rapture *The theoretical end of the world, when the Sanguinary will awaken and attempt to destroy the Habitat with only the Immortals to stand in its way. References to the rapture foretell a time when the Sanguinary will reclaim the conundrum fibers found in every immortal's brain to complete its transformation back into the form it held when first exiled from the Crucible.*

Red Shard. The *Conundrum originally containing the actual consciousness of the Sanguinary, which when destroyed, caused the Sanguinary to enter into the collective subconscious of the human race and all mortal animals.*

CHAOS

	Bad Luck
Target Halo	Yellow
Complexity Rank	4 (3 for Morrigan and Peri)
Ally Hostile	N/A
Duration Rank	1
Other Hostiles	Chaos (special)

The Chaos attention allows you to add a hostile die to each roll of your opponent. The rank of the Chaos determines the difficulty number. If the opponent fails his roll on the hostile die, he will miss his target or fail whatever escapade he is attempting. A null will indicate a catastrophic failure that will have very unpleasant repercussions.

Rank 1 Opponent must roll a 3 on the Chaos hostile, or fail his escapade.

Rank 2 Opponent must roll a 6 on the Chaos hostile.

Rank 3 Opponent must roll a 9 on the Chaos hostile.

Rank 4 Opponent must roll a 12 on the Chaos hostile.

Rank 5 Opponent must roll a 15 on the Chaos hostile.

THE CHARM

	Presence
Target Halo	Red
Complexity Rank	5 (4 for Morrigan)
Ally Hostile	N/A
Duration Rank	2
Other Hostiles	Jeopardy

Your use of the Charm attention creates an aura of impressiveness around you that, depending on the rank of the serenade, causes others to react more favorably when you enter a room. If you attempt to harm, or influence your victim to harm himself, the jeopardy hostile is rolled, or the serenade quiets.

Rank 1 You will definitely be noticed by others in the room. They will view you as somehow set apart from the sea of faces and will converse with you at an opportune moment.

Rank 2 You cause others to instantly respect you. They at least hear you out.

Rank 3 You cause others to consider yourself trustworthy or harmless, despite even an appearance to the contrary.

Rank 4 You have that certain something that makes you fascinating to others. People will gravitate to you or leave you completely alone, depending on your wishes.

Rank 5 You are irresistible or utterly terrifying. Your target will hold you in awe, avoiding you at all costs or doing anything that you desire. In fact, he will try to anticipate your wishes and conduct himself accordingly.

Regalia Conundrum used to encapsulate not a place, but a person into their matrix. Such conundrum are placed into rings or other items and are used to recreate in any wearer the identity of an immortal of great visage, thus preserving the persona for all time. In essence, Regalia can be thought of as an immortal version of cloning technology.

Relics Mystic items utilized by immortals, the remnants of the Shouting War.



COME-HITHER

The Call

Target Halo

Red (for living things)

Complexity Rank

4 (3 for Phoenix)

Ally Hostile

Orenda

Duration Rank

5

Other Hostiles

(living) Instincts, Familiarity, Jeopardy. (non-living) Ward

Pride Tautha first perceived the attention of come-hither, a method of delivering an object from one place to another. This works not through the object actually moving under its own power, but with the manipulation of circumstance. Infallibly, an object will be picked up, exchanged, sold, lost, etc., until it finds its way back to the immortal who enchanted it in this way.

Although Come-Hither was first perceived in its ability to affect the inanimate, soon it was also understood how to use this serenade against living things. Any living thing called will come with all speed that it is capable of, and will do all in its power to overcome any obstacles. The familiarity hostile is prominent in this attention to define the rank needed to bring a living person since those who are more intimate with you will be easier to call. If the object is enchanted in any way, you must also roll the ward hostile

Rank 1 Bring an object to you that you have owned for an extended period of time (years).

Rank 2 Bring an object to you that you have owned for a brief time, under a year.

Rank 3 Bring an object to you that you have never owned, but have physically touched at one time or another.

Rank 4 Bring an object to you that you have never owned, but have been in the presence of, and seen.

Rank 5 Bring an object to you that you have never owned and have never seen.

Religarum *The ability of a mortal to physically and mentally alter the shape an immortal through the unconscious or deliberate use of the mortal's fear, lust, belief or need. Also known as superstition.*

Rephaim *(The Weakeners) One of the three breeds of Abzulim, known for their military prowess.*

Reverie *A successful mission in the Morpheum. Compare with Bad Dream.*

CRADLE

	Mental Bonds
Target Halo	Blue
Complexity Rank	4 (3 for Banjax and Peri)
Ally Hostile	N/A
Duration Rank	5
Other Hostiles	Familiarity (If unwilling)

The Cradle attention is that special bond that can exist between mother and child, spouses, lovers and the modern mythological bond between twins. Once you play this serenade, you can sense when the target is in distress, as long as the target is not an enemy. If the target is an enemy, you must roll the familiarity hostile as well. In addition, cradle allows you to mentally communicate with the target at will, no matter the distance that separates you.

- Rank 1** Allows an immortal to mentally bond with his children and sense their distress. Twin siblings can also bond on this rank.
- Rank 2** Allows an immortal to mentally bond with blood relatives and sense their distress.
- Rank 3** Allows an immortal to mentally bond with lovers and sense their distress.
- Rank 4** Allows an immortal to mentally bond with a pet, or any other being of which he is fond.
- Rank 5** Allows an immortal to mentally bond with a stranger he has seen, and to personal objects. The immortal always senses when objects bonded in this way are stolen or destroyed.

DOMINO

	Masks
Target Halo	Blue
Complexity Rank	5 (4 for Anopheles and Phoenix)
Ally Hostile	N/A
Duration Rank	2
Other Hostiles	Religarum, Jeopardy

The Domino attention allows you to take on the appearance of and be mistaken for a person with whom your target is familiar. You gain mental cues from the target of how to act and conduct yourself during the encounter. It is important to note that Domino can be penetrated by anyone else looking at you unless the serenade is played to them as well. At the highest rank, the target will actually see a construction of his own implicit trust, even if it is supernatural in connotation.

The danger of Domino, when used on mortals, is the mortal's faith. The religarum hostile may come into play if the faith is there. If you mean the target harm or do anything suspicious, you must roll the jeopardy hostile.

- Rank 1** You appear to the target as someone that he vaguely trusts, like a police officer, fire fighter, lawyer, etc.
- Rank 2** You appear to the target as someone that he knows by name in a casual, social atmosphere. Someone who works at the office, his child's teacher, the checkout clerk at his favorite grocery store.
- Rank 3** You take the semblance of someone that the target knows well, such as a neighbor, a relative, or a close friend.
- Rank 4** You appear as someone that the target has intimate contact with, such as a lover or a spouse.
- Rank 5** You appear as someone that the target trusts implicitly, such as an angel, the spirit of his deceased mother, whatever.

DOWSER

	Tracking
Target Halo	Blue (animate)
Complexity Rank	4 (3 for Dracul and Nimrod)
Ally Hostile	Orenda (Inanimate)
Duration Rank	2, 3, 4
Other Hostiles	Ward, Familiarity

The Dowser attention allows you to draw yourself to things for which you search. If the object sought with a Dowser serenade is mystically protected or hidden, the ward hostile comes into use. If a living persona, the familiarity hostile. In the case of inanimate objects, the current personal value of the object sought by the immortal forms the rank of difficulty on the maneuver hostile. Value is always commensurate on your present needs. If you are starving, it would be more difficulty for you to discover food (or money to buy it) than it would to find a rare weapon.

Rank 1 An immortal can find a person or object of no value to himself at the moment.

Rank 2 An immortal can find a person or object of little value to himself at the moment.

Rank 3 An immortal can find a person or object which represents some moderate value to himself at the moment.

Rank 4 An immortal can find a person or object which represents great value to himself at the moment.

Rank 5 An immortal can find a person or object whose existence is vital to himself at the moment.

EMBER

	Fire
Target Halo	Violet
Complexity Rank	5 (4 for Phoenix)
Ally Hostile	Abbadon (If not targeting a living being)
Duration Rank	1 (5 if not targeting a living being)
Other Hostiles	Environment

The Ember attention perceives the processes necessary to coax fire into being. The rank of the serenade determines the wound rank that the fire will do to its victim, and thus its temperature. Duration of the fire always depends on fuel availability. Interestingly enough, fire produced by ember does not act as normal fire. It will not continue to do damage to immortals after being delivered. If an ember serenade delivers a light wound to an immortal, it may keep burning on the immortal but do no additional damage.

The environment hostile comes into play if conditions for the fire produced are not ideal, such as the presence of strong wind or moisture.

Rank 1 Light wound, burns hardnesses of 3 or below, encompass 1 foot radius or less.

Rank 2 Impairing wound, burns hardnesses of 6 or below, encompass 2 foot radius or less.

Rank 3 Severe wound, burns hardnesses of 9 or below, encompass 5 foot radius or less.

Rank 4 Crippling wound, burns hardnesses of 12 or below, encompass 10 foot radius or less.

Rank 5 Mortal wound, burns hardnesses of 15 or below, encompass 20 foot radius or less.

ENDUE

	Body Molding
Target Halo	N/A (Add Yellow motes to roll)
Complexity Rank	5 (4 for Peri)
Ally Hostile	N/A
Duration Rank	2
Other Hostiles	Jeopardy

The Peri are living weapons not only by virtue of their elemental himsatis of stone and metal, but by the attention that they discovered that actually allowed them to conform themselves to the shape of a weapon as well as granting it a supernatural sharpness. Many famous weapons in history from Arthur's Excalibur to Mjolnir (Thor's Hammer) have been Peri whose mastery of the endue attention forever scribed their name in the history of warfare. The advantage of the endue attention is that it allows you an additional +1 orange mote per rank to your own hand when striking an opponent, and allows you to ignore any bulk hostile when you do so. Alternatively, you can shape your entire body into any weapon you choose, and allow whoever wields you to gain the damage and ignore bulk hostiles, depending on the rank that you assume. For example: If you played a rank 3 serenade using endue, you could become a weapon that would allow you to do damage of 3 orange motes above the base weapon damage and ignore a bulk hostile of 3 as well.

- Rank 1** You gain 1 orange mote in your hand; allows your wielder to ignore bulk hostile rank 1.
Rank 2 You gain 2 orange mote in your hand; allows your wielder to ignore bulk hostile rank 2.
Rank 3 You gain 3 orange mote in your hand; allows your wielder to ignore bulk hostile rank 3.
Rank 4 You gain 4 orange mote in your hand; allows your wielder to ignore bulk hostile rank 4.
Rank 5 You gain 5 orange mote in your hand; allows your wielder to ignore bulk hostile rank 5.

EVENSONG

	Spiritual Aid
Target Halo	N/A
Complexity Rank	5 (4 for Eremite and Terat)
Ally Hostile	N/A
Duration Rank	1
Other Hostiles	N/A

Despite the fact that the Evensong attention has been in use for millennia, the immortals that use it are no closer to truly understanding how it functions. They have come to take it for granted. Some believe, however, that there are prices to be paid when an immortal calls upon the Evensong serenades. Others say that the attention is simply a manifestation of an immortal's own thoughts and willpower. The debate drags on, but the use of Evensong has not diminished in either case.

Evensong causes you to be rescued from a situation that presents a clear danger to your existence. When the serenade is played, you are given some form of aid in your struggle. Although it will not simply save you. Evensong only works when danger is real and immediate.

- Rank 1** The danger is minimal.
Rank 2 The danger is mild.
Rank 3 The danger is serious.
Rank 4 The danger is formidable.
Rank 5 The danger is inevitably fatal. A serious fall will be broken by canopies, an opponent sneaking up on you from behind during a combat will be reflected in a way that you can see, etc.

FILAMENT

	Webs
Target Halo	Orange
Complexity Rank	4 (3 for Arachne and Peri)
Ally Hostile	N/A
Duration Rank	Until Broken
Other Hostiles	Jeopardy

The Filament attention allows you to cause inanimate objects of all kinds to spin a cable, web, or other type of thread that serves as shackles when used against other immortals. The tensile strength of the Filaments is commensurate on the rank of the serenade, and the object that produced it (A plastic cup will make something like fishing line, while a tire-iron will spin an iron thread.) Method: The victim must use his strength against the rank of the serenade. If he is wrapped in steel cable of rank 5, he must roll a 15 or better to break out.

Rank 1 Roll a 3 or better to break.

Rank 2 Roll a 6 to break.

Rank 3 Roll a 9 to break.

Rank 4 Roll a 12 to break.

Rank 5 Roll a 15 to break.

FLUX AND FLOW

	Gravity
Target Halo	N/A
Complexity Rank	5 (4 for Arachne and Banjax)
Ally Hostile	Ether
Duration Rank	2
Other Hostiles	N/A



This attention allows immortals to defy gravity in a variety of ways or to improve their equilibrium. While the ranks below are typical to most immortals, there are a plethora of fascinating echoes that were invented with this attention, and these developments continue to make those echoes quite valuable.

Rank 1 The immortal can walk on steep inclines, tightropes, and ledges, as if he were on a flat surface.

Rank 2 The immortal can walk on liquids as if on flat, stable ground.

Rank 3 The immortal can walk on or stick to walls and ceilings, as if they were flat stable ground.

Rank 4 The immortal can walk on dust, fog, flying leaves, etc.

Rank 5 The immortal can walk on any surface, no matter how turbulent or unstable.

Rialla Originally, lavish parties flaunting the power of the Magdalen and other prides who were free of the dominance of Nimrod, but now more secretive. The rialla is a generally a situation conducive to fantasy wherein a mortal's expectation of the unexplained allows immortals to gain immaculum that exists in the background.

Rime The first manifestation of the Sanguinary, emerged in the I-habitat in 300,000 BC. The Rime collected all of the conundrum in the I-habitat together into the Incubus before it was eventually destroyed in 71,000 BC.

GAMBIT

Heroics

Target Halo	1 hostile die
Complexity Rank	5 (4 for Nimrod and Phoenix)
Ally Hostile	N/A
Duration Rank	1
Other Hostiles	N/A

The Gambit attention allows you to increase your chances of performing an escape by canceling the effects of any single hostile that is applied against you in the very next clash.

- Rank 1** Cancels any one rank 1 hostile.
Rank 2 Cancels any one rank 2 hostile.
Rank 3 Cancels any one rank 3 hostile.
Rank 4 Cancels any one rank 4 hostile.
Rank 5 Cancels any one rank 5 hostile.

GEMETRIA

Duplicating

Target Halo	N/A
Complexity Rank	5 (4 for Arachne and Tautha)
Ally Hostile	Orenda
Duration Rank	2
Other Hostiles	N/A



With the Gemetria attention, you can literally divide yourself into separate components that make up your himsati form in order to escape a group of opponents. The number of forms you are able to divide into is dependent on the rank of the serenade, with a total of 15 possible. None of the duplicates can inflict damage, but each one can interact in any other way and take the same amount of damage as yourself. Only one duplicate need survive to insure your own survival.

- Rank 1** You form 3 duplicates of yourself.
Rank 2 You form 6 duplicates of yourself.
Rank 3 You form 9 duplicates of yourself.
Rank 4 You form 12 duplicates of yourself.
Rank 5 You form 15 duplicates of yourself.

Roane (*Roe'enn*) Immortal pride engendered by the Leviathan, living in the sea with marine himsatis. Once the Scepter but now cast down, the Roane exist outside of the stratagem of the other prides.

Rooks Immortals within a pride who do not involve themselves in the politics of the stratagem, but rather see to the needs of the pride when economics and labor are required to advance pride resources.

GREMLIN

Machine Control

Target Halo

N/A

Complexity Rank

5 (4 for Banjax)

Ally Hostile

Orenda

Duration Rank

2

Other Hostiles

The Courtesy, if unwilling

Gremlin allows you to control the gossamers that inhabit machines, and thereby control the machine itself. Each rank allows greater ability over machines, although it also creates a greater courtesy hostile as well. Whenever you employ Gremlin, you may opt to spend a full clash to commune with the machine to ask the gossamer's permission to be controlled. A negative response requires a mandatory roll of the courtesy hostile to keep the gossamer in the machine from seeking revenge at its violation.

Rank 1 Gather information about a machine, what it is and what it can do.

Rank 2 Manipulate the power source of a machine, turning it on and off at will.

Rank 3 Repair machines that are damaged, or cause a machine to operate normally.

Rank 4 Inhabit a machine to control whether another can use it, or become a computer program to manipulate a computer. Stretch the limits of a machine's ability.

Rank 5 Transpose the ability of one machine to another. A phone could play like a radio, a hand-held video-game could operate as a mainframe computer, etc.



Rukshasa (*rook'sha'sa*) One of the Trine, three entities summoned from the crucible in 6,500,000 BC by the Anopheles pride to protect them from the Morrigan and Tautha, both then under the Sanguinary's control. She was poisoned by the Cadra Raga and now exists under their control, bloated and gorged on immaculum. It is from the Rukshasa that colostrum is derived.

Runegun Any of the mystic devices of the Shouting War which shoot sirenade-inscribed projectiles. See also: Glyphs.

GULAG

	Misery
Target Halo	Blue
Complexity Rank	5 (4 for Tautha)
Ally Hostile	N/A
Duration Rank	3
Other Hostiles	Instinct

Gulag is an attention which deals with comfort—the comfort of its target. When the serenade finds its target, that victim will feel as if he is cursed. Nothing will seem to go right, he will lose sleep, and will be unable to relax. To deliver these serenades requires your touch. No actual damage is taken by the target.

- Rank 1** The target feels constantly dirty, wet, sticky and generally unpleasant, even after a shower.
- Rank 2** All senses of the target become amplified in an unpleasant way. Noises become louder, light becomes brighter.
- Rank 3** Even soft surfaces feel hard and unyielding to the target. He cannot get comfortable.
- Rank 4** The target cannot fall asleep.
- Rank 5** Everything the target touches feels burning hot or numbing cold.

HASPIS

	Locks
Target Halo	N/A
Complexity Rank	4 (3 for Anopheles and Magdalen)
Ally Hostile	Abbadon
Duration Rank	1
Other Hostiles	N/A

Haspis opens locks, pure and simple. The rank of the attention targets the difficulty of the lock according to its complexity, whether it is normal, electronic, or warded.

- Rank 1** Opens locks with a difficulty of 3.
- Rank 2** Opens locks with a difficulty of 6.
- Rank 3** Opens locks with a difficulty of 9.
- Rank 4** Opens locks with a difficulty of 12.
- Rank 5** Opens locks with a difficulty of 15.

***Samiel** (sam'yell, 'the poisoned wind.') Abzulim father of the Anopheles whose madness after entering the Crucible formed the basis of Abzulim mysticism. After biting itself to death, Samiel's brain was found to contain solidified abbadon, known as Darkle, which caused the eventual destruction of the entire Abzulim civilization through its malignant influence.*

HIMALAYA

Escapism

Target Halo

N/A

Complexity Rank

4 (3 for Dracul and Magdalen)

Ally Hostile

Abbadon

Duration Rank

1

Other Hostiles

Ward, if any

The Himalaya attention allows immortals to contort their bodies in such a way as to fit into small places, wriggle out of bonds, or increase their ability to break holds on them. Himalaya is also instrumental in escaping from under a wrecked car, or any other sort of trap. The type of bonds that hold you determines the rank necessary to escape.

Rank 1 You can escape handcuffs.

Rank 2 You can escape bonds that cover 10% of your body or less (Shackles and handcuffs).

Rank 3 You can escape bonds that cover 20% or less of your body (Coiled rope or chain, tire).

Rank 4 You can escape bonds that cover 50% or less of your body (Straitjacket).

Rank 5 You can escape bonds that cover your entire body (Body-bag).

ICHOR

Blood

Target Halo

N/A

Complexity Rank

5 (4 for Anopheles)

Ally Hostile

Ether

Duration Rank

5

Other Hostiles

The Courtesy, if unwilling

The Ichor attentions perceive the energy force inherent in blood and harnesses its power to fulfill a variety of functions in its protection of the individual. The immortal possessing this attention releases his own blood from its eternally flowing stream, allowing it to flow into the air in glowing drops before fulfilling its task. With Ichor, you can manipulate objects around you without touching them, as your blood enters the object and actually brings it to life. A statuette of a jade cat is brought to life with a flowing bloodstream. Anything which is imbued with life from Ichor can be attacked as a living thing, and slain, destroying the enchantment. The rank of the attention determines the wound rank the object can take before being destroyed. (For example, a rank 4 ichor serenade brings to life an object that can take up to a crippling wound. Lesser wounds will be completely ineffective.) The narrator should not allow the objects to be excessively large.

Rank 1 Object can take a light wound.

Rank 2 Object can take an impairing wound.

Rank 3 Object can take a severe wound.

Rank 4 Object can take a crippling wound.

Rank 5 Object can take a mortal wound.

Sanguinary

(san'gwin'air'ee) A monstrous intelligent enemy of the immortals, exiled from the crucible, and perceived by many as an incarnation of evil. The Sanguinary is considered the chief predator of the immortals. It is currently campaigning to destroy them and to amass the conundrum into a single body that it can inhabit, thus regaining its former terrible powers. This creature exists in the Morpheum, controlling its agents (mostly mortals) through the dreamstate. Ultimately, the Sanguinary is the greatest unknown in Immortal Society, an enigma feared more than any other.

Savant

The immortal parent of a scion, his teacher and master.

IDOL

Sympathetic Control

Target Halo

N/A

Complexity Rank

5 (4 for Eremita and Magdalen)

Ally Hostile

Abbadon

Duration Rank

3

Other Hostiles

N/A

Through the possession of your target's personal belongings (or living comrades), you are able to add additional notes to any form of mind-controlling attention, such as Allure, Brio, Impulse, etc. The Idol works only for a single requirement of your target, then becomes useless when he has fulfilled the command.

Rank 1 Add 1 to roll.**Rank 2** Add 2 to roll.**Rank 3** Add 3 to roll.**Rank 4** Add 4 to roll.**Rank 5** Add 5 to roll.**IMPULSE**

Compulsive Behavior

Target Halo

Red

Complexity Rank

5 (4 for Anopheles and Phoenix)

Ally Hostile

N/A

Duration Rank

5

Other Hostiles

Instinct, Familiarity, Jeopardy, when necessary.

Impulse allows you to control the mind of another, to force another to perform actions without taking the time to think them through. The effect of Impulse is not permanent; the thrust of its ability comes in fixating an individual on an immediate course of action. After this action has been performed, countered or resisted, the serenade is done.

Rank 1 The target will do something he is already disposed to do.**Rank 2** The target will do something he has often thought about doing.**Rank 3** The target will do something he has unconsciously thought of doing, but normally wouldn't.**Rank 4** The target will do something he would never voluntarily do.**Rank 5** The target will do something he is violently opposed to doing.**Schism***The internal battle between an avatar and the cardinal for dominance of the body.***Scion**

A physical creation of an immortal which is shed from the primary form to purge it of taboos accumulated from sinning. Except for the Phoenix, which are immortal, all other scions live only for a few decades. Resembling children, scions carry their savant's taboo to their deaths.

INCANTATION

	The Shout
Target Halo	Violet
Complexity Rank	4 (3 for Morrigan)
Ally Hostile	Abbadon (for inanimate)
Duration Rank	1
Other Hostiles	N/A

Incantation allows you to increase the volume your voice, causing sonic resonances that cause wounds in living things, or shatter inanimate objects.

Rank 1 The shout does a light wound, damages objects with a hardness of 3.

Rank 2 The shout does an impairing wound, damages objects with a hardness of 6 or below.

Rank 3 The shout does a severe wound, damages objects with a hardness of 9 or below.

Rank 4 The shout does a crippling wound, damages objects with a hardness of 12 or below.

Rank 5 The shout does a mortal wound, damages objects with a hardness of 15 or below.

INROAD

	Mental Combat
Target Halo	Red
Complexity Rank	5 (4 for Banjax and Dracul)
Ally Hostile	N/A
Duration Rank	1
Other Hostiles	Instincts

Inroad is mental combat. If two or more immortals engage each other using this attention, these immortals will perceive themselves as set apart from the other combatants. In the field of the mind, they perceive each others' halos, with their auras exposed in bright flares. Immortals may also launch one-sided attacks; the instincts hostile is rolled to prevent an opponent from discovering his attacker.

Each attack of Inroad delivers a wound, even though it targets the red halo. Damage is determined as it is for other types of combat. Victims of Inroad appear to have suffered a brain hemorrhage.

Rank 1 The immortal delivers a light wound.

Rank 2 The immortal delivers an impairing wound.

Rank 3 The immortal delivers a severe wound.

Rank 4 The immortal delivers a crippling wound.

Rank 5 The immortal delivers a mortal wound.

Scorces *Impenetrable towers dating back prior to the Cretaceous Period, considered proof that the conundrum were predated and thus created by the dying trauma of a now-extinct race. Many immortals believe them to be fortresses of the Outlanders, but cannot account for their antediluvian age.*

Scourges *A calling within the stratagem whose duty it is to see to punishment of individuals who have broken the convictions of their own pride, or to enforce vendetta on members of other prides.*



IRIS	Special Sight
Target Halo	Blue (self)
Complexity Rank	4 (3 for Arachne and Terat)
Ally Hostile	N/A
Duration Rank	2
Other Hostiles	Familiarity and Ward, when applicable

This attention allows you to heighten your awareness, or to move your sight away from your actual locale to spy on things near you. This awareness extends beyond walls according to the rank that is played. If you are attempting to spy on a living thing, you must roll the familiarity hostile. If you seek to look into a mystically enchanted room, or for an enchanted object, you roll the ward hostile. Above the third rank of Iris, you must know who, what or where you wish to spy.

Rank 1	You are able to see anyone or anything on the same floor of a building as yourself.
Rank 2	You are able to see anyone or anything on every floor of the building you are in.
Rank 3	You are able to see things in the same building as yourself, even if they are inside dark closets or in drawers, even if the room is dark.
Rank 4	You sense what transpires in a one block radius.
Rank 5	You sense what transpires within the entire city.

Secret Arrow *Destructive force resulting from the channeling of Immaculum in the environment into a straight line. A secret arrow is a part of the attention of Lung Mei and was used to assassinate Sharakai, the dragon known also as the Dracul.*

Secrets *Serenades particular to certain prides.*

LEY

Traveling the Ley Membrane

Target Halo

N/A

Complexity Rank

5 (4 for Dracul and Tautha)

Ally Hostile

Ether

Duration Rank

3

Other Hostiles

Voyage

The Ley Membrane encompasses the entire world, being the outer skin of the Crucible. Although some immortals are afraid even to travel the relative safety of the Leylines, many use them as the supernatural highways of the world. The sensation of traveling the Leyline is much like flying at dizzying speeds with your feet just above the ground. Visually, the Ley Membrane resembles a spiraling tunnel of multihued light. You must know where you are going, or roll the voyage hostile to avoid overshooting your destination.

Rank 1 You can cover a distance of your green halo x 10 miles per hour.

Rank 2 You can cover a distance of your green halo x 20 miles per hour.

Rank 3 You can cover a distance of your green halo x 40 miles per hour.

Rank 4 You can cover a distance of your green halo x 80 miles per hour.

Rank 5 You can cover a distance of your green halo x 160 miles per hour.

LABYRINTH

The Maze

Target Halo

Blue

Complexity Rank

5 (4 for Nimrod and Phoenix)

Ally Hostile

N/A

Duration Rank

2

Other Hostiles

Target must roll Familiarity and/or Ward.

The Labyrinth attention is said to have been learned from the conundrum themselves, and there is certainly some foundation for this common supposition. With the use of the Labyrinth, you can create mazes with your own halo, rearranging reality in front of the would-be pursuers until they become confused. The rank of the attention determines the complexity in which the Labyrinth builds itself. The Labyrinth is not an illusion. It is an actual altering of the topography of the place. You can literally stand in a single place as people approaching you wind through a constantly shifting maze just beyond your skin. The target of this attention must roll the familiarity hostile at the same rank as the attention, no matter how well they know you, to find you. If the attention is used to place a labyrinth around an object, the ward hostile is used the same way.

Rank 1 Target must roll a 3, plus the familiarity hostile of 3, or wander until they give up the pursuit.

Rank 2 Target must roll a 6, plus the familiarity hostile of 6, or wander until they give up.

Rank 3 Target must roll a 9, plus the familiarity hostile of 9, or wander until they give up.

Rank 4 Target must roll a 12, plus the familiarity hostile of 12, or wander until they give up.

Rank 5 Target must roll a 15, plus the familiarity hostile of 15, or wander until they give up.

Serenades (*sair'en'odds, sair'en'aydes*) The imitation with the voice of the universe's myriad vibrations, capable of manipulating all states of existence. To mortals, a power indistinguishable from magic.

Shallows Weak points in the Blue Air intruding into the Habitat, allowing gossamers to perceive and enter the world. Hauntings occur in structures or areas where the shallows exist.

LOA

Possession and Answers

Target Halo

N/A

Complexity Rank

5 (4 for Magdalen and Terat)

Ally Hostile

Ether

Duration Rank

2

Other Hostiles

The Courtesy, if gossamer or avatar is forced.

The use of the Loa attention allows you to actually gain knowledge or a specific talent from one of your avatars, to be utilized at your whim during the duration of the serenade, or from the spiritual plane known as the Blue Air.

Rank 1 You gain a talent rank of 1 in a talent you do not possess. Avatar will answer 1 question posed by someone currently trusted by the persona.

Rank 2 You gain a talent rank of 2. Will answer 2 questions.

Rank 3 You gain a talent rank of 3. Will answer 3 questions.

Rank 4 You gain a talent rank of 4. Will answer 4 questions.

Rank 5 You gain a talent rank of 5. Will answer 5 questions.

LOOKING GLASS

Mirrors

Target Halo

Blue

Complexity Rank

5 (4 for Dracul)

Ally Hostile

Orenda

Duration Rank

variable, 2-5

Other Hostiles

Voyage (rank 5)

The Looking Glass attention calls upon the strange vibrations inherent in mirrors that allow them to literally encompass whatever has been reflected in them. A mirror can take one to places where it has been simply by stepping into it, or permit removal of any other thing that is, like so many memories, trapped in the reflection. For objects so removed, however, there is always the quirk that it will be "backwards." This is significant in the case of uniforms, patches, tattoos or other markings from those who once looked into the mirror. The voyage hostile is rolled when attempting to travel through the mirror on the fifth rank of the attention.

Rank 1 You can enter the mirror and stay safely in a place that the mirror has reflected in its past.

Rank 2 You can remove clothes worn by those who have stood in front of the mirror, or gain their birth marks, tattoos, hair color, badges, medals, etc. Virtually any uniform or costume can be drawn out of truly ancient mirrors.

Rank 3 You can converse with the reflection of anyone who has stood in front of the mirror. This communication is purely confined to the era where the person actually looked into the mirror. They can describe the time they are alive, what's happening then, etc.

Rank 4 You can actually transform the real room you are in to any that have been reflected in the mirror.

Rank 5 The mirror can actually transport you through time to a place in any era that it has seen. Of course, the mirror will exist at your exit point, and its destruction traps you in that era.

***Shattering. The** (400,000 BC) A time when the Anopheles shattered the Malice shard, a large conglomerated conundrum that the Sanguinary was building in order to regain its former body.*

LUMINARE

	Light
Target Halo	Blue
Complexity Rank	4 (3 for Peri and Phoenix)
Ally Hostile	N/A
Duration Rank	1 (lasts until visibility hostile met by target)
Other Hostiles	N/A

Through the use of Luminare, you can create light to see by, or light that can blind opponents. When you successfully play this serenade, your opponent falls under a visibility hostile of the same rank as you used to blind him, which lasts until he can overcome the hostile.

- Rank 1** You cause a slight glare (visibility hostile rank 1).
Rank 2 You cause a moderate glare (visibility hostile rank 2).
Rank 3 You cause a bright glare (visibility hostile rank 3).
Rank 4 You cause a blinding glare (visibility hostile rank 4).
Rank 5 Your light causes your target a visibility hostile rank of 5.

MARIONETTE

	Telekinesis
Target Halo	N/A
Complexity Rank	4 (3 for Banjax and Eremite)
Ally Hostile	Orenda
Duration Rank	2, or until fatigued
Other Hostiles	Fatigue

Marionette allows you to use the strength of your will to move objects. Because this is akin to lifting, the fatigue hostile comes into play at the beginning of the second turn. No machines can be operated with Marionette unless it is a simple matter of pushing a lever or button. Marionette cannot be used on yourself.

- Rank 1** You can move objects half your weight or less.
Rank 2 You can move objects equal to your own weight.
Rank 3 You can move objects twice your own weight.
Rank 4 You can move objects four times your weight.
Rank 5 You can move objects eight times your weight.

Sheol *The original resting place of the Sanguinary after its arrival from the Crucible, from which the Sunedrion spread and where the Sanguinary's pining for the Crucible created a place of illimitable desolation and hunger. Sheol was the residence of the monster until the Anopheles rode against it and destroyed the Malice Shand it was constructing in order to return itself to its original state of power. Later, Nimrod discovered Sheol and imprisoned the other prides there to maintain the Silence. Since their escape from the prison, immortals of the Perpetual Society shun Sheol, while the drove followers of the Sanguinary have imbedded themselves within its shadows.*

MANIFESTO

Secret Communiques

Target Halo

N/A

Complexity Rank

5 (4 Anopheles and Eremité)

Ally Hostile

Ether

Duration Rank

Until discovered

Other Hostiles

N/A

The Manifesto attention allows you to leave a message inscribed in an area that can only be discovered (and decoded) by individuals with sufficient blue halo. The Manifesto attention is generally left where it can be found by the immortal for whom it was intended, who will still need to use his blue halo to read it.

Rank 1 Requires 3 blue halo to discover.

Rank 2 Requires 6 blue halo to discover.

Rank 3 Requires 9 blue halo to discover.

Rank 4 Requires 12 blue halo to discover.

Rank 5 Requires 15 blue halo to discover.

MEMOIR

Time Travel

Target Halo

Red (self)

Complexity Rank

5 (4 for Magdalen and Phoenix)

Ally Hostile

N/A

Duration Rank

variable 2-5

Other Hostiles

Voyage, Ripple

This attention deals with an immortal actually possessing his own body in his distant past and reliving a moment of his own life. Memoir differs from flashbacks in that the immortal can actually take actions that may have been different than those originally performed. The personal importance of the event to the immortal determines the event that the immortal is actually able to travel back to. A note to the narrator: Immortals will find it difficult to take themselves back to a period of time which they cannot remember. Whenever such a Memoir is attempted, the narrator should have the immortal roll the voyage hostile die. Of course, it is up to the narrator to decide if the immortal was actually involved in the historical setting he seeks. If a persona attempts to change history, he must roll the ripple hostile at the same rank of the memoir, or alert other immortals to his meddling in the threads of time.

Rank 1 The event that the immortal returns to would not at all affect the immortal's future, even if changed.

Rank 2 The event would have minimal impact on the immortal's own future.

Rank 3 The event would have some noticeable impact on the immortal's own future.

Rank 4 The event would have a significant impact on the immortal's own future.

Rank 5 The event would have a dramatic impact on the immortal's own future.

***Shouting War** A ten-thousand year conflict between immortals in the Dominions which resulted in the creation of the Lash, weakened their powers, and caused their defeat by pride Nimrod, who imprisoned them in Sheol. Because of the carnage caused by the war, and the deplorable conditions within Sheol, the stratagem was born*

METAPHOR

Overlooking Details

Target Halo	Blue
Complexity Rank	5 (4 for Dracul and Phoenix)
Ally Hostile	N/A
Duration Rank	5
Other Hostiles	Jeopardy

Metaphor is an attention that is heavily used in immortal society. It allows them to walk about dressed strangely, carrying strange weapons, or whatever, without being noticed by passers-by. In fact, others will see what they would expect, so that a weapon may look to them like a bag of groceries or a pet. Cameras will penetrate Metaphor, so they are to be avoided in all cases. If a mortal is suspicious of an immortal, and suspects his true nature, or if the immortal means him harm, the jeopardy hostile is rolled. Metaphor success is based upon the number of blue motes in those persons who surround the immortal. The fewer blue motes in a target's halo, the less likely he will pierce the metaphor.

Those of the sleeper calling are able to use Metaphor when in the Morpheum, although they lose this bonus ability when they awaken.

- Rank 1** Persons with 3 blue motes or less do not penetrate the metaphor.
Rank 2 Persons with 6 blue motes or less do not penetrate the metaphor.
Rank 3 Persons with 9 blue motes or less do not penetrate the metaphor.
Rank 4 Persons with 12 blue motes or less do not penetrate the metaphor.
Rank 5 Persons with 15 blue motes or less do not penetrate the metaphor.

MYSTIQUE

Telepathy

Target Halo	Red
Complexity Rank	5 (4 for Anopheles and Phoenix)
Ally Hostile	N/A
Duration Rank	2
Other Hostiles	Familiarity, Instinct, Jeopardy if needed

The Mystique attention reveals the mystery of thought and how the minds of two creatures can be joined in communion. To keep the target from knowing his mind has been read, you must roll the Instinct hostile. The familiarity hostile is always rolled in conjunction with the red Mystique talent hostile, determined by how well you know your target.

- Rank 1** Communicate, read surface thoughts.
Rank 2 Communicate, read memories.
Rank 3 Communicate, read subconscious thoughts.
Rank 4 Communicate, read deepest desires.
Rank 5 Communicate, read deepest secrets.

***Silence. The** Edict imposed by Nimrod on Immortals to prevent them from utilizing their serenades against one another in the habitat for fear of awakening the Sanguinary in a new form capable of annihilating immortal kind. The accord was reached in Atlantis when the pride willingly put the Darkle into the keeping of the Solitaire.*

NOSTRUM

Healing

Target Halo

N/A

Complexity Rank

4 (3 for Eremita and Dracul)

Ally Hostile

Ether (white)

Duration Rank

1 (instantaneous healing)

Other Hostiles

N/A

The Nostrum attention is aware of the processes that keep a creature healthy, and of how to restore lost health. When an immortal rolls his talent hostile, the rank of the wound he is attempting to heal drops by the number of ranks of success above his target number. The target number is formed by the severity of the wound or condition.

Rank 1 Light wounds, non-threatening diseases.

Rank 2 Impairing wounds, chronic diseases or pain.

Rank 3 Severe wounds, regrows limbs.

Rank 4 Crippling wounds, terminal illnesses.

Rank 5 Mortal wounds, regrows organs, spinal cord, etc.

PSYCHOMACHIA

Fear

Target Halo

Red

Complexity Rank

5 (4 for Arachne and Terat)

Ally Hostile

N/A

Duration Rank

2

Other Hostiles

N/A

Quite simply, this attention creates a fear hostile in your opponent commensurate to the rank of the serenade.

Rank 1 Create fear hostile for target at rank 1.

Rank 2 Create fear hostile for target at rank 2.

Rank 3 Create fear hostile for target at rank 3.

Rank 4 Create fear hostile for target at rank 4.

Rank 5 Create fear hostile for target at rank 5.

Silhouette *The current avatar of the Sanguinary. That form which is attempting to destroy the Perpetual Society through natural disasters born of weather.*

Sin-eaters *Mysterious immortals within the Magdalen calling, believed to have the power to destroy taboos in immortals who are plagued by them.*

Sin *The act of stealing immaculum from an unwilling mortal.*

Slayer *Calling whose duty it is to destroy agents of the Sanguinary within the Perpetual Society.*

RADE

	Tagging Along
Target Halo	N/A
Complexity Rank	5 (4 for Dracul and Tautha)
Ally Hostile	Ether
Duration Rank	variable
Other Hostiles	N/A

Rade allows you to attach yourself to the kinetic motion of a moving object and be pulled along without exertion to yourself. It is the mode of movement favored by the Tautha, and the legends of great troops of these immortals in procession following running animals is still ingrained in the modern myths of the British Isles.

- Rank 1** You can attach yourself to the wake of a running person/animal and run at its speed.
Rank 2 You can attach yourself to the wake of a driving car or train and run at its speed.
Rank 3 You can attach yourself to a boat and run over the water in its wake at its own speed.
Rank 4 You can attach yourself to an airplane's motion and fly at its speed.
Rank 5 You can attach yourself to a projectile, such as an arrow or bullet, and travel to its destination at its speed.

RAVE

	Frenzy
Target Halo	Red
Complexity Rank	5 (4 for Terat)
Ally Hostile	N/A
Duration Rank	2
Other Hostiles	N/A

The Rave attention allows you to ignore the pain hostile whenever you have taken a wound, and to continue fighting with the same ferocity that you began with.

- Rank 1** An immortal ignores pain hostiles of rank 1.
Rank 2 An immortal ignores pain hostiles of rank 2 or below.
Rank 3 An immortal ignores pain hostiles of rank 3 or below.
Rank 4 An immortal ignores pain hostiles of rank 4 or below.
Rank 5 An immortal ignores pain hostiles of rank 5 or below.

Sleeper *The calling of a pride with the ability to enter the Morpheum as an immortal agent and to conduct terrorist activities against the Sanguinary.*

Solitaire *A primal who built Atlantis, and whose wisdom prevailed to the extent that all prides lost self-identity within her mantle, assassinated during the fall of the city. The solitaires have named themselves in her memory.*

SOMNUS

	Dreams
Target Halo	N/A
Complexity Rank	4
Ally Hostile	Orenda
Duration Rank	2 (1 dream)
Other Hostiles	various

The Sanguinary was unassailable for a long time, until some brave immortals gathered enough courage to enter into its lair, the dreamstate of the mortal race. The resulting attention would be instrumental to the creation of the sleeper calling, whose saboteur activities began the long war on the immortals' greatest enemy. After Somnus has determined your objective in the dream, any necessary hostiles come into play, as needed in a combat situation. When entering the dream, you are able to take any of your own possessions within the Morpheum, and out again at the end of the dream of the individual you interact with.

Rank 1 The immortal can view the dreamer's dream.

Rank 2 The immortal can communicate with the dreamer.

Rank 3 The immortal can introduce his own elements into the dream.

Rank 4 The immortal can completely alter the dream to conform to his own conception.

Rank 5 The immortal can physically attack or physically touch the dreamer.

VEIL

	True Invisibility
Target Halo	Blue
Complexity Rank	4 (3 for Banjax and Eremité)
Ally Hostile	Abbadon (for inanimate such as cameras.)
Duration Rank	2
Other Hostiles	Jeopardy

Unlike the Metaphor attention, Veil bends light to hide an immortal from all sight. As with Metaphor, any blue halo begins to render the serenade weak. One major advantage of Veil is that it renders an immortal invisible to cameras, mirrors, even radar, sonar and the like. It is the supreme thief's companion. If you attempt to attack an opponent while hidden in Veil, you must roll the jeopardy hostile at the same rank as your serenade. Failing renders you visible to your opponent.

Rank 1 You are invisible to anyone with 3 or less blue motes, and cast no reflection.

Rank 2 You are invisible to anyone with 6 or less blue motes, and can't be seen by cameras.

Rank 3 You are invisible to anyone with 9 or less blue motes, and are invisible to infrared.

Rank 4 You are invisible to anyone with 12 or less blue motes, and are invisible to radar, sonar, motion detectors.

Rank 5 You are invisible to anyone with 15 or less blue motes, and are not felt when touched.

Solitaires *A confederation of immortals who advocate the absolute freedom of immortals from the stratagem, which they believe to be controlled by the Sanguinary itself. They constantly warn twilights through dreams and various media transmissions of the immortal presence in the T-habitat.*

Sphinx *Primal appearing mysteriously out of Gynnah in 2750 BC, slain by the fearful Banjax. The true riddle of the Sphinx has endured to the modern day, but as yet the riddle has not been deciphered.*

Spill *What occurs when immaculum drains from a dead immortal.*

WELKIN

Weather

Target Halo

N/A

Complexity Rank

5 (4 for Morrigan and Phoenix)

Ally Hostile

Ether

Duration Rank

5

Other Hostiles

N/A

The Welkin attention commands the storm and the winds, allowing you to alter the present weather according to the climate in which you exist. The more radically you attempt to change the weather, the more difficulty you will have. The storm you summon always lasts at least for the scene, although the narrator may allow it to continue longer.

- Rank 1** The weather is common to the climate, with a slight variation from present conditions.
Rank 2 The weather is normal in the climate, with a significant variation from present conditions.
Rank 3 The weather is unusual for the climate, with an remarkable variation from present conditions.
Rank 4 The weather is bizarre for the climate, with an abnormal variation from present conditions.
Rank 5 The weather is unheard of for the climate, with a complete reversal from present conditions.

XENOGLOSSIA

Tongue of the Stranger

Target Halo

Blue (self)

Complexity Rank

4 (3 for Banjax and Eremit)

Ally Hostile

N/A

Duration Rank

2

Other Hostiles

Familiarity

Xenoglossia has two distinctive properties that make it an extremely valuable attention. First off, it allows immortals to understand languages that they cannot speak, and secondly, it allows them to speak with others of their kind through the mouths of their emissaries. This is a valuable resource and becomes an important measure when messages of great import are being delivered. If the bearer of xenoglossia is not a willing participant, you must roll the Familiarity hostile as well.

- Rank 1** The immortal understands basic concepts and phrases in the foreign tongue and can speak through the mouth of someone he knows intimately.
Rank 2 The immortal understands the general gist of the conversation, can speak it with the skill of a tourist, and can speak through the mouth of someone who he knows well.
Rank 3 The immortal understands the language well and speaks it well. He can speak out of the mouth of someone who he has met and spoken with.
Rank 4 The immortal understands the nuances of the language and speaks it fluently. He can speak through the mouth of someone he has seen.
Rank 5 The immortal understands and speaks the language with precision, including regional dialect. He can speak out of the mouth of anyone in the presence of his intended target.

Splintering. The *In Immortal mythology, the time when the Crucible was violated by the crossing of the Sanguinary, and when the Sanguinary fragmented into the conundrums.*

Stratagem. The *The political web between the prides of the Perpetual Society which mandates their aversion to violence in favor of developing guile subtle enough to challenge the evil intelligence of the Sanguinary when it emerges from the Morpheum during the rapture. The stratagem is a system of public expositions of one pride's weaknesses by another, earning them respect (visage) so as to lead the other prides in the war on the Sanguinary.*



WORLD

"I've heard about immortals so powerful that they dread to speak any word, for what changes their voices would work on the world. If this is true, than some voices should have eternity only in silence. The Habitat is too brittle as it is."

Solitaire Madalena, Teachings of Aradia.
1881 B.C.

The Immortal World

If the world seems like a small and crowded place to the twilights, it is vast and far-reaching for the immortals as they walk its dark corridors and glide through its shining reflections. Their eyes catch the glimmers just beyond what is visible. They hear the aria of the world clash in a crescendo of sundry voices.

Certainly, the United States, Europe, Africa and the East form an important gameboard for the playing of the stratagem, but the immortals also interpose themselves in places between the seemingly common world and the deepest layers of the natural one, such as those formed by mantles. Many of these places are as subtle as a breath, and might melt away at the intrusion of mankind with their sharp-edged beliefs. Others are as strong and illimitable as the foundations of the universe. Having been shaken by the powers of preternatural wars, they endure in the magnificence of their ruin.

Technology has seemingly squeezed the world into the lens of the evening news; humans believe that they know all that exists in their world. Yet for every species that they extinguish in the consumption of the planet's physical being, others rise from places where they were previously banished. They seep out from under dark hills, coalesce out of sunbeams, or shine from the light of a cold full moon. The immortal lives in this world with uncertainty. Even among themselves, there are tales of things that were never a part of them. Thus the undying menagerie hears the footfall of other presences outside the light of their burning souls.

The world of Immortal is, in truth, many worlds. In fact, the Perpetual Society considers their immediate universe to consist of eleven distinct regions, each with its own flavor, sanctuary and terrors. Because of this, immortals are constant explorers, trying to extend their territories as far as they may without overextending their resources. The twilight world is a small, but precious place among all of these, and so it is where we shall begin.

The Habitat

The world of mortal humankind is a mixed blessing and curse for the immortals. While its constant evolution creates an electric fascination, civilization also builds up a variety of toxins that immortals are susceptible to. Pollution of rivers and coastal regions has forced immortals to sink even deeper into the oceans and forests. Many prides are utilizing their Quiet Cultures as special interest groups attempting to regain environmental purity in a variety of ways. Eco-guerrillas and lobbyists around the globe fight to reduce the amount of dangerous poisons which have caused some strange, unique taboos among their eternal allies.

To add to the many mistakes of history (for which immortals acknowledge some responsibility), modern pollution also claims structures which have endured for centuries or even longer. The parthenon in Athens, the pyramids in Egypt, Stonehenge and other significant sites are crumbling despite immortal attempts to revive them with serenades. Humanity continues to build layers of the modern world upon the bones of the discarded past.

Yet, there is still a beauty in the Habitat. Human souls, like beacons in the night, parade through the streets, irresistible lights to many of the undying. New temples of concrete and glass are raised each day, new museums preserve as art many an immortal's lost possessions. The flow of thought, the pulse of an ever feverish world entrances the Perpetual Society. They dance with mortals just beyond the borders of mortal sight.

Millennia ago, the Americas became a sanctuary for immortals who fled Europe and the dangerous power of the Apocrypha. Understanding the true circumference of the world and able to travel over unexplored oceans, members of the prides roamed the relative paradise of the new world until their imprisonment in Sheol, and the later rising of Atlantis. On that tiny continent they found a safe haven and experienced the blossom of their golden age. Torn by conflicts a few short centuries later, they would have to wander into the wilderness of the Americas until their enemies in Europe were able to gain some small dominion over the seas.

Today, it is North America that many of those who have succumbed to the temptation of lethe have come, to live among an influential and prosperous people. For those intrigued with the world of the twilights, the confluence of peoples from different nations provides a rich tapestry in whose threads they continue to entangle themselves. All prides delight to manipulate the politics of the new world, although no pride actually claims territorial rights. Despite the seem-

ing neutrality, all major cities in the United States, Canada, Central and South America are under the sway of one or more prides. Thus, the continent is a chess board with each city serving as a valuable piece in the nuances of the stratagem.

Europe, of course, is more ancient to the immortals. Old sites of power are guarded, usually in secret, under the constant probing eyes of the Apocrypha. That order's grasp in Europe is considerable, but they have been unable to fully extend their power into the Americas and parts of Asia. Although the battle to rid themselves of the Apocrypha has gained some territory for the immortals in the old world, most immortals concentrate their efforts most stridently in the United States to prevent their influence there from being usurped. However the Phoenix exert their presence strongly in France, Germany and the Baltic States while their enemies, Nimrod, maintain an undisputed presence within Russia.

Asia is a place of fortification for the immortals; Apocrypha infiltration there is steady but still far from complete. The relative estrangement of China from the rest of the world gives immortals freedom to move about more casually there even as they exert their influences over the local strata of power. The Dracul and the Anopheles vie for power here, although the number of drove immortals makes the region a perilous arena for power play.

The Middle and Far East are dangerous grounds for immortal and Apocrypha alike. It is the manifest domain of the Primals, and they brook few incursions here. While they will allow immortals to enter the region, the slightest misstep of an immortal on the traditions of the Primals brings swift retribution. Because of this, most immortals avoid the region entirely. This is probably for the best, since the wars which divided the Perpetual Society from the Primals during the crusades have not yet been forgotten by either camp.

Africa, once dominated by the Banjax, is now the domain of the Terat, who prefer its long stretches of wilderness for the pursuit of their enlightenment. The Morrigan are known to use Kilimanjaro as a temporary resting place for their sky-city of Magonia. Many immortal artifacts are still buried throughout Egypt and the Sudan, hidden by the relentless shifting sands.

Lastly, one of the most mysterious regions of the habitat is the continent of Australia. Unlike the northern pole, which houses perhaps the largest of mantles, Australia is now known to be a direct point connecting the mortal world with the dominions. Because of this anomaly, immortals who have been exiled to the dominions are taken to Australia. Since such an exile is considered cruel, even by immortal standards, the outlaws are given a chance to reach the mercy weir, a sacred temple where, if they are able to attain its precincts, they may be granted safe passage to Sanctum City within the Habitat. For those captured before achieving mercy weir, exile is inevitable.

Immortals who do not accept the idea of the Jury's complete neutrality charge that these beings actually reside in Australia, where they can move in and out of both the Habitat and the Dominions with ease while they manipulate the politics of either place at will.

THE BLUE AIR

This expanse of ethereal energy and wind surrounds the dominions like a vast ocean of air, filled with perpetual storms and hurtling chunks of stone and earth, many of which are covered with vegetation native to the dominions. This domain of the gossamers seems to extend in each direction for an eternity.

Entrance into the Blue Air can be as dangerous as entry to the dominions. Although known to be a place of profound beauty, it is also known to be tenuous, without real substance. A place of illusions, the Blue Air is the loom that spins out the gossamers who haunt the world in their desire for tactile fulfillment. Any wanderer in the blue air finds himself in an ultimately empty, if lovely place.

Immortals call the edge of the Blue Air "the Shallows," since they consider the region to be a vast cosmic ocean of energy in whose depths the greatest mysteries of the macrocosm are floating. While in the Shallows, immortals can view other dimensions, such as the Dominions and the Habitat, and can also be seen by individuals in those worlds. The Shallows are constantly in flux with regards to temporality. Sometimes various eras collide together on a metaphysical level, causing the phenomena known in the Habitat as hauntings.

The Blue Air is charged with emotion, and it reacts to emotion as well. Some individuals have gone so far as to say that it is the pure essence of emotion itself. The Shallows especially seem drawn to individuals and places which have experienced an unusual intensity of emotional states, trauma or violence. For the person, the attraction of the Shallows (and thus the gossamers that inhabit them) may take the form of poltergeists and other ectoplasmic events. Places with a long history of tragedy or the supernatural often exist within the Shallows as a haunted area, where gossamers are drawn to live in the semblance of life.

THE DOMINIONS

The Dominions once occupied the same dimensions as the Habitat. They are the remains of the world which originated immortals, empowered by the cognizant forest known as Sunedrion. Its trees were cut down to the last for their precious sap used as a cocoon from which the Sanguinary attempted to be born. With the Anopheles' destruction of this so-called Malice Shard, the accumulated power severed the link between Sunedrion and Habitat, twisting the Dominions out of the shattered geography and setting them adrift in the Blue Air. Glorious empires built by immortal hands fell in this catastrophe.

Over the ensuing eons, the Dominions became the subject of intense exploration by immortals, who found purpose in a new manifest destiny to reclaim what they had lost. This period of discovery is still compared to the Perpetual Society's Atlantean age for its fulfillment of the immortal heart. Unfortunately, the exploration was cut short with the advent of the Shouting War, whose resulting plague caused thousands of "deaths" throughout the Dominions. As the holocaust raged, the immortals migrated to the Habitat.

The state of the Dominions today is essentially unknown. The Magdalen have reported that each dominion has a different appearance, that there are lush jungles, hot scorched deserts, or dark seas filled with luminescent life. The immortals' cities, built to survive the claws of time, are said to lie untended and silent but for the mutant manes that occasionally infest them. Even the Jury is thought to have bulwarks of defenses against these surviving victims of the blight. Those who were not simply incapacitated by the plague and imprisoned in their own motionless bodies now wander the Dominions. Existing in their himsati forms, the manes run wild and attack immortals who are exiled, or tainted into these inhospitable regions.

From the standpoint of the Perpetual Society, the Dominions are a vast prison where undesirables are sent. There are no guards or walls, no rules or law. Any who are sent there find themselves in a primordial world ruled by the strongest. To be condemned to the Dominions is the harshest punishment an immortal can receive at the hands of his peers. Those who make the crossing and return are respected as the most dangerous eternalists to exist. More feared are those who return from their exile after an extended absence. They are, inevitably, changed for all time.

Despite the danger of the dominions, there are several quiet cultures, some prides and a host of solitaires who attempt perilous forays there under a variety of charters. The Anopheles, Dracul, Nimrod, Phoenix and Terat all express interest in returning to the Dominions and making right the ruin that was caused there. There are a plethora of valuable objects or persons that were left behind in the Dominions whose acquisition would certainly give any pride distinct advantages. Because any willing travel into the Dominions is considered a violation of the Jury's domain, it is always done secretly. No pride is willing to risk an arbitrary loss of visage for infracting upon the Jury's realm, especially since it is the only real rule the Jury imposes on them. In light of this rule, many suspect the Jury's activities in the Dominions, and are deadly curious about what transpires there.

An essential mystery that comes up whenever the Dominions are discussed is that of the Sconces. These monolithic towers, impenetrable by any known means, are said to antedate even the Abzulim. Historically, no other immortal race is known to have existed before the coming of the Sanguinary. The Magdalen thus conclude that the sconces were built by the Abzulim themselves, and then sealed. The Anopheles, who have good claim to know the truth, considering their prior servitude to the Abzulim, deny this. They emphatically maintain that even the Abzulim were unable to enter these strange fortresses. The Magdalen, of course, accuse them of hiding real knowledge and of knowing how to enter the sconces themselves. So the debate continues.

Claims that civilizations thrive in the Dominions are unilaterally denied by all the prides, who attest to the destructive effects of the Shouting War. It becomes quite intriguing, then, when unique creatures are sometimes glimpsed in the Habitat, glimpsed but never studied as they quietly vanish into the air from which they emerged.



THE MANTLES

As time flows out of the Crucible like a dark, relentless river, bubbles emerge to scatter throughout the Habitat. This has always been, but the breaking of the Crucible at the Sanguinary's passage changed the flow of time forever. Unseen, and so fleeting as to escape even the notice of immortals, these bubbles, known as mantles, connect the present with the past, and sometimes with the future as well. For those who have seen Paris of the Eighteenth century emerge from a modern day jungle, or heard the battles of World War II being fought decades after the war's end, the mantles are balloons whose strings can be caught, held, and made permanent.

Immortals discovered beings capable of creating mantles in Atlantis, where their previous prejudices against mortals were set aside, they coexisted with them, and sired children. The resulting new race, called simply the trysts, were discovered to possess the ability of visualizing mantles, and of holding onto them. The desire to control the trysts as a means for immortals to live outside the walls of Atlantis sparked the war that would eventually destroy their refuge. In the resulting chaos, trysts were seized by members of the newly reforming prides and hidden throughout the habitat. Soon after, the trysts began to capture mantles, creating secret countries in the Habitat where immortals could live freely in any style and manner that they wished. Inside the fantastic bubbles, the outside world's progress and march of time lost all meaning.

Today, the mantles are the most prized of pride possessions. At their hub is the tryst, fanatically protected to insure the survival of the region before it is dissipated back into the current of forever. To gain access to and capture a tryst is the greatest coup to be counted in the Stratagem. Immortals have been known to attempt to engender children on mortals in hopes that a tryst might be born of the union. The minions of the Sanguinary also hunt steadfastly for trysts to create their own secret provinces where armies of darkness can be secretly assembled.

There are different forms of mantles. What a mantle contains depends upon where it originated. Some mantles exist in areas where the far future is held captive by the disciplined mind of the tryst. Here, technological wars are fought as the immortals attempt to gain possession of the tryst. Likewise, there are mantles which capture the age of the Cretaceous period, or those where the American West has yet to be won. If a tryst is given to flights of fancy, his mantle will reflect this; mantles are known to exist where high magic replaces physics, or where bioorganisms wage wars of annihilation. Perhaps the most terrifying setting is a mantle who's tryst has gone mad.

The prides dominate their mantles with the utmost control. As the stratagem in the Habitat tests their mental acuity, the stratagem takes on a more physical aspect under the mantles. Yet, the life of a tryst is fleeting, even if long-lived by mortal standards. After a few centuries, when they are too feeble of mind to maintain their carefully trained make-believe, the mantle of the tryst will dissipate unless a suitable replacement is found. Many glorious mantles have been lost at the death of their beloved trysts.

There are reported incidents of rogue trysts who have escaped the control of their pride, or who have managed to escape notice of the prides entirely. Few of these renegades actually possess the discipline required to create an orderly universe; nevertheless, such trysts do have power. In addition to creation of unstable mantles, such trysts have the power to acutally alter the topography of the places they visit, to so great an extent that whole towns have been known to vanish when such a tryst approaches. For the Doves, a universe created by a partially trained tryst is an uncertain haven, but it offers sanctuary that they perhaps would be unable to attain elsewhere.

Technologies are unique to the mantles that generate them, since the entire physics are a product of the tryst's special form of religarum. Objects taken from the mantle where they were found will age according to the span between the mantle's temporality and the Habitat's. For example, objects taken from a futurist mantle will simply vanish, since they have not yet been constructed. The paradoxes of the mantles are many, but immortals still rely on them as a place of sanctuary and a proving ground for their corporeal abilities.

An entrance into a mantle can literally exist anywhere. You could enter one through a billboard, a back room at a dance-club or a quiet grove in the Napa Valley. For this reason, it is difficult to assault them in great numbers. Most trysts tend to make points of entrance small enough to discourage large-scale invasions. It might take months, years, centuries for a sufficient number of immortals from one pride to infiltrate a mantle. Too, they must slip past the security of the habitat before beginning their trespass. Every dance-club which conceals a mantle is sure to have a score of defenders among the bouncers, bartenders and patrons ready to keep the way barricaded.



THE MORPHEUM

This is a place of hallucinations, a geography born out of the collective fantasy of the dreaming twilight race. The analogy has been made by the Magdalen that the Morpheum is a biological mainframe computer made up of human subconscious minds that the Sanguinary insinuated itself into after suffering near destruction. The Sanguinary attempts to sway the collective twilight psyche in order to manifest itself. Success for the beast has been slow, since the advancement of science and secular belief has moved immortals from the position of prominent enemies into the vaults of mythology. While the Apocrypha is known to be subservient to the Sanguinary's influence, the modern world is slippery and hard to grasp entire.

Mortals enter the Morpheum as soon as they enter REM sleep. While each twilight may believe that his dreams are intrinsic only to himself, the Sleeper calling has established that every dreaming person enters the same world, a world transformed each night, depending on the anxieties or wishes of the dreamers. Because of this, the Morpheum constantly shifts from one dream landscape to another.

The only constant in the Morpheum is the presence of the hush-hush, the lair of the Sanguinary itself. Surrounding it as fortifications are nightmares of such intensity that the average twilight dreamer would awaken screaming before entering it. Only madmen tread the hush-hush, and they are easy tools in the Sanguinary's claws. Dreams of choking, being stabbed, of running in place while being pursued, of falling off a spiraling precipice; these are among the dullerest of weapons to be torn from the fetid arsenal of the hush-hush.

Immortals must be of the sleeper calling in order to enter the Morpheum protected. Since dreaming is a conscious act of thought for immortals, it is easily avoided. The Sanguinary and its minions can sense the entry of a dreaming immortal into the Morpheum almost at once. From that moment, it is a struggle for the will of the dreamer. Should that struggle extend to contention with the Sanguinary itself, its conclusion is virtually foregone. Still, Possession of a truly powerful immortal through dreaming has occurred only a few times, creating the avatars of the Sanguinary which have manifested. The Silhouette is believed to have been an ancient Morrigan who succumbed to the seduction of dreaming. It is even rumored within other prides that the Morrigan became the scepter pride for this reason alone, and since their power over weather is a fitting weapon against the Silhouette. Should this avatar be defeated, it is believed that the Morrigan claim to the throne of the Perpetual Society will be at an end.

Dreaming is, for immortals, an intensely pleasurable experience, unrivaled by any other. Early Magdalen experiments determined that the conundrum fibers in an immortal brain are somehow stimulated by the proximity of the immortal's subconscious to the Sanguinary. Thus, the danger and the pleasure form an almost irresistible trap. Fortunately, immortals of weak power who dream are usually safe from inhabitation by the Sanguinary simply because they are not worth the energy needed to capture them. This energy it saves for its drove followers, whose practice of dreaming is an essential ingredient of their world view and service to their master.

Topographically, the Morpheum is a reflection of the twilight world at its present development, although distorted in many areas. A mall in the mortal world may exist as a palace to a twilight dreamer, or perhaps a dark prison wherein he is tormented night after night. The Morpheum is a place which is as eternal as the race which it seeks to ensnare, although an exorcism of the Sanguinary from the dreams of man is among the Dracul's chief aims.





SHEOL (THE GRAVE)

From its primordial beginnings as the place where the Sanguinary first came into this universe, Sheol has since become a region touched with gloom. In the oldest days, the Sanguinary used this darkly beautiful place as an attraction for the emerging immortals, a central sanctuary in which it toiled for millennia to bring its fragmented body back together. Before this could be accomplished, pride Anopheles rode into Sheol and destroyed this conundrum—the Malice Shard—and unmade the world in the same stroke.

The other worlds would survive, as would Sheol. Abandoned, it was still filled with the trees that had sprung from its darkle seeds, trees that would grow to be the antithesis of the bright Sunedrion. Here would grow the twisted Zuzog wilds, trees that devoured light and life underneath their pearlescent, seductive branches.

When pride Nimrod was able to imprison the other immortals in Sheol for the war and plague that they had caused, the place became a grave for its inhabitants. Creatures spawned in the top of the dark trees, those that would later become the droves, terrorized the helpless immortals until they were freed by the Banjax and Magdalen. From the impenetrable darkness of Sheol, only a few strong immortals were to emerge.

Sheol is known to be the sovereignty of the Sanguinary's droves, their center of power in a land of terror and hunger. Immortals shun the place, but for the Phoenix who constantly make raids into the lightless wood. It is a source of horror stories and bitter memories for most immortals who, despite their hatred of it, still do not feel brave enough to assault the Sanguinary's terrestrial fortress.

UNDERWORLD

Underneath the civilizations that sit atop the earth's crust, there is a winding world of caverns, caves and waterways that make up Underworld. It has been the source of journeys for all time, a sacred place for the Peri and other creatures who shun the sweeping changes of the upper earth.

After leaving the political arena of the Perpetual Society, and thus casting themselves adrift in a dangerous world, the solitaires retreated underground to remove themselves from the sight of the prides. In vast carved forests of crystal, black oceans and cathedrals of flowing rock, they built a loose confederation that was doomed to failure. Their rebellious attitude fueled the flames of distrust until their community spirit collapsed.

Today, the solitaires have established their own domains throughout Underworld, as have many quiet cultures. In the quiet subterranean corridors, they wait and build their strength against the powers above.

The Silence is not maintained in the underworld, since there are so few human beings there to sense the ripples and serve as the eyes of the Sanguinary. The droves war openly on any pride immortal who ventures into the place. Only the Peri and Terat seem capable of maintaining a strong presence in the area.

Entrances into Underworld exist all over the world. The most well-known is the Mammoth Cave entrance in Kentucky, but other sites include the Abiod Valley in Algeria, The Jean-Bernard Cave in the French Alps, the Jenolan Caves of Australia, Baradla Caves in Hungary, the Cango Caves in South Africa, the Cacahuamilpa Caverns in Mexico, Carlista Cavern in Spain, the Jeita Cave of Lebanon, Carlsbad Caverns in New Mexico, the Sarisarinama Plateau of Venezuela and Leviathan Cave in Kenya. These and many other entrances into the realm are left undisturbed so that twilight spelunkers do not discover the concealed passages into the deep levels of Underworld.

Ensclosed in the lowest tiers of Underworld is the Blue Emerald, a conundrum of incredible power and intelligence which is said to have actually rebelled against the Sanguinary whose body she once formed to lead a battle for the destruction of all conundrum everywhere. The Peri consider the Emerald to be a blatant liar, another ploy devised by the Sanguinary as a means of gathering all conundrum together and then manifesting itself corporeally. Her bitter enemies, the Peri, continually assault the seven cities of the Emerald and make war upon her chosen protectors, the Thortis, Balphor, Dalchist, and Ralderoths. Her seven cities inhabit a vast cavern known as Undersky, also the site of an underground sea and a massive stalagmite whose hollow interior forms a city in itself, with windows carved in its sides.

THE SUNEDRION

Once the foundation of the immortal world, the Sunedrion has been reduced to a few special trees planted in obscure parts of the world by the Tautha, their guardians. The climes that surround each one of these wealds makes one feel as if the eyes of the very world rests on the back of the intruder. Thoughts seem to vibrate through rocks, dunes, or tall grasses. Animals have no fear. These are places where the interloper feels helpless and small, yet the beauty is profound.

The Tautha have recorded the lore of the Sunedrion and keep it carefully circumspect. Their message to the rest of the Perpetual Society is that the trees of the Sunedrion have their roots in the Crucible itself. They strive to rid themselves of the conundrum fibers in their minds in exchange for pure eternal life.

Since the Tautha guard their information, most immortals do not heed their warning, seeing them as ecologically aberrant creatures unable to cope with the responsibility of facing the Sanguinary during the rapture. Only the Phoenix may suspect the real truth, since they possess the ability to sense Sunedrion amber (the palladiums) and use it extensively in their healing. The Tautha tirelessly attempt to regain the Phoenix palladiums, which they consider relics meant for their own use. When they do recover one of these rare objects, they hoard it away and refuse its healing powers to the rest of the Perpetual Society.

The trees of the Sunedrion are said to be straight and tall, glowing with an inner light as their luminescent sap makes its course through their undying leaves. They are reputed to hold the power to control the seasons around them, locking a region in eternal spring or winter as their whims may decree. There are also, according to the Tautha, conundrum which are actually seeds that, if planted, would emerge as light-swallowing trees known as the Zuzog. The droves are said to keep some of these trees safe underneath the ground or in dark, impenetrable tropical forests, or to plant them in the interior of Sheol where they can offer up sacrifices to the Sanguinary. The Tautha search for these as well so that they may be kept from germination.

The Sunedrion do not thrive on sunlight, as do normal plants. They can grow in the most inhospitable regions in or under the ground. Their wood has been used by the Tautha to fashion mystic weapons which cause increased damage against any Sanguinary-inhabited foe. Their leaves can sustain anyone who eats them for days, although they are lethal poison to members of the droves. The Tautha will take their himsati form only in the presence of the Sunedrion, where they remain immune to the Sanguinary's influence. Whatever inhabits the wealds, their existence gives hope to some immortals for an ultimate sanctuary and a weapon against their most iniquitous foe.





Ys

Because they are relatively unexplored, especially at extreme depths, the oceans form another world where immortals survive with virtually no intervention from humanity. Gleaming, glassy cities lie at the bottom of trenches, windows are carved in the cliffs from which gaze those immortals who fled the land and sank into the depths, that place from which sprang life in the beginning, before the coming of the Sanguinary. Because the Sanguinary is said to have first struck the ocean near the Yucatan peninsula upon its arrival on the earth, many of the conundrum ostensibly lie at the bottom of the seas, covered in silt or perhaps spawning new immortal beings out of the creatures that swim in the depths.

Also swimming through the vastness of the oceans, collectively known as Ys, is the immense bulk of the Leviathan, one of the three Trine summoned from the Crucible by the Anopheles, then left for dead at the end of an ancient war. The creature is the scourge of Ys, although sightings of it in this century have been rare. With its followers known as the Roane, the Leviathan moves through the gloom with purposes unknown to any land-dwelling immortal. While many immortals maintain that the Leviathan was slain long ago, others understand the enduring essence of the Trine, as evidenced by the Rukshasa among the Anopheles and the Gossamer manifestation of the Dracul.

The topography of Ys is startling in many places, where forests of trees and fields of grass sway in the currents. Such famous sites as Avalon, Tirfo Thuinn, Tir Nan Og, Emhain, and Hy Brysil have become increasingly more isolated in recent years because of the Roane's swift challenge to any immortal who attempts to pierce the translucent depths.

Yet Ys is a hub of activity for the Perpetual Society. The depths are filled with enormous vessels, the lighters, which move through the depths on journeys of exploration. Ship to ship battles are often fought under the very noses of twilight ships and submarines. Episodes set in the vast region of Ys will generally emphasize exploration, and encounters with beings alien even to the ageless immortals.

THE CRUCIBLE

As the source of all immaculum, the Crucible is the wellspring of the energies of life and creation, entropy and time. All flow like a river from this place. Immortals perceive the Crucible as a vast dome that reaches to the horizons of the habitat, with a silvery-blue, shimmering skin known as the Ley Membrane. In actuality, the Membrane encompasses the planet as a sphere. Within the interior of this sphere, those possessed of the Ley attention, may walk, swim or fly over the Membrane and transvect themselves from on place to another in a shorter period of time.

Almost universally, with few exceptions born out of convictions, immortals dread the existence of the Crucible. It is generally accepted that the Sanguinary was exiled from its depths, and that it was the birthplace of the Trine, three potent beings which are still known to exist in the Habitat. What's more, because its dimensions and position are so difficult to ascertain, they feel that it lurks in the space around them.

To most immortals, the Crucible represents a sphere of existence that exceeds even their own unique reality. Despite the fact that immortals have long impersonated divinity as a means to exercise control over the unknowing human sea. For many the Crucible represents a source of power far higher than their own. Many immortals view it in the light of complex belief systems nearly indistinguishable from twilight religions. While there are a number of supposed states of actuality to be experienced within the Crucible, the most common is that known as the Neverness, a place of oblivion where immortals believe that they may achieve final sleep. Others of a more hopeful temperament subscribe to the presence of the Empyrean, a place of paradise where the universe provides a backdrop to stimulate the senses of an eternal existence. It is whispered within the Perpetual Society that fragments of the Empyrean were brought by the Trine to the Habitat when they were summoned by pride Anopheles eons ago. The existence of the Empyrean Fragments remains unproved, but legends say that the Fragments have the ability to destroy the otherwise impervious conundrum, as well as to rid immortals of their accumulated taboos. Rumors claiming that the so-called armageddon boxes of the Benendenti contain the Fragments persist even to the modern age.



THE MAELSTROM

The Primals emerged from the preexistent nadir of the maelstrom, an elemental place where it is believed that the conundrum took on the form of the forces of nature to engender yet a new form of eternal being. Stone, fire and wind have combined here to make a living force of nature which bears its young in the conformation of the Primals. Outside their own lore, and possibly the knowledge of the fire-born Phoenix, the maelstrom represents only a place of danger as it guards the entrance into the antique garden of Gynnah. It is here that the Sunedrion and Primals are said to have spawned such beings as the Horned Lord, the Lord Of Snow, the Immortal Celebrant and the Solitaire herself.

THE
PRODUCTION

"What is eternity but a story that cannot end! What is an immortal but the character trapped in that story!"

Author Unknown.

Our world was shaped by mythology.

In this modern television age, we see stories brought to us time and again that explore the exciting fantasy that has been with our kind for thousands of years. We are acquiring new mediums to add to the illusion of realism. We have always been the center of myths; without us, they would have no purpose. The myth is deeply imbedded in us.

The immortal experience is for everyone. There are no limitations based on culture, gender, eras of time, levels of technology, the so-called genre. What you find in these pages is the universal myth, even if its revelation is different from what we see on its exterior. It is a place where the sword, gun and computer all have their place. Where dragons fly in the skies, hidden by their serenades from radar. Creatures dark and bright walk down these streets, hidden in the night or looking up at the same mortal sun.

Neither myth nor history can be all true. Only the persona of the immortal universe, once knowing all things but lacking the memory that comes with lethe, understands what really happened. Immortals are the oldest minds in the world. They have seen all that transpired in the arena of humanity.

You find all worlds in immortal, but they are all really one world. The far future is a mere step into the Dominions, the past a door through which the persona may wander. An immortal can rest in the comforts of a skyscraper in Manhattan, or dwell in the old stones of a castle whose gates can be found in Central Park. Troy, Rome, Ninevah, Babylon—all of the ancient cities still stand, hidden from the view of woman and man.

Terms of the Experience

Approach

An approach is the narrator's method of conducting an episode through the use of primary settings which are a part of the immortal experience. Every immortal product which contains a script—a detailed story to be used in the immortal universe—is designed to be adapted to any one of these primary approaches. Of course, the narrator may find approaches unique to his own perspective. Below are listed some possible approaches that any episode may take.

Approach 1: The Mantles

Although the mantles exist in the modern world, among the convenience of modern technology, often they reflect eras from the past which have endured when that same era expired in the twilight Habitat. Thus, the approach of using a mantle may impose a possible limitation of technology, the existence of unique physics and geography, architecture, and social makeup. When the personas enter a mantle, they enter a different world. The episode will then take on even more mystery when the surroundings are so alien. Such an approach often involves turning a corner, or entering a building which is joined to the mantle. Immortals have a variety of portals that lead into their secret worlds.

Approach 2: The Modern World

This method sets the personas in a world that they can relate to, the world that raised them as ingenue before they discovered the mysteries of their heritage. Technology is more or less accessible, topography is well-known and physics are predictable. The personas perception of their supernatural origin and abilities are even more contrasted against the mundane backdrop of the modern world.

Approach 3: Flashbacks

This important approach allows the narrator to take the persona (or whole cadre) back to any era of time through their own memories. In fact, the episode (or an entire series) can consist of nothing but flashbacks. This allows the narrator to set his cadre in any period of time without actually changing history. After all, no matter what the personas do in their flashback, when all is said and done, they are simply memories. The flashback approach can provide the narrator with ideas on what is in store for the future of each persona. In this form of approach, the persona may actually have a different physical description, since it may be one of their avatars whose life they are living through memory.

Approach 4: Timekeeper

This approach allows the persona to actually send his cadre to an actual era of history, or perhaps into the far future. Here the paradox of changing history can be brought into play, or the immortal may have a second chance to right a wrong. Although a little trickier than other approaches, there's nothing like walking through the world as it was, or as it will be.

Approach 5: Sleepwalk

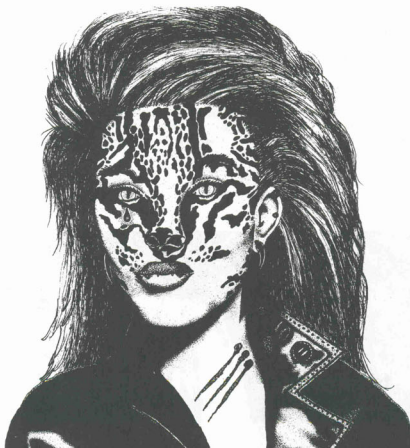
This episode takes place entirely while the persona is asleep, and thus can be a secondary life that he leads. This occurs most often for members of the Sleeper Calling, who spend their time within the confines of twilight dreams in their campaign against the Sanguinary and its followers. Even so, a little accidental dreaming can be fun for any persona. Like they say in the Morpheum: *It's all in your mind.*

Approach 6: Badlands

Adventuring in the dominions is not quite a party, but may intrigue your cadres as no other approach. Essentially a vast, untamed world which has replaced Sheol as the prison of choice for the Perpetual Society, the dominions offer a heart-racing pace, where every moment is a struggle to survive. It takes ingenuity and superb training to make it from one day to the next. Yet, there are rewards undreamed of by the immortals, abandoned weapons that make guns look like slingshots. For the brave persona, the dominions are worlds where artifacts and treasures of the primordial past are waiting to be claimed. . . if you can get past all of the damned mutated manes.

Approach 7: Hauntings

For any persona that wants to be a gossamer, the spiritual manifestation of an immortal, the Blue Air draws them seductively, even if it leaves them cold with the emptiness of its fragile illusions. Still, the Blue Air has a civilization all its own, sometimes beautiful, sometimes horrific. Since any gossamer is simply an immortal with no orange or violet halo, they can fit easily into any immortal production. While unable to deal damage and incapable of receiving physical blows, they are vulnerable to serenades and mystic weapons.



Approach 8: Suboccana

The modern world can segment its way into the oceans, in the forbidding depths of Ys where the aquatic immortals swim through the depths in service to, or in search of, the vast monster known as the Leviathan. Here, too, is the thrust of immortal exploration in the Habitat, gliding through the fathoms in their fantastic ships, the lighters, and charting the immense world that exists off the shores of the human environment.

Center Stage This concept is used whenever the narrator wishes to concentrate on a specific member of his cadre during a scene of the episode or series. In scenes which are tailored to a specific predilection (see chapter 8, *Persona*) any member of the cadre who possesses the same predilection is brought center stage.

Episode A complete immortal story. An episode consists of a number of scenes that have been strung together, which, taken as a whole, introduce a significant plot question and resolves on a point of climax.

Experience, The The sense of attachment and wonder normally associated with embracing and acting out the "Otherness" of persona different from our own. The reason millions of intelligent and sensitive people have turned to so called "role playing games" for a pastime immeasurably more satisfying than the passive experiences of television and film.

Multi-media The utilization of multiple concurrent mediums of expression (audio, video, voice acting, expository writing and other arts) to realize immortal stories in a more engaging and compelling fashion.

Rules Guide A "How-To" manual for enacting immortal stories. This book is the first and primary rules guide for the immortal experience, to be followed by others which will expand and enhance the depths of rules presented here.

Scene The most basic component of the immortal story. A scene normally represents all the dramatic action that takes place between personas at a single location over a limited time frame.

Script Written documentation and supplementary media used by narrators to direct the dramatic events of one or more episodes of immortal. Descriptions of non-participant personas, important settings and locations, plot twists, media cues, and many other dramatizing elements are usually included.

Series Two or more episodes which (although not necessarily following one after another in linear progression), when taken together, raise and resolve broader issues of the plot than can be resolved within a single episode. A common element of persona, concept, or setting normally ties episodes within the same series together.

Series Guide A large collection of documentary material related to a single broad subject (such as a period in immortal history, a particular pride of immortals, etc.) sufficient to guide a narrator through the self-creation and subsequent enactment of a variety of series related to the subject material. A large number of immortal series guides will be made available to assist narrators with documentary material across a wide range of subject areas.

Session A single occasion for which a narrator and participant actor(s) have gathered to enact the immortal story. Multiple sessions are often required to enact a single episode. However, "marathon" sessions may span an entire episode or even an entire series.



Elements Of The Experience

The world of immortal is a stage. As with any studio, there are elements that add zest to the experience of the performance. From the use of creative costuming, to sound effects, music and lighting, location and video, the experience takes a breath and expands its limitations into the imagination.

On Location

Besides the actual narration, the location of the experience, where the personas actually meet to conduct it, is among the most important factors to first consider. A basic evening can be performed in the comfort of your own home, around a table with a handful of dice. Although there is nothing wrong with this location, there exist more exotic places where the surroundings make the immortal experience all the more intense. This can be anywhere from a park, some interesting rural location, even a motel room. Of course, all participant actors in the experience should be aware of property rights so that they do not trespass on private property.

Wardrobe

Immortals have a style all their own, a blending of the old and new which puts them on the real cutting-edge of fashion. While they may emulate some twilight styles, they invariably prefer their own. When you adopt the attire of the immortal, you draw yourself deeper into the performance as any actor would. Your twilight identity is left behind, your imagination takes physical form.

Immortal styles are always eclectic, even when traditional. Any member of a pride wears clothes that make her distinctive, to convey her status. While guidelines are provided in this book, trends do die and become reborn all the time. Many an immortal has risen through the ranks by devising a distinctive look that increases their visage.

The Wardrobe is not limited to clothing. It can include body make-up and painting, and temporary tattoos (which are very popular among members of the Perpetual Society and the Profane). Jewelry of all kinds, from earrings to cufflinks, rounds out the list.

Lighting

Anyone who has seen a movie on television or in the theater understands the importance of lighting for any production. More than any other element, it controls the mood of the experience. Even if the immortal experience occurs in your home, low or dramatic lighting, especially in intense situations (such as combat in a dark alley or on an ancient battlefield) augments the mood. Used regularly, the dimming of lights, or driving to a place where the lighting is more dramatic, can be used to foreshadow upcoming conflict, even if the narrator doesn't actually produce one. Candles can simulate campfires or torch-light, colored bulbs in ordinary lamps can simulate the lighting in a dance club. This brings us to the next element, which is. . .

Music

Where lighting sets the visual ambient mood, music creates the same background for the ears. Since the supernatural powers of immortals are derived from their imitation of the music of the cosmos, it should be of no surprise that they are the ultimate connoisseurs of music. Individual personas may wish to choose a song that best describes them; a song whose strains can be heard when the immortal enters the scene. The physical manifestation of visage, and the ripple, is musical in nature. Like fingerprints, the song of each immortal halo is separate and distinct.

Selecting various musical styles to represent the visage of non-participant actors (NPAs) can add an interesting twist to the experience. You can actually foreshadow the appearance of a villain simply by playing a song that the personas have come to associate with him. Background music can also complete the illusion of a dance club (if you are not performing the experience in an actual club) or rock concert.

Sound Effects

Nothing beats a good sound effect. The roar of a lion, spinning wheels of a car, or the sound of a thunderstorm can further anchor your mind in the immortal experience. You can find special effect CDs in any good record store, in addition to forthcoming immortal products which will contain their own soundtracks.

The Remote Control Is Our Friend

If you are at home and have a stereo with a remote control, you have a powerful tool in your hands that can increase the drama of your production. Cueing sound effects or music can be done almost secretly when you have the remote. In the real-time interaction of the production, the sudden intrusion of a sound effect or music make the experience come alive.



The Script

Upcoming Immortal products will always be provided with scripts to give you ideas on what to do in each of your production's episodes. These are stories with entrances and exits designed to enhance your own creativity without greatly complicating your production. They will provide you not only with well-deserved rest from your own plotting, but will open up new perspectives and offer historical data on the immortal condition.

Storyboard

This aspect of the production, the use of visual props such as photographs, videos and flashcards, only adds to the realism of the experience you are creating with the script and other elements. Clipping out pictures of various objects, such as an archeological artifact, jewelry, or picture of some person, from old magazines can give a vivid image to anything the persona might encounter. Instead of simply describing the physical attributes of a persona—blond hair, blue eyes, 5 foot 10 inches, the narrator can instead show a photograph to represent the character. Even clipped pictures of the persona's home (her dream house), or the kind of car she drives (or horse she rides), can add to an accumulating body of pictures that make the persona feel real. The narrator may opt to simply give the clipped image to the persona it is designed for, so that he can keep it in a journal.

Video imprints powerful images in our minds. Through the use of this particular medium, we can see distant places to which the narrator may take us, from the depths of the Amazon Basin to the tops of the Himalayas. Immortals need not be confined to the cities where they are wont to wander. There are numerous videos which include documentary material that can heighten the feeling of really being there when the persona travels to a distant land.

If you own a camcorder, you can shoot your own video in the convenience of your house to be used in your narration of the immortal experience. In fact, a devious narrator may even make a tape that can be sent to one of the participant actors as a lead-in prop to an upcoming episode where she will be the main attraction. More on this method is detailed below under *Communique*s.

Other Props

For those working with a limited budget for props in immortal, thrift stores are a treasure trove of objects that can be cheaply purchased, and can add a great deal to the persona's enjoyment of your production. We have mentioned the use of storyboard—clipped photographs—for increasing the visual impact of the episode. Other useful items that can be distributed to the participant actors as keepsakes include, but are not limited to: costume jewelry, articles of clothing, figurines, exotic goblets or glassware, jewelry boxes, crystals, books, and candles. Further, the narrator may find some interesting object that can serve as an artifact in his production, or a clue to be dropped into the persona's lap. The possibilities of what can be found are as endless as how these items may be applied to enhance the immortal experience.

The narrator may want to share the small expense of props among the participant actors by making a mutually acceptable arrangement with them.

Extras

This technique can really throw an interesting twist into an episode—the arrival of a participant actor whose performance of a persona is only temporary, designed to enter and exit the production without actually adding another member to the cadre. The narrator can brief the extra on his part and what he will do as a temporary character within an episode, or perhaps an entire series. In fact, different cadres may want to circulate some of their members to others in this capacity, forming a web of extras whose presence can constantly revitalize the entire group of participant actors. The key to prolonging the enjoyment of any form of entertainment is variety.

Choreography

The effectiveness of the narrator (and of each participant actor as well) can be enhanced by the use of body language and movement, actually pacing around the room while performing. This extra bit of action sets the tone of the scene quite well. In situations of conflict, of course, restraint should always be exercised to keep tensions from escalating to unwanted levels.

Communique

These props may be simple notes, letters sealed with wax imprints, or elaborate packages sent to the participant actor through the mail. Not only does it allow the narrator to dispense information selectively to one actor without the knowledge of the others, but it adds an aura of mystery to the ongoing production. As stated above, communique can take video form, or can be recorded on a cassette tape.

Episode Journal

The narrator and actors may wish to keep a journal of their life story, with written notes, communiques that they have received, and storyboard elements. The combination of these can form volumes of a personal library whose existence is a tangible reminder of the good times and bad times of the persona's immortal adventure. It is their biography.

Getting Started

Setting

To begin the immortal experience, you need to create a few things. The first is a good setting. The only difficulty in this is that all settings have a great deal to offer for any persona or narrator. This book gives you some general guidelines, and books to follow will reveal detailed locales. The key to a good setting is that it does not become too predictable. There should be many nooks and crannies that can lead elsewhere, or where anything can happen. The city that your cadre lives in is a great starting point, since you can take what is familiar and start to reveal the undercurrents of the immortal world that ostensibly existed there all the time. The road that Scott walks down every day could be the site of many battles between immortals, the club that Sarah frequents could lead to a mantle, a hidden world where the Renaissance is still in full swing. The possibilities are endless, and should be exploited whenever possible.

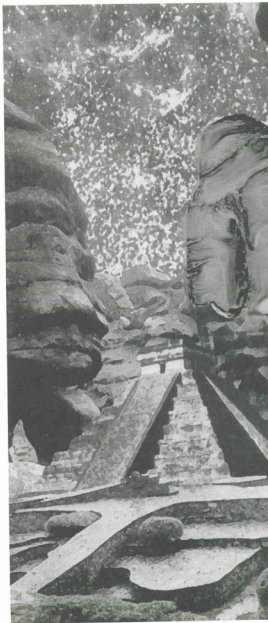
Don't be afraid to take your cadre around the world, to different exotic locations. You don't have to be well-traveled to accomplish this. Any good bookstore has travel guides that can allow you to choose a street, restaurant, nightspot, or national attraction where part of your production could be set. We suggest Frommers guides to various cities around the world. You can also drop by any travel agency to pick up free brochures on foreign countries. Good video stores have tapes on travel, and don't underestimate PBS television as a good source of material for creating your perfect setting.

Acting

The key ingredient to a successful immortal production is the acting—your acting. Your ability to create believable characters is what makes them such a powerful force in constructing the immortal universe. There are a few tips that might help you increase your ability to perform, and they are offered, as with all other advice, to be used at your discretion.

The first key to good characterization is motivation. If your characters have nothing that drives them, they are already washed-out. Assign them a predilection. . . what *kind* of person are they anyway? Do they want to fight the good fight, or are they mercenary? What sorts of people do they like, and who annoys them? Although its fun to drop in a character who has absolutely no relevance to the story, each character should still have something for which he is working.

The second key is the question of variety. Your characters will be of different genders, from different cultures or nationalities, or immortals still stuck in the mindset of another age. It is important to bring these differences to the forefront to make them interesting. Your facial expressions, voice pitch, tone and body language are all tools that you use to craft each character. If they are from a foreign country, or you want to make them exotic, fake an accent. You don't have to be perfect. Your actors will appreciate you for the attempt. Now blend in idiosyncrasies that make the character distinct. Talk slow or fast, whisper, glare or smile as if you have a devious secret. Express frightened characters differently than greedy characters, and let the terror show.



The third key to good acting is to actually perform instead of simply describing. Instead of you, the Narrator, saying, "And then she tells you that she'll meet you near the billboard on Thrush street", actually act it out. With the character's voice and body-language, say: "I'll meet you on Thrush street, then. But I'm warning you Anton; if you bring any of your Banjax friends, I'll make sure you don't walk away." For scenes where conflict or tension is called for, walk around your actors, get close. Be intense. Interrupt an actor in the middle of his speech occasionally with your own character's tirade or explanation. This allows the experience to be mutually fulfilling to narrator and actor.

The fourth, and one of the most important elements of good acting, is—let go! Often, there is a temptation to perform the character as if it were you, having them react as you would. This temptation ultimately leads to a trap of cutting all the characters from the same cloth. Don't allow all of your characters to share the same likes, dislikes or outlooks on life. Empathize with their predilection and challenge yourself to handle each in a different way. Have some characters stand up for causes that you don't personally believe in, or prosecute causes that are important to you. Vary their religious beliefs, social views, lifestyles, prejudices, and fears. Try not to ignore any possibility to create an interesting character.

Indulging stereotypes of any kind, while they are shortcuts to characterization and motivation, ultimately saps the creativity out of any production. The street hood who lives only to promote racial anarchy, the beautiful woman who is stupid or the successful one who is arrogant and manipulative, the flighty homosexual, the reporter with no heart or the corrupt, powerful executive who will do anything for a buck; these stereotypes are just the tip of the iceberg. Beware even of a deeper level of predictability, such as the enemy who is always evil, or the cause that is always just. Using stereotypes should be a prelude to deception on the part of the character, or as a cheap sideline to your plot.

Lastly, maintain continuity with each character you present. Don't make them all brilliant and paranoid, or stupid and careless. Vary them. Allow some of them to be a match for the actors, or superior, or even inferior. Once they have been fleshed out, don't alter them. Smart characters don't have the bottom drop out of their IQ without brain damage. And we all know that they don't make smart pills. Let your actors be able to predict the actions of the characters, let them get to know them. Then, if you're feeling particularly sadistic, you can always have it all be a false front to advance some political scheme. Of course, you don't want to overdo it, or the personas will never trust any character you present.

Presentation

This is as important as the setting and acting, because it is the packaging that you use to deliver the goods to your cadre. Poorly presented, the production is like a bad movie that someone sank a huge budget into, but then didn't go far enough to catch our interest, or at least spark our imagination. There are some techniques in the presentation of the production that nearly often work well. In observing these techniques, you get a good feel for what your actors are looking for, and how you can provide it without being overly compromising. And let's be honest, you really want your actors to think you have your stuff together. Whether you do this for the ego strokes or self-fulfillment, it doesn't matter. Everyone wins with a good presentation.

1. Balance The surest way to kill a good production is to allow the balance get out of hand. Rewarding the actors too highly for their efforts encourages less effort, as does being stingy. It's not good to give out a lot of equipment, artifacts, memory or other advantages only to take them away (or make them worthless) later to compensate for a shift in balance. Conversely, making the actors jump through too many hoops for scant reward is likely to discourage them. Find a good middle ground and stick to it. Challenge them, but allow them moments of glory. You'll be happier with your production, and the actors will feel like they're accomplishing something.

2. Unpredictability Outside of characterization, predictability of the plot should be kept to a minimum. The easiest way to avoid predictability is the use of false leads that can focus the actors on one event whose actual importance is secondary to what's really going on. The use of these false leads forms a framework, a web around the center of your plot, into which the actors are inexorably drawn. Another means of keeping your actors guessing is the introduction of details into the production that are truly irrelevant. A character who has nothing to do with the current dilemma could actually be a lead into yet another episode. An artifact found might be truly useless, but eventually become the center of an immortal conflict in the future. A careless remark may come back to haunt a persona later.

3. Plot Continuity In simplest terms, this is keeping track of what you have already done so that you don't have inconsistencies with what happens later. Although may actors may be forgiving if you contradict an earlier set precedent, the plot will be stronger if you keep notes on what has already transpired. Write down names of characters you have introduced, no matter how briefly they appear in the episode, and a brief note about the encounter between them and the personas. Bringing them back in a later episode, or having them recur in a series is easier if you remember relevant details.

4. Deus Ex Machina And Lethality The persona really has to matter in your production. They should be the center of attention, and their actions should determine the direction that the production takes. As the narrator, you should be wary of creating a situation where the actors must respond in a prescribed manner in order to reach a successful conclusion. Avoid leading the actors to do certain things. Anticipate the various ways your episode could work. If it is necessary for you to have one of the personas captured—allow them to try to fight off their attackers and if they do, try a new approach, like someone simply trying to win their confidence to betray them later. Let the actor determine his own destiny, instead of having it determined for him. Further, avoid creating a lethal situation that is going to remove an actor's persona from the episode. The threat of lethality is preferable to the actual (excuse the pun) execution of it. If you create too strong a presence, and then rescue the actor from the jaws of death in a cheap manner, your actors will become confident that no matter what they do, you'll bail them out. Again, balance is the key. Be subtle at creating a reason for the actors to involve themselves in your plot. If you can't win them over by appealing to the personas' predilections, create the sense of something out of place. You'll find that the actors are looking for something to grab hold of and run with, but with today's rarefied tastes, they'll want it packaged to be believable and realistic.

5. We Meet At Last! Since conflict and antagonists are essential to any good production, the primary antagonist should always be well constructed. Whether they gain the personas' grudging respect or absolute loathing and hatred, make them worthy of the chase and the showdown. A washed out adversary is a big let-down. The best antagonists, of course, are those who don't make an early appearance, but whose presence begins to creep up on the actors from one episode to the next. Allow the environment to build them up, even lie about their real motives. Let innuendo and gossip, circumstantial evidence or clever deeds paint their portrait in the minds of the actors. It will make the final confrontation at the climax of each episode (or series) that more satisfying. The stratagem would truly perish without its air of mystery, the glowing coals ready to flare into an inferno.

6. Spotlight The reasons why actors enter your production are as varied as their own personalities. Some want personas who can battle for justice, righting wrongs that the actors see in everyday, ordinary life. Others seek romance, or want to lead others on great journeys. Some want to plot and scheme, or heal the ailing world. Whatever the reason for the actors' participation, it is now up to you to provide an outlet for that expression. A good way of doing this is the use of casting as a tool in constructing each scene of an episode. Be aware of the predilections of your actors' personae and make a point to allow them to be in the spotlight. Like any good television series where there is a group of characters, give each actor a moment to shine. Their predilection will allow you to do just that. In assembling a scene, make a small note to yourself of which actors are intended to take center stage during the role-playing. Try to keep everyone's participation balanced with the others. Favoring one actor, even if he is exceptionally talented, may cause the resentment of others who are not as outgoing.



7. Description Be illustrative! Your portrait of someone's clothing, the way his hair is cut or the jewelry he wears helps to bring him to life. Describing a temple, the kind of material it's constructed of, the absence of something the actor may expect or the presence of something unusual allows the actor to send down roots into your story, to feel like she is really there. Throw in details about how her hair blows around, how she's looking at you out of the corner of her eyes, how the clouds stream across the moon. These things help create a mood that will surround your actors on every side.

8. The Final Analysis Because your actors are so essential to allowing you to create your microcosm within the immortal universe, you need to keep them happy. This is not to say you let them leave cleat-prints on your head as they walk over you, but you need to build the production so that it can accommodate them and their goals. As with any great performance, you need to do this for them, not for yourself. Your satisfaction will come from their enjoyment of your production, your fairness to them, and your sincere desire to create something that they will always remember. Placing them under unnecessary limitations or refusing to allow them to branch off in a direction that they would like to explore only limits your own efforts. A good rule of thumb is simply this, don't make the immortal experience a contest between your intellect or ability and the actors who come to participate in it. Create an environment you can all enjoy. By allowing them to fulfill their own goals, the actors will be more inclined to explore the issues or points that you want to make.

Awarding Memory and Visage

Once your session comes to an end, it will be time for you, the narrator, to award memory to the actors, based on their performance, what they accomplished, and so forth. The minimum suggested memory per persona is 6, with a maximum per session of 10, broken down in the following manner:

Lethe Fade (Ingenue pulled toward real identity)	2 automatic
Excellent Performance	2 optional
Successfully Counting Coup	1-5, depending on how daring
Entertaining The Narrator	1 optional
Great Speech	1 optional
Against The Odds	2 optional
Flashback (learned more about yourself)	2 automatic

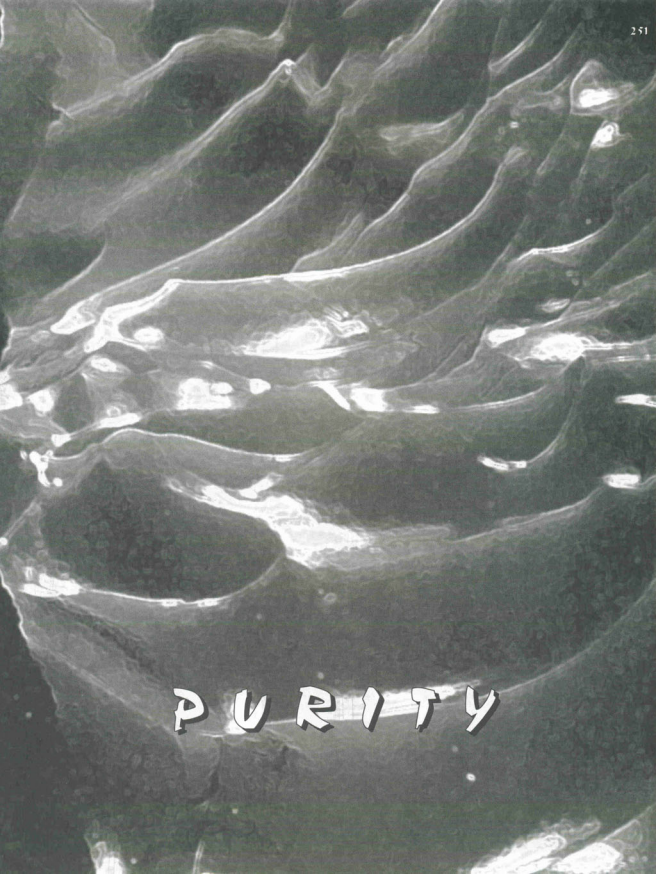
Visage is awarded very carefully, and only after a successful coup has been counted. Remember, the higher the visage, the more impressive a feat must be to permit ascension to the next stage.

If the Narrator, and thus the Jury, believe the coup daring enough, the player should roll a die. If the result of this roll, plus the memory awarded for the coup (1-5) meets or exceeds his current visage, he gains one mote of visage. If he rolls a null, widespread negative reaction to his coup causes him to lose a point.

Remember that a pride's visage is determined by the visage of its members within the various callings. Immortals may gain personal visage without belonging to a calling, but as they gain visage, they will be pressured to join one of the callings and so help the overall visage of their pride.

Solitaires may also gain visage, as may members of lesser breeds, but to do so is an extremely risky proposition. A solitaire who brings himself to the attention of the other immortals in the stratagem will have his name inscribed on the Genocide Wall, in the Swiss Alps. Such an immortal is truly a prize for a slayer or highbinder, and capture of a solitaire of greater visage is a coup in itself.

Solitaires who attempt a coup and fail, or who roll a null while figuring visage, have gained the widespread enmity of both the Perpetual Society, and of other solitaires. For many, the risks involved in bringing oneself to the attention of the members of the stratagem far outweigh the rewards.



PURITY



"We, like the sun, must remain pure when travelling through desecrated places."

Phoenix Maxim.

Sin And Lullaby: Reclaiming Tainted Immaculum

It is a simple matter for a tainted immortal to regain his purity, but the cost is always prohibitive. To find a twilight who is willing to simply give up part of his life-force is a rarity indeed. Usually, the immortal must parlay for his needs with temptation, gaining immaculum from the twilight in return for some service or boon. This is especially true of him-satis of slain immortals who must work their way back up to the body that they lost by storing immaculum. Thus, the modern cliché of selling one's soul to the devil is rooted deeply in the immortal's struggle for survival in the Habitat.

Whenever a twilight willingly gives up his immaculum, the result is known as the lullaby, a profoundly satisfying event that transcends any other physical or mental pleasure. Afterwards, the twilight invariably falls into a deep sleep or trance, to emerge within minutes, hours, or even days later, depending upon his contribution to the immortal. His loss of motes to the immortal diminishes his characteristics accordingly. Sometimes, aging may accompany the loss. In some cases, mortals can regenerate their own lost motes if they happen upon the same sources that immortals use to store immaculum. Some hope to be repaid by the immortals to whom they gave their life energy. An unexpected tempest may also restore a mortal to his previous motes, or more—perhaps even transforming him into an immortal!

To take immaculum by force, a practice known to immortals as the sin, requires the persona to roll the *sin* hostile, with the difficulty number determined by the percentage of the victim's immaculum the persona wishes to drain, based on the table below.

Hostile Rank	Number Of Stolen Motes	Difficulty Number
1	25%	3
2	33%	6
3	50%	9
4	75%	12
5	100%	15

Accumulating Taboos

Whenever a null is rolled while attempting to drain immaculum from unwilling twilights, it indicates that the victim experienced such trauma from the violation that they lashed out with a peculiar form of religarum known as the taboo. In practice, the taboo is a supernatural hindrance that accompanies the immortal wherever he goes, from the moment it occurs. The rank of the taboo is completely dependent on the percentage of motes the immortal attempted to drain from his victim. If the persona fails the roll of the Sin hostile with a null, a taboo occurs. It then falls within the province of the narrator to invoke the taboo whenever necessary, until the taboo has been destroyed through the creation of a scion. Taboos cannot normally be turned to the advantage of a persona. They are intended to work against him.

Destroying Taboos

Taboos can only be destroyed by a process known as the splintering. The persona can literally create self-determining beings in their own right. This fascinating process has been the scandal of the Perpetual Society, since scions represent a

definite threat to the prides with their usually erratic behavior. For this reason, and the fact that the droves regularly employ the ritual, it is forbidden within the stratagem.

The splintering actually creates a child of the immortal through a mystical cloning process. The child, known as a scion, is mortal, although with a meteoric lifespan lasting around thirty years. Scions are always childlike in appearance, and they never seem to age, even when near death. Thus, it is believed that the taboo that they carry with them consumes them in time. This theory has been furthered by the increase in the invocation of the taboo in scions at the end of their life cycles. Despite these handicaps, scions can develop their own identities, and are sometimes raised by their parent as actual children. Each carries a single taboo of the immortal who spawned them—no more, no less. If an immortal possesses three taboos, three scions must be splintered.

The immortal who splinters scions controls them completely. They will obey his every command, although the jeopardy hostile may come into play if the scion's parent, known to them as the savant, intends them harm. In the event the jeopardy hostile is failed, the scion becomes free-willed. The savant can, at any moment, transfer his mind into the actual bodies of his controlled scions, and exercise his will over the body as if it was his own. Distance is no factor, the savant must simply roll a 3 on the familiarity hostile to make the transfer due to his intimacy with his own mind.

Being mortal, scions cannot exceed the mote limit for twilights on the himsati tier, nor can they be drained of immaculum, willingly or not. The taboo taken on by the scion dies with him.

To create a scion simply requires the persona to provide the necessary halo motes for the scion. The number of motes in each halo of the scion is set by the savant; each scion requires twelve motes, plus one mote per rank of the taboo that the scion houses. This cost can be drawn from a variety of sources. Information on gaining the necessary immaculum (outside of spending memory) is detailed below under *advancement*.

Splintering Avatars

Avatars of the immortal can be splintered in the same manner as scions, although they are immortal and may require a great expenditure of immaculum to create. It falls to the narrator to determine the number of motes in each of the avatar's halos. In addition, avatars are not so easily controlled as scions. The immortal must roll the avatar hostile if his red motes ever drop below 5. The familiarity hostile always applies, as it does with scions, with a difficulty number of 3. Unlike scions, immortals cannot inhabit the bodies of their avatars.

Immortals who do release their avatars through the splintering often form them into dynasties, immortal families. Unlike scions, avatars are not considered profane within the stratagem, although their crimes are considered to be the crimes of the immortal who splintered them. For this reason, avatars must serve their dynasty until they have proven that they are responsible enough to attain their freedom. Any avatar in the service of a dynasty who is accused of a crime reflects on his savant, but avatars who have been released from dynasty service, then commit a crime, reflect on the entire dynasty. This discourages immortals who splinter avatars from abandoning their charges until they can be determined to be trustworthy in keeping the security of the stratagem.



Choosing Taboos

Although we encourage the narrator (or even the actor) to create taboos that are appropriate to their rank, a list is provided below. Have the actor simply roll a ten-sided die twice, creating a number from 1 (01) to 100 (00). For example, rolling a 3 on one die, then a 4 on the second forms the number 34.

Taboos should not often be invoked, especially if they are of a high rank, but they do add an intriguing air to the immortal, making them unique and distinct. Although Sinning is forbidden by the spirit of the stratagem, this is rarely enforced after the fact. Any immortal who catches another in the act is mandated to attempt to prevent the event, but this tenet is almost universally disregarded.

Taboos — Rank 1

- 01-02) The immortal cannot cross a threshold without knocking.
- 03-04) The smell of some common thing (roses, garlic, milk, perfume, human sweat, etc.) becomes nauseating to the immortal causing him a rank 1 red hostile when in its presence.
- 05-06) The immortal's eyes glow when he is passionate (angry, lustful, extremely joyous, etc.)
- 07-08) The immortal cannot be seen in mirrors.
- 09-10) The immortal casts the shadow of his himsati when in human form, and a human shadow when in himsati form.
- 11-12) The immortal's voice reverberates (like an talking in a tiled room) when he talks.
- 13-14) Fire burns an unusual color in the presence of the immortal (green, blue, purple, black, etc.)
- 15-16) The immortal's anthem is audible to others whenever he is near them.
- 17-18) The immortal glows under moonlight.
- 19-20) Metal tarnishes when the immortal touches it.
- 21-22) Plants wither when the immortal comes near them.
- 23-24) It is always darker around the immortal than everywhere else; shadows are deeper.
- 25-26) Dairy products spoil in the immortal's presence.
- 27-28) The immortal has an extra digit on each hand.
- 29-30) Whatever the immortal's shadow falls on collects a film of dust.
- 31-32) It is noticeably colder in the immortal's immediate vicinity.
- 33-34) The immortal's hair and clothing is always blown about by a wind that no one else can feel or hear.
- 35-36) The immortal is cold to the touch.
- 37-38) The immortal's hair turns to glass or metal when it is cut.
- 39-40) The immortal cannot eat in the presence of others.
- 41-42) The immortal's eyes are those of an animal.
- 43-44) Whatever the immortal touches changes color.
- 45-46) The immortal's shadow pushes other shadows out of its way.
- 47-48) The immortal attracts a certain kind of animal (flies, cats, mice, birds, etc.)
- 49-50) Produce rots in the immortal's presence.
- 51-52) The immortal has two different colored eyes.
- 53-54) The immortal's teeth are fangs.
- 55-56) The immortal's hair is prematurely white.
- 57-58) The immortal is constantly mistaken for someone else.
- 59-60) The immortal becomes magnetized.
- 61-62) Objects fall from shelves in the immortal's presence.
- 63-64) Pictures on the wall tilt when the immortal walks into the room.
- 65-66) Faucets drip constantly in the immortal's presence.
- 67-68) Buttons and clasps fall off the clothes of others in the immortal's presence.
- 69-70) The immortal attracts the attention of mortal news media.
- 71-72) The immortal inspires jealousy in others around him.
- 73-74) Plants grow profusely wherever the immortal stands.
- 75-76) The immortal's presence gives others "goose pimples."
- 77-78) The immortal must eat many times the normal amount of food to be satisfied.
- 79-80) The immortal's skin is an odd shade (slightly bluish, greenish, but not enough to look more than odd.)
- 81-82) The immortal's skin feels like fur, scales, bark, or is slimy but looks completely normal.
- 83-84) The immortal's touch warps plants and wood.
- 85-86) The immortal experiences a feeling that he is being watched, a rank 1 red hostile.
- 87-88) Knives (or other bladed weapons) dull in the immortal's hands (-1 to damage roll.)
- 89-90) The immortal's presence causes various eras of radio broadcast to be heard over radio or recording equipment.
- 91-92) The immortal sees random distant scenes in reflective surfaces.
- 93-94) Houses the immortal walks into begin to collect clutter and become disorganized.
- 95-96) Doors slam by themselves in the immortal's presence.
- 97-98) The immortal becomes fascinated by symbols of death.
- 99-00) Beverages effervesce in the immortal's hands.

Taboos — Rank 2

- 01-02) The immortal does not show up on film, or videotape.
- 03-04) The immortal has a forked, deformed, or different colored tongue.
- 05-06) Immortal suffers from stigmata, the psychosomatic appearance of wounds which do invoke pain.
- 07-08) The immortal cries tears of blood.
- 09-10) The immortal's reflection cracks mirrors.
- 11-12) Wax melts into strange shapes near the immortal.
- 13-14) The immortal's presence is disturbing to mortals.
- 15-16) The immortal finds a food, herb, or drink irresistible.
- 17-18) The immortal sheds his skin like a snake.
- 19-20) Flames burn cold in the immortal's vicinity.
- 21-22) The immortal whispers whenever he tells a lie.
- 23-24) Mortals experience nausea in the immortal's presence.
- 25-26) Strange pungent odors follow the immortal.
- 27-28) The immortal leaves wet footprints wherever he goes.
- 29-30) The immortal's presence scrambles radio and television broadcast and reception in the immediate area.
- 31-32) Seeds sprout thorny plants in the immortal's presence.
- 33-34) The immortal's presence causes mortals to have nightmares.
- 35-36) The immortal leaves animal footprints in the ground when he walks, or human footprints if he is in his Himsati form.
- 37-38) Liquids evaporate rapidly when the immortal is nearby.
- 39-40) The immortal is allergic to a certain substance (silver, gold, wood, wolfsbane, etc.) and takes damage from it. (Rank 2 hostile whenever touched by that substance.)
- 41-42) The immortal assumes his Himsati form whenever under the light of the full moon.
- 43-44) The immortal hears voices that aren't there.
- 45-46) The immortal cannot talk in a normal voice, he must shout, or whisper.
- 47-48) Furniture rearranges itself in the house (when no one is in the room) wherever an immortal stays.
- 49-50) The immortal growls like an animal whenever he is upset.
- 51-52) Music, of a non-immortal nature, becomes discordant in the immortal's presence.
- 53-54) The immortal cannot directly tell a lie.
- 55-56) The immortal cannot abide the presence of blood (even a menstruating woman.)
- 57-58) The immortal's heartbeat is faintly audible, even if he is invisible.
- 59-60) The immortal's shadow burns into surfaces whenever he casts a shadow from direct sunlight.
- 61-62) The immortal cannot sleep for the rest of the day, no matter how exhausted, if he sees the sun rise.
- 63-64) Glass and metal vibrate when in the immortal's presence sending off a high pitched ringing whine.
- 65-66) The immortal speaks with the voice inappropriate for his appearance (the voice of a child comes from an older man, a sultry woman's voice comes from a young man, etc.)
- 67-68) Electrical devices experience power surges and brownouts in the immortal's presence.
- 69-70) The immortal is a plague carrier—he spreads computer viruses from one machine to another.
- 71-72) Fire dims, intensifies, lights by itself, or goes out in the immortal's presence.
- 73-74) Glass breaks whenever the immortal sings.
- 75-76) The immortal has strangely colored, hooflike, or clawed nails.
- 77-78) Watches run backwards in the immortal's presence.
- 79-80) The immortal assumes the bodily form of one of his avatars on that avatar's birthday and cannot transform back until the day has passed.
- 81-82) Dust that touches the immortal glows (fairly dust.)
- 83-84) Animals cry out whenever the immortal's name is spoken, or when the immortal himself speaks.
- 85-86) The immortal is color blind in artificial light.
- 87-88) The immortal cannot enter the home of a nursing mother.
- 89-90) Children are fascinated by the immortal (they see him as a magical entity.)
- 91-92) The immortal cannot eat a certain kind of food if it is cooked, raw, spiced, unspiced, etc.
- 93-94) The immortal's touch warps metal or glass.
- 95-96) The immortal's breath coats objects with frost.
- 97-98) Human pheromones, especially those emanating from perfumes, cause the immortal to become obsessed.
- 99-00) Objects are constantly "lost" around the immortal.

Taboos — Rank 3

- 01-02) The immortal's shadow stains anything it touches with blood.
- 03-04) Objects that the immortal touches age (unless they are alive, or are enchanted.)
- 05-06) The immortal appears deformed or ugly in the sunlight.
- 07-08) The immortal is hated by a certain species of animal other than his himsati companion.
- 09-10) The immortal experiences whatever emotions those around him feel towards him.
- 11-12) Voices of the dead call the immortal on the phone.
- 13-14) Graffiti appears near the immortal in riddles about him.
- 15-16) Birds near the immortal speak the immortal's thoughts.
- 17-18) Mortals see the immortal as their dead loved ones.
- 19-20) Fog follows the immortal.
- 21-22) Wind follows the immortal, even indoors.
- 23-24) Food loses any nutritional value in the immortal's presence (except to the immortal.)
- 25-26) The immortal can only eat raw meat.
- 27-28) Sex becomes the immortal's nutrition.
- 29-30) The immortal experiences pain as pleasure.
- 31-32) TV's and radios play ancient music, or old radio shows in the immortal's presence.
- 33-34) Objects bleed after the immortal touches them.
- 35-36) Animals give birth to stillborn young in the immortal's presence.
- 37-38) Thunder is heard whenever the immortal is struck.
- 39-40) Food animates or rots near the immortal.
- 41-42) The immortal cannot leave a room while another's eyes are on him.
- 43-44) Darkness follows the immortal, rooms suddenly get dark when he walks in, etc.
- 45-46) Eggs hatch with strange objects inside them in the immortal's presence.
- 47-48) Insects or small lizards are found in ice near the immortal.
- 49-50) Ice forms on water near the immortal.
- 51-52) The immortal assumes the form of a child in the presence of mortals.
- 53-54) Toys animate in the immortal's presence.
- 55-56) Movies talk interactively to the immortal.
- 57-58) Plants move and grab at the immortal whenever he is near.
- 59-60) Objects move away from the immortal.
- 61-62) Rigid objects are warped when the immortal laughs.
- 63-64) The immortal cannot see through glass.
- 65-66) The immortal is burned by the touch of holy objects or symbols.
- 67-68) Everything the immortal touches develops a sharp edge.
- 69-70) Mortals hallucinate in the immortal's presence.
- 71-72) The immortal's touch causes orgasm in mortals.
- 73-74) Doors opened by the immortal sometimes exit elsewhere.
- 75-76) The immortal's touch causes pain.
- 77-78) The immortal transforms into one of his avatar's form each nightfall.
- 79-80) The immortal's touch robs items of their beauty.
- 81-82) The immortal feels pain any time someone speaks his name.
- 83-84) Tremors occur wherever the immortal is.
- 85-86) The immortal's touch causes rashes in mortals.
- 87-88) Anyone in the presence of the immortal feels the pains of being pricked, pinched, or bitten.
- 89-90) The immortal cannot play a serenade without the presence of a certain common (or easily created condition: wearing a certain color, in shadows, during the day, etc.)
- 91-92) The immortal cannot do bodily harm to anyone whose name he does not know.
- 93-94) Mortals bearing consecrated symbols are at +3 to resist the immortal's serenades.
- 95-96) The immortal can only go to sleep if sung to.
- 97-98) The immortal loses all sense of: smell, taste, or touch.
- 99-00) The immortal's presence causes animals to fight with one another.

Sunedrion *Originally, plants and other non-sentient life which were exposed to the Crucible during the Sanguinary's splintering and subsequently extending their roots into it. In modern usage, the Sunedrion is a council of sentient trees of unknown age and number who form the core of the Tautha pride. The Sunedrion is made up of individual trees known as wealds, rumored to exist somewhere in the Amazon river basin, the Sahara desert, and other remote locations such as the far southern reaches of Antarctica.*

Taboos - Rank 4

- 01-02) The immortal cannot enter a home unbidden.
- 03-04) Storms follow the immortal.
- 05-06) The immortal carries a deadly disease.
- 07-08) Whenever the immortal is angry his tongue appears as a blade or flame.
- 09-10) The immortal can only eat carrion.
- 11-12) The immortal is repelled by an object or substance (roses, crosses, salt, etc.)
- 13-14) Nothing will burn in the immortal's presence.
- 15-16) Vehicles go randomly out of control in the immortal's presence.
- 17-18) The immortal experiences seizures in which he loses all track of time (he merely slips through time at the same location, he cannot be harmed during the slips.)
- 19-20) Every living thing the immortal sees appears as an x-ray.
- 21-22) The immortal attracts humans who follow him wherever he goes, fascinated.
- 23-24) The immortal becomes terrible to look at (either beautiful or hideous) when angry.
- 25-26) The immortal's presence causes terrible arguments and violence among mortals.
- 27-28) Animals kill their young when the immortal is near.
- 29-30) The immortal's imagination actually takes form in the Habitat, warping reality in slight, inconvenient ways.
- 31-32) The immortal must drink blood for sustenance.
- 33-34) The immortal cannot speak unless asked a question.
- 35-36) Plants touched by the immortal become poisonous, bear thorns and poison fruit.
- 37-38) The immortal's blood turns to swarming flies or mosquitoes.
- 39-40) The immortal is always accompanied by a swarm of cold, stinging, colored lights.
- 41-42) Anyone the immortal loves becomes a magnet to danger.
- 43-44) The immortal assumes his himsati form automatically at night.
- 45-46) The immortal's aura is visible as a flame above his head which will cause anything flammable to catch fire.
- 47-48) The immortal must bathe in a river near his homeland once per year or pick up another taboo.
- 49-50) The immortal must graze like a cow for his food.
- 51-52) The immortal cannot use his serenades during the day (or night.)
- 53-54) The immortal can allocate his immaculum as long as his hair remains uncut (Samson's Nazarite vow.)
- 55-56) The immortal cannot refuse a request for his aid.
- 57-58) The sound of bells repels the immortal.
- 59-60) Omens of the immortal's intentions manifest in an area before his arrival.
- 61-62) The immortal's hair transforms into serpents, tentacles, or scorpion stingers when he is angry and strikes out randomly at anything within a yard of the immortal; they are not under the immortal's control.
- 63-64) The immortal must remain chaste or be unable to play serenades for 24 hours after the intimacy.
- 65-66) The immortal is male by day, and female by night, or vice versa.
- 67-68) The immortal speaks with the combined voice of all of his avatars.
- 69-70) The immortal finds ugliness tantalizingly beautiful.
- 71-72) The immortal experiences tragedy as comedy and comedy as tragedy.
- 73-74) Allotriophagy: The immortal coughs up strange objects (pins, broken glass, spiders, etc.)
- 75-76) The immortal can only sleep when he is surrounded by earth (in a cave, buried, etc.)
- 77-78) Blood causes the immortal to take a serious wound.
- 79-80) Everything the immortal says inscribes itself as graffiti in his vicinity.
- 81-82) The immortal is mesmerized by music.
- 83-84) The immortal is transformed into another form and can only transform back by a certain event (such as a kiss of a prince, under a full eclipse, by bathing in the Jordan river, etc.)
- 85-86) The immortal's touch leaves strange birthmarks on the skin of mortals.
- 87-88) The immortal's touch turns water to dust.
- 89-90) The immortal incurs the wrath of mortals with certain careers (doctors, police officers, etc.)
- 91-92) The immortal's presence causes pregnancy in women in the vicinity.
- 93-94) Mortals can hear the immortal's thought if he is thinking about them.
- 95-96) The immortal grows another appendage or body part (eyes, mouths, hands, arms, etc.)
- 97-98) Tears constantly stream down the immortal's face.
- 99-00) Buildings fall into major disrepair in the immortal's presence.

Taboo - Rank 5

- 01-02) Machines will not work for the immortal without the use of a serenade.
- 03-04) The immortal cannot open doors for himself.
- 05-06) Whenever the immortal uses a telephone, his enemies' phones ring and they can hear his conversations.
- 07-08) Anyone the immortal kills re-animates as a zombie-like creature and hunts for him.
- 09-10) The immortal gets the overwhelming desire to kill his sexual partners (black widow syndrome.)
- 11-12) The immortal can only eat human flesh.
- 13-14) Things in the immortal's vicinity transform into deadly weapons whenever he is angry.
- 15-16) The immortal's image remains indelibly etched in any mirror he has looked into.
- 17-18) The immortal is struck blind.
- 19-20) The immortal must obey any direct order given to him by a mortal.
- 21-22) Mortal's age in the presence of the immortal at the rate of 1 month per minute.
- 23-24) The immortal's worst fear takes root in reality and comes alive to haunt him.
- 25-26) The immortal is forced to kill anyone he swears to secrecy who informs someone else of his existence.
- 27-28) The immortal is forced to serve a mortal for 1001 days.
- 29-30) Famine follows the immortal.
- 31-32) Crime follows the immortal.
- 33-34) Plague follows the immortal.
- 35-36) The immortal's presence inspires wanton debauchery in mortals.
- 37-38) Valuables deteriorate in the hands of the immortal (gold turns to lead, money rots, etc.)
- 39-40) Weapons break when the immortal uses them.
- 41-42) The immortal's touch causes wounds to those he loves.
- 43-44) Rain burns the immortal.
- 45-46) The immortal turns to stone under sunlight.
- 47-48) Sunlight burns the immortal.
- 49-50) The immortal believes any lie told to him.
- 51-52) The immortal cannot enter holy ground.
- 53-54) The presence of a certain plant, metal, or stone repels the immortal.
- 55-56) The immortal's voice causes excruciating pain to himself.
- 57-58) Everything the immortal touches turns to gold, stone, glass, etc. (the Midas touch.)
- 59-60) Every living thing that looks at the immortal's face turns to stone.
- 61-62) Wherever the immortal goes, inanimate objects moan and cry out in pain.
- 63-64) The immortal's presence is always heralded by a great storm.
- 65-66) Fires ignite without warning in the immortal's presence.
- 67-68) The immortal cannot abide the sight of beauty.
- 69-70) Gravity randomly reverses itself in the immortal's presence.
- 71-72) Inanimate objects and weapons animate and attack at random.
- 73-74) The immortal's taint lashes out and destroys anything near it.
- 75-76) The immortal develops a small parasitic body attached to his own.
- 77-78) The immortal's footfalls on bare earth blight the ground.
- 79-80) Water that the immortal touches turns to blood.
- 81-82) Printed words that the immortal views scramble on the page, becoming unreadable.
- 83-84) The immortal cannot verbally communicate except through animal grunts, cries, or growls.
- 85-86) Mortals become fatally obsessed with the immortal, desiring his presence to the point that they will kill to be near him.
- 87-88) The immortal attracts lightning.
- 89-90) The immortal attracts bullets and arrows to him.
- 91-92) The immortal sweats acid when he gets hot, dissolving his clothing and goods, but doing him no harm.
- 93-94) The immortal is constantly transforming, either entirely, or merely parts of his body.
- 95-96) The immortal's body is burning hot.
- 97-98) The immortal's kiss is poisonous.
- 99-00) Any mortal the immortal touches is drained of all immaculum and becomes a shriveled husk.

Sussura *A mysterious entity, rumored to be neither immortal nor anything natural to the H-habitat. The Anopheles are known to have some contact with the entity since it apparently memorized the mad ravings of Samuel and understands what that Abzulim saw on its fateful journey into the Crucible.*

Advancement

Once tainted, the immortal is in danger of slowly fading into the Blue Air, the gulf that separates the deadly dominions. From there he may wash up into any of the lands ravaged by the Shouting War and the subsequent plague that resulted. To prevent this terrifying prospect, immortals must rid themselves of taint, purifying themselves. While mortals can be a ready source of immaculum, some immortals seek out other methods of purification. There are a variety of methods used to remove taint, not all of which are legitimate by the Perpetual Society's standards. These ways are considered less dependable than even Sinning, since they involve some form of open combat or rely on chance.

Method 1: The Venerly

The hunt within, this method of purification actually cannibalizes the avatars within an immortal, absorbing their immaculum motes and adding them to the immortal.

Method: When the persona decides he wishes to purify tainted motes, he informs the narrator that he intends to do so. The narrator will then create a venerly, a spiritual journey into the persona's own mind where he must face, battle and defeat his avatar. If he is defeated in combat with the avatar, the avatar may instead drain the persona's motes and eventually may emerge to execute a successful take-over of the body, known as a schism.

Combat in the venerly is the same as any other sort, including the use of serenades, although it is not actually a physical conflict. The means to victory are simply ways for the persona to achieve victory against the disciplined mind of his own avatar. Only a single tainted mote can be reclaimed per venerly, so the persona may be required to fight a series of battles before becoming immaculate again.

Method 2: The Slaying

When an immortal slays another, he has a chance to recover the immaculum that spills from his opponent. Only free-floating immaculum can be gained, not forte. The slaying is rare not only because it is forbidden (and enforced), but because the gain may not justify the attempt. Although some adventuresome immortals resort to the slaying (the droves all do), the frequency of this action is kept under control by their underestimation of their presumed quarry.

Method: To truly slay an immortal, and thus spill his immaculum, requires the destruction of the vox, which means a crushed throat or (preferably) decapitation. The amount of immaculum that spills will cancel out an equal amount of taint in the persona's halo.



Method 3: Tempests

Whenever these Crucible Storms emerge in the Habitat, anything caught within their precincts is cleansed of all taint as immaculum floods the area. The occurrence of such a rare phenomenon is unpredictable at the very best, although some serenades may actually anticipate them. This is, of course, up to you, the narrator, to determine.

Method 4: Riallas

Riallas are events or places that occur in human society that draw immortals to them because they offer the ability to steal immaculum without great difficulty. Riallas include such events as Halloween, Mardi Gras, the carnival in Rio de Janeiro; places such as masquerade balls, parties, cult ceremonies, circuses and fairs—anyplace where the presence of the unusual is expected (and appreciated). Because of the mental excitement accompanying twilights in a rialla, immortals find it simple to sin there.

Method: Whenever an immortal enters the rialla, the narrator determines the vivacity of the event, how conducive it is to the supernatural being anticipated by the mortal. The more profound the event (such as a Halloween party at night in a creepy old house), the higher the vivacity. When attempting to drain immaculum, the rank of the vivacity lowers the rank of the sin hostile that the immortal is required to roll.

Vivacity Rank	Sin Roll Needed For Success	Examples
1	12	A fair or circus with few real thrills, ordinary churches or temples, dark underground dance-clubs.
2	9	Remote wilderness, abandoned areas with a reputation for tragedy
3	6	Reputed haunted houses, places where miracles are said to have occurred, famous sacred sites.
4	3	Mardi Gras, carnivals of Venice and Rio, deeply disturbing carnival or circus.
5	1	Halloween, any event or place with heavy superstitious overtones.

Because of the nature of riallas, religarum in mortals can also become more potent, creating higher ranks for the persona to roll, especially if they believe in the events or superstitions surrounding the building.

Method 5: The Colostrum

The Rukshasa is one of the most awe-inspiring creatures known to immortals, a gossamer who, with the Dracul and the Leviathan, was summoned out of the Crucible itself by the desperate Anopheles to guard them from the onslaught of the Sanguinary-controlled Morrigan and Tautha. This creature, unspeakably hideous to the point where light refuses to fall on her skin, has become addicted, as the Anopheles that control her are, to the corporeal existence. To anchor this gossamer into physical flesh, the Anopheles have infused her for millennia with large amounts of immaculum.

Over time, the Rukshasa began bearing young, usually slain Anopheles who used her as a living ark. The milk that she exuded, the colostrum, became a steady trickle of pure liquid immaculum. Today, the colostrum is sold as an illicit drug within the Habitat, and is used by many immortals to displace taint. The problem with the colostrum is its level of addiction. After three doses of the milk, an immortal will be addicted to the substance. No other method of displacing taint will work for the immortal after they have become addicted to the colostrum, unless they are exposed to the curing touch of a palladium. Some rumors persist in the Perpetual Society that the Anopheles and Phoenix are in a secret alliance to insure the addiction/cure/addiction cycle that strengthens the political hold of their prides over others. The Phoenix deny this, and the Anopheles simply remain silent.

Colostrum can also be used by gossamers to manifest corporeally outside of the Shallows of the Blue Air for a limited amount of time since each dose allows them a mote of orange halo. The narrator should be careful about allowing this precious substance to be overused in the experience. In mortals, it raises characteristics, making them superhuman in comparison to their natural state. In fact, overdoses of colostrum have made some twilights immortal.

Taboos *Metaphysical disadvantages imposed on immortals who attempt to draw immaculum from an unwilling mortal. The more immaculum that is stolen in this manner, the more severe the rank of the taboo resulting from the mortal's traumatic backlash.*



Resurrection

In order to survive, many immortals build arks to contain a storage of immaculum. For the persona, All of the above methods of purification can be used to acquire immaculum well over the amount that would be needed to rid them of taint. This additional immaculum can be placed within any object, such as a tree, a temple, or an automobile trunk. Since immaculum is detectable by other immortals, arks are usually well concealed and remote. The persona is encouraged to follow this same practice for safety.

At the event an immortal is slain, if enough immaculum exists in his ark, he can reform himself. Or, he can rid himself of taint by making a pilgrimage to the ark. Immaculum for the ark cannot be gained by spending memory notes.

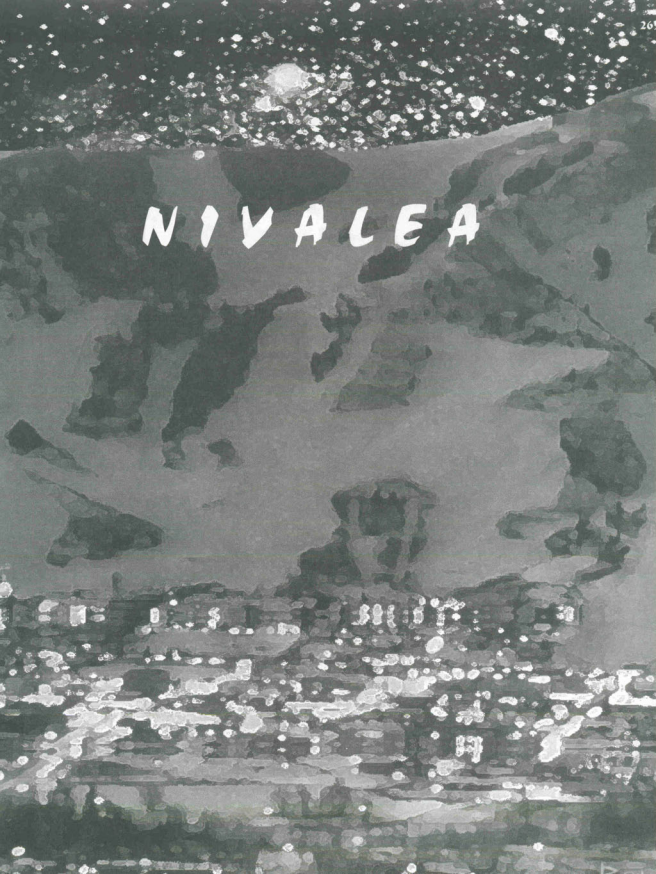
The amount of immaculum in the ark needed to reform depends, of course, on the himsati tier of the immortal who constructs it. The maximum amount of motes possible for the immortal's tier forms the amount of immaculum an immortal must gather for his resurrection, although his actual number and allocation of motes will be the same as at the moment he was slain. For example: For an immortal on himsati tier 8 to reform, he would need at least 36 immaculum motes in his ark. Refer to the second column of the himsati tier chart in Chapter Six, *Persona* for the cost of each tier.

Regeneration of a persona in the ark is swift, mediated by the needs of the narrator in his production. During this period of time, an immortal sleeps within a chrysalis until he emerges in perfect health. Taboos follow an immortal, even to death, and remain with him as he emerges from his ark. Only through the creation of scions can the chastening of his sin be buried.

Gossamers

In the Blue Air can be found some of the oldest beings in existence. The Abzulim are said to have fled there, abandoning their earthly bodies to get away from their numerous immortal enemies. Gossamers can return to the Habitat when they wish, in the form of their himsati form, but they must find a proper place in the Shallows through which they can penetrate the barrier. Sacred or haunted places are doorways into the spirit world, but the Perpetual Society does all that it can to find and dominate these areas, and thus control the gossamers.

For more information on being a gossamer persona, see Chapter Six, *Persona*.



NIVALEA



"Even legends cannot sleep forever."

*Makeda, paragon of pride Anopheles, As Queen In Sheba
A.D. 1991*

Corpus Delicti (The Facts Of The Crime)

This chapter is to acquaint you, the narrator, with an example of how Immortal is played. It will also present an overview of Nivalea, a mantle-city in Antarctica, the coldest place on earth and the center of grandiose immortal politics. Acquaint yourself with Chapter 11, *The Production*, before getting too involved in this chapter. It will give you suggestions for presenting the following episode in a variety of ways. Every approach can create a unique flavor for the episode, so we urge you to consider each one.

City Infinity

In the most southerly reaches of the arctic circle, hidden from the view of twilights within a mantle that is millennia old, lies the ancient city of Nivalea, also known as City Infinity. The city lies between (and within) the mountains Erebus and Terror. Being an active volcano, Erebus continues to throw hot volcanic bombs into the frigid night air, and within its heated precincts thrives the bastion of the immortals' salvaged civilization in the Dominions. It is a breathtaking and strange place which serves as home for immortal wanderers, politicians and some creatures who maintain secret identities within the vast maze of carved caverns that open to the dark southern sky.

Rising to a height of 13,202 feet, Mount Erebus cups a lake of lava within its 2,600 foot diameter crater. Several smaller cones near the perimeter of the lake constantly hurl bombs of cooling lava into the air two or three times each day. Active geysers jet clouds of steam into the air, to wind through the streets of the massive city. Vast towers of ice stand sentinel outside while escaping gases hollow out an endless complex of warped caves.

First devised as a reservoir for immortal civilization—the surviving art, architecture and relics from the Dominions—the city is an icy reflection of the glorious past. Every pride has a citadel within the confines of Nivalea—an embassy, as it were. On the streets, D'arcade proceeds in the shadows, trading and double-dealing.

There are levels upon levels in Nivalea. It is a place of astonishing wonders, where darkness and light take on palpable form in the presence of those who frequent its countless emporiums. The city spreads as new eras come to pass, as mortal tastes change and evolve. The deepest layers of Nivalea are ancient cities which give way to the futuristic spires of the uppermost levels. The Renaissance and Dark Age Quarters are popular attractions, as is the garden of the Hesperides which boasts every flower species ever to have grown on the earth.

There are a variety of prominent immortals within Nivalea, most belonging to one of the different prides, some not even associated with the stratagem. There are a variety of solitaires that inhabit the city, too many to remove without a show of force that would tear the mantle apart. They are therefore allowed to exist in relative peace, although the prides make occasional raids with their scourges to keep these rogues in line. Many of the quiet cultures maintain their own holy cities within Nivalea. Those mortals who are lucky enough to be drawn into the cultures may find themselves here if they are noticed by an immortal of the pride to which the sect owes its allegiance.

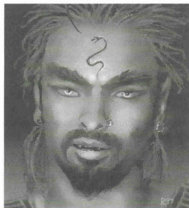


D'Arcade

The real power of Nivalea can be said to be the elusive D'arcade, solitaires who have banded together in a criminal society devoted to their own protection at the expense of all other breeds. D'arcade is secure in Nivalea because they have restored so many precious relics of the prides to their respective owners.

Members of D'arcade hold many of remains of the Malice Shard, conundrums used to build Nivalea in the first place. Wherever these travelers go, their shards allow them entrance into Nivalea. In a manner of speaking, Nivalea extends all over the world since its borders are constantly changing in geography with those who carry the hailstones. No matter where influential members of D'arcade are, they are never far from their power base.

The Cast



Alp Lauchra

Pride:	Anopheles
Himsati:	Cobra
Himsati Tier:	22
Predilection:	Scoundrel
Calling:	Slayer
Visage:	8
Free Immaculum:	7

This immortal is the leader of the Menagerie Dynasty of the Anopheles in Nivalea. He is a darkly tanned Negroid man whose himsati, the cobra, gives him a hunter's air. He favors clothing gleaned from companion cobras who always attack him on sight. The jewelry he favors is always set with deep red rubies; his hair and eyes are glossy black, his eyes a watery green. He often moves quietly and remains pensive until it is time for him to act on behalf of his pride.

Alp Lauchra is one of the most trusted servants of the Cadra Raga, the three "sisters" who rule as Paragons

in pride Anopheles. He is, in fact, their general, and will not hesitate to obey any of their commands. A methodical assassin, he rarely fails his marks. He is on the verge of attaining a visage milestone of 9, which will increase his reputation throughout the Perpetual Society. His influence within the pride is considerable, as is his talent at bringing voxes back to his paragons.

Varaca



Pride:	Anopheles
Himsati:	Black Leopard.
Himsati Tier:	26
Predilection:	Cabalist
Calling:	Juggler
Visage:	12
Free Immaculum:	8

One of the paragons of pride Anopheles, she is at a lower rung of power than her other sisters, Makeda and Medusa. She is a dark, beautiful woman with bright eyes and a playful personality that makes her very likable. She plays the sex-kitten well, but she is incisively intelligent and can invoke a veneer of command at the slightest provocation. She tends to speak softly and to patiently listen to the words of those she speaks with.

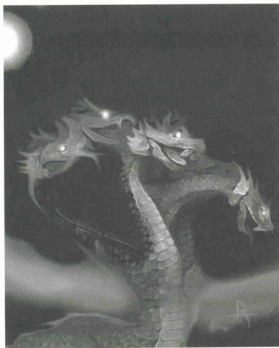
Varaca is the Cadra Raga who executes the will of her other, more powerful sisters. Although her beauty is not as terrible as Medusa's, or her brilliance that of Makeda, she does have a certain amount of humanity that allows her to be a competent liaison between the older powers and ingenu out of lethe.

Varaca's juggler activities frequently take her around the world in service to her pride. Because she does not want to be noticed by means of a ripple, she keeps her free immaculum at a low level, relying on her forte to get her through any scrapes. Her visage is high, the result of centuries of clever victories against her pride's enemies.

Sheshanaga

Pride:	Anopheles
Himsati:	Black Mamba
Himsati Tier:	7
Predilection:	Builder
Calling:	None
Visage:	1
Free Immaculum:	5

This creature was snared by a quiet culture known as the Nagas and shaped by their religiarum rituals into the form of a thousand-headed god many centuries ago. Recently, Varaea infiltrated them, recaptured him, and put the mortals under the thumbs of her pride. She then put out the word that he was a solitaire who had been captured and used by the quiet culture, and that he had information about the Banjax that would be useful to her pride. He now recuperates in Nivalea as a guest of the Cadra Raga, the ruling elite of the pride, until the effects of the religiarum fade from his tormented body. Once a handsome man, he is now a writhing mass of serpentine heads. Sheshanaga is unable to speak because of a taboo that he is under, which keeps him mute unless there is a moon in the sky. His shadow then speaks for him for as long as he remains in the moonlight.



Glynn

Pride:	Banjax
Himsati:	Owl
Himsati Tier:	4
Predilection:	Knight
Calling:	Keeper
Visage:	4
Free Immaculum:	6

Glynn is a Banjax keeper who has been instructed by her pride to enter Nivalea, help Sheshanaga escape from the Anopheles citadel there, and return him to them to discover what he knows of the Banjax. Her reasons for doing this are numerous. To steal a prominent prisoner of the Anopheles would be a public embarrassment to the pride, especially since their security should be exemplary. Secondly, the freedom of Sheshanaga would allow the Banjax to usurp the hold over the Nagas that the Anopheles possess, even though they have no interest in using the culture themselves. Always the advocate of freedom and justice, Glynn will do her utmost to see her duty through. If she succeeds, she believes her visage will rise, as will her pride's reputation. If she fails, the Banjax will suffer a considerable loss of face. Unfortunately, she doesn't realize that Sheshanaga is really an Anopheles who was rescued from his mortal tormentors, and that the Anopheles are just waiting for the Banjax to invade their citadel in search of him.

As a keeper, Glynn will meet, then attempt to persuade your cadre to join her in her mission, promising them the shelter of pride Banjax when the coup is counted, and rewards for their participation. She plainly believes in her pride's integrity and will attempt to live up to it at every turn.



Ulak

Pride:	Peri
Himsati:	Katana (glass)
Himsati Tier:	4
Predilection:	Drifter
Calling:	Sleeper
Visage:	1
Free Immaculum:	4

Ulak is a Peri who is not well respected in the Perpetual Society, as evidenced by his low visage. Because he has difficulty tolerating the hierarchical structure within the Peri pride, he sometimes wanders away to join in the activities of other prides. His pride allows him to remain part of their gathering because of his success so far in assaults upon the Sanguinary's minions within the Morpheum, and because his loyalty to his pride is such that he has never betrayed them by word or deed.

When he assumes his himsati form, Ulak resembles an oriental glass gargoyle with katanas radiating off his back like a crest. Using the attention endue, he often shapes himself into a beautiful glass-handled katana that can be used by those he allows. He favors women, being very old and trusting in their gentler natures.

Ulak is the unknowing pawn of the Anopheles, although he believes that he can outwit them.

Approaches

This episode utilizes three approaches in the Immortal experience, that of the Habitat, the Morpheum and the mantle of Nivalea in Antarctica. The narrator can, if he wishes, concentrate the entire episode in any one of these, having the entire story be simply a dream, for instance, or finding that the mundane mortal world in which they grew up was really a mantle in Nivalea. Setting the entire episode strictly in the habitat is also easy enough. The locales can be changed to suit the narrator's hometown or city.

Designing Your Own Episode

There are 5 easy steps for designing an episode, as outlined below. If you use them, you'll find that it's a snap to whip something together. The narrator should allow for variances based on his own particular style, disregarding any rule or suggestion he feels hinders the creation of a satisfying production. The narrator also reserves the right to invent necessary hostiles and to set difficulty numbers according to the production's needs.

Step 1: The Prologue: This is where you decide what is happening to the personas and any characters prior to their first meeting. It is the setup stage where you have determined everyone's needs and motivations before the episode actually begins.

Step 2: Building The Story: This is where the scenes unfold, one at a time, that will lead up to the personas being hooked by events and encouraged to participate in them in some manner.

Step 3: The Hook: This is where the personas are gripped by the story, where they have discovered information that will lead them to act on your plot in some way. Once they have been convinced that something is happening, you may want to have the hook actually become a false lead, and lead them in a new direction to the new (and real) hook.

Step 4: The Climax: The culmination of the episode, where the personas come into direct conflict with their antagonists and resolve the hook of the plot. Once this is done, they have either failed or emerged victorious.

Step 5: The Epilogue: When the climax is past, this is your scene to clean things up, resolve any loose ends or dangle a new lead in front of the personae to take them into yet another episode. It's best to allow for a "cooling-down" period, where the personas can role-play and experience relatively ordinary events before the next episode. It's best not to oversaturate your actors with too much adventure, or it may eventually become tiresome.

Tool Of The Crime

Our first episode is a daring one, designed to get your actors readily involved in the affairs of the immortals, with risks and rewards that will help awaken the ingenue from his lethe and bring him back into the Perpetual Society. Although the danger may seem formidable, the climes of Nivalea are easy to hide in, and because there are no pride creches in the city, security is not as stringent as elsewhere, at least, not until this is over.

The approach that would allow for the least actual contact between ingenue and the Anopheles would be the use of the Morpheum, making this entire story a dream whose conclusion will either gain visage for the Banjax or for the Anopheles. If you use this approach, you will want to have the next visits of immortals to your ingenue to be real ones.

Prologue Ulak has, in his duties as a sleeper, already met the personas of your cadre, although they don't know it—yet. Because he has told her of the ingenues,

Glynn has insisted that they should attempt to not only enlist the ingenues' help, but to rescue them from lethe before another pride, or the droves, find them. She would like to recruit them into pride Banjax, but only if they prove themselves accepting of the pride's convictions. She has sent Ulak to continually watch the cadre in their daily routine. Unknown to Glynn, Ulak has also contacted the Anopheles through one of their sleepers in Nivalea, warning them of the impending attack on their fortress. He wishes to count coup on pride Banjax by denying their victory against the Anopheles while cheating the Anopheles in the end by keeping the Ingenue out of their hands. If successful, he will have made a deep stroke with the sword of the stratagem against two prides. There is nothing personal about it. That's life in the Stratagem. Being a sleeper, his actions will come as a surprise to the other prides since his work is usually done in the Morpheum. Ulak genuinely doesn't want the ingenue to get hurt, but knows that if he doesn't use them, they will be found by someone else—maybe the Sanguinary.



Building The Story

Scene One: Followed. A member of your cadre, preferably a Peri, but any will do, will awaken from dreams of seeing a gargoyle made of glass on an impossibly tall cathedral spire. The shifting, melting contours of the creature will remain vivid in his mind, especially so, because a human face seems to swirl within the vision as well. Things start getting strange when this same face is seen on someone who appears to be following the ingenue. If the persona decides to confront Ulak, he will try to arrange a meeting with the ingenue and his cadre of friends at an old church downtown. If Ulak is not confronted, he subtly leaves the persona's view.

Scene Two: Meeting Of Minds If the persona has not talked with Ulak, he will continue to experience the dreams, and will recall a conversation about his participation in a plot to free a prisoner of war from an enemy camp. A strange, ethereal music emanates from the gargoyle as it talks. Other ingenue in the cadre also experience the dreams. The sense of something weird going on intensifies when the cadre gathers in a single place to talk about the dreams. Some will also have heard the screech of an owl in the middle of the night.

Hook

Scene One: Snake Bite While together, when night has fallen, the cadre will bump into Glynn and Ulak, who are ready to persuade (or abduct) them and head to Nivalea. Neither of the immortals knows that their presence in the city has been noticed by members of the Naga quiet culture. Someone within their gathering knows that Sheshanaga is still alive and deeply resents the Anopheles' domination of her culture. The Nagas, all loyal to this mysterious rebel within the culture, will attack Glynn and Ulak (and the personas), before the immortals have even a chance to make their case or attempt the abduction. Glynn will not wish to stand and fight, preferring to get to Nivalea before her plan falls into ruin, and will quickly see the conflict as possible leverage to convince the ingenue to go with her. She will implore the personas to follow her to safety, as will Ulak. Their sincerity will certainly be hard to resist. Any persona who does not go with them may end up held by the quiet culture as captives, to be prevailed upon to help the rebel regain her imprisoned god. Characteristics of the Nagas are as human, with two at human maximum.

Scene Two: Half-Truths By this time, the ingenue may well believe that the attack was meant for them, and Glynn will not discourage this notion. In reality, they are being led on a mission to rescue Sheshanaga, and will be given a sob story about how mistreated the

poor creature is. They will also tell the ingenue that both Glynn and Ulak are really immortal beings who have taken on the guise of humanity to escape from the nasty Anopheles, and that Sheshanaga is their friend who's helped them out often in the past. If any of the ingenue doubt the validity of Glynn and Ulak's pedigree, they will be happy to demonstrate with serenades. The last will be Glynn's opening of a Ley-line, carrying the players quickly through molten streams of silvery blue light.

Scene Three: The Plan The duty of the ingenue will be to walk into the Anopheles citadel and present themselves as ingenue seeking asylum from the Banjax. Ulak has already contacted the Anopheles again and told them that he has found ingenue who are ignorant of their heritage as immortals. He will tell the ingenue that he will pretend to have brought them in as a highbinder, a bounty hunter, who wants to be paid immaculatus motes for his trouble. Because of his low visage, and the Peri's reputation for being mercenaries, he will use this lie to get the ingenue into the citadel. If the ingenue put up a fuss about marching into the lion's mouth, both Ulak and Glynn will assure them that they will be safe, that they are there as a distraction while the two immortals do their work, and that they will be rescued. Besides, they have to help their friend Sheshanaga! Glynn will resort to threats, if necessary, or promises of reward if she thinks either method will gain the ingenue's cooperation.

Scene Four: Cold Walk Because Nivalea is enchanted to block incoming Ley-lines, the cadre will halt on the Ross Ice Shelf and have to trudge for a couple miles through the cold country at night. The bitter cold will cause one of the ingenue to manifest a serenade such as Welkin (to create a warm wind) or Ember to create a fire in the air. No hostiles need be rolled for this, its designed merely to show the ingenue that they are something special, if they have not already manifested serenades in their battle with the Nagas.

Scene Five: Medusa's Dance Entering the hall of the Anopheles' risquely-appointed citadel, the ingenue perceive a variety of sensual scenes, erotica engraved in the walls, and beautiful mortal servants scurrying to and fro in service to their masters. Everyone in the citadel is beautiful, virile, exceptionally attractive, even the mortals. They are all moving, with their pet mortals on jeweled leashes, to the main hall from which music seems to emanate. The cadre will run into Alp Lauchra, who sternly warns them to behave themselves. His very presence will invoke an intense feeling of dread among the ingenue.

Production Note 1: Find an insidious, rousing song to serve as the music to which Medusa dances. It can be a popular rock tune, or some high-energy instrumental. I highly recommend "The Namy's Teacher" by Ayman, a

band whose CD *Moon Shines Last* should be available in good record stores. Also, dim the lights for this scene and describe in vivid details the ethereal beauty of the Anopheles' citadel and the people there. In the dance-scene that follows, describe the hypnotic lights that emanate from the ceiling as the cadre is drawn in to watch Medusa perform.

Through the crowd of bodies, many of which are barely, if at all clothed, the ingenue see the figure of Medusa dancing to the music that echoes around the hall. Her hair is long and full, swirling around her as if somehow alive. Her beauty is unbelievable, forcing each ingenue to make a roll of his Red halo with a hostile rank of 9 to prevent himself from being washed over in a tide of pure ecstasy. As the ingenue watch the dance, they never seem to see Medusa's face. At the end of the song, she drops to a sensual pose on the polished marble floor, amidst great applause. Then, the Anopheles begin filtering out of the hall. During the moment that Medusa is obscured from their view, she vanishes from the room.

Any ingenue who makes an awareness roll, based on the number of Blue motes with a hostile difficulty of 6, will notice that some of the people in the hall are not moving, but seem to remain staring at the middle of the dance-floor. As the cadre is ushered out by some Anopheles slayers, led by Alp Lauchra, he can see twilight servants with odd fork-lifts picking up these frozen victims and carrying them out of the hall. As he passes, it is evident that they are made of stone.

Scene Six Inside The Coils After being given a comfortable room, appointed in a style reminiscent of ancient India, the ingenue will be brought before Varaea. With her stands Ulak, who insists on being paid immaculum for his delivery of the ingenue. Varaea agrees, sending him away. Varaea will treat the ingenue quite civilly, if they mind their manners. She may even attempt to seduce one of them, especially any persona whose predilection is rake, romantic, or innocent. For the persona interested in a sensual experience with a beautiful woman, this is the scene for them. Of course, anyone involving themselves with Varaea will be questioned about his real presence here; she will do or say anything to gain the persona's trust. If the persona blabs, Ulak is in real trouble.



Climax

Scene One: Meeting Sheshenaga In the middle of a snowstorm, when the Anopheles have retired to indulge themselves in the pleasures of the citadel, one of the ingenue will be suddenly inspired by Sheshanaga, leading him to wander out of his room. After going through the hall, he will find a door made of iron that has a thousand-headed serpent god carved in bas relief along its length. As he watches, the iron heads will become fluidly soft and each head will begin to move hypnotically. The persona will then have a vision of standing on a tall parapet, with a thousand-headed immortal creature fanning its necks out like grass swaying on the bottom of the sea. With the moon behind it, Sheshanaga's shadow will tell the persona that he is a captive, but that he must not be rescued from here. He has been made into a monster, he says, by the Nagas and their religarum. He is really an Anopheles who is being kept within the prison until he is able to throw off the effects of his worshipper's beliefs. He tells the Ingenue to leave, while they can. Glynn and Ulak, having been led to this place with false information, have already discovered that there is no victory for them. The Anopheles have counted coup instead by luring them here. The persona will get a sense of kindness from this creature, and of wisdom.

Scene Two: Getting Out After the strange vision,

which seems less and less like a hallucination, the ingenue finds himself outside the iron door, which no longer flows with moving heads. He may attempt to leave the citadel undiscovered, with the cadre. Once outside the citadel, they are on neutral ground, and therefore safe. Alp Lauchra will certainly bar their way if he's in the area. Glynn has meanwhile been caught by the Anopheles. The ingenue may hear signs of her struggle.

Conclusion

You can end this episode in a variety of ways. Ulak could succeed in getting the ingenue out and slapping the Anopheles in the face with his capture of an unwilling Sheshenaga. Glynn could escape her prison where she waits to be ransomed back to her pride, and could help the personas by providing some stolen weapons. The Anopheles, if they close their finely woven trap, will attempt to ascertain the ingenue's pride affiliations, and ransom them back, unless any of the personas are ready to embrace the Anopheles' convictions. If this was all a dream, Ulak will have been tricked in his own element, causing a truly humiliating loss of visage to himself. Since the Anopheles have set up the trap, they will be certain to inform the Jury of the coup. Whether the jury actually shows is still another matter entirely. If they don't, the Anopheles must content themselves with selling the ingenue, Glynn and Ulak back to their respective prides.



LEXICON

These terms conclude the lexicon that runs throughout this book, on the bottom of most of the pages.

Teind *A payment of immaculum by all members of a pride into the creche to provide the storehouse of energy required to carry the warriors of the pride into battle during the rapture.*

Taint *Impure essence, acquired at the imperfect playing of a serenade.*

Tautha *One of the immortal prides, evolved from mammals and the current caretaker of the Sunedrion, seekers of true immortality through intimacy with the Crucible.*

Terat *Once a drove, a group of immortals who broke from Sanguinary control and became a pride member of the Perpetual Society. Not well trusted by the rest of the prides, the Terat seek the freeing of the himsati from the Sanguinary's influence and a return to their primordial beginnings.*

Torques of Almandia *Relics used in the Shouting War as proof against beheading, now a valuable commodity, forged by the Abzulim.*

Transfer, the *The ability of a savant to insert his dominant consciousness into the mind of his own scion.*

Triad *The normal operating number of Nimrod callings, comprised with at least one gossamer.*

Pride *Coalitions of immortals arranged beneath political ideals which suit the members. The prides are protected under the pactet, working to maintain the silence while vying for visage sufficient to lead the others against the Sanguinary during the rapture.*

Trine, the *The three gossamers summoned out of the crucible, later embodied in flesh. These are the Rukshasa, the Leviathan, and the Dracul. It is theorized that the Trine originally exiled the Sanguinary from the crucible. Also called the Lost Trinity.*

True Name *The sound made by the himsati in its natural state.*

Trust *Any mortal product of an immortal and mortal union, usually born with superior talents, the ability to play serenades, and with unique abilities which allow him to create mantles.*

Tumuli *Solitaire holy places where immaculum is collected for the rapture.*

Twilight *Any mortal creature, usually applied to human beings. Interchangeable with mortal.*

Unmen *The avatars of the Sanguinary, known as the Silhouette, Crone, Dust and Rime.*

Vail *The unit of currency used by immortals as pertaining to immaculum. Used as a polite term in bartering immaculum.*

Venery, The *An inward hunt for the avatar of an immortal with the express aim of cannibalizing that avatar's immaculum to advance the cardinal on the himsati tier. Venery is often committed to destroy avatars who have become completely mad during their existence in ennui.*

Vetala *An Anopheles quiet culture found in India, known as vampires by native mortal tribes.*

Visage *The political face of a pride, considered to be the most important element in immortal intrigue, around which is built the stratagem. At the time of the rapture, the pride with the strongest visage will be mandated to lead the others against the Sanguinary.*

Vogues *Commonly used (and known) serenades, as opposed to secrets.*

Vow Of Humanity *Principle upon which the Apocrypha bases its purpose. The shunning and destruction of immortality in all of its manifestations.*

Vox *The voice of the immortal, his unique vocal cords which have the ability to imitate the various patterns of the Crucible, and thus speak matter and energy in and out of existence.*

Weald *Any of the intelligent, ancient plants and trees whose roots are said to extend into the Crucible itself, and who are the basis of the surviving light engendered by the Sunedrion. The Weald are defended by pride Tautha.*

Whacked *(slang) hurt, killed.*

Ys *Immortal term for the world of mantles under the oceans.*

Zamzumim *(Achievers) The ruling breed of the Abzulim, the original keepers of the Femme Darkle.*

Zuzog *The antithesis of the Sunedrion, dark wealds which have grown from conundrum that are allowed to be planted in the ground, from which the Sanguinary can branch out its consciousness through the plant kingdom.*



Weapons Appendix 1

Hostiles & Damage

All melee weapons have a minimum number of orange motes needed by the persona to utilize the weapon before incurring a bulk hostile. The difference between the minimum motes required and the persona's current orange motes equals the rank of the hostile.

Melee Weapons

Type	Minimum Orange Motes to Use without Bulk Hostile	Damage
Axe, Battleaxe, small	2	4
Axe, Battleaxe, double bit	4	6
Axe, Battleaxe, single bit	3	5
Axe, Battleaxe, Great	5	8
Axe, Handaxe, Viking	3	5
Axe, Hatchet	1	3
Axe, Tomahawk	1	3
Axe, Woodsman's, double bit	4	5
Axe, Woodsman's, single bit	3	4
Ball & Chain (Olympic Hammer)	4	4
Baton (Billy Club)	1	2
Bokken	0	2
Buckler, Spiked	1	2
Cestui (Brass Knuckles)	1	2
Chainsaw	4	6
Cleaver, Meat	1	3
Club	1	2
Club, African War	2	3
Crowbar (or Tire Iron)	2	3
Dagger, Bodice	0	1
Dagger, Kris (Wavy Bladed Arabian Dagger)	1	3
Dagger, Katar (Punch Dagger)	1	2
Dagger, Stiletto	1	3
Drill, Electric	1	3
Fist, Bare	0	0
Fist, Mailed	1	1
Flail, single headed	2	5
Flail, two headed, heavy	4	7
Foil (Fencing Sword)	1	3
Gama (Japanese Weighted Fighting Chain)	2	3
Glass, Broken Bottle	0	2
Hammer, Claw	1	2
Hammer, Sledge	5	3
Hammer, Sledge, large	4	5
Hammer, War	3	4
Harpoon	3	5
Hoe	2	2
Ice Pick	0	2
Javelin	2	4
Jo Staff (Oriental Fighting Stick)	1	2
Kick	0	1
Knife, Butcher	1	2
Knife, Ghurka (East Indian Curved Fighting Knife)	1	3
Knife, Hunting	1	2
Knife, Serrated Kitchen	0	1

Melee Weapons Contd.

Type	Minimum Orange Motes to Use without Bulk Hostile	Damage
Knife, Pocket Penknife	0	1
Mace, Small	2	3
Mace, Great two-handed	4	6
Maul (A huge Club or Hammer)	5	7
Morningstar	3	5
Nail Gun, Pneumatic	1	3
Nunchuka, metal	2	3
Nunchuka, wooden	1	2
Pick, Archaeologist's	1	1
Pick, Miner's	4	5
Pitchfork	2	3
Polearm, Axe headed	5	8
Polearm, Blunt	5	6
Polearm, Edged	4	7
Polearm, Exotic	5	7
Power Saw	3	5
Razor, Strait	0	2
Sai (also called a Jitte)	1	2
Scythe	3	5
Shovel	3	3
Sickle	2	4
Spear, Fishing	1	2
Spear, Leaf headed	2	5
Spear, Pike	4	7
Spear, Pilum (Roman)	3	5
Spear, African short	2	4
Staff, Quarterstaff (also called a Bo staff)	1	4
Staff, Tri-sectional	1	3
Sword, Bastard	4	7
Sword, Broad	4	6
Sword, Claymore	5	8
Sword, Epee (Thrusting fencing sword)	1	4
Sword, Gladius (Roman shortsword)	2	4
Sword, Greatsword	5	8
Sword, Katana (long samurai sword)	3	6
Sword, Khopesh (Egyptian curved sword)	2	5
Sword, Parang (Indonesian beheading sword)	4	6
Sword, Rapier	1	4
Sword, Sabre or Longsword	2	5
Sword, Scimitar	2	5
Sword, Shortsword (Greek)	2	4
Sword, Wakisashi (short samurai sword)	2	4
Tonfa (Baton with side handle)	1	2
Trident	3	4
War Fan (Metal Japanese fan used as a court weapon)	0	1
Whip	2	2
Makeshift weapon under 8 oz	0	0
Makeshift weapon 8 oz - 1 lb	1	0
Makeshift weapon 1-2 lbs	1	1
Makeshift weapon 3-4 lbs	2	1
Makeshift weapon 5-8 lbs	3	2
Makeshift weapon 9-16 lbs	4	3
Makeshift weapon 17-32 lbs	5	3
Makeshift weapon 33-64 lbs	6	4
Makeshift weapon 65+ lbs	7	5

Thrown Weapons

Type	Minimum Orange Motes to Avoid Bulk Hostile	Damage
Axe, Battleaxe, small	3	2
Axe, Battleaxe, double bit	4	4
Axe, Battleaxe, single bit	3	3
Axe, Hatchet	2	1
Axe, Tomahawk (throwing axe)	1	2
Axe, Woodsman's, double bit	4	3
Axe, Woodsman's, single bit	4	2
Ball & Chain (Olympic Hammer)	5	3
Bola	2	1 + entangle
Boomerang	1	1
Chakram (sharpened throwing discus from India)	2	3
Cleaver, Meat	1	1
Club, Throwing	2	1
Dagger, African Throwing	2	2
Dagger, Bodice	1	0
Dagger, Kris	1	1
Dagger, Stiletto	1	1
Dart, Swing (dart with throwing ring and chain attached)	0	1
Dart, Tournament	0	0
Hammer, Sledge	5	2
Hammer, War	5	3
Harpoon	4	5
Javelin	3	4
Knife, Ghurka	2	2
Knife, Hunting	2	1
Knife, serrated kitchen	0	0
Knife, Throwing	1	1
Net	2	damage done equals orange halo motes to hold target (see thrown objects below)
Rock		
Shotput	5	2
Shuriken, small	0	0
Shuriken, medium	0	1
Shuriken, large	1	2
Spear, Fishing	1	1
Spear, Leaf headed	2	4
Spike, Throwing	0	0
Trident	5	3
Thrown Object under 8 oz	0	0
Thrown Object 8 oz - 1 lb	1	0
Thrown Object 1-2 lbs	2	0
Thrown Object 3-4 lbs	3	1
Thrown Object 5-8 lbs	4	1
Thrown Object 9-16 lbs	5	2
Thrown Object 17-32 lbs	6	3
Thrown Object 33-64 lbs	7	4
Thrown Object 65+ lbs	8	5

Non-Firearm Missile Weapons

Type	Minimum Orange Motes to Avoid Bulk Hostile	Damage
Blowgun	2	1
Bow, Ancient, light or fishing	1	depends on arrow type
armor piercing arrow		4
blunt arrow		0
fishing arrow		2
frog crotch		3
hunting arrow		3
razor edged hunting arrow		4
target arrow		2
Bow, Ancient shortbow	2	depends on arrow type
armor piercing arrow		5
blunt arrow		1
fishing arrow		3
frog crotch		4
hunting arrow		4
razor edged hunting arrow		5
target arrow		3
Bow, Ancient longbow or Modern competition	3	depends on arrow type
armor piercing arrow		6
blunt arrow		2
fishing arrow		3
frog crotch		4
hunting arrow		5
razor edged hunting arrow		6
target arrow		4
Crossbow, Ancient, light	1 (3* to cock by hand)	4
Crossbow, Ancient, heavy	2 (5* to cock by hand)	5
Crossbow, Modern hand	0 (3* to cock by hand)	3
Crossbow, Modern light	1 (4* to cock by hand)	5
Crossbow, Modern, Hunting	2 (5* to cock by hand)	6
Slingshot, Hand crafted, or Sling, short	1	depends on projectile type
using ball bearing		2
using stone		1
Slingshot, Modern, large, or full Sling	2	depends on projectile type
using object of under 8 oz		3
using object 8 oz - 1 lb		4
Slingshot, Modern Wrist Rocket	2	depends on projectile type
using ball bearing		4
using stone		3

* This number also represents the number of Orange motes that should be applied to the damage.

Firearms

Note: When using a firearm, a persona's Orange notes are **not** added to the damage.

Calibre	Recoil	Hostile Value	Damage	Type of Firearm in this Calibre
.17 Remington	3		5	rifle
.22 short	3		5	revolver, automatic pistol
.22 long	3		5	revolver, automatic pistol
.22 long rifle	3		6	rifle, automatic pistol, revolver
.22 Jet Magnum	6		7	revolver, rifle automatic pistol
.22 Fireball	6		7	revolver, rifle automatic pistol
.222 Rem.	6		6	rifle
.222 Magnum	6		7	rifle
.223 (5.56mm)	6		6	rifle, assault rifle, submachine gun, heavy machine gun
.225 Winchester	6		6	rifle
.22-250 Win.	6		6	rifle
.243 Winchester	6		6	rifle
6mm Rem.	6		6	rifle
25-20 Win.	3		6	rifle
.250 Savage	6		6	rifle
.25 automatic	3		6	automatic pistol
.256 Win. Mag.	6		8	rifle
.257 Roberts	6		7	rifle
25-06 Rem.	6		7	rifle
25-35 Win.	3		7	rifle
6.5mm Rem. Magnum	9		8	rifle
.264 Win.	9		7	rifle
.270 Win.	6		7	rifle
7mm Mauser	6		7	rifle
7mm-08 Rem.	6		7	rifle
.280 Rem.	6		7	rifle
.284 Win.	6		7	rifle
7mm Rem Mag.	9		8	rifle, big game rifle
.30	6		8	carbine, rifle, heavy machine gun
.30-30 Win.	6		8	carbine, rifle
.300 Savage	9		8	big game rifle
.30-40 Krag	9		8	rifle
.308 (7.62mm)	6		8	assault rifle, rifle, submachine gun, heavy machine gun
.30-06	9		8	rifle
.300 H&H Mag.	12		9	big game rifle
.303 British	6		8	carbine, rifle
.32 short	3		7	revolver
.32 long	3		7	revolver
.32 automatic	6		7	automatic pistol
.32-20 Win.	6		8	rifle
.32 Win. Special	6		8	rifle
8mm Mauser	9		8	rifle
8mm Win. Mag.	12		9	big game rifle
.33 Rem.	6		8	rifle
.330 Rem. Mag.	12		9	big game rifle
.338 Win. Mag.	12		9	big game rifle
.348 Win. Mag.	12		9	big game rifle
.35 Rem.	6		8	rifle
.351 Win.	9		8	rifle
.356 Win.	9		8	rifle

Firearm Cont

Calibre	Recoil	Hostile Value	Damage	Type of Firearm in this Calibre
.357 Magnum	6		8	revolver, automatic pistol
.358 Win.	9		9	rifle
.375 H&H Mag.	12		10	big game rifle
9mm	3		9	automatic pistol, pistol, assault rifle, carbine
.38 short	3		8	revolver
.380 automatic	3		8	revolver, automatic pistol
.38 regular	3		8	revolver
.38 special	3		8	revolver
.38-40 Win.	9		9	rifle
.38-55 Win.	12		9	big game rifle
10mm Bren	6		8	automatic pistol
.41 Magnum	6		9	automatic pistol
.44 Magnum	6		10	revolver, automatic pistol
.44 Automagnum	6		10	automatic pistol
.44 Rem. Mag.	12		11	rifle, big game rifle
.444 Marlin	12		10	rifle, big game rifle
.45 automatic	6		9	automatic pistol
.45 Colt	6		9	revolver
.45-70	12		11	rifle, big game rifle
.458 Win. Mag.	15		11	big game rifle
.460 Weatherby Magnum	15		11	big game rifle
.50	12		11	sniper's rifle, heavy machine gun, hunting pistol (single shot)
.410 gauge shot	9		7	shotgun
.410 gauge slug	9		8	shotgun
.20 gauge shot	9		8	shotgun
.20 gauge slug	9		9	shotgun
.12 gauge shot	12		9	shotgun, automatic shotgun
.12 gauge slug	12		10	shotgun, automatic shotgun
.10 gauge shot	15		11	shotgun
.10 gauge slug	15		12	shotgun

Bulk Hostiles by class of Firearm

Weapon	Bulk Hostile Value
Revolver under .38 caliber	0
Revolver .38 caliber and over	3
Automatic Pistol under 9mm	0
Automatic Pistol 9mm to .45 caliber	3
.44 Automag (or any automatic pistol with a scope)	6
Rifles under .223 caliber	0
Rifles .223 to .30/06	3
Rifles over .30/06 caliber	6
Big Game Rifles	9
All carbines	3 (6 if carrying combat clip)
Assault Rifles	3 (6 if carrying folding stock or combat clip)
Pistol grip shotguns	3
Full stock shotguns	6
Riot shotguns	9 (includes combat clip, 12 if carrying combat drum)
Heavy Machine Guns	12

Weapons Appendix 2

Missile And Firearm Ranges (Optional)

All Ranges for weapons are given in yards.

Weapon	Short Range Hostile 3	Medium Range Hostile 6	Long Range Hostile 9	Extreme Range Hostile 12	Maximum Range Hostile 15
All Axes	4	6	8	10	15
Ball & Chain	5	10	20	30	40
Boomerang	5	10	20	30	50
Chakram	5	10	15	20	25
Cleaver	3	4	6	8	10
Club	3	4	6	8	10
All Daggers and Knives	4	6	8	10	15
Blowgun	2	5	10	15	20
All Darts	2	4	6	8	10
All Hammers	2	4	8	15	25
Harpoons and Spears	4	8	10	15	25
Javelin	5	10	20	40	60
Net	2	3	4	5	10
Shot Put	2	3	4	5	8
All Shurikens					
& Throwing Spikes	4	6	8	10	15
Sling	5	10	20	40	60
Trident	2	3	4	5	10
Thrown Object					
under 1/2 lb	10	20	40	60	100
up to 1 lb	4	8	15	25	30
up to 4 lbs	4	6	8	10	15
up to 8 lbs	2	3	4	5	10
over 8 lbs	2	3	4	6	8
Light Bow	5	10	20	40	60
Short Bow	10	20	40	60	80
Long Bow	10	20	40	80	120
Competition					
& Hunting Bows	10	20	40	80	150
Hand Crossbow	5	10	15	20	25
All Other Crossbows	10	20	40	80	150
Slingshots	5	10	20	30	50
Squirtguns	2	3	4	5	10
Revolvers under .38 ca	5	10	20	40	60
Revolvers over .38 ca	5	10	25	50	100
Automatic Pistols					
under 9mm	5	10	20	40	60
Automatic Pistols					
9mm & up	5	10	25	50	100
Shotguns	5	15	30	60	100
Assault Rifles	20	40	80	150	250
Carbines	30	60	100	200	300
Rifle	50	100	200	300	500
Big Game Rifle	75	150	300	500	1000
Heavy Machine Gun	100	200	400	800	1500

Armor Chart

Rank	Examples
0	Normal clothes, no effective protection
1	Leather, strong protective clothing
2	Reinforced leather armor, Kevlar versus melee weapons
3	Chainmail, Kevlar vest (versus bullets), most full metal armors
4	Platemail, full Kevlar
5	High-tech powered armor, mystically enchanted armor.



AFTERWORD

Danger follows imagination just as surely as the smoke of a million votive candles coats the frescos of the Sistine chapel. When imagination leads us to seriously examine such central taboos as Self, Belief, and Reality, our shared concept of purity becomes a question of discourse and that danger becomes profound. As a work of imagination this book has every intention of inviting a mental "crossing" (however temporary) from the accepted mundane to the unknown but possible. Just as importantly, this book is in no way intended to demean any belief system, religion, or way of life, that, peacefully pursued and freely chosen, offers enlightenment for the life of one or many within the Habitat.

Paul W. Brown III, Producer

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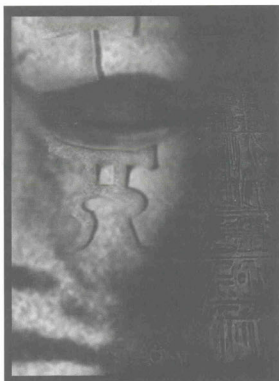
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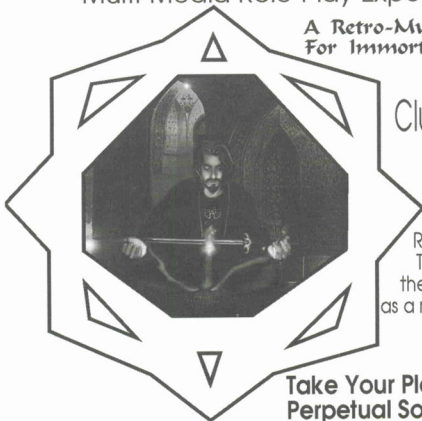
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**QUICK START
GUIDE**

CREATING THE PERSONA

See also pages 130-133 of the main rules. The following method of persona creation can be employed when translating oneself into the Immortal experience, or when adapting an existing character for use in the immortal game system. A copy of the persona record sheet found on page 130 of the main rules is helpful, but not required.

Personas will begin with 15 motes of immaculum (the basic unit of energy or power) and 100 memory motes (points useable to develop the persona). Persona creation involves allocating immaculum into six different areas of ability (called the halo colors) and choosing skills (called talents and attentions.) That's it. Once all motes are assigned, you're ready to go.

In fact, you don't even have to create a persona before you begin playing Immortal. Personas can be created "on-the-fly" as you discover your abilities. Think of it as a process of molting, shedding human limitations a little at a time as you steadily regain long forgotten immortal powers. As personas remember who they really are, they buy the necessary talents and characteristics.

Step One — Defining Physical and Mental Characteristics:

Beginning Personas receive 15 motes (points) of immaculum to distribute into the six halo colors. The halo colors are Red, Orange, Yellow, Green, Blue, and Violet. Each color represents a different characteristic as follows:

RED	=	RESOLVE	(Intelligence, will power, pain resistance, etc.)
ORANGE	=	FORCE	(Strength, physical power, damage, etc.)
YELLOW	=	EXPERTISE	(Dexterity, hand-eye coordination, attack ability, etc.)
GREEN	=	MOVEMENT	(Speed, maneuverability, dodge ability, etc.)
BLUE	=	AWARENESS	(Visual acuity, instincts, perceptiveness, etc.)
VIOLET	=	RESILIENCE	(Stamina, vitality, ability to take damage, etc.)

The "human average" is 2 motes assigned to any color. 5 motes is the maximum a starting persona may allocate into a single color. It is suggested that each color be assigned at least one mote. Motes assigned permanently into a halo color in this fashion are referred to as forte. They represent the base characteristics of a persona.

Step Two — Free Immaculum and the Himsati Tier

After you have allocated the base 15 motes of immaculum, the next step is to "purchase" any additional motes of forte you feel are necessary. Any motes of forte beyond the base 15 must be purchased using motes of memory. Consult the Himsati Tier chart on page 93 of the main rules (or look at the Narrator's Screen) for the memory cost of any extra motes you feel are necessary to your persona.

So far all immaculum assigned or purchased has been forte or "fixed" immaculum. Now you may wish to covert some forte into "free" immaculum. Free motes are not fixed into any of the halo colors. During play, free motes will be used to power serenades, enhance initiative, or situationally bolster any of the halo colors. Since free immaculum is much more flexible than forte, you must pay additional memory for each mote converted from forte to free-floating.

Every Persona should purchase at least one mote of free immaculum. To do so, spend one memory point and transfer a mote from out of any halo color into one of the free immaculum blocks above the halo on the persona record sheet. To transfer a second mote will cost two more memory, a third will cost three more, and so on. Immortals at the first himsati tier (the beginning stage of persona advancement) are limited to a maximum of 5 points of free immaculum (you cannot buy either forte or free motes above the maximum listed beside each himsati tier in the rules).

The total number of motes a persona possesses determines his himsati tier. Add up all motes assigned to each halo color as well as all the free motes you have purchased. Compare the total to the chart on page 93 to determine your himsati tier. A Persona with 18 motes of immaculum is Tier 2. For 6 motes of memory the persona could add a 19th mote (added to forte) and would ascend to Tier 3. As immortals reach new himsati tiers, the maximum motes allowed for each halo color (as well as for free floating immaculum) will rise.

Step Three — Talents and Serenades

Motes of memory not used to buy additional forte (or to covert forte to free floating immaculum) may be used to "remember" skills possessed by your persona. Immortals can learn two main types of skills, talents and the mystical powers of attention called serenades. Pages 138-140 of the main rules discuss talent rank and cost. The talents themselves are listed on pages 141-150. The list of serenades begins on page 199. Serenades and talents are purchased with memory, at a cost based on their complexity. It is recommended that beginning personas learn a maximum of two or three serenades, beginning at a relatively low rank. The same goes for talents. Note that even a rank of 2 represents a fairly high degree of skill (equivalent to college level training) so it will be rare for starting personas to possess higher ranks.

Example: *Jeremi likes basketball. He wants to determine his rank in sports. If he has only theoretical knowledge of the game (he has seen it on TV) then he would be considered rank 0 (Untrained). If he has played basketball around the neighborhood, or perhaps in high school, then he would qualify for rank 1 (Familiar). Sports has a complexity of 2. So for 3 points of memory Jeremi could "remember" this rank 1 talent. If, however, he can play competitively at a college level, Jeremi could be considered rank 2 (Trained) at a cost of $(3+5) = 8$ notes of memory. A college star or new NBA player is probably rank 3 (Pro) for a cost of $(3+5+7) = 15$ memory. The standard NBA starter would be a Master (rank 4 at a cost of 24 memory) and 35 points of memory would be enough to remember a talent of rank 5 (Laureate). This rank represents someone talented enough to qualify for the Dream Team. MJ and CB (you know who you are) we hope you can find time in your schedule to participate in Immortal. If so, feel free to claim a rank 5 talent in sports!*

The example above applies equally to the purchase of serenades. However, the greater complexity of serenades makes them more costly to purchase. For example, a persona not affiliated with the Peri Pride will need to spend $(9+11) = 20$ notes of memory to purchase the Endu attention (complexity of 5) at rank 2. Peri pride members need spend only $(7+9) = 16$ memory to achieve the same rank.

Step Four — Options

If the Narrator allows, an actor may choose (or suggest) a pride, calling, himsati, predilection and perhaps a taboo. All of these aspects of persona are discussed in the main rules beginning with page 90. However, such aspects are just as often left to be discovered through play. Don't worry if not all areas of your persona record sheet are filled out when you start play. The Immortal experience is one of continually expanding the persona. All done? O.K. you're ready to go!

Player Briefing and Rules Overview

System Mechanics

The system used in IMMORTAL is innovative, simple, and powerful. The energy of Immortals (and all living beings) is contained in the Halo, an aura which surrounds all living things. This energy is called Immaculum. The Halo is divided into six colors, each representing a physical or mental characteristic. For instance, orange represents physical power and strength, while blue represents awareness and perception. Humans and beginning immortals possess 15 notes (or units) of immaculum, and will have between 1 and 5 notes in each halo color.

Immortals have normal skills, known as Talents, and Attentions (that produce mystic effects known as Serenades), also ranked 1-5. Immortals may use their talents to accomplish nearly any normal feat without having to roll a ten-sided die for success, but when time is critical or their actions are resisted, they must roll dice. Immortal utilizes only ten-sided dice.

An example of using a talent: *An immortal wishes to boot up and run some software on an unfamiliar type of computer system. Normally, this would not require a die roll, as the immortal in question possesses the Computers talent at a rank of 1, and is thus familiar with computers. However, he is pressed for time, and thus will have to make a Talent Hostile roll.*

The narrator assigns a difficulty to the task, rating it from 1 to 5, then multiplying by 3 to determine the target number needed (in this case a rank 1 difficulty, which requires a roll of a 3 to succeed). The actor rolls a ten sided die, adding to the result his talent rank (1) and his notes in the appropriate halo color (Since this is a mental task, the halo used is red. The actor finds he has 2 red notes.) The actor in this case rolls a 1, adds 3 (one for his talent and two for his red halo) for a total of 4 — a success! If the actor had rolled a 0 (called a Null) the attempt would automatically fail, even though the total (3) is enough for success.

A more advanced example: *Suppose one persona attempts to swing a sword at another. Hitting will require a yellow talent hostile (The roll of a yellow die, adding all yellow halo and the rank of an appropriate talent based on the yellow halo). Now suppose that the fight is taking place in a fog bank. This will add an additional blue visibility hostile die, rolled at the same time. And, the battle is being fought on a sheet of ice, making movement precarious. You guessed it — this adds a green environmental hostile.*

The actor will roll all three dice at once to determine the success of his attack. A null on any die will be mean an automatic failure for the action. Suppose the actor makes his yellow (talent) and blue (visibility) rolls, but rolls a Null on his green die. The narrator knows from this result that the persona slipped on the ice, and can use this fact to add spice to the story. The Immortal system goes beyond simple success and failure. It tells you WHY an action fails!

Now, suppose instead that the actor makes his green roll but misses the roll needed for his blue hostile by 2. Let's also say he has a total of 13 for his yellow talent roll and only needed 9 for success. Personas may always take points away from a successful talent roll and apply them to any missed (secondary) hostiles. This represents superior skill (or luck) overcoming limiting conditions. Likewise it represents how hostile conditions can combine to reduce the effectiveness of an attempted action. So, to succeed, the total talent roll will be reduced to 11, representing a blow made less accurate by the difficulty of making out the opponent's shape in the midst of swirling fog.

Combat checks differ from other talent checks. The end total of the attacker's talent roll acts as the difficulty number needed by the defender to completely parry or dodge. A null (or no attempt in the case of a defender who is surprised) results in no modification to the attack. Conversely, any positive defending talent roll will reduce, if not completely stop, the blow. *In our example, say that the defender rolls a total of a 7. 11 - 7 leaves 4 points to be used to determine the damage inflicted in the attack.*

An attacker adds his orange motes (his force) and weapon damage, while the defender subtracts his violet (his resilience) and any armor rank from the current total. Damage location may also be rolled, possibly adding to the total. *In our example, the attacker has 2 orange motes, and is swinging a rapier, so adds 6 to the damage; the defender has 3 violet motes, so subtracts 3. The total is 7. 7 points of damage equals a rank 2, or an Impairing wound. In future clashes (3 second rounds of combat) the defender will now be forced to roll a rank 2 red pain hostile as part of any action he attempts.*

Another unique aspect of Immortal is the concept of free-floating immaculum. Immaculum does not have to be locked into one of the six halo colors; motes can be freed up to be available for use in different halo colors as needed. Even mortals may possess a limited amount of free-floating immaculum; think of the adrenaline rush that boosts the strength of a human beyond its normal limits.

At the beginning of a combat, and once every ten clashes within a combat, immortals can allocate their free-floating motes to any halo color they wish. Or they may wish to leave them free, to give them multiple actions per clash, boost their initiative, and enhance the power of serenades. Immortals may also tap this power outside of combat, to greatly enhance their attempts at non-combat actions.

One final note, the rules system is here to help keep the story moving along and on track. If there is ever a conflict between the system and the story, the story always wins.

The Role-Playing Experience

You are Immortal. From this simple premise springs forth a role playing experience unlike any other. A cast member in the ever unfolding drama of Perpetual Society, you will now take your place in the midst of the Stratagem, the political web of intrigue which dominates immortal affairs. Due to the nature of the stratagem, fatal violence against immortals is frowned upon, and will often meet with swift retribution. It is far better to outwit or humiliate your opponents, and thus gain the lasting respect of immortal society. Mortals, on the other hand, are always fair game.

Your immortal persona will have begun the experience arising out of Lethe, a state of forgetfulness in which past memories of immortal life have been submerged behind a facade of mortal personality. Immortals who have just awakened from the forgetfulness, are referred to as Ingenue (in reference to their playing a part in mortal society); sought after by all the Prides as potential recruits or perhaps as dupes to unwittingly advance a long range plan.

The prides are powerful groups of immortals drawn together by common convictions and heritage. Most personas will find themselves associated with one of the prides as well as with one of the so-called Callings, professional associations that span all of the prides. Each persona will also discover a true shape within, called Himsati, the form that injures. Himsati forms are primal shapes, usually animals or elemental forces, that a persona may revert to in time of need.

For many immortals, the single most sought after reward is Visage. Visage represents one's standing in the immortal community, one's reputation and respect. The way an immortal gains visage, both for himself and for his pride, is by exposing weaknesses in another pride, outwitting them in the most creative and flamboyant manner possible. This process of guile is known as the counting of Coup. Visage is an almost physical psychic presence that causes those of lesser stature to admire or fear the immortal whose rating is higher.

Each immortal and every pride is out to gain visage by counting coup at the expense of the other prides, so there is ALWAYS another plot just waiting to come to fruition. Remember, immortals are patient, and some of these plots could have been maturing for decades, centuries, or even millennia.

In addition to the immortal prides, there are numerous other forces to be interacted with. The Sanguinary lurks ever in the background, a malicious, alien force that Immortals believe works constantly for their destruction. The Solitaires and other rogue breeds reject the Stratagem adopted by the prides of the Perpetual Society and the Jury. The Apocrypha have long been a human force opposed to all things immortal, led by a malevolent core known as the Illuminati. D'arcade, the immortal underworld, peddles its black market wares in the shadows, more far-reaching and powerful than any human Mafia. The Drones despise any immortal that dares oppose their dark master, the Sanguinary. And the Outlanders, maverick immortals of incredible power, work their own schemes from behind invisible walls. These antagonists and many others await your challenge in the world of Immortal.

INTRODUCTORY PLAYER LEXICON

Breed — Any group of immortals that share kinship, whether physical or philosophical. Breeds are organized into political factions, such as prides, droves, or outlanders, among others.

Cadre — Generally, a group of immortals (usually the participating actors) who have entered the forgetfulness together. Cadres were originally conceived as a means of encouraging cooperation among the prides (the members of most cadres originate from several different prides). As mortals, members of a cadre usually form friendships, a vestigial bond that carries over from their immortal past. As large numbers of immortals emerge from lethe, they are showing a distressing tendency to put the good of their cadre ahead of their prides.

Calling — Within a pride, any of the specialized vocations used to advance the pride's visage and to form an organized network against enemies.

Clash — A combat round, lasting three seconds. Within a clash, an immortal may act one or more times (see Escapade).

Drove — Breeds of immortals devoted to the service of the Sanguinary.

Echo — A serenade used against characteristics not normally considered the target of the serenade. For example, Ember is a fire serenade that is usually used as an attack, targeted against an opponent's violet halo. If targeted against the blue halo, it could be used to generate a cloud of smoke or a blinding flash of sparks.

Escapade — One action within a combat clash. Multiple escapades can be taken within a clash if an immortal possesses enough free-floating immaculum. Multiple escapades denote supernatural reflexes.

Forte — Immaculum (energy) fixed or locked into one color of the halo. The normal state of immaculum.

Free-Floating Immaculum — Energy not fixed into any one characteristic (halo color), instead forming a pool of energy used for a temporary boost to any element of the halo. Free-floating immaculum also provides extra escapades (actions) during combat, boosts the initiative score, and powers serenades. The opposite of Forte.

Habitat — The physical reality perceived by humans as "earth".

Halo — The combined life energy (immaculum) of any living being, manifested as a luminous aura. The halo is divided into six colors, each of which corresponds to a specific characteristic.

Himsati — The "form that injures". The quintessential animal or elemental form of an immortal, usually masked by a human appearance, which forms part of their soul. It is the existence of the himsati which makes all immortals shape-shifters, as the form can be assumed at will.

Himsati Tier — The rank of power of an immortal. Defined by the quantity of immaculum an immortal possesses in his halo and his degree of evolution toward the perfect himsati form.

Hostile — Any roll of a ten-sided die used to overcome a challenge to an immortal's characteristics or talents. The main hostile is the Talent hostile, any other dice rolled represent secondary hostiles.

Immaculum — Life energy. Each mote, or point, of immaculum improves an immortal's performance in mental or physical characteristics.

Lethe — A state of forgetfulness which an immortal voluntarily enters to assume the apparent life-death cycle of a mortal. Although a potent rite, lethe eventually breaks down. Consequently an immortal regains some memories of his past and his powers.

Mantle — An alternate reality. Places created for the use of immortals, ranging in size from a city to an entire world. The laws of physics, as well as the topography and appearance of such places, are under the control of the being who created the mantle.

Memory — In creating and advancing a persona, the points available for purchasing talents, attentions and immaculum.

Morpheum — The dream world, the lair of the Sanguinary. A land of ecstasy and nightmare.

Motes — One point or unit of energy, usually immaculum, taint or memory.

Null — A zero on any die roll (hostile). Any null rolled during an attempt at playing a serenade causes one mote of immaculum to become tainted, and thus useless in the mortal world (see Taint).

Persona — Any participant in the Immortal experience, as compared to the Narrator, who stages the production of each episode.

Predilection — A summation of a persona's overall attitude and personality. Each persona normally chooses a predilection to describe his outlook.

Pride — One of the twelve sanctified groups of immortals who have adopted the Stratagem and its system of visage. The members of each pride tend to share similar world views (called convictions) and thus approach problems in a similar way. Pride members also tend to share similar himsati forms. Compare with the Droles and Solitaires.

Ripple — The result of a discordant serenade. Sensitive beings in the nearby area will often detect such a poorly played event. Immortals with a great amount of free floating immaculum cause a minor ripple by their very existence.

Sanguinary — The ultimate enemy of the prides. Also the original source of their eternal life. The Sanguinary resides in the Morpheum, the world of dreams, inside a fortress known as the Hush-Hush.

Serenade (Attentions) — Mystic effects, generated by immortals using their vocal chords (called vox). Nearly any so-called "magical" or "psychic" effect may be created through the use of an appropriate Serenade.

The Silence — A rule adopted by the prides (and enforced by pride Nimrod) that prohibits immortals from playing serenades directly against one another while in the Habitat. The Silence is designed to reduce the amount of ripple occurring from imperfectly played serenades, which can alert the Sanguinary and its agents to the presence of immortals in the Habitat.

Solitaire — An immortal who does not belong to one of the prides.

Stratagem — A non-fatal manner of settling disputes, and of increasing a pride's reputation. The system of accumulating visage by means of intrigue adopted by the various prides and overseen by a group of immortals known as the Jury.

Taboo — A supernatural curse manifesting in an immortal which results from the psychological trauma of a mortal victim whose immaculum has been forcibly taken. Such a violation is known as the Sin. A taboo follows the afflicted immortal wherever he goes.

Taint — Immaculum that is unusable, due to a badly played serenade.

Talent — Any non-mystical skill possessed by a persona, as opposed to serenade skills, which are known as Attentions.

Twilights — Immortal slang term for mortal beings.

Visage — A psychic force bestowed by the Jury upon immortals who participate in the Stratagem. Visage enhances the reputation of those who possess it and it can be felt both mentally and physically. Visage generates awe and fear in those who have a lower rating.

Vox — The specialized vocal chord of an immortal. The vox forms the link between an immortal's brain and his halo. Thus it is the key to sustaining eternal life. If the link between vox and halo is severed, immortals can die. By mimicking the sounds generated by the fabric of the universe with their vox, immortals play serenades and mystically alter the reality of the world around them.

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IMMORTAL

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